

The background is a deep blue and purple space scene. In the top left is a large planet with horizontal purple and white stripes. To its right is a smaller planet with a thin ring. In the bottom left, an astronaut in a white suit floats, holding a coiled rope. In the bottom right is a large, cratered moon. The sky is filled with numerous small white stars and larger, four-pointed starbursts. Abstract, flowing shapes in shades of purple and teal are scattered throughout the background.

# UNIQUELAND

WHITE PAPERV01.


# FOREWORD

After a long and terrific covid-19 season where everything has shut down, the economy has started to recover again so is the crypto market. During that time remote jobs have gained great popularity including crypto space, it's at that time when also blockchain and bitcoin gained the attention of big financial centre's, the technological evolution of smart contracts lead to the expansion of many applications from decentralized finance(Defi) and Non-fungible token.

However, one major roadblock for cryptocurrency is the issue of mass adoption. Even if BTC becomes the store of value against depreciating fiat and financial industries adopt Defi protocols, these mean very little to the average person. As of 2020, the global estimated number of crypto users has only passed 100 million, according to Business Insider, despite a total of 4.6 billion internet users worldwide. Of those crypto users, an even smaller fraction uses cryptocurrency for anything other than savings, trading, or money transfer.

Mass adoption would add immense value to decentralized ecosystems and we strongly believe that the gaming industry is the best way to on board the next wave of users (and ultimately the first billion users). Games attract millions of users who are technologically open-minded and have understood the principles behind digital asset ownership for years (i.e. NFTs).

For example, Axie Infinity has pioneered the next evolution of games by defining a “play-to-earn” model, resulting in a market capitalization of approximately 4 billion USD. Through innovative pathways like these, we will see much greater adoption of cryptocurrency.

The background is a deep purple and blue space scene. In the top left, there's a large planet with horizontal stripes. Below it is a smaller planet with a ring. In the top right, an astronaut in a white suit floats, holding a long, thin, looping rope. The bottom right corner features a large, cratered moon. The entire scene is filled with numerous small white stars and larger, four-pointed starburst patterns.

Videogames have become the largest entertainment medium in the world which was further accelerated by Covid-19 lockdowns due to a surge in home-bound populations. By the end of 2021, Newzoo forecasts 2.7 billion players globally, with this number increasing to 3 billion by 2023.

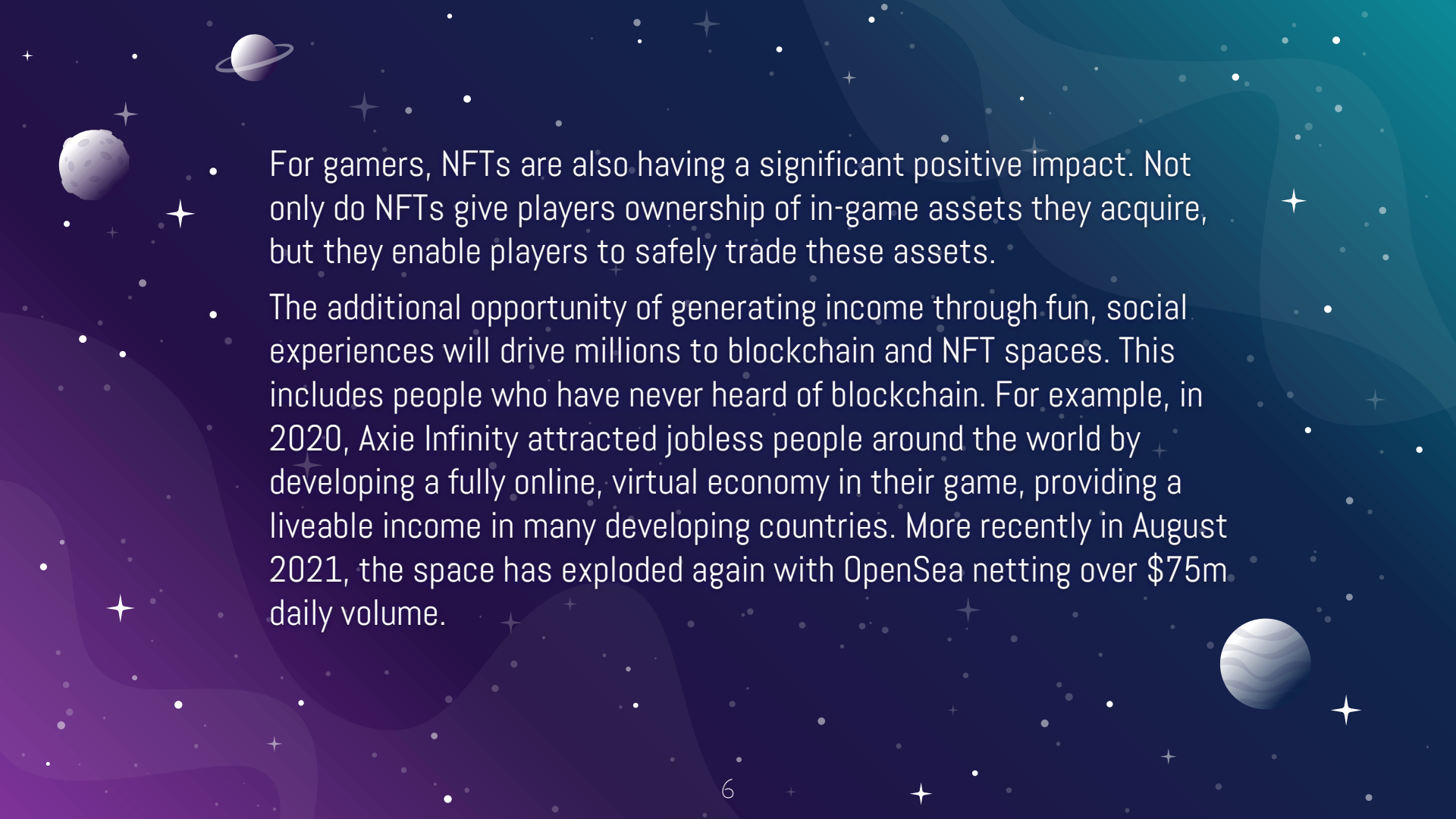
In-game transactions on mobile and browser-based free-to-play games represented the largest share of revenue with an intake of \$159.3 billion in 2020 alone.



# NON-FUNGIBLE TOKEN (NFT).

Non-fungible tokens, or NFTs, are digital tokens that offer unique ownership. These can be anything ranging from a video file to a digital artwork or piece of music. The key differences from normal digital files are that NFTs are unique and that the creator, the current ownership, and the entire sales history can be verified.

The recent NFT craze finds part of its origin in the generation that grew up collecting Pokemon in both the trading card game as well as the video games. This generation later transitioned to playing Pokemon with their children. The most recent evolution of collectibles is blockchain-based NFTs, such as CryptoKitties, CryptoPunks, and Beeple artworks that have sold for millions. These NFTs made headlines when transactions quadrupled in 2020 to \$250million. As shown in the “Non-Fungible Year Report 2020” by NonFungible and l’Atelier, collectibles and games were the two dominant segments.

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- For gamers, NFTs are also having a significant positive impact. Not only do NFTs give players ownership of in-game assets they acquire, but they enable players to safely trade these assets.
  - The additional opportunity of generating income through fun, social experiences will drive millions to blockchain and NFT spaces. This includes people who have never heard of blockchain. For example, in 2020, Axie Infinity attracted jobless people around the world by developing a fully online, virtual economy in their game, providing a liveable income in many developing countries. More recently in August 2021, the space has exploded again with OpenSea netting over \$75m daily volume.



# VIDEO GAMES

★ The evolution of the video game industry has consistently created innovative business models. From a humble beginning of buying cartridges at GameStop, the industry evolved into “free-to-play” business models, such as Fortnite and Warzone where players gain access for free and later buy in-game items. Today, we are witnessing the next natural evolution to “incentivized gaming” models that are proving to be successful. As history suggests, blockchain-based NFTs are the future of gaming and we intend to be a part of this evolution. People are starting to realize the monetary value of their time and this trend of allowing players to monetize their playtime will inevitably replace traditional gaming models.

★ To build something that lasts, teams have to be focused on what's coming next. The world is rapidly entering a digitalization era where improvements occur at lightning speed. With four billion people having internet access worldwide, people are spending more time searching the internet for lucrative opportunities to make a living online. Our vision is to help create the engaging virtual economies that make these opportunities possible.

# OUR VISION

Our main vision is setting the standard for digital ownership and play-to-earn games by creating innovative, attractive Nft market place and gameplay that also cultivates the virtual in-game economies and metaverse. Specifically, we will concentrate our focus across the following pillars.

- Create a welcoming, educational, and fully functional platform that attracts and converts a large number of players(including newcomers) and speculators to virtual land, and the more general cryptocurrency space.

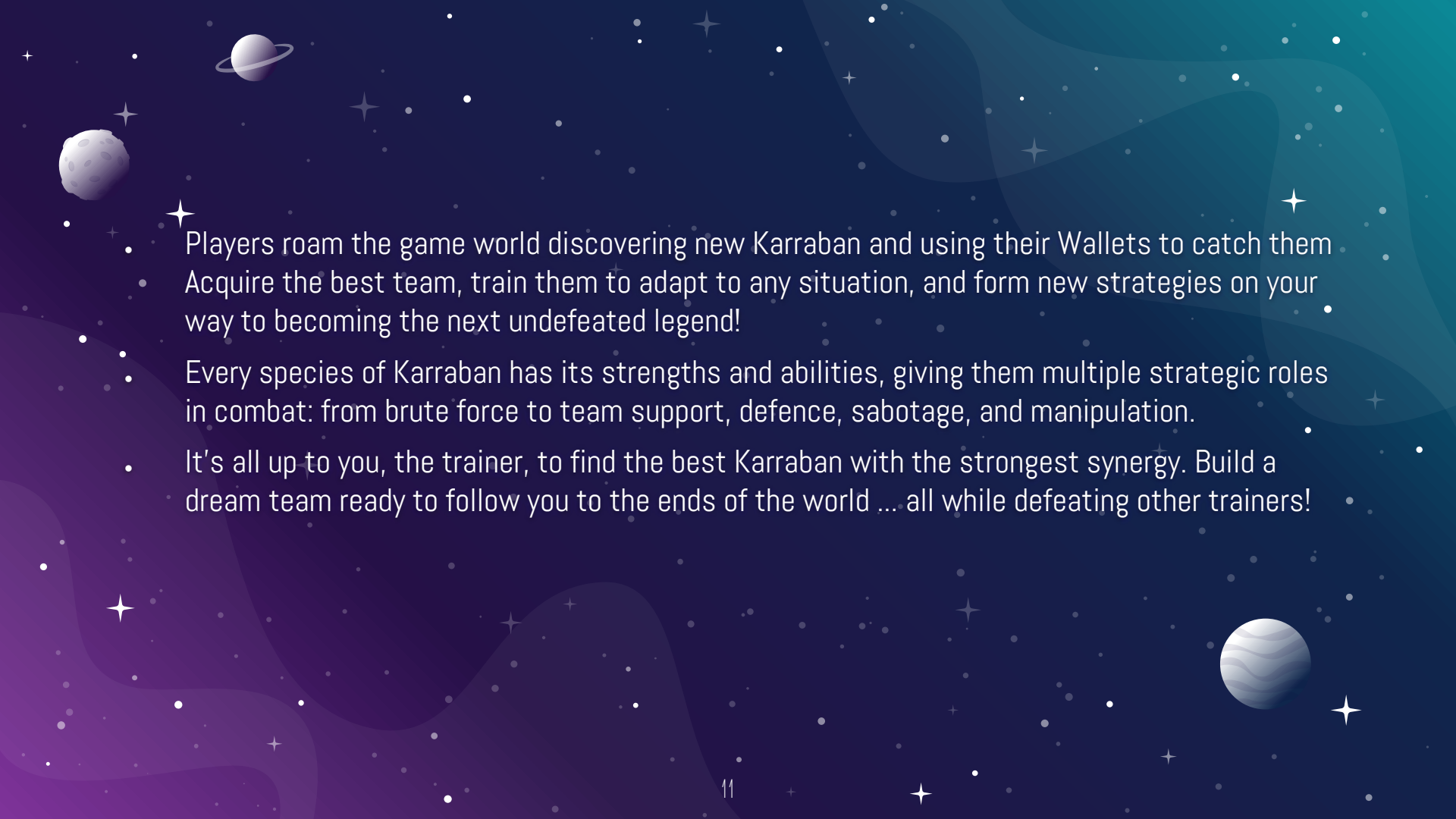
- By creating an easy-to-use platform for crypto beginners we intend to engage and educate newcomers in original, playful, and rewarding ways. The educational content of our platform will provide a vast resource of knowledge on the basics of cryptocurrency eg. how to create a wallet, perform transactions, staking, and farming. It will also allow us to gain and retain users on the platform - a pleasant first experience will encourage continued use of a system.



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- ✨ Utilize the player community to foster the growth of the brand and subsequent games by co-creating game features and developments alongside the community via the DAO Uniqueland.
  - Create a stimulating platform for Defi enthusiasts to maximize gains from yield farming, staking, and other protocols.
  - Create a challenging and rewarding platform for regular crypto users via play-to-earn mechanics and Nft buy and sell that ensure the longevity of the ecosystem.

# GAME CONCEPT

- The universe of virtual land is covered by different creature one of them are called "Karraban", which are famous for being strong. The Karraban live on planet Neptune where there are a lot of forgotten artifacts from the lost kingdom.
- Karraban, is incomplete and only shows themselves to those humans who they find worthy of validating their existence. In return for this companionship, they offer humans their incredible powers.
- During sleep, Karraban is vulnerable and prefer to stay securely inside their human's wallet. They are always on the lookout for strong and worthy humans and are on a constant quest to better themselves through combat and duels with other trainers.

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- Players roam the game world discovering new Karraban and using their Wallets to catch them.
  - Acquire the best team, train them to adapt to any situation, and form new strategies on your way to becoming the next undefeated legend!
  - Every species of Karraban has its strengths and abilities, giving them multiple strategic roles in combat: from brute force to team support, defence, sabotage, and manipulation.
  - It's all up to you, the trainer, to find the best Karraban with the strongest synergy. Build a dream team ready to follow you to the ends of the world ... all while defeating other trainers!



# Single player mode(Player Vs Environment)(PvE)

- Learn about the workings of cryptocurrency and blockchain guided full of mystery, memorable characters, and intriguing locations to explore. This mode allows you to acquire your first Karraban and Guardian for free while immersing yourself within Neptune. It will also give you the valuable experience and confidence that will ultimately form a gateway to the competitive Player Vs Player mode(PvP).
- The PvE world is always open, and the Uniqueland team will continue to release new episodic adventures with new locations, new Guardians and karraban to discover, new characters, and new quests! So, be sure to come back often!

# A Competitive Battleground (Player Vs Player – PvP)

- After forming your dream Karraban team, compete with powerful trainers around the world in various game modes: friendly duels, ranked tournaments(that will happen on a recurring basis), and other very special modes that we have yet to unveil with our community!

- Combat starts as soon as the matchmaking is completed. Battles feature a draft system that allows you to predict your opponent's strategy and react accordingly by finding the right counters.

- Changing the order of Karraban in your team to surprise your opponents will make all the difference between victory and defeat!





# BATTLE SYSTEM

- Your team consists of 5 Karraban that will compete against your opponent's team in a turn-based tactical battle. Victory goes to the first player to successfully eliminate all Karraban in the opposing team.
- Each Karraban has its own set of special abilities to utilize and with every action taken, advanced versions of these gradually unlock introducing new devastating effects and strategic options to the battlefield.



# TOURNAMENT AND CHAMPIONSHIP

Joining tournaments require staking VIRTUAL tokens and giving players a chance to maximize their rewards. Weekly tournaments will reward the top players and will be tiered based on skill level and games played. high performing players will challenge veteran players, with even greater rewards.

Any defeated Karraban will disappear and be gone forever. This allows top-level players to continually nourish the ecosystem as they improve via strategic experimentation in their battles. Meanwhile, it also creates more fair opportunities for up-and-coming players.

You'll be able to enjoy both PvE and PvP experiences, up to the tournaments, without spending anything! The single-player campaign will provide you with everything to get you up and running in the game for free, with no paywall and no unpleasant surprises. The end goal is to compete competitively in the PvP environment.



# LAND OWNERSHIP

Eventually, players will be able to acquire a piece of land in the game world. Lands can be used for respawning or teleporting, allowing you to cover great distances within a short amount of time. Additionally, owning land unlocks the ability to generate LOBES for you and other players to explore. LOBES will appear on the world map and are generated randomly every three days.

- Every plot of land will have its own rarity and custom traits that determine the types of rewards it will contain as well as the odds of a lobes appearing.

# STAKING UNIQUELAND TOKEN

Staking Uniqueland tokens allows you to generate a yield from the treasury and win Uniqueland tokens.

Eligible for NFTs drops that will be usable in game. Access to multiplayer modes after staking a minimum account

## HOW TO OBTAIN NFT?

Purchase them from the marketplace or from other players.

Staking tokens to be eligible for random NFT drops.

Playing the solo game mode and defeating creatures.

# TOKENOMICS





# Roadmap

## Quarter 4(2021)

- Project start up and development, team formation, token development and deployment, website launch, product start-up, Market push to spread awareness.

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## Quarter 2(2022)

Listing on major Exchanger, NFT release for a beta test, Game to earn development.

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## Quarter 1(2022)

Presale launch, Social media growth, Liquidity on pancake swap, Listing on hotbit, Listing on coin market cap, NFT release for selected tester, Game story writing.

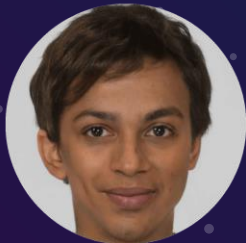
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## Quarter 3(2022)

# DEV TEAM



James L Sena



Jonathan S Moore



Rodrigo C Leon



Tung Nguyen



Anthony M Hutcherson

# PATNERS



**HOBBIT**  
THE ADVENTURE HUB



**GTS**  
VENTURES



**CRYPTO** **FORCE**



**OIG**  
ORACLES INVESTMENT GROUP



**SOLID**Proof



**WEEHODL**  
WORK, EARN AND HOODL

**BLONDY**  
**CHAIN**

**My Indian**  
**Techie**



**CRYPTO**  
NATION





THANKS!

