



# UNIVERSE ISLAND

## THE WHITEPAPER

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# » INTRODUCTION

## THE GAMING INDUSTRY - UNLOCKING IN-GAME MARKETPLACES



The global video gaming market has been well established for over two decades now. However, it has experienced immense growth over the past few years. This industry is one of the few that has overcome insurmountable regulatory odds to establish its presence, and today it stands out as one of the global technology industries with the highest adoption numbers, with a current market of over 2.7 billion gamers worldwide and a predicted CAGR of 12% between 2020-2025\*.

The purchase of in-game digital content/objects is commonplace in the gaming market. In 2020, gamers spent approximately \$54 billion purchasing in-game content. However, the old model of in-game purchases being the equivalent of simple record amendments on the internal game databases hosted on game servers gave gamers no 'proof' or 'claim' of proprietary rights over their in-game purchases.

NFTs disrupt this old model by transferring the ownership rights of 'uniquely identifiable' in-game purchases into the hands of the gamers, enabling proper monetization of unique virtual assets that facilitate the creation of legitimate and immersive metaverses. NFTs has unlocked the recently emergent phenomena of 'play-to-earn' games, which combine the best of both gaming and cryptocurrency industries and leverage this power to create transformative self-contained economic incentive systems realized through the simple act of playing video games, just empowered by a blockchain!

The dynamics of gamers interacting with games and in-app purchases changes drastically with the introduction of NFTs in the space. Players have a much higher incentive to play the games as the more time, effort and skill they invest, the higher the in-game rewards they have access to. There is a low probability of any diminishing marginal utility for the players as well. Meanwhile, gaming companies have an incentive to reward players contributing significantly to the game and adding value, thereby creating synergy on their platforms.

When in-game objects are tokenized, it allows for clear ownership rights over the objects - NFTs. The player has many more options to choose what to do with the NFT, e.g. selling it on a secondary market, using it in the game, or displaying it as a collectable. It also allows players to retain the value of their in-game objects, even if they decide to shift to another game. The development of NFTs in games signifies a brilliant implementation for gamers and game developers alike, creating diverse, engaging and monetarily advantageous avenues.

\* Gaming Market - Growth, Trends, COVID-19 Impact, and Forecasts (2021 - 2026); <https://bit.ly/3rqxY7H>





The Universe Island is a third-person mobile shooter game with NFT integration and an underlying story. In the Universe Island, players will experience story-driven action, cryptocurrency rewards and Non-Fungible Token (NFT) equipment progression.

The Story is set in the metaverse, which is fractured into islands. The main protagonist of the Story is the metaverse itself, with characters to explore its secrets. Each island has its mysteries and will be launched with an animated TV Show to support the narrative.

*The narrative begins with the Anime Girl trapped on the Volcanic Island, where she is lost and seeks shelter to get away from the unknown. From the beginning, the Anime Girl's desire is to find out more about the strange place where she woke up. Lost, frightened, but curious, her journey will unravel the purpose of the Universe Island and introduce all the characters, though it will not be an easy task.*



# UNIVERSE ISLAND

## THE GAMEPLAY

In the spirit of classic third-person styled games, which have captured the imaginations of millions of gamers due to their shallow barrier to entry (typically a mid-tier mobile device onwards) & high social engagement value, our Universe Island is the next level for players who have been playing, up till now, just for the pleasure of the game. In Universe Island, players can compete against the field to rise in the hierarchy of elite players, with an unparalleled play/win-to-earn incentive model powered by the UIM Token.

Set in a stunning, mysterious metaverse with custom maps, each with its unique terrain, features, & AI enemies (neutrals). The Universe Island metaverse is ever-expanding. There is no final number of maps or islands. At the beginning of each match, two (or more) players will be spawned on random locations in a one-on-one multiplayer battle, usually at the opposite ends of the map. All players start the game with a full 100 HP. Players can claim victory by shooting down their opponent(s) while avoiding or defeating other AI-controlled enemies (neutrals) on the way.

A typical game lasts around five minutes & the winners will be rewarded - through earning real rewards of UIM tokens, immediately spendable in-game or available for withdrawal on-chain after a minimum verification period of one week upon claim request.

The verification period is in place to ensure that an internal AI vetting system can detect players using 'unfair methods or 'cheating' can be implemented. Upon claim request, players can initiate a request to withdraw their fair claim of UIM tokens, which were won as rewards for game victories to their BEP-20 wallet, excluding the transaction fees for the withdrawal on Binance Smart Chain. Verification period is set for seven days from the claim request.

### The Gameplay



# UNIVERSE ISLAND

## GAME ENERGY SYSTEM & IN-GAME UIM TOKENOMICS

To initiate a game against auto-matchmade opponents of similar skill levels, an 'energy system' will be used to fuel the cogs of the matchmaking algorithm. Each match will cost one energy to play & all players have an energy battery pack that can store up to six energy units. When below full charge, energy will be recharged at the rate of 1 energy charge every 8 minutes (including the time spent in-game). The only way for players to turbo charge their battery packs if out of energy will be by using the UIM Token, the native token of the UIM ecosystem, to purchase the required energy points.

In addition to the base guaranteed UIM tokens for every victory, every match will have two 'treasures' randomly airdropped to different locations on the map. Each of these 'treasures' will carry a small chance to win an additional reward of UIM tokens as an airdrop. However, players would still need to win their match after collecting these 'treasures' in order to open them & stand a chance to win the airdrop. If the match is lost, any collected treasures would partially drop to the opponent, who would be eligible to get the treasure reward upon winning but receiving only 25% of the contained UIM tokens as an airdrop if the treasure were to contain any.





# UNIVERSE ISLAND

## FEATURES OF UNIVERSE ISLAND

Universe Island will provide more than just epic battles against other players, but also a Metaverse Gallery for the Infinity Design NFTs and an Open World to enjoy the islands with friends. Furthermore, the community engagement will be brought in form of tournaments and completing challenges.

### Metaverse Gallery

Metaverse Gallery will be an NFT gallery in virtual 3D environment, where players showcase their precious pieces of Infinity Design NFT collections and further UIM NFT collections. At launch, Universe Island will contain a simpler version, where players can only display their NFTs. With further game expansions, players will get access to build their own home on the chosen island and bring their friends to visit.

### Open World

Open World mode will provide a training playground with a shooting range and NPCs. Expedition into the Open World will require no energy. Future expansions will allow players to hang out in the Universe Island Metaverse with friends or meet strangers. In a world where people spend more time at home, Open World will become the place where the community can meet.

### Evolving community engagement

Gradually with time more features will be implemented. The incentive to spend time inside the Universe Island will be supported by tournaments, challenges, and other reward-giving community events.

- Players will be able to compete in tournaments to test their skills and win tokenized rewards.
- Daily and weekly challenges will be present to get extra energy and temporary gear as equivalent of the NFTs.
- Special NFTs for the most loyal players that complete monthly challenges.
- Community events.

Daily and weekly challenges will revolve around defeating the opponents, Metaverse Gallery expositions, hunting easter eggs in the open world and more. In addition, there will be season challenges to enrich the palette with unique quests and objectives to conquer.

Enhancement of the playable characters will be via Infinity Collection NFTs and temporary replicas of the collection. The NFTs will be obtained from the staking of UIM tokens and traded by the community in the UIM Marketplace.

Universe Island will provide different possibilities to obtain replicas of the Infinity Collection. The game will present an in-game shop with the option to purchase replicas for UIM tokens. Furthermore, replicas would be obtainable from the loot and challenges within the game.

# IN-GAME NFT SERIES UPGRADE CARDS 'INFINITY DESIGN'

We have produced the 'infinity design' NFT series to take things to the absolute next level. These limited editions NFT cards can mean the difference between victory and defeat, and every serious Universe Island player will be sure to have their eyes set on collecting as many of these 'power-ups' as possible. We took the old idea of having in-game characters & item upgrades. We fused it with a tangible and transferable record of these upgrades on the blockchain as NFTs show an immutable record of their ownership. Top it all; these upgrades are 'limited' in number

There shall be five tiers of the NFT upgrade cards in the 'infinity design' series in increasing order of rarity:

<div>NORMAL</div> <div>3% INCREASE ON BASE STAT</div>	<div>UNCOMMON</div> <div>6% INCREASE ON BASE STAT</div>	<div>RARE</div> <div>9% INCREASE ON BASE STAT</div>	<div>UNIQUE</div> <div>12% INCREASE ON BASE STAT</div>	<div>LEGENDARY</div> <div>15% INCREASE ON BASE STAT</div>		
WEAPON	JETPACK	HELMET	GLOVES	SHOES	ARMOUR	SKILLS

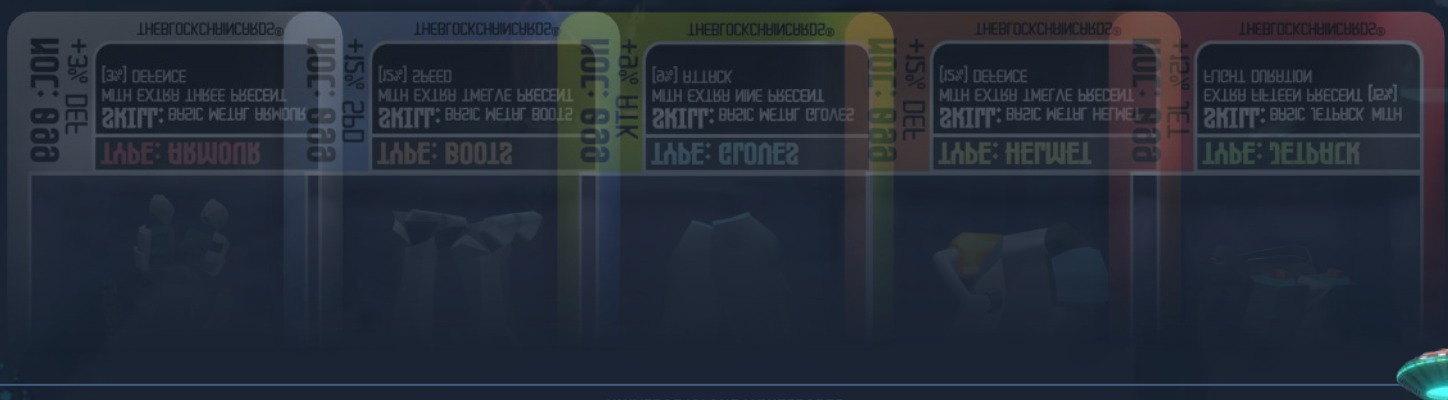




# POSSIBILITIES OF OBTAINING THE 'INFINITY DESIGN' NFT CARDS

- Staking UIM tokens for a probabilistic chance to win a freshly minted NFT card (detailed in the staking section below)
- Purchasing existing NFT cards from owners who are willing to sell, exclusively on the UIM NFT Marketplace
- Participating in auctions for freshly minted, scarce, limited editions NFT cards, listed directly by the UNIVERSE ISLAND LLC to raise project development funds

In case one wins the right to mint an NFT through the staking process, the gas fees (in BNB) required to mint and claim the actual NFT on UIM NFT Marketplace will be paid by the users.





# UIM TOKEN

## UIM TOKEN UTILITIES

The UIM token is the economic driver of the UIM ecosystem. Holders of UIM tokens can stake their tokens to earn staking rewards, as detailed above. The in-game rewards will also be paid out in the form UIM tokens.

### There are many other benefits to using/staking our token, such as:

- Zero extra fees on the UIM NFT marketplace (excluding network fees)
- Special in-game recognition as token staker
- In-game benefits as token holder status, for in-game purchases etc.
- Governance - stakeholders have to say in future decisions through proportional voting on ecosystem and game development proposals



## STAKING OF UIM TOKEN

UIM tokens will be required to be staked in order to earn staking rewards - these would be in the form of receiving additional UIM tokens as an APY over the entire staking duration as well as the probabilistic chance of minting an infinity design NFT card each month. First stake of UIM tokens will reward stakers with one infinity design NFT. In addition, staking would enable participation in the UIM ecosystem development governance voting mechanisms, as well making stakers eligible to qualify for special offers, promotions, and community airdrops.

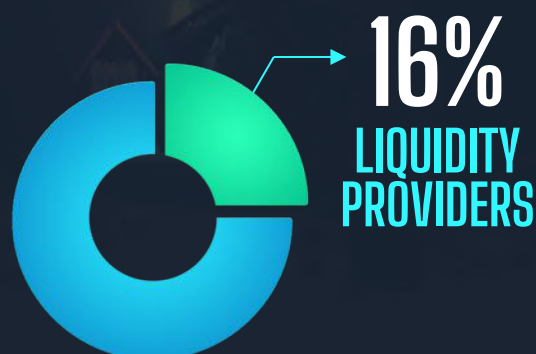
Staking UIM Tokens will be done via liquidity pair tokens from PancakeSwap through the time-locked staking smart-contracts, with the option to choose from fixed-period staking contracts ranging from one month (30 days), two months (60 days), four months (120 days) and six months (180 days). In order to have a minimum chance to win an infinity design card, there is a minimum staking requirement of 200 000 UIM tokens for at least one month (this would give a 1% chance to win a 'Normal' tier NFT card). On the other end of this scale, staking more than 200 million UIM for at least 6 months would give the highest probability of winning an NFT upgrade card (a 64% chance to win a 'Legendary' tier NFT card).

Users can view the exact probabilities of winning an infinity design NFT based on their staking tier and staking contract duration in the table provided below. For reference, S1 are 'Normal' tier NFTs, S2 are 'Uncommon' tier NFTs, S3 are 'Rare' tier NFTs, S4 are 'Unique' tier NFTs and S5 are 'Legendary' tier NFTs, while the 'type' of NFT relates to the 7 base items/traits stats as listed above.

1 MONTH				2 MONTHS			4 MONTHS			6 MONTHS		
UIM TOKENS	ITEM TYPES	TIER	CHANCE	ITEM TYPES	TIER	CHANCE	ITEM TYPES	TIER	CHANCE	ITEM TYPES	TIER	CHANCE
200 000	1	S1	1%	2	S1	2%	3	S2	4%	4	S2	6%
2 000 000	5	S2	10%	6	S3	12%	7	S3	14%	7	S3	16%
20 000 000	7	S3	20%	7	S4	24%	7	S4	28%	7	S5	32%
200 000 000	7	S5	40%	7	S5	48%	7	S5	56%	7	S5	64%

It is expected that liquidity pools will be set up for UIM tokens to be traded against other tokens as liquidity pairs on various DEX's on Binance Smart Chain, starting with PancakeSwap and potentially other DEX's or chains in the future if required.

The UIM ecosystem shall incentivize the liquidity providers providing liquidity on any UIM token pair across all the DEXs, over and above the base layer LP protocol fees. A reward pool of UIM tokens (16% of total supply) have been set aside. These tokens will be divided amongst the available pools and paid out to liquidity providers in those pools regularly based on the amount of liquidity provided compared to the total amount in the pool (in the ratios of their relative LP tokens on the protocol).

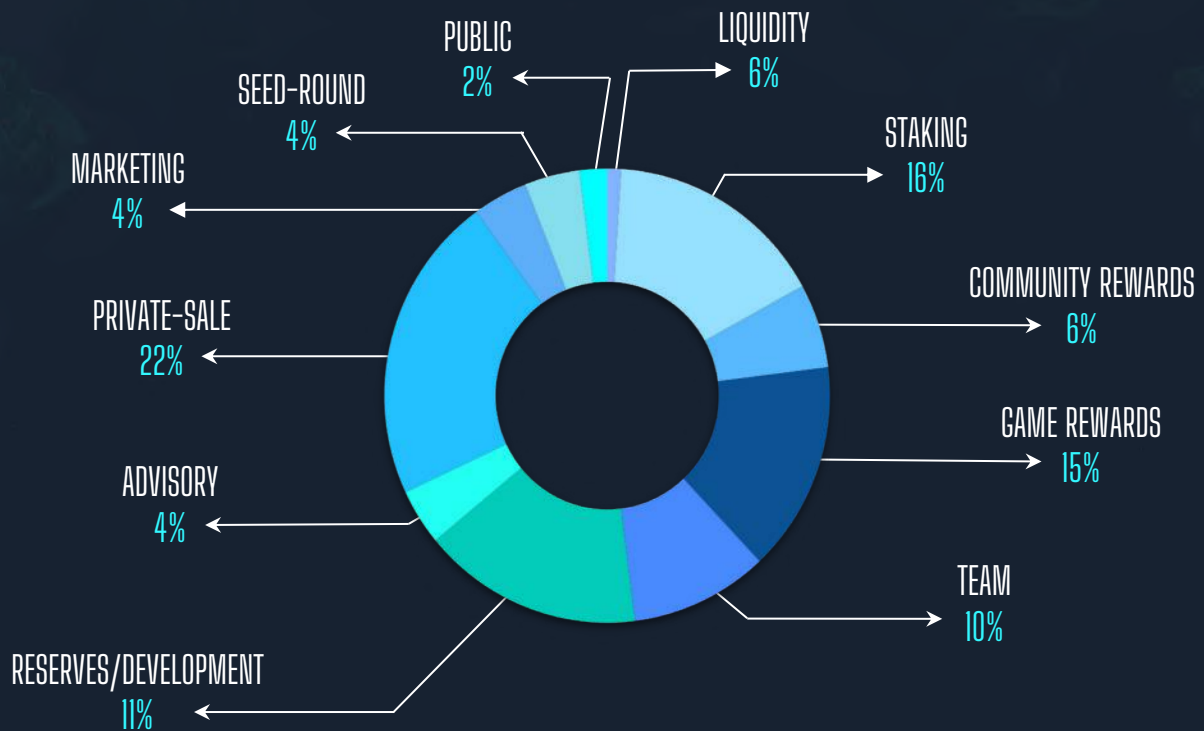




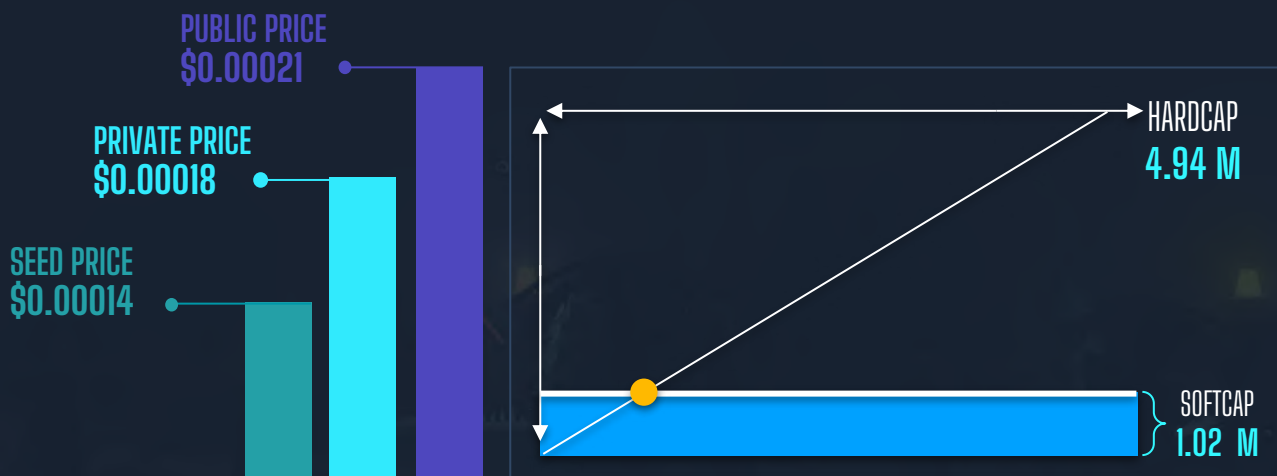


# UIM TOKEN

## TOKEN DISTRIBUTION



## TOKEN PRICES





# UIM TOKEN

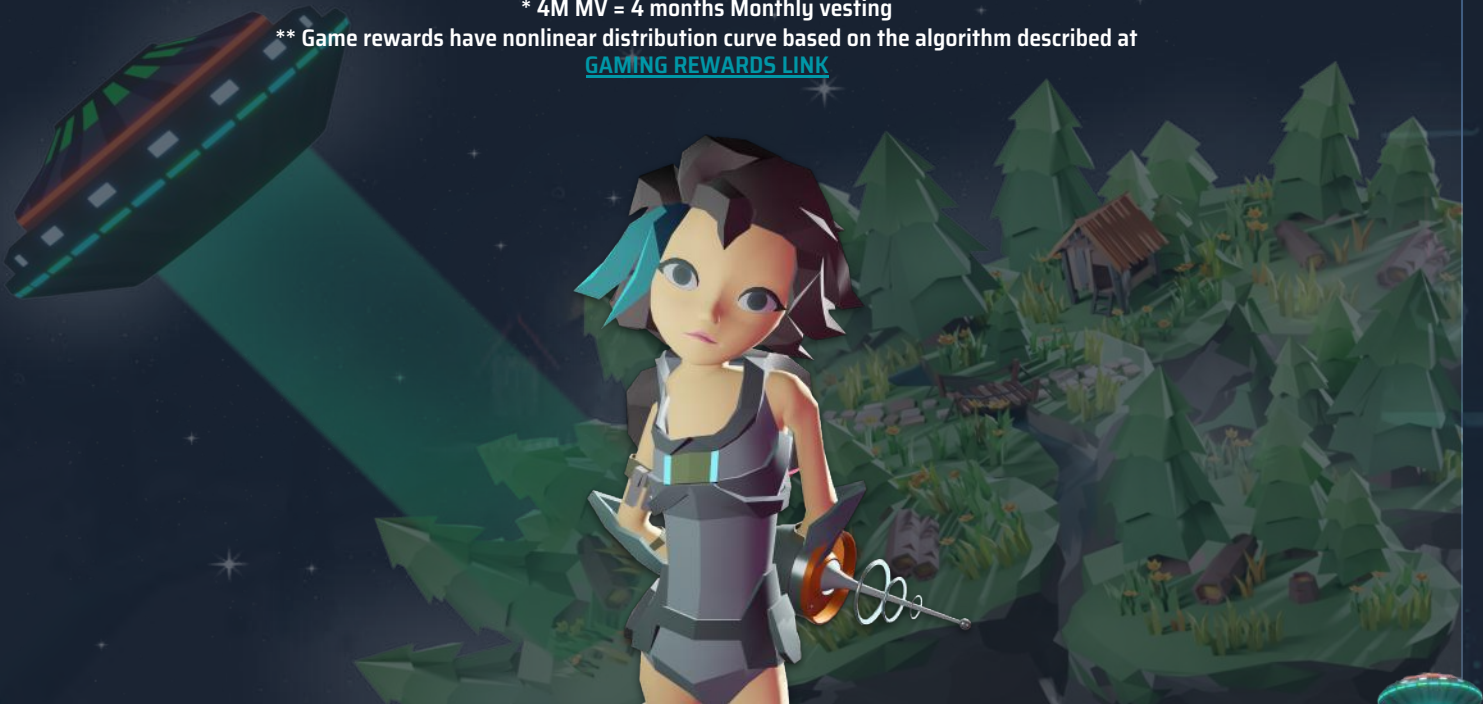
## VESTING SCHEDULE

UIM TOKEN DISTRIBUTION	2022					2023				2024			
	TGE	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
SEED ROUND	5%	LINEAR VESTING											
PRIVATE ROUND	8%	LINEAR VESTING											
PUBLIC ROUND	20%	4M MV*											
STAKING		96+ MONTHS											
RESERVE & DEV.		MONTHLY VESTING '36 MONTHS'											
GAME REWARD		96+ MONTHS**											
TEAM		MONTHLY VESTING '24 MONTHS'											
COMMUNITY		MONTHLY VESTING '36 MONTHS'											
MARKETING		MONTHLY VESTING '36 MONTHS'											
ADVISORY		MONTHLY VESTING '24 MONTHS'											
LIQUIDITY		24 MONTHS LOCKED											

Initial market cap at TGE will be **\$495 600.**

\* 4M MV = 4 months Monthly vesting

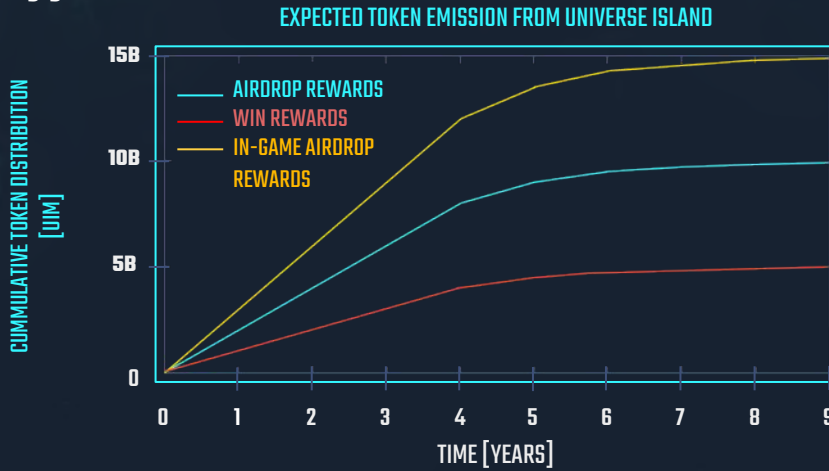
\*\* Game rewards have nonlinear distribution curve based on the algorithm described at [GAMING REWARDS LINK](#)





## GAME REWARDS DISTRIBUTION CURVE

Token distribution via game rewards is a significant part of the UIM tokenomics. Fair distribution of the loot box reward (treasure) and game rewards for winning a game (further mentioned as win-game rewards) will be ensured by the probabilistic token distribution scheme. This scheme will provide approximately 2% token inflation per year from the loot box rewards and additional 1% inflation from the game reward. Inflation is calculated from the total supply of 100 B UIM tokens for the period of four years. When the four-year mark is passed, the number of tokens will be halved every year.



Win-Game rewards are defined as a reward for participating in the game and scoring a win over the opponent. The calculation is inspired by the pool mining, where the reward over a given number of blocks is inversely proportional to the number of participants (games played in our case). This design is a simple and effective solution, where the project's longevity is a priority.

The win-game model is based on the number of played games and the pre-allocated number of tokens in a specific timeframe. The timeframe is effectively given by the sample rate or frequency in which are rewards calculated.

Token reward per player is given by the following equation.

$$R_{\frac{GR}{P}} = \frac{\frac{1}{P_w} D_{GR}(k)}{N(k)}$$

where  $R_{GR/P}$  is reward given to a player who won a game in the present moment.  $D_{GR}(k)$  is token amount in a sample  $k$  from a token distribution scheme shown above.  $N(k)$  is number of games played. Equation also incorporates win rate probability  $p_w$ .

Win rate is  $p_w$  is assumed to be 0.5 as equivalent to 50 % due to the nature of 1v1 matches. Parameter  $p_w$  must be monitored due to random events such as disconnects, sudden shutdowns or simply players exiting the game during the match.

Besides the reward for winning a game, Universe Island will provide a special gift for lucky players. The number of lucky players to win huge prize from one (or both – double reward!) loot boxes is calculated based on the number of games played and the available reward in each timeframe.

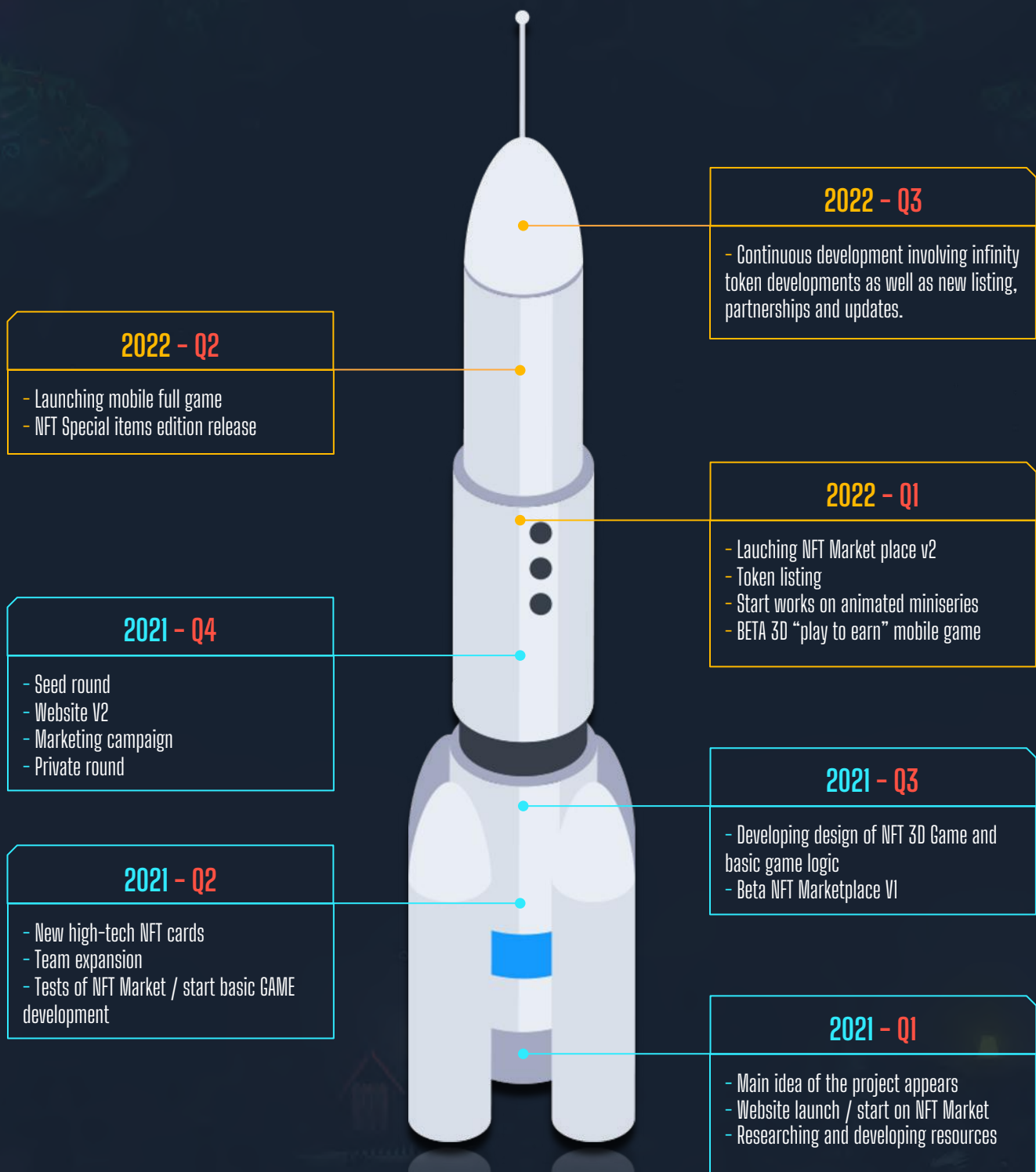
The mathematics behind reward probability is given by following equation.

$$p(N) = R_{LB}^{-1} \left( \frac{\Delta D_{LB}}{\Delta N} \right)$$

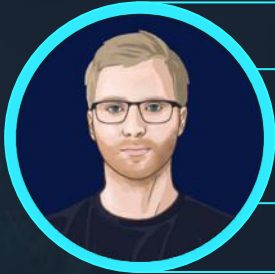
where  $R_{LB}$  is a loot box reward,  $D_{LB}$  is a number of available tokens in a given period of time and  $N$  is a number of played games in a given period of time.



# ROADMAP



# » TEAM

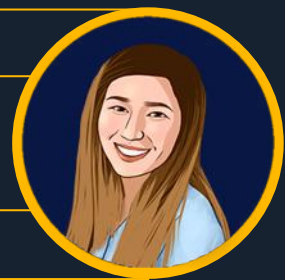


**LADISLAV LISKA**  
**CEO**

- Electrical engineer with years of experiences in many programming languages, such as Python, SQL, Delphi, Pascal...

- Bachelor of computer science, experiences as executive assistant of CEO, in bank industry and as a accountant Marketing strategies and more.

**MYAT SHWE THIT**  
**FINANCE**

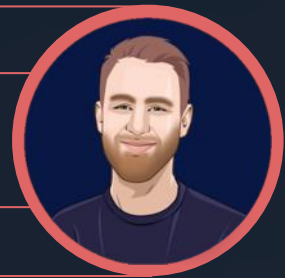


**ZDENEK NOVOTNY**  
**PROGRAMMING**

- Software developer specialist with many years of experience in most used programming languages as C, C++, C#, JavaScript, Python, Perl..

- Master's degree in multimedia systems, software engineer with many years experiences in C, C++, C#. Heavily focused on Crypto world and all its aspects.

**ALES VOVK**  
**PROGRAMMING**



**MARTIN RUBIN**  
**PROGRAMMING**

- Game Developer, with many years experiences in Games industry as lead developer. Experienced in Virtual reality and specialisation on in-game shooting ballistics.



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