



DANE ROB

MegaVerse in
the MetaVerse

Connect. Battle
Collect. Earn



The Danerob Project

DaneRob's Megaverse in the Metaverse is a 3D play-to-earn adventure and exploration video game. The main objective of each player is to gather kronton a rare element. It creates the opportunity for players to explore the magnificent cosmos to mine kronton, players can also get into battles to earn kronton, which can be exchanged for \$DANE.

Bussiness Model

- Creation of an in-game tokenomics based on Solana \$DANE utility token.
- Regular production and sale of new characters, skins and items
- Fee for registration
- NFT trading fee and penalties from farming and staking
- NFT minting fee

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What we aim for Target & Market

We are initially targeting 3D exploration and TPS combat video game players who appreciate futuristic universes and understand the stakes of NFT and cryptocurrency. In the long term, we aim to target all game lovers, whether they are initiated into cryptocurrency or not, by popularizing its use and making it as transparent as possible.

Our Avatar is

- Between 18 and 52 years old.
- 75% men and 25% women.
- First Francophone then Anglophone, Sinophone, Koreanophone, and Japanesophone.
- Occasional or regular players.
- Purchasing power to acquire NFTs, mandatory to play.

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What is our Vision & Mission

Our Vision;

We believe in a future where it is possible to become a professional DaneRob character and make a living from it.

We believe in the creation of an in-game economy based on blockchain, driven by the creativity and competitive spirit of our players.

And above all, we believe that in the near future the border between real-life and virtual games will disappear.

Our Mission;

DaneRob was created with the desire to expand the boundaries of exploration video games and with the firm intention of marking a turning point in the recreational use of blockchain technology. The combination of NFT 3D to build your own character related to an in-game tokenomics with high revenue prospects will open to the players a place for competition, fun, and financial development that is unavailable in today's highly elitist e-sports environment.

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Mechanics of Gameplay

The gameplay introduced below outlines the initial vision submitted to the community by the DaneRob team. We want to integrate the community into the game design and development process so that this vision evolves and reflects player expectations and market opportunities in the best way possible. DaneRob's gameplay is built around these gameplay experiences:

- Customization of your DaneRob Character.
- Open-world exploration in the DaneRob metaverse.
- Multiplayer experiences like PvP, co-op, Role-play, etc.
- NFT marketplace
- Airdrop mechanism

Game Modes

-Multiplayer Battle - 1 Vs 1 Arena Battle - Artificial Intelligence Bots

More information can be found here:

<https://whitepaper.danerob.com/gameplay>

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More Detailed Gameplay

There are 3 types of fight in DaneRob:

1) Multiplayer Battle:

Players compete with each other in the magnificent metaverse of DaneRob. They are on a mission to collect kronton as much as possible and in order to do some, they can challenge each other to a battle. A request for the battle is sent to the other players in proximity and once accepted a winning amount is decided between the participants and the battle is commenced the player who wins received the raised amount of kronton, in addition, that winning battles add extra battle points to your character.

Players try to defeat their opponents by shooting their kronton collectors, they can be switched from metal extractors into lethal weapons.

2) 1 Vs1 Arena Battle:

To accelerate the collection of Kronton, players enter Battle Arena organized by us. Two players who want to fight each other meet in DaneRob's ultimate battle arena. They fight each other to win the weekly prize.

3) Artificial Intelligence Bots:

Unlike other games on the blockchain space, you can still continue to win prizes even if there are no active users at the time you play the game. Artificial intelligence bots are added to servers when the number of active users drops a certain threshold. The reward distribution of the players is made according to the amount of Kronton they have mined in-game. The mined Kronton can be exchanged for DaneRob tokens. The leaderboard will be determined weekly by total units of Kronton mined by individual users.

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Technical Roadmap

Q1 2022

- Successful completion of seed, private and public sale.
- Organizing and launching marketing campaigns.
- CoinMarketCap and CoinGecko listings.
- Announcement of partnerships.
- Launch the demo of game

Q3 2022

- Start to researching for to make our game playable as VR
- Graphics improvements in the game
- Establishing the governance structure and having a say in the management of the community.
- Mint period of new NFTs of new characters for game
- Launch NFT Marketplace
- Launch Staking and Farming

Q2 2022

- Organizing incentive campaigns to create interaction for the game.
- Announcement of strategic partnerships.
- Exchange listing and setting up the market maker.
- Start to work on new characters and items
- Work of NFT marketplace
- Start to working on staking and farming

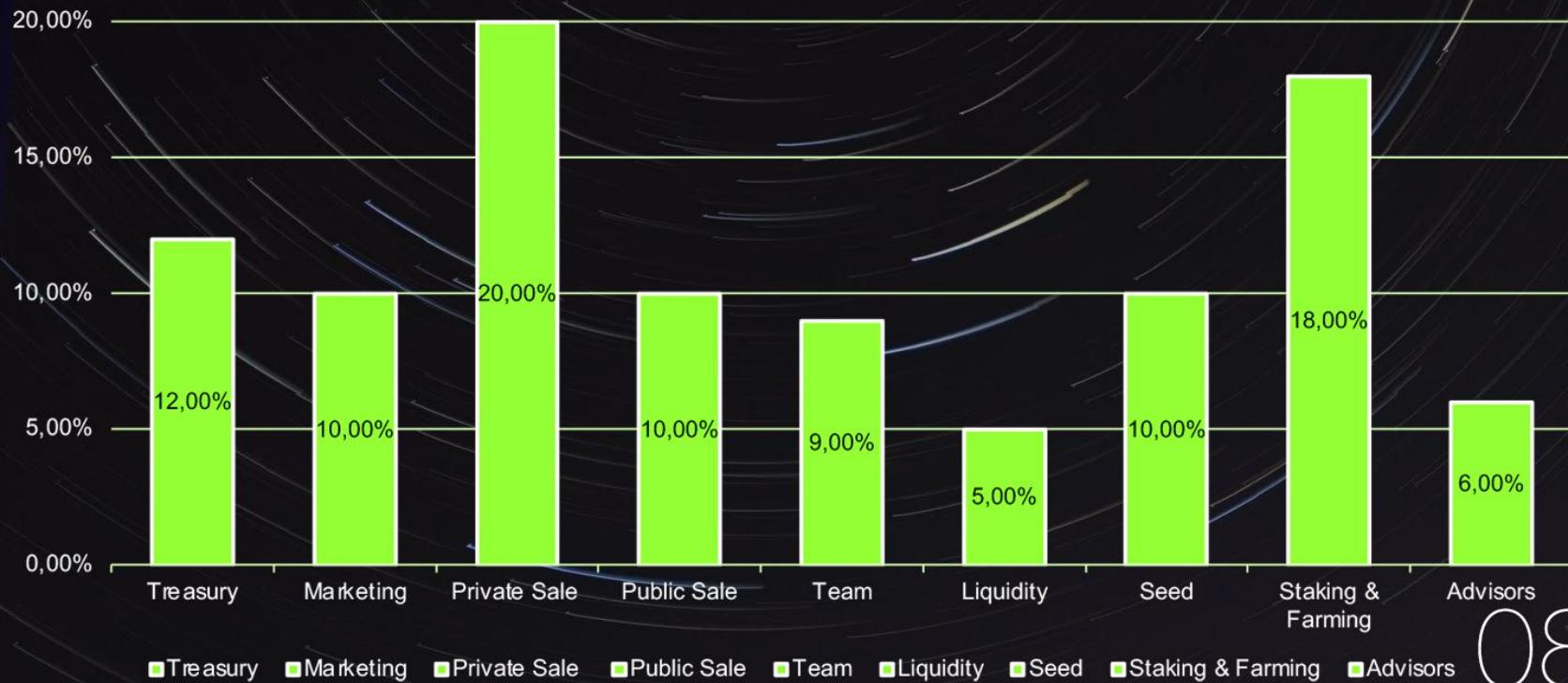
Q4 2022

- Aim to launch first version of Game
- New Exchange listing
- Get feedbacks from community and improve game
- Incentive program for new investors
- Partner with another DAO projects like Merit Dao to reach more people

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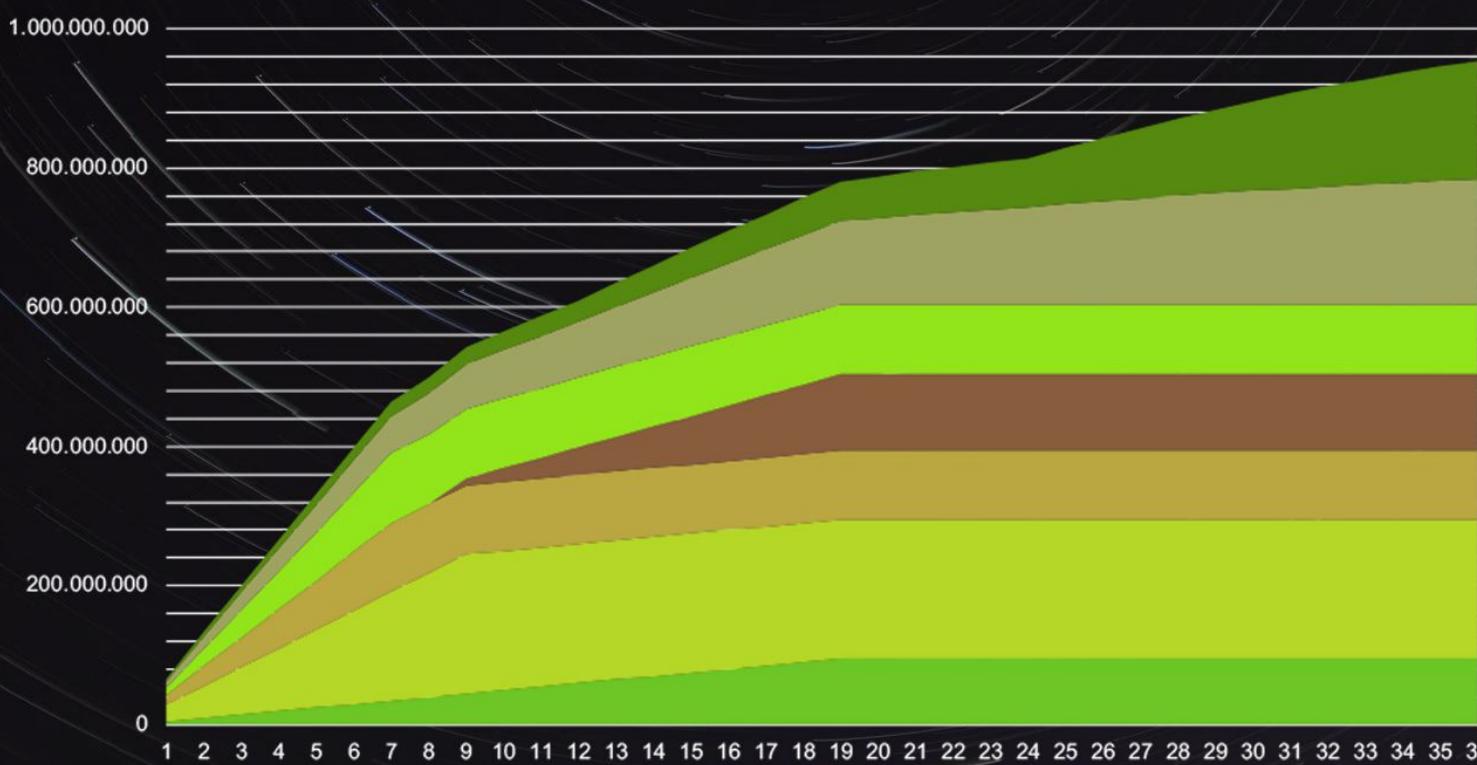
The Tokenomics of Danerob



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The Release Schedule of Danerob



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Detailed Tokenomics 2 of Danerob

Structure of Tokenomics

The tokenomics is centered around two types of assets:

The first is Danerob's utility token, \$DANE, and the other is Danerob's governance token, which will be used to empower the community to have a say in governance.

\$GANE. Users will have voting power based on the \$DANE token value in their wallet.

But for now \$GANE won't be our agenda. However we model every detail according to this plan. And it's among of our ideas.

Objectives of the Danerob's tokenomics

Tokenomics is at the heart of the Danerob project and its implementation is a way for us to offer new perspectives in video games:

- Bypassing the usual e-sport circuits to make competition and remuneration through the game (Play-to-Earn) accessible to the greatest number and more remunerative.
- Decentralize the ownership and the in-game economy to make it fairer, more transparent and open.
- Partially decentralize game governance to put the players and the community at the center of development.
- Offer passive income to investors and companies supporting the game.



Vesting Periods of Danerob

Treasury	1 month cliff
Marketing	5% at TGE after that 5% monthly linear vesting
Private Sale	12% at TGE after that 11% monthly linear vesting
Public Sale	15% at TGE after that 10% monthly linear vesting
Team	8 months cliff after that 10% monthly linear vesting
Liquidity	Will be locked for 1 year
Seed	10% at TGE - 10 months linear vesting
Staking & Farming	1 week cliff detailed periods can be found at whitepaper
Advisors	1 month cliff after that linear vesting for 12 months



DAO & Community Participation

Objectives of DAO

DaneRob's core team wants to make it a lively, evolving game, animated by the implementation of CAD and a constant exchange with the community in order to develop new features that respond to the market expectations and trends. The gameplay will thus be refined over time and the developers also intend to mobilize the power of the DAO to balance the game as well as possible. This DAO will be structured around the community of DaneRob Council and will allow the implementation of several decentralized governance mechanisms.

The survey of community expectations

The team will be able to submit development proposals to the community for a vote, which may be in the form of a binary choice (yes/no) or multiple choice (choice of several game modes, etc.). The team will take into account the opinions expressed in this survey to make its decision.



Staking & Farming Release Schedule

	1. M.	2. M.	3. M.	4. M.	5. M.	6. M.
1.YEAR	3250000,0000	3125000,0000	3000000,0000	2875000,0000	2750000,0000	2625000,0000
2.YEAR	433333,3333	4166666,6667	4000000,0000	3833333,3333	3666666,6667	3500000,0000
3.YEAR	1083333,3333	10416666,6667	10000000,0000	9583333,3333	9166666,6667	8750000,0000
1.Y. Staking	1083333,3333	10416666,6667	10000000,0000	9583333,3333	9166666,6667	8750000,0000
1.Y. Farming	2166666,6667	2083333,3333	2000000,0000	1916666,6667	1833333,3333	1750000,0000
1. Y. Total	3250000,0000	3125000,0000	3000000,0000	2875000,0000	2750000,0000	2625000,0000

	7. M.	8. M.	9. M.	10. M.	11. M.	12. M.	Total
1.YEAR	2375000,0000	2250000,0000	2125000,0000	2000000,0000	1875000,0000	1750000,0000	30000000,0000
2.YEAR	3166666,6667	3000000,0000	2833333,3333	2666666,6667	2500000,0000	2333333,3333	40000000,0000
3.YEAR	7916666,6667	7500000,0000	7083333,3333	6666666,6667	6250000,0000	5833333,3333	100000000,0000

1.Y. Staking	7916666,6667	7500000,0000	7083333,3333	6666666,6667	6250000,0000	5833333,3333
1.Y. Farming	1583333,3333	1500000,0000	1416666,6667	1333333,3333	1250000,0000	1166666,6667
1. Y. Total	2375000,0000	2250000,0000	2125000,0000	2000000,0000	1875000,0000	1750000,0000

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Thanks for Reading



Best Danerob Team