



Whitepaper

Disclaimer

This is an early version of our Whitepaper, intended to give the general overview of what we are building: our ecosystem, our vision.

Therefore, this whitepaper is not binding in any nature and may be subject to changes in future.

Our vision

We aim to build a self sustainable ecosystem that will allow members to earn passive income by generating value.

Investments will be focused in the game development environment and will be driven by our DAO (The Collective).

Our ecosystem will be capable of developing games in a decentralized way, in which the community plays an important role in the decision making process.

Thanks to the power of decentralization and community funds, game developing will be easier and transparent.

The Collective (DAO)

Through the power of decentralization, our project will be able to grow and develop the ecosystem we aim for.

Our ecosystem will be composed of three collections:

- Gen 0
Supply: 1250
Minted: 1 Feb 2022
- Gen 1 (Next-gen)
Supply: 1250
Airdropped to all Gen0 holders
- Gen 2 (Playable characters)
Supply TBD
Mint TBD

We will use the word *Cloudies* to indicate mints belonging to our ecosystem.

Cloudies holders will be automatically part of our DAO.

The Collective will have decisional power over the following:

- Fund investments
- Earnings distributions

Furthermore, The Collective will be capable of influencing the development of our PVP game, as explained in section Game development.

Collective fund

In order to sustain itself, The Collective will manage a community fund charged with 58% of secondary market royalties of all the collections of our ecosystem and will power of its activities.

The long term sustainability of the community fund is achieved thorough investments in the crypto space. This will increase passive income and the fund's value over time, resulting in more possibilities and rewards for holders.

Periodically, holders will be able to select investments options, deciding among different investments profiles with different risk levels.

Deflationary system (The Cloud)

Our deflationary system is called The Cloud. Periodically, using the community fund's balance, The Cloud will burn the floor of secondary markets. This basically means that it will buy the cheapest Cloudies listed on secondary markets, locking them in the community wallet, removing them from circulation, hence increasing the overall floor price.

The Cloud is powered by the fund, thus, before the setup investments, it will be powered only by secondary market royalties.

\$CLOUD token & staking

Our ecosystem will launch its own token, called \$CLOUD.

The total supply that will depend on the final dimension of our collections. However the estimate is the following:

$$S = N_{tot} * 15\ 000$$

Where S is the total \$CLOUD supply and N_{tot} is the total number of Cloudies of all generations.

The \$CLOUD token will power all the activities and future games of our ecosystem.

Holders will be able to stake their Cloudies in order to farm \$CLOUD. The staking system will be setup between Gen1 and Gen2.

Current estimated yields are:

- Gen0: 6 \$CLOUDS per day per mint
- Gen1: 2 \$CLOUDS per day per mint
- Gen2: 4 \$CLOUDS per day per mint

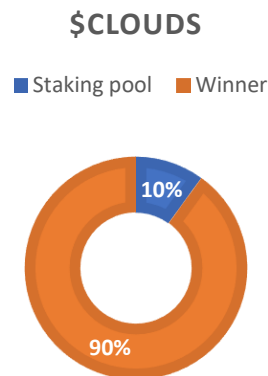
Game development: RogueDuel

In order to sustain the launch of our ecosystem, we are developing a PVP/P2E game called RogueDuel.

The game will be fast paced, pixel-art, duel based. In order to access matches, players will have to bid a certain amount of \$CLOUDS. Winner will earn a portion of the total bid.

Current estimates are *1.5 \$CLOUDS* to enter the match.

The total bid will be divided as follows:



The Collective will be able to make suggestions on some aspects of the game, such as:

- Core mechanics and feelings
- Certain art aspects, designs
- Gameplay

Moreover, holders will have early access to all of our demos and alphas.

After the release of the stable version, holders of the Gen2 will be able to use their characters in game as playable characters (skins).

Note: members with background in pixel art and design, will be able to submit suggestions and art content to our team, to be included in the game.

Roadmap

Q1.1 2022

- Open Discord community
- Collaborations with other projects in the Solana ecosystem
- Contest and giveaways for whitelist spots, rewards for the more active members of the community
- Partner up with artists and musicians to organically build our community

Q1.2 2022

- Developing of core tools (Rarity tool, Discord bot)
- Whitelist minting of 300 Cloudies
- Public minting of 1250 Cloudies
- The Cloud is charged with 10% of the minting revenue
- Verification on secondary marketplaces
- The Cloud starts zapping floor price Cloudies

Q2 2022

- Development of the tools to manage the DAO
- Game development and demo release
- Airdrop of the Gen1 collection to holders

Q3 2022

- Polishing core mechanics of our game by collaborating with the DAO
- Release of the demo version of our game
- Development of the staking system

Q4 2022

- Mint of the Gen2 collection
- Set up and execution of DAO investments
- Game development, feedback from the DAO
- Creation of the alpha/beta version of our game RogueDuel

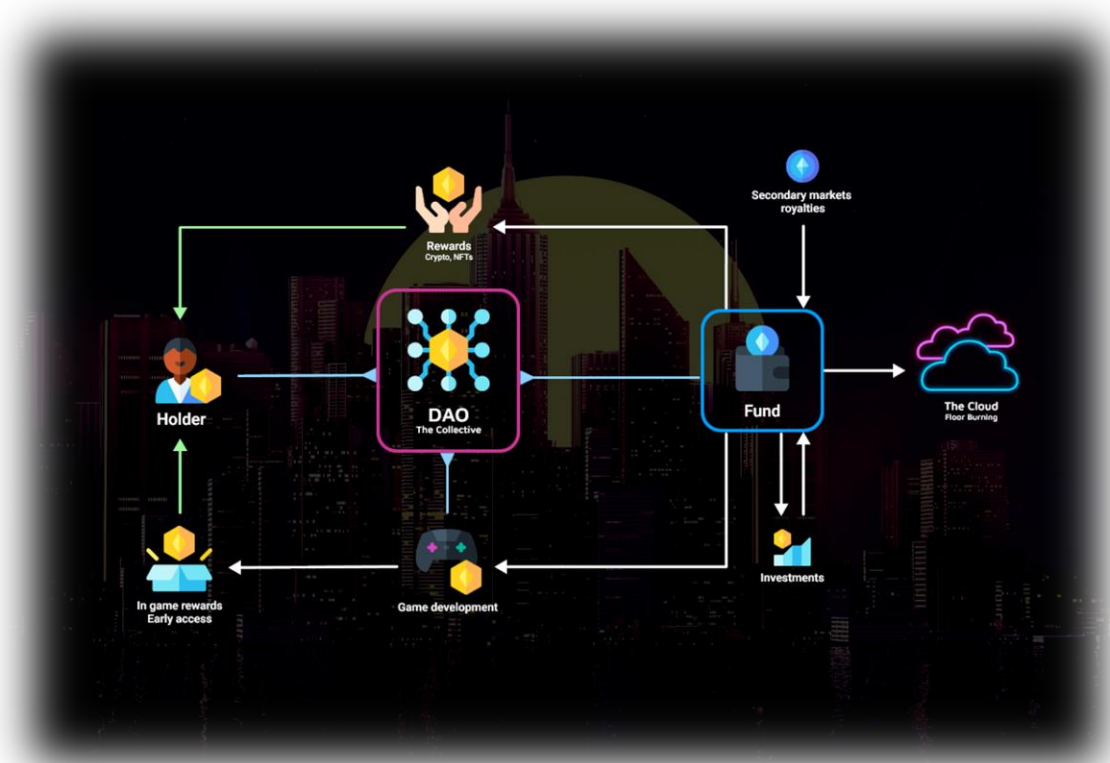
Q1 2023

- Release of the stable version, Gen2 characters will be playable in game
- Investments and royalties will sustain our ecosystem
- Earnings distribution to The Collective members

AND ON

- Development of further games through the established ecosystem created

Our ecosystem



Contacts

