## **Derbis Wars**

The blockchain game that'll clean-up the planet



Funds required for stage 1 of the project \$ 420 000

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Humanity is at its peak, and these days each of us lives in an era of global changes affecting every facet of our lives. The changes in global monetary relations and business processes, intertwined with the widespread automatization of production have shifted the perspectives, goals and societal values, but they're leaving a dangerous trace behind.

#### Every day we're polluting the Earth!

Over the years, enormous landfill sites of all kinds of have formed near every city; banks of rivers and lakes got littered with plastic bottles, the fields and forests being not able to grow with mountains of accumulated waste nearby. The planet is slowly dying, and we're dying with it.

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IT'S HARD TO CHANGE THE HABITS OF A GROWN-UP,
BUT IF YOU WANT TO RAISE YOUR CHILD ENVIRONMENT-CONSCIOUS - <u>YOU NEED TO START WITH YOURSELF!</u>

We want to not only teach today's children to live in harmony with nature, but also help them learn to turn garbage into valuable resources.

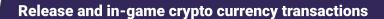
This is the reason we're creating a cryptocurrency based, collectible game, which can not only greatly entertain but also educate children on ecological matters. Thanks to DerbisWars, real-time collecting and recycling of waste will be organized, as well as studying and managing business processes using the game's web interface in augmented reality.

Each DerbisWars player will try to collect as much recyclables as possible, so during gameplay overall amounts of trash will diminish. And since the less common a resource is, the more valuable it becomes, the in-game cost of recyclable trash materials will grow accordingly.

And players need to not only collect trash, but to recycle it as well. It is at the stage of waste disposal that each player can get profit and build his or her business in the sphere of waste processing, housing and communal services, construction, etc. By handing the waste to the recycling stations one gets his well-deserved tokens. So you can not just save the planet, but also profit from it!



The game will help to introduce and incorporate the blockchain technology into everyday routine of people. The mobile recycling stations developed by our team will be fully automated. The equipment will be easy to install and easy to operate, so that even children can use it. After all, our biggest goal is to turn the accumulated garbage into a valuable crypto resource.



The collected funds will also allow us to equip existing garbage collection and recycling sites with our mobile application. The principle of its work is simple: players bring in recyclable materials, scan their unique QR codes, and, depending on the amount and kind of recyclables, are credited with crypto tokens. All game processes will be constantly synchronized (the processes would be animated in the augmented reality). Our mobile app will help the collecting sites to increase their profitability, as well.

Another task is to reduce the cost of recycling. There will be a special in-game map in which players can see statistics on the amounts of collected and recycled trash in real time.



## So.

#### how can our game help people recycle?

Smart devices of all kinds have become integral to our lives; same is true for the younger generation.

Oftentimes, games require real money investments, i.e. to level-up characters, proceed to the next level, etc.

For children and teens especially, this paywall can mean asking for money from their parents too often.

Our game allows each player to actually earn money. The more trash a players collect and recycle, the more crypto-tokens they receive in return. Thus children will learn that to get some money, you need to spend your time and energy. So it'll be of more value for them.

And we're not just speculating: we conducted a survey among students of 7-11th grades, telling them about the game and possible benefits of recycling with it.

The results are impressive: 90% were positive and happy to join the ranks of earthlings fighting to clean up the planet from garbage, while receiving real bonuses.







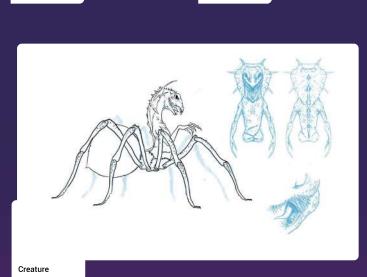


# What we are working on

It will be not just a game, but an exciting adventure, with 4 races that survived the ecological catastrophe that occurred on Earth. Each race will have its own story and according storylines for characters. But all are united by common problems: how to restore and preserve the planet's ecosystems, and return to convenient living conditions for its inhabitants (as well as going back to actual human appearance in general).

As characters develop, players will be able to improve their stats and appearances with the help of unique ingredients and goods received from collecting and recycling trash. All acquired artifacts will be useful to players and their characters during battle tournaments and one-on-one combats with opponents.

Right now, our team is working hard on the exciting gameplay, which would employ the possibilities of the blockchain technology to its advantage; as well as constantly upgrading the in-game economy and mechanics.





We aim to transform the tedious and uninteresting process of cleaning up, trash collecting and recycling into an exciting quest for our players.

Our AR-trash compactor operators will have an appearance of colorful characters, able to interact with players and exchange trash to crypto-currency. Collected tokens are vital, needed for participation in tournaments (that take place in augmented reality), and effective leveling-up of characters.

With each new level, characters gains new fighting skills. The mechanics have already proved themselves in the famous and acclaimed game "PokemonGo". But, instead of just being a pleasant and exciting time killer, our game has a very tangible, live-improving social significance. Players are not just wasting their time on games and hobbies, but are getting a financial reward for their time and effort to make the world a better place.