



# CALVARIA

## DUELS OF ETERNITY

# CALVARIA: DUELS OF ETERNITY WHITE PAPER

April 2024 Edition

We reserve the right to update, change, or replace any part of this white paper without notice.



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## Basic provisions

### About Calvaria: Duels of Eternity

Calvaria: Duels of Eternity is a card game in which players compete in tournaments using cards that represent different characters, each having their own unique sets of abilities. The player's goal is to defeat opponents using complex strategies and tactics in order to get rewards and various upgrades.

The game is designed in such a way that each player can truly own the in-game resources. They can earn these either through playing or participating in all in-game activities. All of this is made possible by blockchain technology, which gives players true digital ownership.

The game will feature many different game modes to accommodate players with different goals and preferences. Players will be able to compete with each other, accrue assets, complete the single player campaign, win unique cards and upgrades and participate in seasonal tournaments.

The main currency of the game is the \$RIA token, which is the main component of the game's entire economy.

The game will also introduce an additional way of interacting with the game mechanics and the economy in the form of NFT collections, whose tokens will give their owners a strategic advantage in competitions. Along with game resources, collectible NFT tokens will be fully owned by their possessors, which opens up additional opportunities on third-party NFT platforms, such as OpenSea, Rarible, etc.



### What sets Calvaria: DoE apart from other similar games?

- 1. Addictive gameplay.** The game mechanics have been designed so that players can build and use unique game strategies to defeat opponents. This is possible thanks to the existence of various playable factions, decks and unique cards. Players will also be able to win various upgrades or purchase them in the in-game store. In addition, players will be able to use collectible NFT tokens to increase the overall strength of the decks at their disposal. The game will attract a large number of players with different gameplay goals and playing preferences.
- 2. Rewarded gaming.** Players will be able to earn tokens by beating their opponents in pvp battles and we are going to use it to raise interest among the non-crypto gaming community. Our free-to-play version will highlight the benefits of the blockchain integrated alternative providing them both an insight and an opportunity to get rewarded for the time and effort spent playing our game.
- 3. Real ownership of game resources.** Thanks to blockchain technology, virtually all game resources such as decks, unique cards and upgrades will belong directly to the players. This gives them the right to resell them on secondary markets as well as to use them in various third party decentralized applications. This will serve as an example of the benefits of the



blockchain and related technologies, it will also set it apart from classic games where all resources are concentrated and liquid only within a single application.

4. **Fostering a sound economy that goes beyond the game itself.** Thanks to the \$RIA tokens, we are creating an extensive economy that will not only attract players, but also people who are interested in trading, and collecting in regards to the project. Thanks to the staking platform, the use of a decentralized autonomous organization and NFT technology, we will be able to build a strong game community that will support the economic stability of the entire system. Each participant will be able to increase their holdings in various ways, they will also be introduced to the other facets of the crypto industry, bolstering their own financial position and encouraged to further their blockchain related education.
5. **Experienced team of founders and developers.** The team of project founders consists of experienced blockchain and cryptocurrency specialists. We are the creators of several successful projects in different parts of the cryptocurrency field, and we also founded a classic IT business that has been in operation since 2012. Thanks to our close internal communication and painstaking teamwork on many projects, we have gathered a wealth of experience and achieved a deep understanding of how to build and manage complex business projects, such as Calvaria: DoE. We also have our own highly qualified team of engineers, specialized in the area of decentralized applications and games, which allows us to independently handle the entire stack of tasks that need to be completed.



### Technologies.

The core of Calvaria: DoE's entire technology paradigm is decentralization and the blockchain. It is these technologies that allow us to fully realize all of the above possibilities for the game, which, with proper management and planning, will arise naturally from decentralization.

We, like most fans of innovative technologies, like the essence of blockchain technology and the set of opportunities that it affords, including in particular decentralization. However, not all features within the game need to be decentralized. At this development stage of the project, decentralization should be used mainly to enable our users to be the real owners of their game resources and assets, including the ability to store and resell them at their own discretion. In the future we will consider expanding the number of decentralized features within the game.

Ethereum is the pioneering platform in the field of programmable blockchains, but over time it has become clear that blockchain games cannot be created based solely on the Ethereum network due to certain scalability problems inherent to it.

This is why we decided to leverage the power of the Polygon Network, which is a fully functional copy of Ethereum, but with higher bandwidth and lower transaction fees. This makes it possible to develop demanding, high performance games.

Since Polygon is a functional copy of Ethereum, this allows us to implement almost all of the required features for the game's economy within a single network, namely:

- The development and release of the ERC-20 \$RIA token.
- The release of ERC-721 game resources in the form of NFTs as well as the ability to freely circulate them on third-party sites and exchange them between users.

- Development and deployment of contracts for the gaming platform and the entire ecosystem.
- The development and release of the ERC-20 \$RIA token.
- The release of ERC-721 game resources in the form of NFTs as well as the ability to freely circulate them on third-party sites and exchange them between users.
- Development and deployment of contracts for the gaming platform and the entire ecosystem.

Thus, Polygon is the main blockchain technology platform that will provide fast, affordable, and secure transactions within the game, eliminating the various roadblocks and problems that the millions of users of the Ethereum network must contend with.

It's worth mentioning that Calvaria: DoE will still partially utilize the main Ethereum network. \$RIA tokens will also be issued on many other L2 solutions, as well as Ethereum. Periodic NFT collections created specifically for Calvaria: DoE will be released outside of the game on Ethereum. The reason for this is simple: users should be able to sell their tokens through the extremely popular high-volume platforms, such as OpenSea, Rarible, and others. Subsequent out-of-game collections will also be released on Ethereum most likely for the same reasons, while in-game NFT tokens will continue to be issued on Polygon. But our development team will have the final say concerning this issue.



### **\$RIA tokens.**

\$RIA token is the ERC-20 token that is the main currency of Calvaria: DoE. The \$RIA token is the project's ecosystem token, serving to maintain the economic stability of the system. Tokens are suitable for trading on exchanges and will also be truly owned by the users of the project. Neither we, as the developers of the game, nor anyone else will be able to take tokens away from the user without their knowledge and consent. This is a key feature of the blockchain technology we will implement into our game and economy. By spending time playing Calvaria: DoE, players will be able to gain a truly valuable and scarce currency, whose value will grow over time by the attraction of more and more users to the game.

In addition, users who do not want to directly participate in gaming tournaments, but who want to be part of the project, may also receive rewards in \$RIA. They can use the staking system, be a member of the internal Decentralized Autonomous Organization (DAO), and take part in voting.



### **Using \$RIA and game resources**

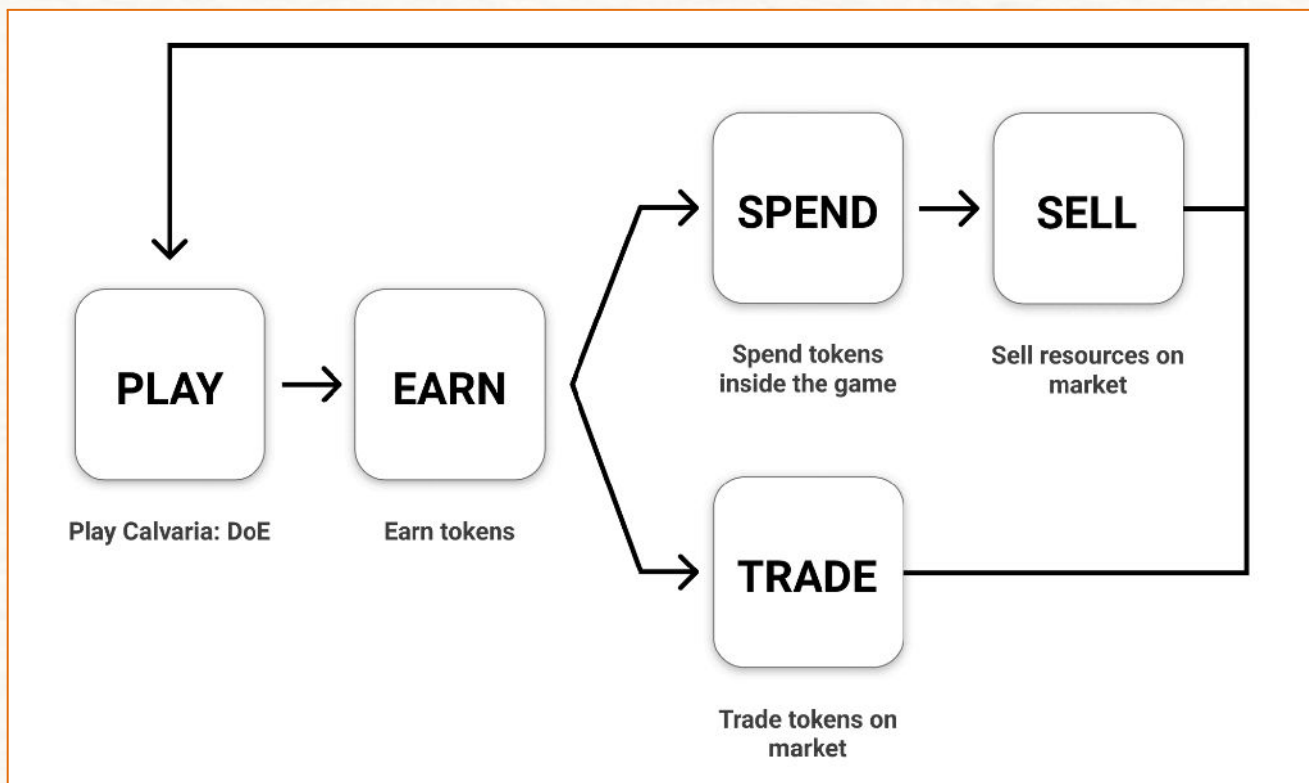
The token is created and issued by us, the Calvaria development team. We want Calvaria to be fully community driven. Therefore, our goal is to create a sensible balance between supply and demand as well as to optimize the incentives for all project participants. Various methods will be utilized to achieve these goals:

- The game will be available for free with all features and functions unlocked, however purchasing an NFT deck of cards is required in order to be able to earn tokens in the game.



- A total of 10% of each purchase will go to the staking pool, and the rest will go to the prize pool.
- The "Play-to-Earn" system, which active players can use to receive a reward in the form of liquid \$RIA tokens for winning tournaments.
- The card leveling system. If a player has the same cards with the same strength, they can be combined to obtain a new card of a higher level. The \$RIA token will be used to pay for this process.
- The in-game store where you can make purchases. In this case, all purchased resources, with rare exceptions, will belong directly to the users, which they have the right to resell using the means available to them. 10% of every purchase in the in-game store will go to the staking pool.
- The staking system and staking pool allow you to lock \$RIA tokens for long-term storage while accruing daily rewards simultaneously.
- The decentralized autonomous organization provides a voting system as well as a way for making management decisions, thereby turning active stakeholders into main decision makers within Calvaria. The more tokens a user has locked in the staking platform, the more weight their vote will have.
- Token will have 0% transaction taxes.
- NFT tokens are issued as part of the collections and individually, which will be traded on large NFT platforms, and they will also give their owners a strategic advantage in tournaments.

Additional features will be developed which will expand the use-case of the tokens and of the internal game resources in the project and beyond.



**Summary of the \$RIA token supply.**

The total maximum fixed supply of the \$RIA token is 1,000,000,000 units. Below is a summary of the proposed distribution.

25%	20%	15%	15%	8%	6%	5%	4%	2%
Staking pool	Prize pool	Presale	Reserve & Burn	Operations	INO	Team	Liquidity	Advisers

# Introduction to the game

## Synopsis.

Calvaria: Duels of Eternity is a game set in the turbulent and warring afterlife. Santa Muerte, Quetzalcoatl and the Void battle over the fate of this otherworldly plane. Both an adventure and a world inspired by Mexican mythology await the players, each aligning themselves with one of three factions before collecting and organizing their armies, once ready they will take on the campaign and other players. As they continue to expand their deck and gain rewards, the mysteries of the afterlife will unravel before them.

As generals, players will assume command of the battlefield and of their chosen army. Victory will be forged in the jaws of defeat as each player learns skillful play and the art of outmaneuvering their opponents. Knowledge will be key as the abilities and synergy of allied units, their placement and that of the opponents will all play their part in building and adapting your strategy on the field.

The wars of those of the living are not so dissimilar from those of the dead. Yet it is not with swords or claws that the fates are swayed, nor fire or blood that distinguishes destiny, each are but cards in the hands of those who play the great game. With a sharpness of mind, and with the mental grace by which you coup de grace, deal yourself in at a worthy table in Calvaria: Duels of Eternity.



## Short description of the game.

Calvaria: DoE is a card game in which players compete in tournaments using cards that represent different characters, each having their own unique sets of abilities and 3d character models when played on the field as a unit.

At its core it is a competitive strategy game, which means that your main goal as a player is to outwit your opponent in order to win, assembling the right combination of cards, the order of which they are played, using your units abilities at opportune times in conjunction with positioning and utilizing upgrades. The toolkit provided in each deck will allow for high levels of play.

The main feature of the game, in contrast to similar classic card games, is that players completely own their game resources and assets, which means that each player is able to collect a unique set of resources to pursue the strategy of their choosing. It is possible to buy these resources not just from the in-game store, but also on the free market outside the game. The opposite is also true: Any player can sell their resources and assets to any other person.

The task of the development team is to create an exciting and balanced game ecosystem through a balanced set of game resources. All of the game's resources will be created with the assistance of the core game development team in accordance with the game concept, and subsequently with the approval of the community through a vote which can only be organized using a decentralized autonomous organization.



## The main game modes.

**Single player campaign.** This is an optional but useful game mode. Here, the user explores the history of the game's universe, proceeding step by step from easy introductory levels to real tests of one's mastery of the game. All battles in single player mode take place against the game's artificial intelligence. The player may receive a reward in the form of unique cards or power-ups for winning matches, which they can later use in the "Player versus Player" mode.

**Player vs. Player.** This is the main game mode in Calvaria: DoE. It is a proving ground in which two real players compete with each other using misdirection and strategic planning. In this mode you can use various unique cards, power-ups, and collectible NFT tokens to increase your chances of winning. To win the match, the player must defeat the enemy army in the best of three rounds. Users are rewarded with \$RIA tokens for winning.

The competitive nature of this skill-based game makes it well suited for Esports. This is an important consideration for ensuring the growth of the game and its community. That is why in the future the game will be filled with seasonal competitions with large prize pools. We also plan to hold various third-party tournaments from partners and sponsors.



## Our mission.

Calvaria has set out to achieve and based our efforts all in the pursuit of a single goal, the project's mission is to create the first effective ambassador between the "real world" and crypto, achieved by creating a fun and accessible game, available on both mobile app stores and PC's.

Firstly, making a game(s) that can compete within the Web.2 gaming market is the lynchpin of the project. By creating two versions of the game, one of which being free-to-play and easily accessible via app stores (such as Google Play and the apple store), and our play-to-earn version which will hold all the blockchain functions, it will allow us to make the game accessible and without the constraining barriers to entry that scares non-crypto users away. The key conversion strategies will be employed on this free version which serves as both the incentive and the education which will create informed crypto-users from the general public.

As the main game and catalyst for achieving our mission there are many important design choices. For starters, we decided on the battle card genre for the depth of strategy and ease of expansion. To retain a player-base, both of these elements are highly important to keep users engaged and invested long-term. The afterlife was selected as the setting because it is underrepresented in all forms of media and allows for flexibility, creativity and avoids being overlooked for being another generic entry within the gaming industry.

Our methods to convert users of the free-to-play version of 'Calvaria: Duels of Eternity' are based on two premises; without a significant incentive and ease of entry, people will not go through the process of entering the crypto space, the second premise is that people generally respond better when they believe they made their own decision without being sold to. By implementing methods like keeping a visible lifetime tracker of how much the player would have earned if they had been playing on the paid version of the game, providing in-game rewards for completing a gamified yet educational mode and providing the details of how much each NFT version of cards are worth, then we can show the value of the blockchain and its related functions. To address the former premise,

we will create our own easily accessible guides directly from the game to make the transition as easy and as painless as possible.

These outline the initial stages of the project, but even as the game continues to expand we will be assessing the avenues and mediums to also expand the IP. For example, comics, AAA games and an animated series are directions we may take the project in the future.

Gamification is the educational tool of the future and can be one of the greatest assets to on-boarding new users to crypto-space. The blockchain play-to-earn functions paired with a quality game, high accessibility and education create a perfect storm. Calvaria: Duels of Eternity shall be the sword that cuts through the most pervasive issue in blockchain like 'Alexander the Great' once did with the Gordian Knot.





# Economy

## Economic sustainability.

Calvaria: DoE is a completely new game that rewards players for the time and effort they spend within the game as well as its ecosystem.

The entire economy of the game is controlled by players and is based on assets that have value. The main way that active players can earn money is through the "Play to Earn" mechanic. Its implementation will set the game apart from the giants in the same genre within web 2.0, ultimately bolstering the game without detracting or being relied upon for the games success.

Players can also sell the purchased game resources that they have accumulated on secondary markets for real money, or they can use them to increase their chances of winning tournaments against other players, thereby increasing their daily earnings. The player can keep or sell their earned tokens on the secondary market or buy power-ups, cards and decks from the in-game store. Part of the commission from purchases in the store goes to the staking pool, and the rest goes back to the reward pool, which will be managed by the decentralized autonomous organization in the future. The decentralized autonomous organization is managed by stakers. The game developers generate income by owning \$RIA tokens and through some additional sources described later in this document.

All game resources, with very few exceptions, will be NFT tokens that can be sold or purchased on secondary markets. Due to the gradual increase in the value of the \$RIA token and the influx of a large number of users into the project, game resources can be profitably sold on popular NFT platforms.

Over the long term, the game economy will be supported through the development of additional features:

- Addition of new game modes.
- Addition of new game resources and the release of NFT collections with a limited supply.
- Development and improvement of the rating system to encourage players to participate in more tournaments.
- Hosting esports events with large prize pools.

At the beginning of a project's development, economic sustainability will depend on an influx of new users, including not only players, but also traders. It is important to strike a balance between supply and demand at each separate interval of development. That is why most of the token supply will be released gradually as the popularity of the game and the number of users grow. Each change in the economics of the project must be carefully considered so as not to cause excessive inflation or, conversely, a sharp jump in the price that is premature. During the initial stages, before the launch of the decentralized autonomous organization, we, the main developers of the game, will make all the changes to the project.

Our team is prepared for constant rapid growth, which will also in part be maintained by the following catalysts:

- **Constant scaling of the technological platform.** We understand that growth in popularity is inextricably linked with an increased load on server capacity as well as an increased number of transactions on the network. Therefore, our team undertakes the obligation to provide appropriate technical support for the project throughout its entire lifecycle, to ensure trouble-free operations of all essential game modules.

- **Ensuring a high user retention rate.** The inclusion of the "Play to Earn" mechanic in the game guarantees high rates of return of users to the game. This is achieved by allowing users to actually own game NFT resources and ERC-20 assets. Players will understand that the more time they spend in the game, the more real value they will derive from it that goes beyond mere entertainment.
- **User growth will be achieved thanks to \$RIA.** This is because the tokens that are used in the game can also be used outside of the game, and they will be able to be traded on a large number of cryptocurrency exchanges. This will help to inject liquidity into the tokens and attract new users not only interested in gaming, but also people from related crypto industries, such as trading, collecting, etc.
- **Development of a mobile version of the game.** Mobile device users account for over 80% of all Internet users. The release of Calvaria: DoE on mobile will open up a massive audience of gamers, accelerating the growth of the game and the adoption of the new GameFi paradigm.
- **Paid user acquisition.** Our team is not going to concentrate only on the technical aspect of the project. A steady inflow of new users will also be ensured by buying ads on various advertising networks. We plan to launch an extensive advertising campaign at the very beginning of the development of the project as well as to constantly support it throughout the entire existence of the game.
- **Promoting the brand through partnerships, influencers, and organic engagement.** With a carefully crafted marketing budget, we plan to draw attention to the project through influencers and partnerships with major players from the gaming industry as a whole.



### Income flows.

Calvaria: DoE is a game with a multifaceted economy. Instead of being limited to a one-time income from the initial purchase, we provide an extensive service for use, where monetized content and additional paid features will be released on an ongoing basis, which will ultimately enrich and complement the gaming ecosystem.

The main sources of income for the project are listed below:

- **Sales of decks, cards, upgrades, and other resources in the in-game store.** In order to be able to play, the user must purchase at least one deck of cards from the in-game store. In addition, in order to make the game interesting and update the user experience, our team will constantly release new decks, cards, and other items, thus providing an opportunity for players to buy additional resources that can increase their chances of winning. All purchased resources, with some rare exceptions, will be issued in the form of NFT tokens, whose ownership will be fully assigned to their buyers.
- **Release of NFT collections.** To attract attention to the game and update the gaming experience, our team will periodically release separate paid NFT collections in the form of public sales with a limited supply of tokens. Each such token will increase the user's chances of winning tournaments. The raised funds will go towards replenishing the operations fund, marketing, and rewarding team members.
- **Ability to receive royalty payments on secondary markets.** We will receive additional income from the resale of our released NFT resources and collections on third-party websites. As the gaming economy grows, our income will grow together with it.



- **Advertising and sponsorship opportunities.** We will be using part of our technology platform as an advertising space. This advertising will be natively integrated and will not disrupt the gameplay, and at the same time we will make sure that it remains as relevant to our audience as possible. We plan to work with a large number of partner projects to implement this idea. Mutual advertising will help us increase the flow of new users and bring in additional income that will be invested back in the game.
- **Physical and digital goods.**



## About in-game tokens

The main digital assets behind Calvaria: DoE is the ERC-20 \$RIA tokens created and distributed by our development team. The main purpose of the \$RIA is to implement the in-game "Play and Earn" mechanics, as well as to provide users with a currency for making purchases in the in-game store. Also, \$RIA tokens are intended not only for in-game store purchases, but also for staking and participation rights in voting on project management issues. These votes will be based on a decentralized autonomous organization. In addition, the token will provide the main reward for completing various seasonal tournaments, which will encourage players to take an active part in such events.



### Goals for the \$RIA tokens.

The main challenge facing us is to create a comprehensive working and growing game economy that will make sense not only for the direct players, but also for traders. All this is impossible without a quantifiable measure that would clearly and unambiguously determine the value of certain economic features of the game. This measure of value is the \$RIA tokens. Let's take this opportunity to outline just a few of the goals of the tokens:

1. **Liquid and tradable assets.** When the player receives tokens, they become the fully-fledged owner and can utilize them as they please: they can keep them, buy resources within the game, or sell them on the exchange.
2. **Optimizing incentives for all project participants.** Players, stakers, and traders will all be attracted to a single digital asset called \$RIA, which will evenly spread user interest across the game and its ecosystem.
3. **Economic sustainability.**



### Purpose of the \$RIA token.

The main purpose of Calvaria: DoE \$RIA tokens is to fulfill the following two functions:

1. **Governance.** The main \$RIA purpose is maintaining the Calvaria ecosystem and ensuring its proper functioning.
2. **Staking.** By locking their \$RIA on our staking platform, users will be able to earn daily passive income rewards.
3. **Participation in voting.** Holders of \$RIA who have a certain threshold amount of tokens locked on the staking platform, will be able to participate in community-driven voting on issues related to the project's ecosystem governance.
4. **Shopping in the in-game store.** The store will be the first place where a variety of new game resources will appear. These can include decks, cards, upgrades, energy replenishment packs, and much more. All resources, with rare exceptions, will be ERC-721 NFT tokens that can be used on third-party marketplaces. The use of the \$RIA token in the



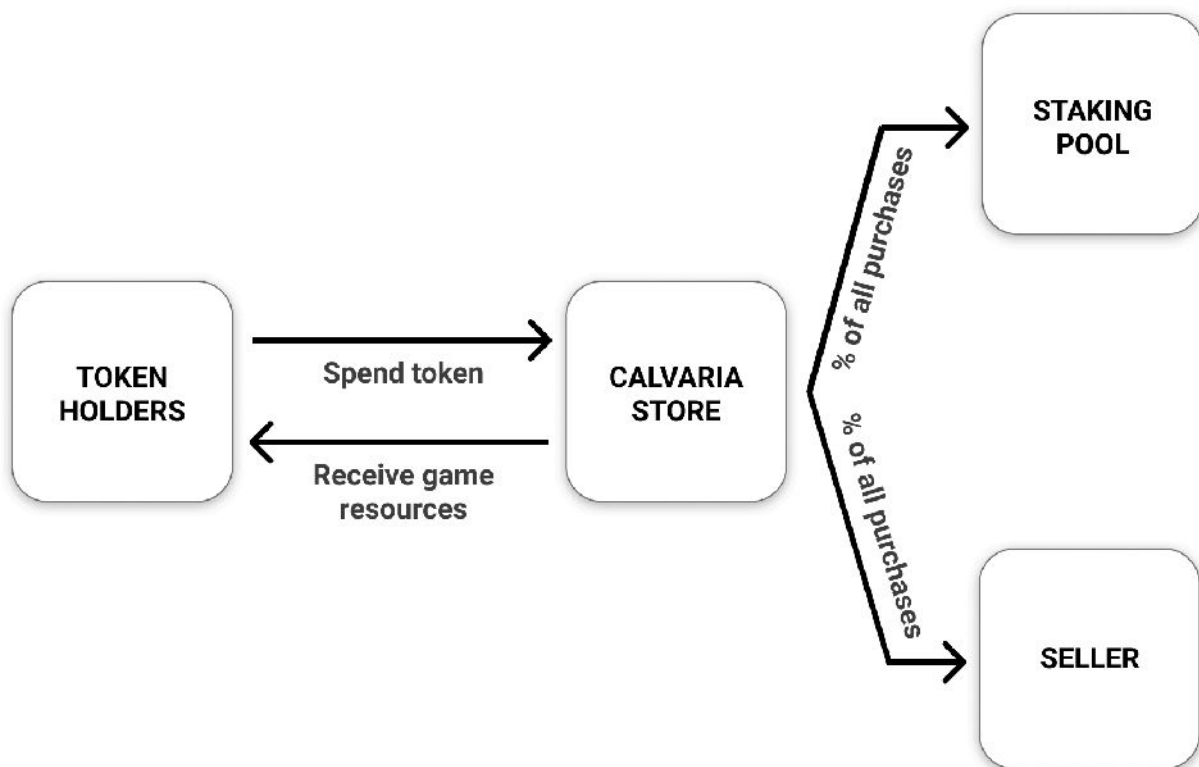
store is one of the key factors that will make the token significant. When users make purchases using \$RIA, this will ensure that the tokens constantly turn over, therefore stabilizing the game's economy.

5. **Card upgrades.** Players will be able to merge cards of the same level to obtain new cards with a higher level. The \$RIA tokens will be used within the game to pay for this process.
6. **Rewards for competing in tournaments.**

All \$RIA tokens from purchases of the original deck of cards will be returned to the prize pool in full.

All \$RIA tokens received from purchases made in the in-game store will be distributed as follows:

- 10% is sent to the staking pool.
- 90% is sent to the seller of the game resource.



### Delivery and distribution of the \$RIA tokens.

The total maximum fixed supply of the \$RIA token is 1,000,000,000 units, which will be distributed between the following areas in the Calvaria: DoE ecosystem:

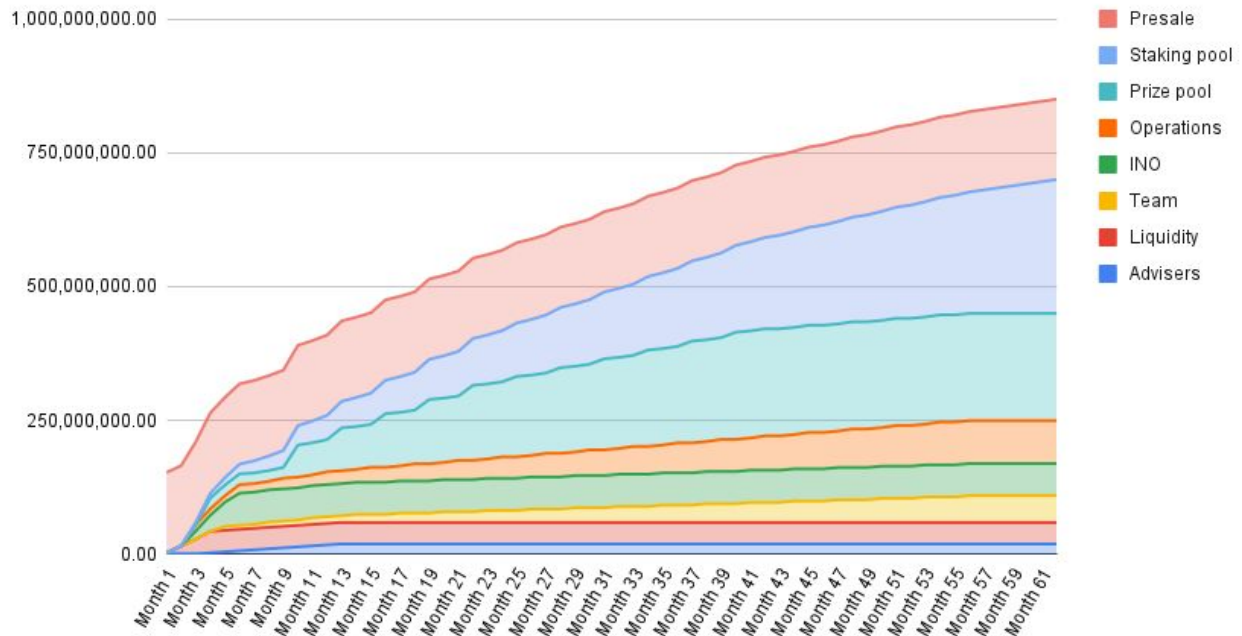
Allocation	% of total supply	Token amount	Unlock schedule
Staking pool	25%	250,000,000	2 months cliff after TGE then gradual unlock over 5 years
Prize pool	20%	200,000,000	3 months cliff after TGE then gradual unlock over 3 years
Presale	15%	150,000,000	100% at TGE
Reserve & Burn	15%	150,000,000	Part of tokens will be burned, another part will be distributed between investors on IEO or also will be burned.
Operations fund	8%	80,000,000	2 months cliff after TGE then gradual unlock over 4.4 years
Initial NFT Offering	6%	60,000,000	2 months cliff after TGE then gradual unlock over 4 months
Team	5%	50,000,000	4 months cliff after TGE then gradual unlock over 4.3 years
Liquidity fund	4%	40,000,000	4% at TGE then gradual unlock over 3 months
Advisers	2%	20,000,000	8% at TGE then 2 months cliff then gradual unlock over 10 months

### \$RIA unlocking schedule.

Most of the token supply will be unlocked based on a pre-established schedule, which will take effect as of the moment of Token Generation Event (TGE) and will last 62 months. The very existence of a mechanism to gradually unlock tokens is intended to ensure long-term growth and sustainable development of the game's economy. Initially, there will be a total of 3,200,000 \$RIA in circulation – 0,32% of the total supply. The proposed unlocking timeline is shown below:



## Unlock schedule



## Staking pool.

The staking pool offering is 25% of the total supply, or 250,000,000 \$RIA. This is the largest pool in the project's ecosystem. We are allocating such a large number of tokens for these purposes because we believe that staking will allow us to build a sustainable economy over the long term. By locking their \$RIA on our staking platform, users will be able to earn daily passive income rewards. In the future, after the launch of the decentralized autonomous organization system, these users will be able to participate in the management of the project's economy through general voting.

The rewards for stakers will be distributed from this pool, which in turn will be constantly replenished with \$RIA tokens generated from game resources sold in the in-game store.



Unlock schedule of the staking pool: 2 months cliff after presale then gradual unlock over 5 years. The unlock schedule for the staking pool may change in the future depending on market conditions and demand.

Date	Unlock amount
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Apr-2023	4,525,000.00
May-2023	4,525,000.00
Jun-2023	4,525,000.00
Jul-2023	4,525,000.00
Aug-2023	4,500,000.00
Sep-2023	4,500,000.00
Oct-2023	4,500,000.00
Nov-2023	4,500,000.00
Dec-2023	4,500,000.00
Jan-2024	4,500,000.00
Feb-2024	4,500,000.00
Mar-2024	4,500,000.00
Apr-2024	4,150,000.00
May-2024	4,150,000.00
Jun-2024	4,150,000.00
Jul-2024	4,150,000.00
Aug-2024	4,150,000.00
Sep-2024	4,150,000.00
Oct-2024	4,150,000.00
Nov-2024	4,150,000.00
Dec-2024	4,150,000.00
Jan-2025	4,150,000.00
Feb-2025	4,150,000.00
Mar-2025	4,150,000.00
Apr-2025	4,150,000.00
May-2025	4,150,000.00
Jun-2025	4,150,000.00
Jul-2025	4,150,000.00
Aug-2025	4,150,000.00
Sep-2025	4,150,000.00
Oct-2025	4,150,000.00
Nov-2025	4,150,000.00
Dec-2025	4,150,000.00
Jan-2026	4,150,000.00
Feb-2026	4,150,000.00
Mar-2026	4,150,000.00
Apr-2026	4,150,000.00
May-2026	4,150,000.00
Jun-2026	4,150,000.00
Jul-2026	4,150,000.00
Aug-2026	4,150,000.00
Sep-2026	4,150,000.00
Oct-2026	4,150,000.00
Nov-2026	4,150,000.00
Dec-2026	4,150,000.00
Jan-2027	4,150,000.00



Feb-2027	4,150,000.00
Mar-2027	4,150,000.00
Apr-2027	3,875,000.00
May-2027	3,875,000.00
Jun-2027	3,875,000.00
Jul-2027	3,875,000.00
Aug-2027	3,875,000.00
Sep-2027	3,875,000.00
Oct-2027	3,875,000.00
Nov-2027	3,875,000.00
Dec-2027	3,875,000.00
Jan-2028	3,875,000.00
Feb-2028	3,875,000.00
Mar-2028	3,875,000.00

### Prize pool.

The offering of the prize pool intended for rewarding the most active users, is 20% of the total supply, or 200,000,000 \$RIA. This is the largest fund after the staking pool. We aim to use the prize pool to attract a wide range of active players to the Calvaria: DoE ecosystem who will receive rewards from it.

We plan to use part of the prize pool offering to incentivize various in-game events, such as:

- Winning tournaments.
- Daily reward system.
- Weekend rating rewards.
- Seasonal rewards.
- Additional game modes.

The \$RIA tokens, earned under this program, will be immediately available for withdrawal and trading on exchanges. However, our team reserves the right during the initial stages of project development to lock the withdrawal of rewards if the need should so arise.

Unlock schedule of the prize pool: 3 months cliff after TGE then gradual unlock over 3 years. The unlock schedule for the prize pool may change in the future depending on market conditions and demand.

Date	Unlock amount
May-2023	20,000,000.00
Nov-2023	40,000,000.00
Feb-2024	20,000,000.00
May-2024	20,000,000.00
Aug-2024	20,000,000.00
Nov-2024	20,000,000.00
Feb-2025	10,000,000.00
May-2025	10,000,000.00

Aug-2025	10,000,000.00
Nov-2025	10,000,000.00
Feb-2026	10,000,000.00
May-2026	10,000,000.00



### **Presale.**

The offering set aside for the presale is 15% of the total amount of the supply, or 150,000,000 \$RIA. These tokens will be sold through a presale system, which will increase their value for all members of the ecosystem.

Unlock schedule of the tokens for presale: 100% at TGE.

<b>Date</b>	<b>Unlock amount</b>
Feb-2023	150,000,000



### **Reserve and Burn.**

The reserve and tokens intended for burning is 15% of the total supply, or 150,000,000 \$RIA. Part of tokens will be burned, another part will be distributed between participants of the IEO or also will be burned.



### **Operations fund.**

The operations fund offering is 8% of the total supply, or 80,000,000 \$RIA. The purpose of the operations fund is to encourage the activity of many community members and cover related marketing costs, which is difficult to quantify at the current project development stage.

This could involve the following measures:

- Rewards for community engagement.
- Rewards for attracting new users.
- Rewards for community involvement.
- Partnerships.
- Grants for third party developers and artists.
- Unscheduled in-game events.

And many other events that are unforeseen at this stage.

Unlock schedule of the operations fund: 2 months cliff after TGE then gradual unlock over 4.4 years. The unlock schedule for the operations fund may change in the future depending on market conditions and demand.



Date	Unlock amount
Apr-2023	12,000,000.00
Jul-2023	4,000,000.00
Oct-2023	4,000,000.00
Jan-2024	4,000,000.00
Apr-2024	4,000,000.00
Jul-2024	4,000,000.00
Oct-2024	4,000,000.00
Jan-2025	4,000,000.00
Apr-2025	4,000,000.00
Jul-2025	4,000,000.00
Oct-2025	4,000,000.00
Jan-2026	4,000,000.00
Apr-2026	4,000,000.00
Jul-2026	4,000,000.00
Oct-2026	4,000,000.00
Jan-2027	4,000,000.00
Apr-2027	4,000,000.00
Jul-2027	4,000,000.00

### Initial NFT Offering.

The offering set aside for the Initial NFT Offering (INO) is 6% of the total amount of the supply, or 60,000,000 \$RIA. All the funds raised through INO will go towards development of the Calvaria: DoE technology platform. The tokens will be unlocked gradually in accordance with the planned schedule.

Unlock schedule of the INO tokens: 2 months cliff after TGE then gradual unlock over 4 months.

Date	Unlock amount
Apr-2023	15,000,000
May-2023	15,000,000
Jun-2023	15,000,000
Jul-2023	15,000,000

### Team.

The offering set aside for rewarding team members is 5% of the total amount of the supply, or 50,000,000 \$RIA.

The Calvaria: DoE team consists of a large number of people who are working to create a huge project ecosystem. Each team member must keep up the incentive to continue to develop the project after the initial sale. Since the tokens will be gradually unlocked, it will be possible to

maintain interest in the project and have payments synchronized across the developers, gaming community and advisers.

Unlock schedule of the team tokens: 4 months cliff after TGE then gradual unlock over 4.3 years.

Date	Unlock amount
Jun-2023	7,500,000.00
Sep-2023	2,500,000.00
Dec-2023	2,500,000.00
Mar-2024	2,500,000.00
Jun-2024	2,500,000.00
Sep-2024	2,500,000.00
Dec-2024	2,500,000.00
Mar-2025	2,500,000.00
Jun-2025	2,500,000.00
Sep-2025	2,500,000.00
Dec-2025	2,500,000.00
Mar-2026	2,500,000.00
Jun-2026	2,500,000.00
Sep-2026	2,500,000.00
Dec-2026	2,500,000.00
Mar-2027	2,500,000.00
Jun-2027	2,500,000.00
Sep-2027	2,500,000.00

### Liquidity fund.

The offering set aside for the liquidity fund is 4% of the total amount of the supply, or 40,000,000 \$RIA. These tokens are designed to create liquidity on exchanges, which will enable users to trade tokens immediately after they are officially launched. The tokens will be locked for the 12 months.

Unlock schedule of the liquidity fund: 4% at TGE then gradual unlock over 3 months.

Date	Unlock amount
Feb-2023	1,600,000.00
Mar-2023	12,800,000.00
Apr-2023	12,800,000.00
May-2023	12,800,000.00

### Advisers.

The offering set aside for rewarding advisers is 2% of the total amount of the supply, or 20,000,000 \$RIA. These tokens are intended to reward stakeholders who have provided and are providing the Calvaria: DoE project with all kinds of development and launch assistance. The gradual unlocking of tokens will ensure that advisers maintain an interest in the project for a long time to come.



Unlock schedule of the adviser's tokens: 8% at TGE then 2 months cliff then gradual unlock over 10 months.

Date	Unlock amount
Feb-2023	1,600,000.00
May-2023	1,840,000.00
Jun-2023	1,840,000.00
Jul-2023	1,840,000.00
Aug-2023	1,840,000.00
Sep-2023	1,840,000.00
Oct-2023	1,840,000.00
Nov-2023	1,840,000.00
Dec-2023	1,840,000.00
Jan-2024	1,840,000.00
Feb-2024	1,840,000.00

## Decentralized Autonomous Organization

As the project develops and \$RIA tokens are distributed among all community members, Calvaria: DoE will gradually evolve into a Decentralized Autonomous Organization that will be managed by the community.

Holders of \$RIA who have a certain threshold amount of tokens locked on the staking platform, will be able to participate in community-driven voting on issues related to the project's ecosystem governance. The more tokens a user locks, the more weight their vote carries.

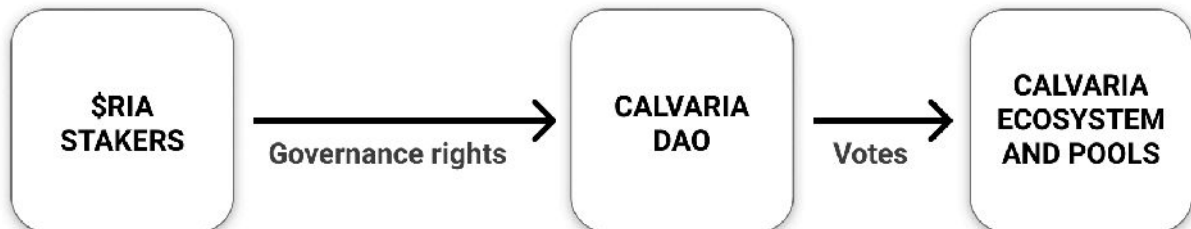
Topics presented for voting may include the following issues:

- How funds should be distributed from the prize fund.
- How funds should be distributed from the operations fund.
- Changes in the total supply of tokens.

And many other issues.

The terms of all successfully passed motions will be carried out by the development team as soon as possible in accordance with the voting results and subject to commercial and technological restrictions.

During the initial stage, all decisions will be unilaterally made by our development team, which will direct project development in the right direction and prevent any disruption to the ecosystem by troublemakers.





## Project development milestones

### Upcoming project development milestones.

The development milestones listed below are tentative as of the time of this writing. The milestones and the deadlines may change in the future.

#### Q2 2024:

- Calvaria beta version.
- First patches and new modes.
- Partnerships with eSports teams.
- Partnerships with influencers/gamers/streamers for tournaments.

#### Q3 2024:

- Official Calvaria launch.
- In-game store launch.
- Campaign mode.
- Character upgrade system (NFTs/cards).
- Listing Calvaria on the mobile app stores.

#### Q4 2024:

- Game expansions.
- Patches and new game modes.
- Expansion and custdev of the Calvaria universe outside of the game.
- Creation of in-house eSports team.
- Participation in offline events (crypto and gaming).

#### Q1 2025:

- Scholarship platform.
- Calvaria first tournament,
- Universe expansions.
- Huge conference (Calcon) hosted by Calvaria.

### Completed project development milestones.

- Website launch.
- Whitepaper release.
- Tokenomics.
- Calvaria game concept and mechanics.
- World and character design.
- Legal entity.
- Calvaria Gameplay Teaser.
- Partnership with Nikolay Shkilev.
- Partnership with 10+ Game Guilds.

- Launch of 2 P2E games.
- Presale of NFT collection.
- Partnerships with INO launchpads.
- Partnerships with CEX.
- \$RIA token contract.
- Full security audit.
- Presale launch of \$RIA token.
- First monthly P2E tournament.
- \$RIA presale.
- Calvaria GDD and litepaper.
- Token launch and CEX listing.
- Calvaria GDD and litepaper.
- Multichain bridge.
- Staking platform launch.
- Calvaria alpha version.





## Project team

We position ourselves as a technology-oriented company. Our team consists of more than 15 people who are working full time on the development of the entire Calvaria: DoE ecosystem. Our specialists have extensive experience in various areas of the cryptocurrency field, classic IT business, development, and marketing. The team of founders consists of the following people:

### Core team.

**Walt** is the Business Development Manager. He's been involved in Crypto development from early 2017, he has even founded one of the first and the biggest ICO listing aggregators and gained a lot of useful connections in the crypto world. Using his experience and knowledge in the field, he identifies, researches and makes contacts with other businesses and organizations in pursuit of creating beneficial relationships and expanding the projects revenue streams.

**Jeremy** is the Creative Director, Editor and Community/Social Media Manager. He is a writer with a strong talent for world building and has been a consultant for various projects. While in China he worked for three years at a small mobile gaming company and helped edit screenplays on the side. His responsibilities are tied to the overall vision and execution of the games development. This includes the tone, story and extends to the platform and monetization of the game itself, while overseeing the creative teams through each of the stages.

**Paul**, is the lead blockchain developer, a well accomplished expert in his own field with more than eight years of experience. His programming skills that were once used for big companies and the creation of high-load systems, are now turned towards creative ventures and blockchain development. In his spare time, he studied game design and experimented with its practical application before joining Calvaria: DoE. Having left his position as a team lead in the workforce, he now oversees the operations and technical aspects of the project.

**Artemio** is serving as the Operations Manager. He has spent many years setting up and running his own businesses having built them from the ground up. He's dealt with all the accompanying challenges he had and developed a wide array of skills from problem solving to logistics. Now familiar with the workings of every aspect of a business, he facilitates the cooperation of other team members and is specialized in managing the core operations of the project. His duties do reach into other areas including budgeting, project delivery and strategy.



## Disclaimer

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