



AOTUVERSE

WHITEPAPER



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Foreword

The second most popular anime franchise in China, AOTU is coming to the blockchain. As the first anime-themed game with an existing **60 million +** fanbase to make the technology leap, Aotuverse is set to make waves in the blockchain gaming industry!

The Aotuverse team has seen the opportunity that web 3.0 can open up for gamers, and how blockchain gaming will redefine the entire traditional gaming industry. For too long gamers have been restricted by the lack of digital ownership over their virtual gaming assets and received unsubstantial rewards for playing games. Through the introduction of blockchain technology this is changing, and the traditional gaming landscape as we know it is being disrupted. Aotuverse presents gamers with the opportunity to have full digital ownership of their in-game assets as Non-Fungible-Tokens (NFTs) and be rewarded for their playtime/ skill, with advanced play-and-earn mechanics.

While Blockchain gaming and digital collectibles experienced unprecedented growth in the past year, generating a **23,000%** year-on-year growth in NFT trading volume in 2021 alone, there is a lot left to be desired. The majority of blockchain games have come and gone, as players have moved from one unsubstantial game to the next. While the blockchain technology behind these titles is revolutionary, the entertainment value, aesthetic, tokenomics, and gameplay execution have so far been poor without a high-quality game with exceptional graphics and gameplay





mechanics, the success of a blockchain game is unsustainable. We've seen the same narrative play out time and time again, where a low-quality game goes through a hype cycle that fizzles out when people realize that most existing blockchain games have little substance beyond the blockchain aspect.

Aotuverse will change that narrative and bring an exceptional game to the blockchain, featuring fun and addictive gameplay loop, where the game's entertainment value comes first. Where other games have failed to deliver a blockchain gaming experience that players have enjoyed, Aotuverse will capture the imagination of blockchain gamers as they battle their way through obstacles, collect awesome characters and earn rewards just for playing the game.

Given that Aotuverse is backed by the wildly successful AOTU franchise; with **7 years of exceptional content infrastructure**, the second-largest anime in China with **15 billion+ views**, and a traditional game with **15 million+ downloads**, Aotuverse will be one of the biggest traditional IP franchises to transition to the blockchain. The game will also have the opportunity to establish itself as a significant first-mover in the anime industry's transition to the blockchain. With anime fans totaling **90 million+ globally**, and a total addressable market of **\$25 billion (9.7% CAGR)**, the potential for Aotuverse to become the leading player in anime-themed blockchain gaming is exceptional.

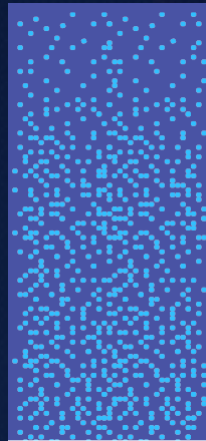
So what are you waiting for? Come join us in the Aotuverse and experience the biggest and best anime game to hit the blockchain!

Vision



Aotuverse was born out of the AOTU franchise's flagship title 'Aotu World', released on 3rd June 2020. With over 2 years of operation, **15 million+ downloads**, and **140,000+ daily active users**, Aotu World represented the gamified version of China's second-biggest anime.

As a highly competitive fast-paced mobile strategy RPG that features a wide variety of characters, in-game items, and cosmetics, the transition of Aotu World into Aotuverse is natural. Unlike the traditional gaming industry, where virtual gaming items are locked in custodian servers, blockchain gaming can enable games such as Aotu World to grant true digital ownership of their 'virtual items' by minting them as Non-Fungible-Tokens (NFTs) on the blockchain.



3rd June 2020
With over 2 years of operation

15million +
downloads

140,000+
daily active users





Our vision for Aotuverse is to join this transition, allowing users to own the NFTs of their favourite characters and in-game items. This will enable players to collect, trade, buy and sell their favourite items in Aotuverse from their web3 wallets, improving the immersive experience of owning assets within the game and their collectability value.

In a similar vein, Aotuverse will introduce new 'play-and-earn' mechanics to the existing gameplay loop of Aotu World. As players traverse the interactive anime-themed world of Aotuverse, they will be eligible to earn '**Starstone Tokens**' and '**Grey Tokens**'. We envision these tokens as the primary currency for obtaining/upgrading collectable NFTs, and reward players for their success within the game as they clear game stages, climb the leaderboards and compete with other guilds for supremacy in Aotuverse.

Beyond the blockchain, our fundamental aim for Aotuverse is to continue the legacy of Aotu World's fun and interactive gameplay. Where many blockchain games have failed to deliver an entertaining experience for their players beyond play-and-earn, Aotuverse will take a 'fun first' approach. We want to create a digital experience for players that transcends both the traditional gaming landscape in terms of digital ownership but also the blockchain gaming landscape in terms of entertainment. We view this market as being relatively untapped by games today, and it is our mission to bridge the gap that exists between traditional gaming and the blockchain.

We plan to continue developing the world of Aotuverse and improve the user experience for collectors, gamers, and blockchain enthusiasts. We want the Aotuverse community to be the driving focus of this mission, so building out the social aspects of our game will be critical to establishing an immersive community ecosystem. In the future, we plan on connecting Aotuverse to the metaverse and developing a hub for all anime lovers to connect, collect and share their virtual assets!

The Aotuverse

Aotuverse is adapted from the 'Aotu World' mobile game, bringing expansive and comprehensive lore to the blockchain that has taken over 7 years to build.

The world of the Aotuverse comprises many planets brought into existence by the God of Creation. While some of these planets were rich with life and beauty, and their inhabitant's enjoyed freedom, other planets were barren and desolate, suffering under harsh taxes.

God assigned 7 divine oracles to watch over and control the destiny of all sentient beings within the Aotuverse. However, he quickly grew bored with the very system he created and decided to provide an opportunity for anyone to achieve divinity.



Thus the **Aotu Tournament** was born, with God granting the winner of the competition an immense power that rivals that of the divine oracles. With this newfound opportunity, anyone with enough talent, power, and will, has the opportunity to break free of their destiny and change the Aotuverse.

Contestants from various worlds have stepped up to stake their claim to the tournament, each representing the interests of their planet, race, and own aspirations. Along their journey, contestants will face a barrage of challenges and tribulations as they overcome the dark forces that have infiltrated the tournament.

In the Aotuverse, two different campaigns have been available to its players. The campaign consists of a PVE mode, where a trainee angel guides entrants through the storyline. The other is a PVP mode, where players battle one another for supremacy.

PVE



PVP



King

An optimistic, fearless, and loyal teen from the planet Dengru. Legend says it is God's will that the people of Dengru are fated to suffer under an oppressive regime of hard labour and unjust taxes. To change Dengru's fate, his sister, Q, entered the Aotu Tournament 3 years ago, but her whereabouts and safety remain a mystery. In search of Q and on a quest to save the people of his home planet, King embarked on a perilous journey to enter the Aotu Tournament.

Height	161cm
Weight	60kg
Blood type	B
Birthday	Nov. 25
Zodiac	Sagittarius
Age	15
Birthplace	Dengru Star
Likes	Stay with his sister play cool
Favorite food	Everything
Skill	Victor Arrow





Grey

The son of the patriarch of the Overwatch clan and its only surviving member. He is full of unwavering belief but stoic and prone to hiding his feelings.

Grey cares deeply about his childhood friend King but is hesitant to express his feelings about their bond. Dormant in an isolated chamber, Grey was awakened by an ancient voice that beckoned him one day. Heeding the call, Grey set out to join the Aotu Tournament to discover the truth behind the slaughter of his clan.

Height	163 cm
Weight	55.5 kg
Blood type	A
Birthday	Feb.14
Zodiac	Aquarius
Age	17
Birthplace	Eudemons Planet
Likes	Housework
Favorite food	Seafood
Skill	Summon

Kalie

Shrouded in mystery and darkness, Kalie's past is an enigma tucked away in the deepest recesses of her mind. Her childhood was spent in deep solitude with Old Bones, her only friend. Any faint recollection or memory of her past causes upsetting thoughts and feelings to well up inside. Kalie lives in the realm known as Incessant Hell, where ordinary people cannot survive. Labeled a witch by people from the outside world, Kalie enjoys chasing down intruders and even those who accidentally enter this realm. Kalie set out to join the Aotu Tournament on a quest for excitement and intrigue.

Height	156 cm
Weight	41kg
Blood type	O
Birthday	Oct.24
Zodiac	Scorpio
Age	15
Birthplace	Incessant Hell
Likes	Sweets
Favorite food	Lollipops and sweets
Skill	Star Moon Blade



Lemon



The Saintess of the Sacred Mountains has the ability to predict and receive oracles from the God of Judgment. Her unique gift of peering into the future and alternative appearance has led to her being a misunderstood outsider. For the last three years, she has been unable to receive oracles from the God of Judgment and has been without her powers of foresight. With the high priest's blessing, she chose to participate in the Aotu Tournament to get closer to the realm of Gods to find answers.

Height	160 cm
Weight	40.5kg
Blood type	AB
Birthday	Mar.19
Zodiac	Pisces
Age	15
Birthplace	Sacred Mountain
Likes	Chasing butterflies
Favorite food	Lemon
Skill	Lord of Ice



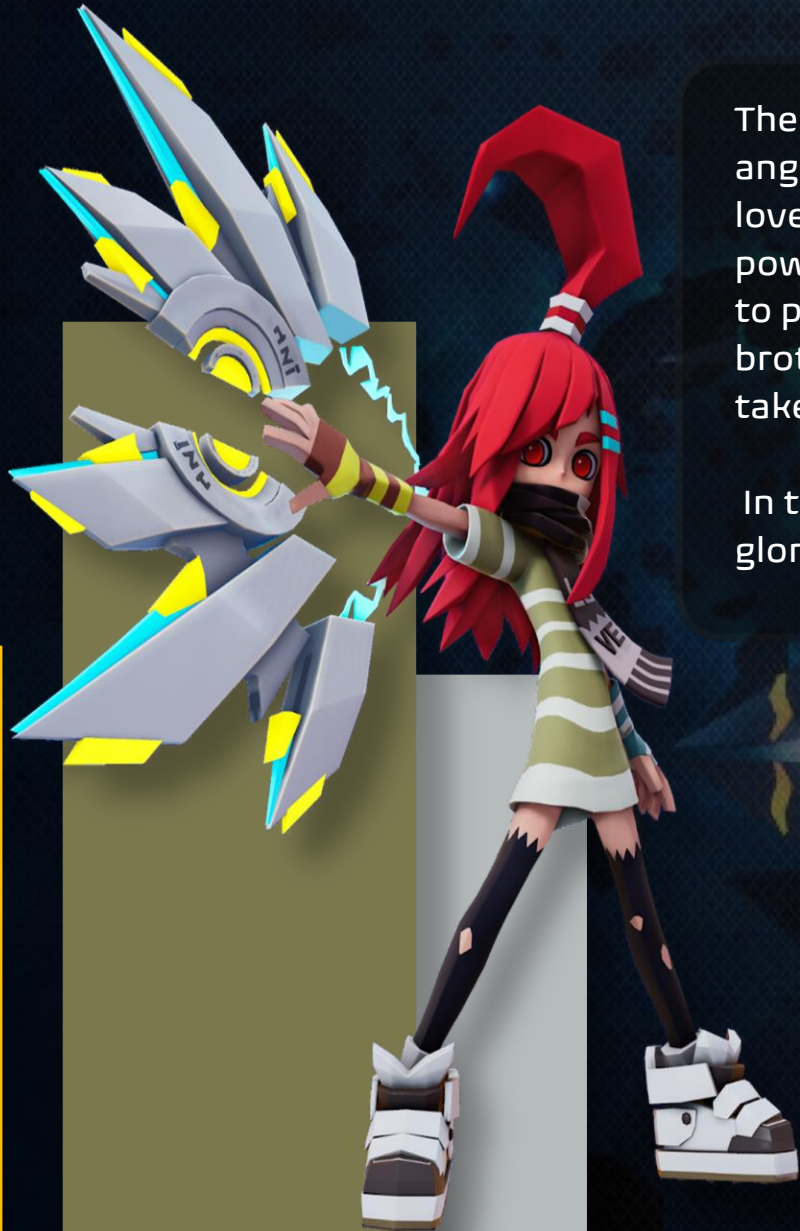
Phantom

The S family is one of the oldest families on the Eudemons Planet. They possess the ability to communicate with beasts and command them in battle. Phantom is the second son of the patriarch and lives in the perpetual shadows of his older brother R. Unable to match the talent and abilities of R, Phantom was deemed useless and ostracized by his clan. Eventually, his father also gave up on him.

Three years ago, his brother was alleged to have perished in the Aotu Tournament. Seeking to discover the truth behind his brother's disappearance and prove his doubters wrong, Phantom was spurred to join the Aotu Tournament.

Height	163 cm
Weight	55.5kg
Blood type	A
Birthday	Feb.14
Zodiac	Aquarius
Age	17
Birthplace	Eudemons Planet
Likes	Housework
Favorite food	Seafood
Skill	Summon

Abby



The eldest sister and head of the village; called "the daughter of an angel" by the prophet of XX Village. Since she was a child, she was loved by the whole village, not afraid of anything, and used her power to protect her brother Emi. Abby chose to leave the XX star to protect her brother, and to solve the unknown curse on her brother's body. She pretends to want to find Prince Charming and takes a risk by bringing her brother to the Aotu Tournament.

In the prophecy, Abby is the incarnation of an angel born from the glory that will bring life to the xx star and drive away disasters.

Height	127 cm
Weight	35 kg
Blood type	O
Birthday	March 2
Zodiac	Pisces
Age	13
Birthplace	XX Star
Likes	Observe Handsome Boy
Favorite food	Bitter Melon Milk Tea
Skill	Angel Archer

Market Opportunities

The Anime Industry

The Anime industry has cemented itself as a long-standing genre in tv media. Combined with the availability of streaming entertainment services to international audiences, anime has become a global phenomenon. So too has the consumption of anime memorabilia and collectables. Anime fans worldwide love collecting all sorts of accessories from their favourite Anime franchises; everything from trading cards to plushies and even body pillows! We believe this ties perfectly into our mission of bringing an anime-themed game to the blockchain. AOTU fans will have the opportunity to trade, collect and show off their favourite characters from the franchise while inheriting the true-ownership properties of NFTs on the blockchain.



The Gaming Industry

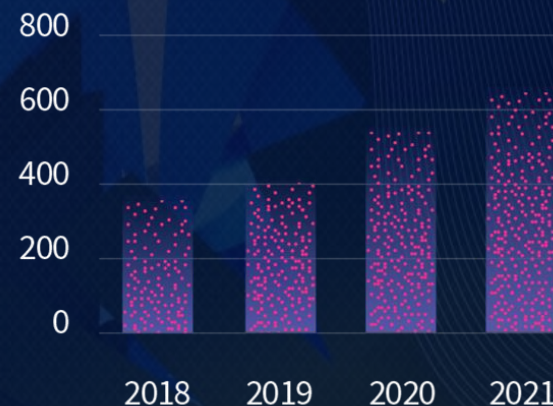


Blockchain gaming and play-and-earn games have started to disrupt the traditional gaming landscape in the past few years and continue to make advancements not only through their revolutionary technology but also in market capitalization. The play-and-earn business model has attracted over US\$4.6 billion in investments, while blockchain gaming has a market capitalization that exceeds US\$60.4 billion. We see this as only the beginning of the hyper-adoption process that Aotuverse will be at the forefront of as gamers seek to break the custodian chains of the traditional gaming market and enjoy actual ownership of their in-game assets.

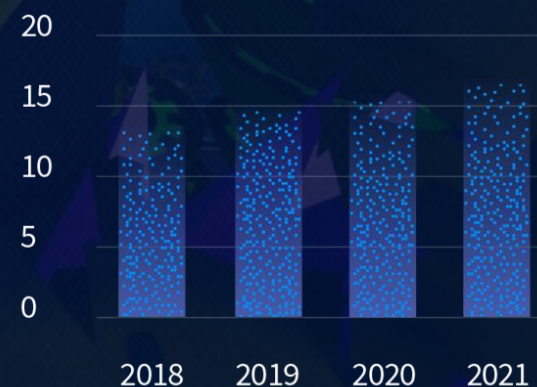
Beyond the blockchain, the anime-themed gaming industry has experienced mass expansion, with global downloads of **anime-related games growing 15% year-on-year in 2021**, on the back of a **50% increase in 2018**. South Korea, the UK, and the US, which are relatively wealthy consumers, have seen some of the most significant adoption rates, growing 170%, 30%, and 40%, **respectively compared to 2018**. The anime gaming users accounted for 1/5th of total spending on mobile games on app stores in 2021.

These market conditions should allow Aotuverse to leverage its position as an anime-themed mobile game in an area of growth and capture the market opportunities that being a first-mover in the blockchain space can open up.

Downloads in (M)

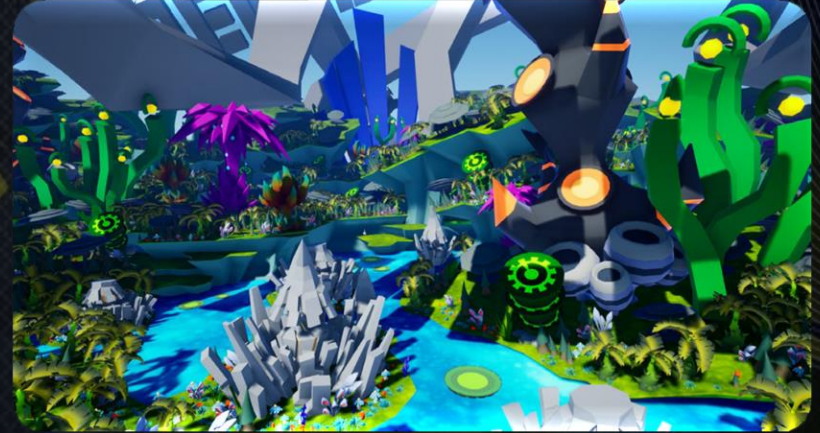


Consumer Spend in (bn)



The Metaverse

Closely tied with blockchain gaming, the concept of the metaverse has become a huge talking point in the past few years, on the back of many notable events such as Facebook's rebrand to 'Meta'. The metaverse's expansion has all the hallmarks of the early days of the internet, with boundless potential for aspiring projects such as Aotuverse to become a cultural icon in the new digital age. While exact specifications for what the metaverse can become remain elusive, it's clear consumers have an appetite for virtual experiences, gatherings, and interactions beyond our physical world. Aotuverse's long-term mission is to be an integral part of the metaverse and capture the opportunities that new unparalleled experiences might bring.



Gameplay

Aotuverse is a fast-paced competitive mobile strategy RPG, that focuses on skilled turn-based, auto-chess gameplay.

Battles take place on a chessboard where players move characters around within a limited range. Each of the squares on the board, where characters can move, is divided into five possible colors, each representing a different possible action. Red squares represent normal attacks, yellow for two contestants, purple squares for contestant-exclusive attacks, green for defense, and grey for prohibition. When the player moves a character reaches a specified color, the corresponding action will be triggered.

Gameplay Strategy

Aotuverse features more than **50+ characters** and robots for the player to use in battle. Each of these characters has different attributes which determine their combat role and can be broken down into **5 broad categories**: Thrust, Heavy Attack, Sharp Blade, Light Magic, and Dark Magic. Players can freely place their characters in the front, middle or back rows of the board to maximize their chance of winning through tactical play, and can carry **3 exclusive angel skills** into battle. This allows players the flexibility to use a combination of team composition, character skills, and positioning, to defeat their opponents through strategic planning.



Game Modes

Player vs Environment (PVE)

The main storyline of Aotuverse consist of PVE, where players control the four characters of AOTU through a barrage of challenges in their quest to win the 'AOTU Tournament'. As players progress and clear stages, they receive corresponding rewards, including tokens, components, upgrade materials, and more!



Player vs Player (PVP)

In PVP mode, players battle each other to rise through the ranks and stake their claim to be the greatest gamer in Aotuverse. In this game mode, players can carry 8 characters to each battle and configure their lineups in various ways to maximize their chances of winning. During the battle, players start with just 3 characters but can release two additional characters, or add attributes to their characters after each battle round. Per game, a maximum of 5 characters can participate and characters can have their attributes improved just twice. As the situation of the game changes, players will have to adapt accordingly and make the right decisions regarding team composition and attributes.

PVP mode works on an ELO ranking system divided by 8 ranks. Players who participate in online matches will be placed with a player of a similar rank and implied skill level. After every victory/loss players will earn/lose 'victory points', and reaching a certain threshold will be promoted or demoted to a subsequent rank. After 3 consecutive victories, the players will start to receive bonus 'victory points' that will accelerate rank promotion.

Additionally, Aotuverse features a casual play PVP mode, that doesn't work on a ranking system, for players to have a laid-back, non-competitive gaming experience.



Additional Game Modes

Resource Collection: Players can fight in this mode and collect resources after victory. Each battle requires the consumption of 'signals', and the quality rewards obtained correspond to the difficulty level.

Tower of Trials: Players fight their way through opponents in a journey to reach the top of a tower, earning rewards as they progress. To participate, players must choose a system limited occupation.

Maze dungeon: After reaching level 50, players can open an exclusive angel that grants access to the maze dungeon, in which players can earn exclusive rewards such as weapon upgrades.

Events: Aotuverse often features special limited-time events for its players. Each event is unique and offers a new way of playing Aotuverse.



NETS



NFTs

Characters

Over 50 NFT characters in the game with various initial tiers ranging from C, B, A, S, SS, and SSS. The higher tier character will have higher initial combat power than the lower tier character. Players can increase the NFT combat power by increasing its levels, skills, or even their tier, by locking and upgrading the NFT exclusive weapons or by equipping them with components NFTs.

Players can use up to 4 NFT characters in PVE mode and up to 8 NFT characters in PVP mode.



Components

Component NFTs are similar to equipment in other games and can add HP, attack, and defensive buffs to the character they are equipped to. Each component has a fixed shape that corresponds with these buffs and can be embedded in the component board of a character. When the same shape reaches a specific number, it can resonate, further improving the character's abilities. Components can be smelted into stardust, which can be used to upgrade a character's component board.

Non-NFT Items

Exclusive weapons: Each character in Aotuverse has a weapon exclusive to them. As players level up characters, these weapons can be upgraded and become more powerful.

Deconstruction Manual: Used mainly for character upgrades and can be divided into primary, intermediate, and advanced classes. The class and number of deconstruction manuals needed for additional upgrades will rise as characters level up. They can be obtained via daily tasks or gameplay.

Force Notes: Used for upgrading weapons, and can be divided into primary, intermediate, and advanced classes. The class and number of metamagic research notes needed for additional upgrades will rise as weapons level up. They can be obtained in the maze dungeon.

Force Modifier: Can be used to customize the prefix of weapons.

Skill Guide Sheets: Used for upgrading skills and can be divided into primary, intermediate, and advanced classes. As skills level up, the class and number of Skill Guide Sheets needed for additional upgrades will rise. They can be obtained via daily quests and gameplay.



PLAY-AND-EARN ECOSYSTEM



Play-and-earn Design

How to Earn

A player must own an NFT and stake it on Catheon Gaming Center to activate 'Play-and-earn mode' in Aotuverse. When in 'Play-and-earn Mode', players are eligible to earn 'Grey Tokens', primarily through PVP matchmaking or as they complete milestones in the main storyline of Aotuverse.

Every season, a special bonus (that could include 'Starstone Tokens') will be paid out as an end-of-season reward based on your leaderboard rank under the PVP modes. The better your performance in PVP, the greater your reward potential!



Consumption Rewards

'Grey Tokens' can be used in the game to level up NFTs, skills, weapons, or to buy certain items. Each time this is done the 'Grey Tokens' are consumed and burnt.

These tokens can also be used to accelerate gameplay by being exchanged for levels that would otherwise take a lot of time and effort to achieve.



Dual Token Model

Applying blockchain technology to a proven game economy design from the original Aotu World game for enhanced on-chain utilities

Starstone Token – Governance Token *(Total supply: 1,000,000,000)*

Sources

- Purchase from DEX/CEX
- Leaderboard award (PVP, GVG)
- Special game stage
- Staking rewards

Uses

- Trading of NFT
- Ascending
- Merge of NFT, Components
- More to come..

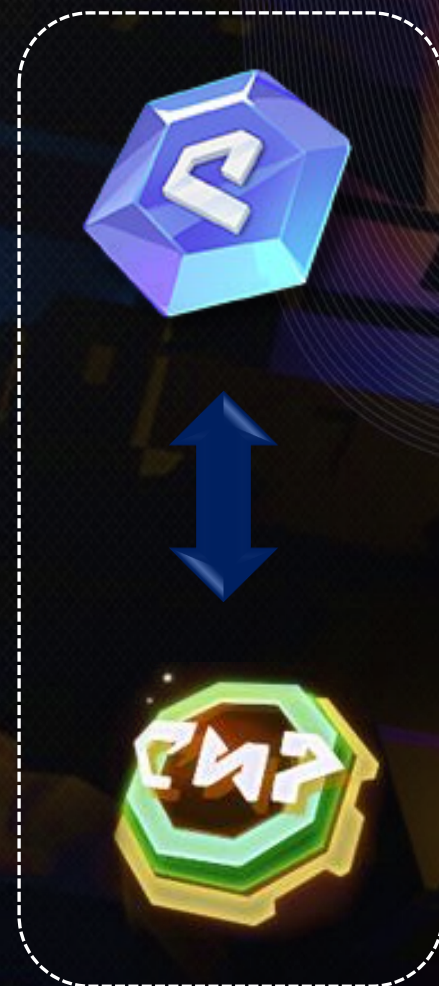
Grey Token – Utility Token *(Total supply: Unlimited)*

Sources

- Clear game stages
- Resource Collection Stage
- Instance dungeon
- Leaderboard awards (PVP, GVG)

Uses

- Character upgrades
- Ticket to special challenges
- Skill upgrades
- Grocery Store (force research note, waking up cube)





Treasury

The treasury of Aotuverse will act as the reserve for the Aotuverse economy. It's established to stabilize the play-and-earn economic system and promote community growth through various mechanisms. If the ecosystem reserves pool is exhausted, the treasury will be a backup reserve of 'Starstone Tokens'. Inflows into the treasury add to the reserve, while outflows from the treasury deplete it.

We will gradually transit to a more decentralized and DAO approach, and endow our community the voting rights on treasury pool usage.



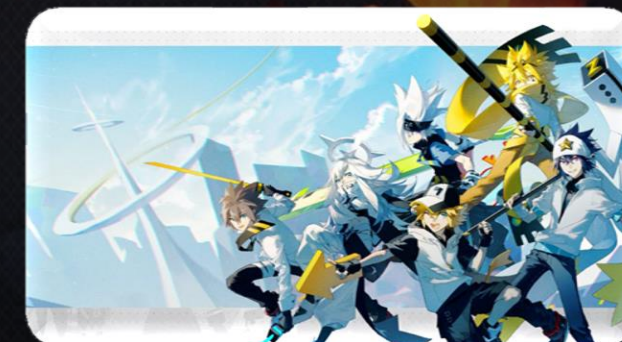
Treasury Inflows

- Players spending 'Starstone Tokens' to purchase a blind box
- Merging costs for upgrading NFTs to the next level
- Transaction tax on NFT transactions in the marketplace
- 20% of all proceeds from in-app purchases would be directed to the treasury to be applied for buyback at the discretion of the governance function of Aotuverse



Treasury Outflows

- Leaderboard rewards
- Events and giveaways
- Cross-game collaborations
- Staking rewards
- Token buyback and burn



Tokenomics

The governance Token

- Starstone - SST

Token Supply

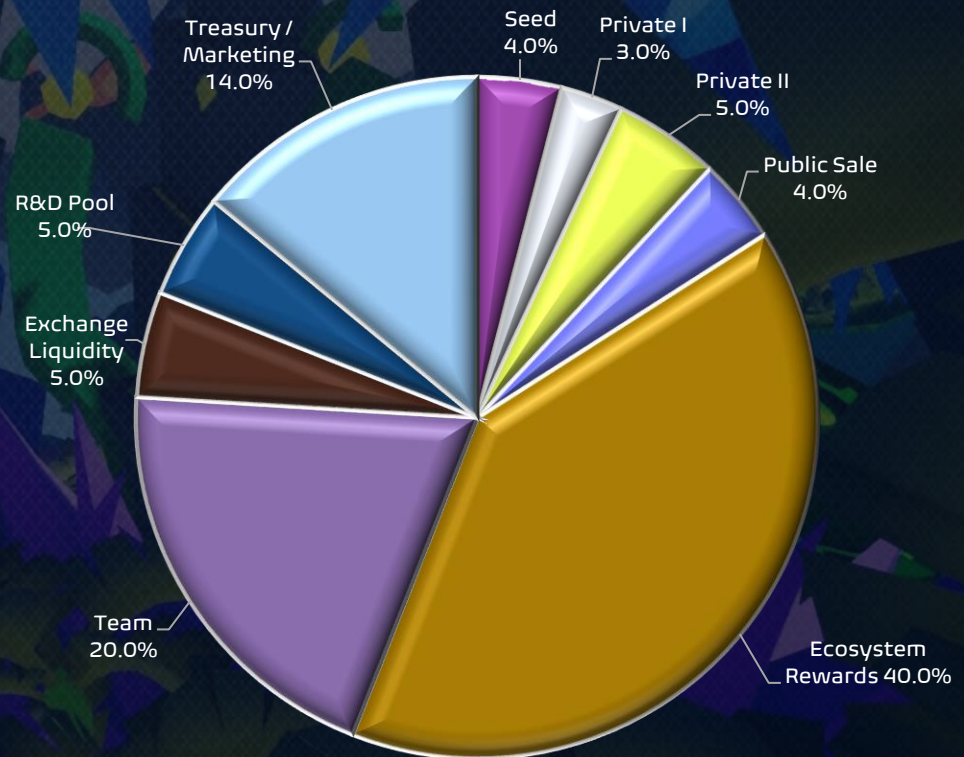
- 1.0 Billion

Chain

- Solana

TGE Unlock %

- 1.3% (excluding exchange liquidity)



Vesting Schedule

	TGE Unlock	1	2	3	4	5	6	9	12	15	18	21	24
Seed	2.5%	CLIFF – 6 MONTHS						LINEAR VEST - 18 MONTHS					
Private A	5.0%	CLIFF – 5 MONTHS					LINEAR VEST - 13 MONTHS						
Private B	10.0%	CLIFF – 4 MONTHS				LINEAR VEST - 8 MONTHS							
Public Sale	15.0%	LINEAR VEST - 4 MONTHS											
Ecosystem Rewards	2.5%	LINEAR VEST – 24 MONTHS											
Team	-	CLIFF – 6 MONTHS						LINEAR VEST - 18 MONTHS					
Exchange Liquidity	100.0%	VESTED AT TGE											
R&D pool	-	CLIFF – 6 MONTHS						LINEAR VEST – 18 MONTHS					
Treasury / Marketing	10.0%	LINEAR VEST – 12 MONTHS											

GLOBAL TEAM



Studio Team

The Aotuverse team comes from many backgrounds, experiences, and areas of expertise. We are committed to creating an exciting and sustainable anime-themed gameplay loop powered by the blockchain!



Aaron | Producer

- 14 years of experience in the gaming industry, specializing in project planning.
- Worked on multiple projects with \$10+ million revenue, including Martial Arts Hero, Ace Two, Hip-hop Game, Legendar, Card Monsters and more.
- Aaron is a man of many talents, he is good at risk management, BD, system planning, R&D and numerical parameters.



Vladimir | Combat System Planning

- Five years of experience in the gaming industry worked as a senior planner for «Byteless Studio», familiar with game numerical parameters, meticulous logic, and a wealth of game understanding.
- He is not only good at RPG and TCG, but also knows multi- platform multi-type games.



Daniel | Project Manager

- 8 years of experience in the gaming industry, specialized in art, Project experience: «Sword Art Online 3» GurreLagann« Shield of The Brave» and many other popular games.
- Multiple-tasks skills, risk management ability, BD ability, etc.



Hyde | Executive Planning

- Five years of experience in the gaming, project experience: Aotu world «ACE Two» and so on



The Dedicated Aotu team is supported and advised by the 200+ blockchain team of Catheon Gaming



Client Engineer | Library

- Five years of experience, project experience «My Name is MT Hero Kill» Duo Bao Adventure «Blade of Beast Chopping» «Cat Spirit Album» «Aotu World»



Client Engineer | Zeratul

- Two years Client, project experience «My schoolgirl can't be that cute 2» «Aotu World»



JAVA server-side development engineer | Gen

- Senior server-side development and maintenance, love games, committed to building a dream life game world.



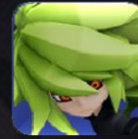
UI Design | YQ

- Two years of experience, project experience «Code: Darkness comes Darkfire Engine» Crouching Dragon 2 «Saw Juice» Desert Island Survival Competition «Cat Spirit Album» «Aotu World»



3D Action | Dragon

- Seven years of experience in the gaming industry. Project experience: «Destiny Singer» «Dancing Youth» «Dancing in the Sky», «51 New Dazzling Dance», «Aotu World», etc.



Special effects | May

- Five years of experience in the gaming industry. Project experience: «Heartbeat Dynamite» «Pikatang 3d» «Bijou Star Ball» «Dump World» «Cat Spirit Album» etc.



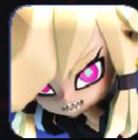
QA Test | Z

- Eight years of experience in the gaming industry, Project experience: «Cold Goddess» «Crystal Pact» «My name is MT4», «8game» «kkgame» «All Star Battle» etc.



Operations Manager | GQ

- Seven years of experience in the gaming industry. Project experience: «Jianghu Chivalry Order» mobile game, monthly revenue of 30 million, annual revenue of 260 million, with rich experience in maintenance, event planning, operations, user maintenance, etc.



System Planning Supervisor | Tom

- Six years of experience in the gaming industry worked as a customer service supervisor of «Junior Three Kingdoms» with excellent logical analysis and communication and coordination skills."

Catheon Gaming Team



Patrick Chu | CEO

- Founder of TILT, an indie game publisher
- 17+ years of experience in the game industry in business development, corporate development and project management covering PC, mobile, console, cloud and VR platforms
- Senior positions at Disney and Shengqu Games
- Closed licensing deals for Borderlands 1 & 2, Fallout 3 & 4, Fallout Shelter and Life Is Strange



Radlin Abbott | Project Co-Lead

- Over 10 years of experience in project management in the engineering, construction, and petroleum industries
- His passion for Crypto, NFTs, and Defi has made his transition into blockchain gaming a natural progression



Onyx Gallegos | CMO

- Over 15 years of experience in business development, community management and digital marketing
- Crypto entrepreneur since 2013 and early adopter of NFTs with high conviction rate and % returns
- Global Head of Community at Catheon Gaming leading multiple projects and managing a support team of over 150+ members



Locke | Project Co-Lead

- Over 6 years of experience in community management, user experience, and marketing in the IT industry
- Crypto enthusiast since 2016 with 2 years of experience in crypto community building and management

Community & Support Team



Tyler Trueblood
Dev Ops Lead



Declan Mortimer
Growth Lead



Edmund Shen
Game Economy Lead



Charles Lee
Fundraising Lead



Mike Doria
Partnerships Lead



Wendy Wang
Content Lead



Don Lee
Web Dev Lead



Glenn Lyle
Community Lead



Karen Tang
Communications
Lead



Achmad Ghifari
Taufiqurrachman
Collaborations Lead



Christian Ray Y
Moderator Lead

Advisors



Alex X.¹
Catheon Advisory board
Chairman & CEO of MMV



Lewis
COO of Solchicks

1. Alex X. is the chairman and CEO of top Chinese animation group and Aotu World IP-owner MMV Inc. Having previously held the position of CEO at Leyou Technologies up until its US\$1.5bn acquisition by Tencent, and formerly served as Chief Business Officer at Perfect World, alongside numerous other roles in the space



Roadmap



Phase 1 (2022 Q2)

- Website launch 1.0
- Release Whitepaper and Pitch Deck

Phase 2 (2022 Q3)

- First wave NFT mint
- IDO & Token Listing
- Second wave NFT mint
- Alpha game release



Phase 3 (2022 Q4)

- Beta game release
- Official game release
- NFT rental scholarships
- Continuous game update along Aotu World storyline: new game modes and stages

Roadmap 2.0 (Coming soon)

- DAO wallet and holder governance
- Raffle system with staking
- Aotu Metaverse





Conclusion

Our vision for Aotuverse is to be the gold standard of the blockchain gaming world. We want to provide an experience where gamers can immerse themselves in a competitive fast-paced mobile strategy RPG that lives up to all the hallmarks of traditional AAA gaming titles, and bring it to the blockchain. Beyond the fun and addictive gameplay loop of Aotuverse, players will have the ability to inherit true ownership of their digital assets on the blockchain and be rewarded for their achievements within the game.

With a massive anime fan base already, Aotuverse is ready to take the blockchain gaming world by storm and we can't wait for you to be a part of it!

Disclaimer

This Whitepaper is a constantly evolving document that reflects the latest decisions made by the design team, and as such, is subject to change.