WAR
—FOR—
EARTH

WAR FOR EARTH

Play. Own. Govern. Earn.

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WELCOME TO THE METAVERSE

The War for Earth team is building a unique virtual world where players can build, own, and monetize their gaming experiences using FKD, the main utility token of the platform.

FKD holders will be also able to participate in governance of the platform via a Decentralized Autonomous Organization (DAO), where they can exercise voting rights on key decisions of The War for Earth ecosystem. As a player, you can buy digital assets (Non-Fungible Tokens, aka NFTs) from the marketplace, and use them to play game and gain experiences with War for Earth Game.

The War For Earth team aims to bring blockchain into mainstream gaming, attracting both crypto and non-crypto game enthusiasts by offering the advantages of true-ownership, digital scarcity, monetization capabilities, and interoperability.

EXECUTIVE SUMMARY

The War for Earth-Battle Royale is a virtual world where players can build, own, and monetize their gaming experiences in the Binance blockchain using FKD, the platform's utility token. Our vision is to offer a deeply immersive metaverse in which players will create virtual worlds and games collaboratively and without central authority. We are aiming to introduce a completely different world for the game and divert them from the existing games like Minecraft and Roblox by providing creators true ownership of their creations as non-fungible tokens (NFTs) and rewarding their participation with our utility token – FKD.

In the current game market, the centralized ownership and control of user-generated content limits creator rights and ownership. Central control over the trading of virtual goods created by players restricts them from generating fair value for their creations. Compounding this, it can be difficult to prove creative ownership of works, especially as content is copied, altered, and built upon.

With The War for Earth game, we aim to overcome these limitations while accelerating blockchain adoption to grow the blockchain gaming market. We will do this by building a gaming platform where creators are able to build their own metaverse, play, share, collect, and trade without central control, enjoying secure copyright ownership with the ability to earn cryptocurrency (FKD).

This copyright ownership will be established and guaranteed through the use of NFTs, where every in-game item will have a unique and immutable blockchain identifier.

VISION

The question we have been tackling since the beginning of our efforts into the metaverse is whether or not people want to be themselves, or some futuristic version of themselves while in the metaverse. While there is really no correct answer to overlay on the masses, one thing is clear - there really is only one option right now, and that entails entering the metaverse as a warrior.

Our team here at War for Earth have set out to provide an opportunity for everyone who is interested in a very real-to-life version of the metaverse. War for Earth will be the most hyper-realistic verse across the entire landscape of the metaverse. People, brands, and organizations that are looking to showcase themselves, their brands, or their products in the highest quality will make War for Earth metaverse "THE BASTION" the place where they can truly demonstrate their desired experience.

Digital virtual worlds (metaverse) economies in the field of Play2Earn and non-fungible tokens (NFT) have a huge space for development as the blockchain technology grows. Our vision is to make the metaverse environment more accessible, profitable, transparent, and understandable to all potential, newbie, and advanced participants, which is crucial at the early stages of the new growing trend.

MISSION

Through our revolutionary technological capacity War for Earth aims to create the most hyper-realistic verse that will bring brands and people together - all with the intent of building the highest quality web3 experience.

Our primary mission is to create a possibility to understand and earn money much easier in the crypto based NFT market and gaming trend called Play2Earn. It will require minimum knowledge and effort by all participants, thanks to deployed FKD DAO solutions for suppliers and players.

Our secondary mission is to create a conscious and strong community to deliver motivation, support, and beneficial earning programs. It will be achieved by developing new War for Earth solutions in the field of token incentive programs, data and NFT gathering, trends analyzing, games partnerships and NFT assets management.
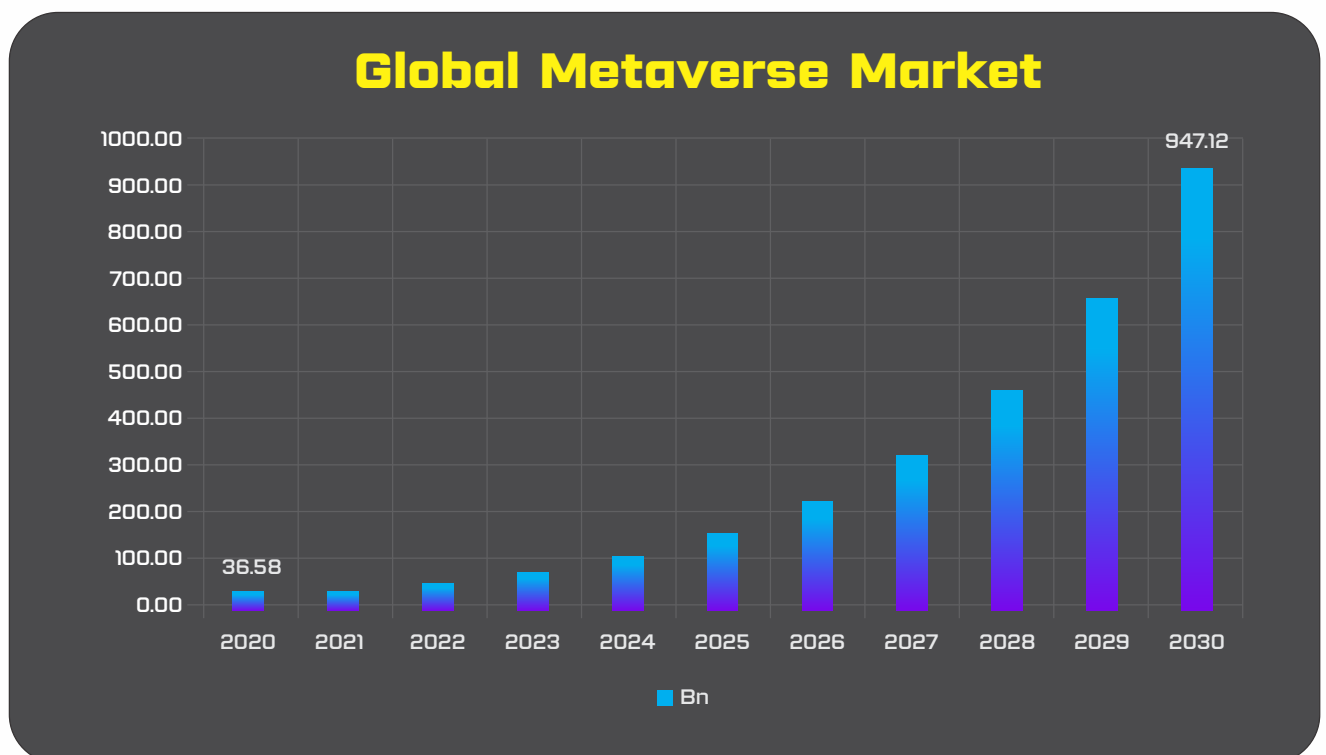
MARKET SIZE

The Metaverse

The metaverse is here. With global adoption of the metaverse spurred by the entrance of many of the world's largest technology players, the likes of Meta, Microsoft, and Google - in addition to industry and societal leaders like Nike, Disney, and South Korea's government, there is more than an argument that web3 is very real and here to stay.

The metaverse will mean different things to different people. Many will be attracted to the social aspect or gaming, while others will see the opportunity for business, acquisition, and investment. This utopian idea that we will be able to do everything in the metaverse that we do in real life, but without restrictions, allowing you to really expand your mind, will naturally attract every type of person. At its core, much like everything else in our world (physical & digital) locations will need to be developed in order to organize and manage interests.

Much as we have seen throughout history as civilization expands so too does the desire to acquire land in the new frontiers - ultimately creating scarcity and high prices. If you have doubts, consider the housing markets around the world, or try to buy a domain. The metaverse will be no different, and much likes previous frontier expansion, value will be created by scarcity, quality, and location. War for Earth's vision of the metaverse will be one that is hyper-realistic, allowing us to take elements from the real world, such as people and objects, and provide the option to add creative elements to the extent your imagination can handle.

The Metaverse Market

The metaverse is on fire right now. With Facebook changing to Meta, Microsoft investing millions, to the market up-tick in companies like Roblox, Nvidia, and Decentraland - it's quite obvious that the market is ready for this new immersive change in the experience of the internet. "How" the metaverse will be built is on everyone's mind. Which means the logical progression from "if" the metaverse will be built has been surpassed. Markets that have already entered, or show massive upside with a presence in the metaverse are many - but early adopters look to purchase land in order to be prepared for the masses that fall into a few categories.
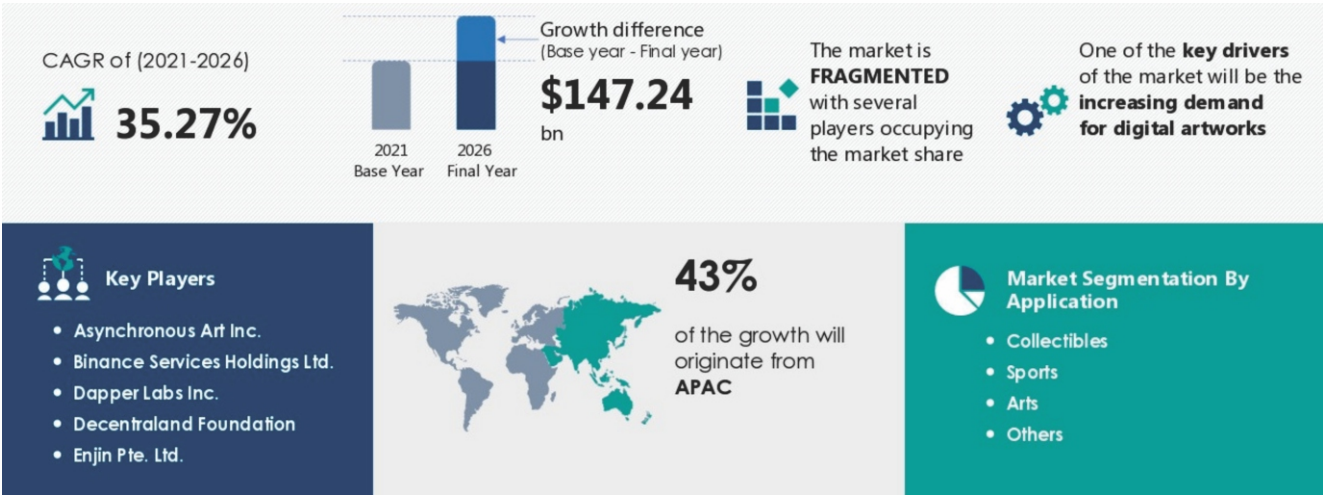
Global Metaverse Market

Year	Bn
2020	36.58
2030	947.12

NFT/Product Marketplace

Sales volumes of non-fungible tokens (NFTs) surged to $10.7 billion in the third quarter of 2021, up more than eightfold from the previous quarter, according to data from market tracker DappRadar, as the frenzy for crypto assets reached new highs.

At the beginning of 2021, the collectible NFT market started with a total sales volume of $55.5 million. As new verses continue to launch NFT land sales have started to reach physical world prices. Decentraland fetched $2.43 million for land plot in November. Preempted by Sandbox selling plots for more than $650,000 prior to. All kicked off by Axie Infinity's record $1.5 million sale at the very beginning of 2021.

GLOBAL NON-FUNGIBLE TOKEN (NFT) MARKET 2022-2026

CAGR of (2021-2026)
35.27%

Growth difference
(Base year - Final year)
$147.24 bn

2021 Base Year
2026 Final Year

The market is **FRAGMENTED** with several players occupying the market share

One of the **key drivers** of the market will be the **increasing demand for digital artworks**

Key Players
- Asynchronous Art Inc.
- Binance Services Holdings Ltd.
- Dapper Labs Inc.
- Decentraland Foundation
- Enjin Pte. Ltd.

43% of the growth will originate from **APAC**

Market Segmentation By Application
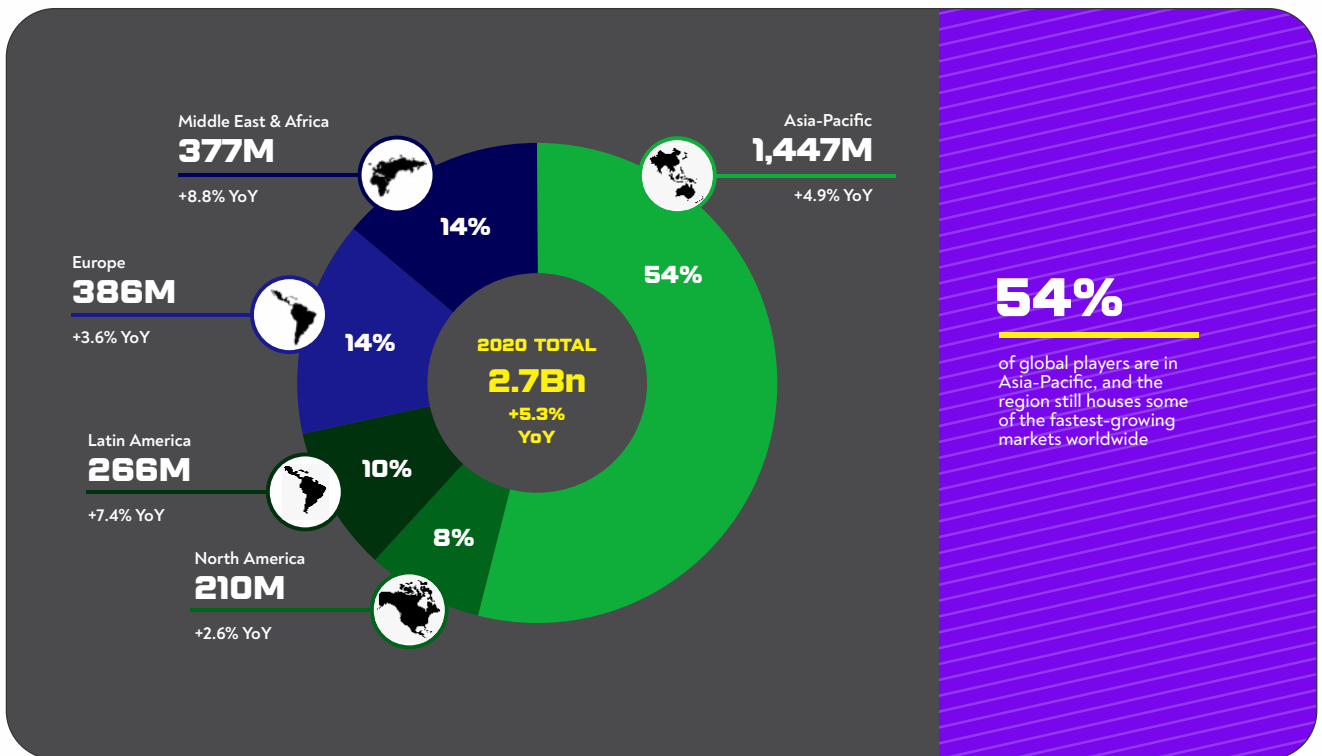- Collectibles
- Sports
- Arts
- Others

Digital advertising

2020 was a year that saw nearly $380 billion in global digital advertising spends. In 2020 digital advertising officially overtook offline advertising at 51% of total advertising spend. Following the logical progression of web3 from web2 we can imagine that % 's of the online spend will be shifting into the web3 experience - whereas immersive advertising will create an opportunity for brands to engage with their customers in new and very exciting ways.

Gaming Market

Globally, there are about 2.7B gamers. In 2020 they spent around $159B on games, a number estimated to grow to at least $200B by 2023.

Middle East & Africa
377M
+8.8% YoY

Asia-Pacific
1,447M
+4.9% YoY

Europe
386M
+3.6% YoY

Latin America
266M
+7.4% YoY

North America
210M
+2.6% YoY

14%

14%

10%

8%

54%

2020 TOTAL
2.7Bn
+5.3% YoY

54%

of global players are in Asia-Pacific, and the region still houses some of the fastest-growing markets worldwide

NFT/Product Marketplace

In-game Items Market(s) VR/AR
The market for virtual game items is currently estimated at $50B. Many items are sold on third-party platforms.

AR/VR

The worldwide augmented and virtual reality markets are currently estimated at $30.7B and predicted to grow exponentially to $297B by 2024. Global business meetings, meetups, conferences, entertainment events such as concerts, and much more can all be leveraged through VR.

Gaming Market

Decentraland [MANA]

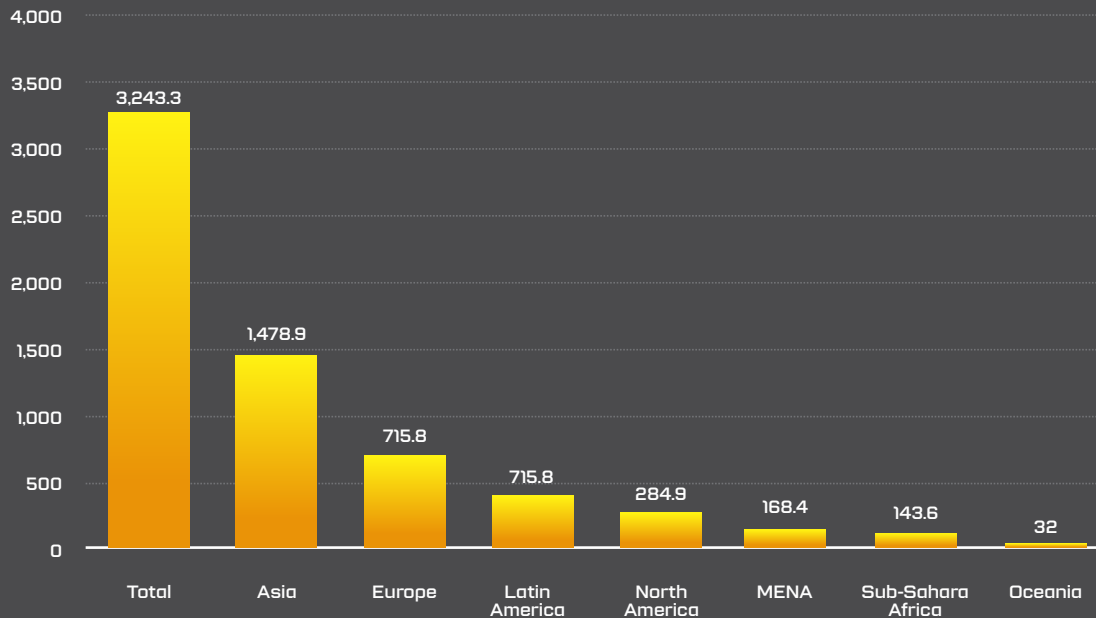|	
Current Market Cap	$1,307,258,492
Fully diluted Market Cap	$1,815,111,823
Number of tokens	2,194,340,927
Price per token	$0.82

The Sandbox [SAND]

Current Market Cap	$206,292,773
Fully diluted Market Cap	$880,019,254
Number of tokens	3,000,000,000
Price per token	$0.29

Bloktopia [BLOK]

Current Market Cap	$953,484,000
Fully diluted Market Cap	$22,868,877,599
Number of tokens	200,000,000,000
Price per token	$0.1143

Number of gamers in millions

Bar chart showing number of gamers in millions by region:
- Total: 3,243.3
- Asia: 1,478.9
- Europe: 715.8
- Latin America: 715.8
- North America: 284.9
- MENA: 168.4
- Sub-Sahara Africa: 143.6
- Oceania: 32

OPPORTUNITIES

The establishment of blockchain as a standard commercial technology will remove even more barriers to markets in developing countries. Services that will accept cryptocurrencies as a form of payment will be more inclusive as they can offer their services to the global unbanked segment (1.7 billion people). Of these 1.7 billion adults, two-thirds own a mobile phone that can be used to access the War for Earth platform. Global drivers such as increased internet penetration, mobile and PC ownership, and the increased adoption of cryptocurrencies point towards greater demand for all digital gaming platforms that overcome current customer issues such as lack of trust and requirements for personal information.

Blockchain technology can also tap into new market segments, most notably the global segment of 1.1 billion smartphone users who remain unbanked, as well as various regional markets with restrictive legislation. Games based on smart contracts would offer an automated, secure and transparent, entertaining platform. The increasing focus on investment in new web 3.0 technologies such as blockchain, the improving societal perception of online gaming, and the emergence of new audiences via the internet will continue to improve the already excellent market conditions ideal for a platform such as

OPPORTUNITIES

War for Earth.
The growth of the global online gaming and gaming market will be accelerated by a global increase in per capita income, adoption of new technologies, growing interest in alternative means of income and the rise of cryptocurrency payment systems.

CURRENT ISSUES

User experience on the gaming side of Blockchain is too complicated for casual players. Not everyone is familiar with blockchain, NFTs and cryptocurrencies. Also, the high fees that companies charge even before joining the game and later on during the game are very deterrent. FaceKindle LLC is trying to create a platform that supports blockchain in a non-distractive way so the casual user won't notice. We charge players only after they decide to take full advantage of the game and enjoy its full potential with NFTs.

The Gameplay
WAR FOR EARTH

Take Over The World

Set in 'The Bastion' this metaverse game pits players against each other in an array of play-for-fun and play-to-earn game modes. Go head-to-head or assemble a clan of fellow warriors to take on your enemy. With many ways to earn, and a rewarding ecosystem for all participants, War for Earth is the ideal opportunity for gamers, businesses, and venture capitalists to establish themselves in the metaverse.

Welcome to the battle – the battle to establish yourself as a key player, crown yourself as a kingpin turf owner, and earn cash playing a range of multiplayer action games. Set in The World, WFE comprises 15 islands, each consisting of 1000 plots of land – also known as turf. Whether you're a landowner or a warrior, you play a vital role in the entirety of this Metaverse game.

As you head into a solo or team-based battle royale, you'll be equipped with NFT weapons and characteristics you've either bought or earned. Now it's time to fight your way to victory and earn the cash you need to climb the ladder and gain social standing within The World.

Every player is rewarded with a share of the prize pot, depending on their place on the leaderboard. As a play-to-earn game, you're rewarded for your participation and performance, giving all community members a fair opportunity to have fun and make money.

This is your opportunity to establish yourself in the Metaverse gaming world in a franchise that will continue to grow.

WARRIOR'S INTRODUCTION

BLAYNE LEE
THE JACKAL PCS MINTED (TBA)

A lone warrior who tracks down those in power, executes them, and then vanishes without claiming any reward. Blayne doesn't care about "small talk" and being around people all the time.
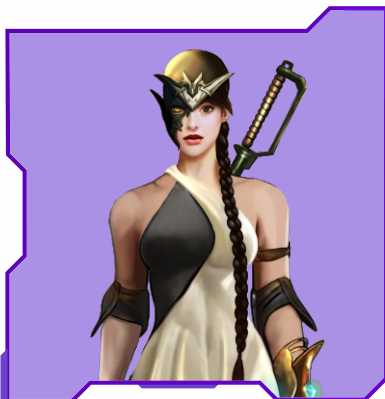
REBECCA ROSE
EX ARMY COMMANDER PCS MINTED (TBA)

A female warrior who has served the United States military and is a hand to hand combat expert and champion. Rebecca is a tough, stern, but beautiful ex commander of the Special Forces.

LIAM WEST
THE EXECUTIONER- PCS MINTED (TBA)

A lone warrior who tracks down those in power, executes them, and then vanishes without claiming any reward. Blayne doesn't care about "small talk" and being around people all the time.

EMILIA SUTTON
LIGHTNING QUEEN- PCS MINTED (TBA)

Emilia is an exceptional combatant with many years' worth of fighting experience and extensive training, having been one of the Guardian Corps best soldiers to the point of earning a Long blade with pointed arrow, a weapon reserved to be the most skilled soldiers

WARRIOR'S INTRODUCTION

HANNA COLEMAN
DEFENSIVE FIGHTER - PCS MINTED (TBA)

Hanna is a naturally skilled marksman with a lethal hand to hand combat fighter, and an expert pilot and driver. She was taught to be a strong fighter, by her father Martin Coleman, a bounty hunter who was killed mercilessly during the war.

OWEN REID
GUNSLINGER - PCS MINTED (TBA)

Owen Reid is an outlaw gunslinger and former gang member who fights for the principle of righteousness. Armed with his Peacekeeper revolver, the outlaw Owen Reid doles out justice on his own terms.

ISIAH JACOBS
JACK THE LIEUTENANT - PCS MINTED (TBA)

Isiah Jacobs, also known as Jack, and formerly known as Venom, was a renowned Special Forces operative and mercenary commander. He founded U.S. Army Special Forces Unit HUNTER, along with the mercenary company

ALIEN INTRODUCTION

KING TE'LOCH
THE BURNING ONE - PCS MINTED (TBA)

In the beginning, an alien race called the Ur'id allegedly created King Te'loch and set him loose upon the universe resulting the mass extinction of countless alien races including the inhabitants of the now-inhospitable world of Milky Planet.

GOR'KAR
HIGH PRIEST - PCS MINTED (TBA)

Gor'kar is a priestess who interprets the motions of the stars to determine when to fight. He does not have a large number of abilities, but has one unique to it "foresight and magical powers".

VAR'SET CH'LAUR
WARRIOR GENERAL - PCS MINTED (TBA)

Var'set belongs to the Tarmax world and his story began on an unknown planet where he undertook the trials required to become Elite in the presence of Tarmax clan leader and Hunter. The Var'set was assigned to attack the human colonists of The Bastion, as well as the Colonial army deployed to the Island. His ultimate job is to wipe out the humans from the Island and established a Tarmax center on Earth.

ALIEN INTRODUCTION

FOU'CAR
GUARD OF TARMAX - PCS MINTED (TBA)

Fou'car is the strongest and the most resilient species within the King Te'loch army. Fou'car fight primarily by using the sonic gun integrated directly into his armor on one arm. On the other arm, he wear metal armor that protects him from almost every form of plasma-based or ballistic weaponry available to human infantry and is a powerful melee tool capable of crushing anything in its

HA'RONAR
GUNNER

Ha'ronar is well-known in the Tarmax as a "Warrior" brood. Ha'ronar type predaliens are incredibly strong, easily capable of outmatching a conditioned adult human male in unarmed combat and able to land blows that can shatter solid concrete. They are capable of tearing a human's head and spine from the body with little effort.

WAR FOR EARTH

Introducing The Bastion
War for Earth Metaverse

The Bastion is the map for War for Earth: a metaverse, consisting of 15 districts, each with 1000 plots, known as Turf. Turf can be owned, bought, sold, and in the near future, deeply customized.

A virtual scale version of Earth is inevitable. The concept of owning Turf on a futuristic island is the beginning of this exciting future. Built on 3D WebGL technology: users can choose their home island from 15 Districts and claim ownership of virtual land in the form of Turf. Over time, this virtual land will increase in value based on demand, location, and earning potential, much the same way that physical land does.

Join the brand new NFT metaverse that is mapped to replicate Earth and is quickly becoming the largest and most dynamic blockchain-based economy in existence. Buy, sell and trade virtual properties or build your dream house, start a virtual business and earn FKD tokens by selling your NFT properties in a free and open marketplace.

PLAY

Become one of the first digital landowners in The Bastion by purchasing a virtual property. Receive special rewards by completing signature property collections, participating in daily war games, and competing in live events.

EARN

Join a new, virtual economy where you have the opportunity to make money in the metaverse. Start by earning a return on your properties and collecting fees from visitors – feeling ambitious? Flip some of your properties for profit in our free and open marketplace or generate income by becoming a business owner in The Bastion Islands.

BUILD

Work with like-minded Warriors to develop neighborhoods and build homes for you and your friends. Pick from a variety of models and build the house of your dreams! Ready to give your island a new look?

GET TO KNOW TURF

Turf Size: 139 x 139 sqm
Each Turf plot is sized equally. However, landowners can buy a cluster of up to 6 adjacent Turfs and form one large property.

THE SAME BUT DIFFERENT

Each property is unique and distinct, with differing shapes, sizes, landscape characteristics, and buildings. Landowners have sole discretion on what can be built, advertised, or utilized on their property. Unless permission is granted by the Landowner, no player is allowed to build on another player's property.
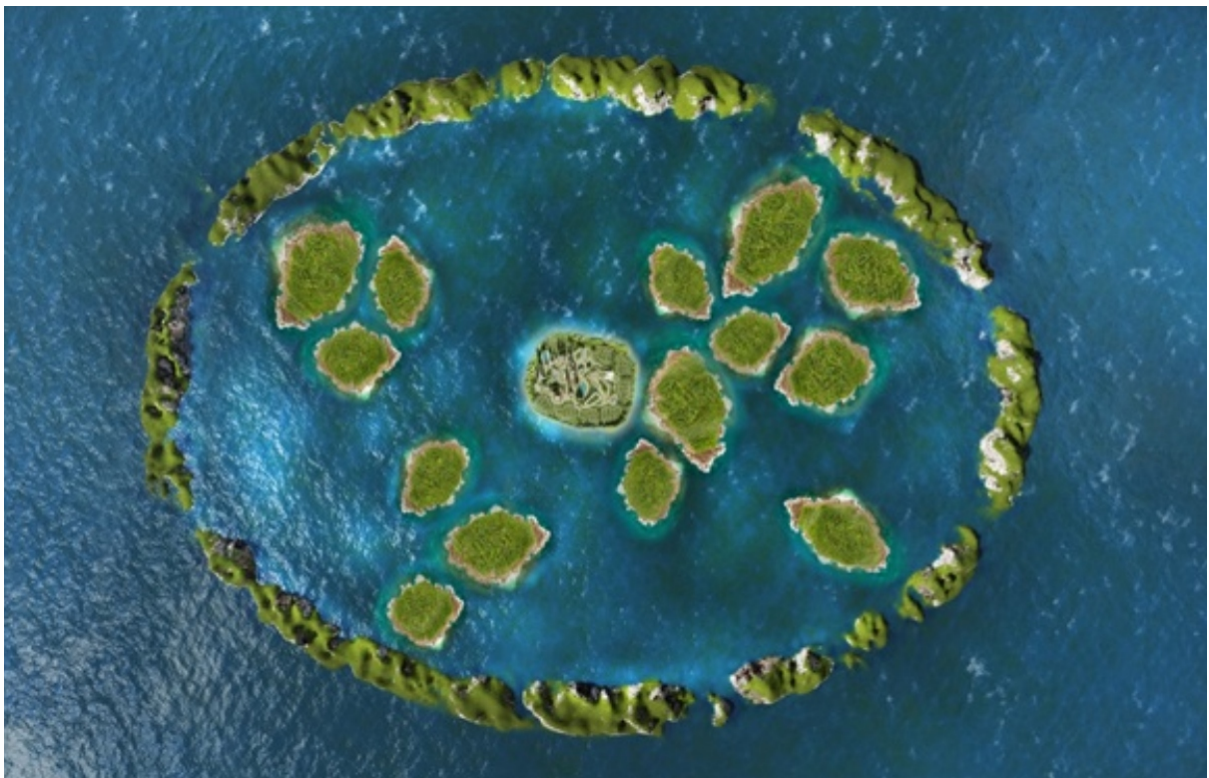
LAND AND THE LANDS MAP

LANDS are blockchain-backed virtual tokens (using the BNB standard for NFTs) representing physical parcels of The War for Earth Metaverse. They allow players to own a portion of the Metaverse and thus be able to host content (ASSETS and GAMES). The War for Earth Metaverse is based on a map of 15000 LANDS (139*139). LANDS are physical spaces in the Metaverse owned by players to create and monetize Games. LANDS are used to play different games within every district and land owner can invite other players to play in their land and ear rewards. Every LAND comes with a set of prebuilt terrains, but it can be terraformed and modified by the USER who owns it (or other PLAYERS they invite to work on it). In the future, players will be able to combine LANDS together to form ESTATES as well.

Map of War for Earth Metaverse
"THE BASTION"

15 ISLANDS **RESIDENTAL** **COMMERCIAL**

15000 PLOT **139*139 SQM** **ROADS/ AIRPORT**

IN GAME CHARACTERS

War for Earth game will have two sets of players; warriors and alien. We have developed different sets and style of characters for both warriors and alien for in-game representation of a player, which may be modified by using accessories available in game accessories shop. Players can either buy new avatar or modify it. We will keep developing and introducing different characters before and after the gameplay goes live.

LASER CHARGING STATION

War for Earth game will have a specially designed laser chambers for healing injured players. These chambers will be built on every LAND in order to generate revenue for the land owners. During the fight player who are injured or running low with life charge can go to any LAND and pay FKD token to get charged to play again. These Laser station will also have a laser charging station for laser guns.
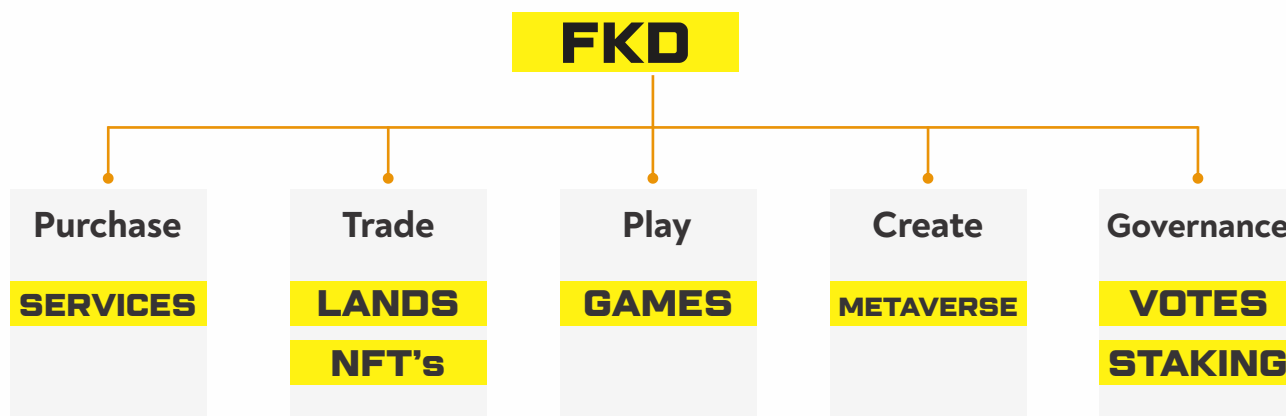
CLAIM YOUR TURF

This is your chance to own part of The Earth, harvest its value, build a fortress, and make your island the most powerful of all.

FKD - War for Earth In Game Currency

FKD is an essential part of The War for Earth platform and we are working on establishing key mechanics that makes it intrinsically tied to The War for Earth platform and its value. FKD is a BSC utility token built on the Binance blockchain that serves as the basis for transactions within The War for Earth game, and has the following uses:

- Access The War for Earth platform: Players spend FKD in order to play games, buy weapons, or even purchase Avatar character. Players spend FKD to acquire ASSETS, LANDS, and through Staking. LAND Sales drive demand for FKD to purchase LANDS. Wars for Earth team will continuously built new Avatar and upload it to its Marketplace and give opportunity to the gamers in playing game with unique characters with Rarity and Scarcity.

- Governance: FKD is governance token that allows holders to participate in Governance decisions of the platform, using a DAO structure. They can exercise voting rights on key elements such as grant attributions to content and game creators and feature prioritization on the platform Roadmap. FKD owners can vote themselves or delegate voting rights to other players of their choice.

- Staking: FKD allows for staking, which allows for passive revenues on LANDS: you get more FKD by staking it.

- Fee Capture model = 5% of all transaction volume carried out in FKD tokens (Transaction Fees) shall be allocated with 50% to the Staking Pool as rewards for token holders that Stake FKD tokens and 50% to the "Treasury."

- Treasury: The role of the Treasury is to support the ecosystem of The War for Earth, offering grants to incentivize high quality content & game production on the platform. The overall valuation of the metaverse grows through the valuation of all games funded by the Treasury, creating a virtuous circle to enable funding bigger games

```
                    FKD
    ┌────────┬────────┬────────┬────────┐
 Purchase   Trade    Play    Create   Governance

 SERVICES   LANDS    GAMES  METAVERSE   VOTES
            NFT's                      STAKING
```
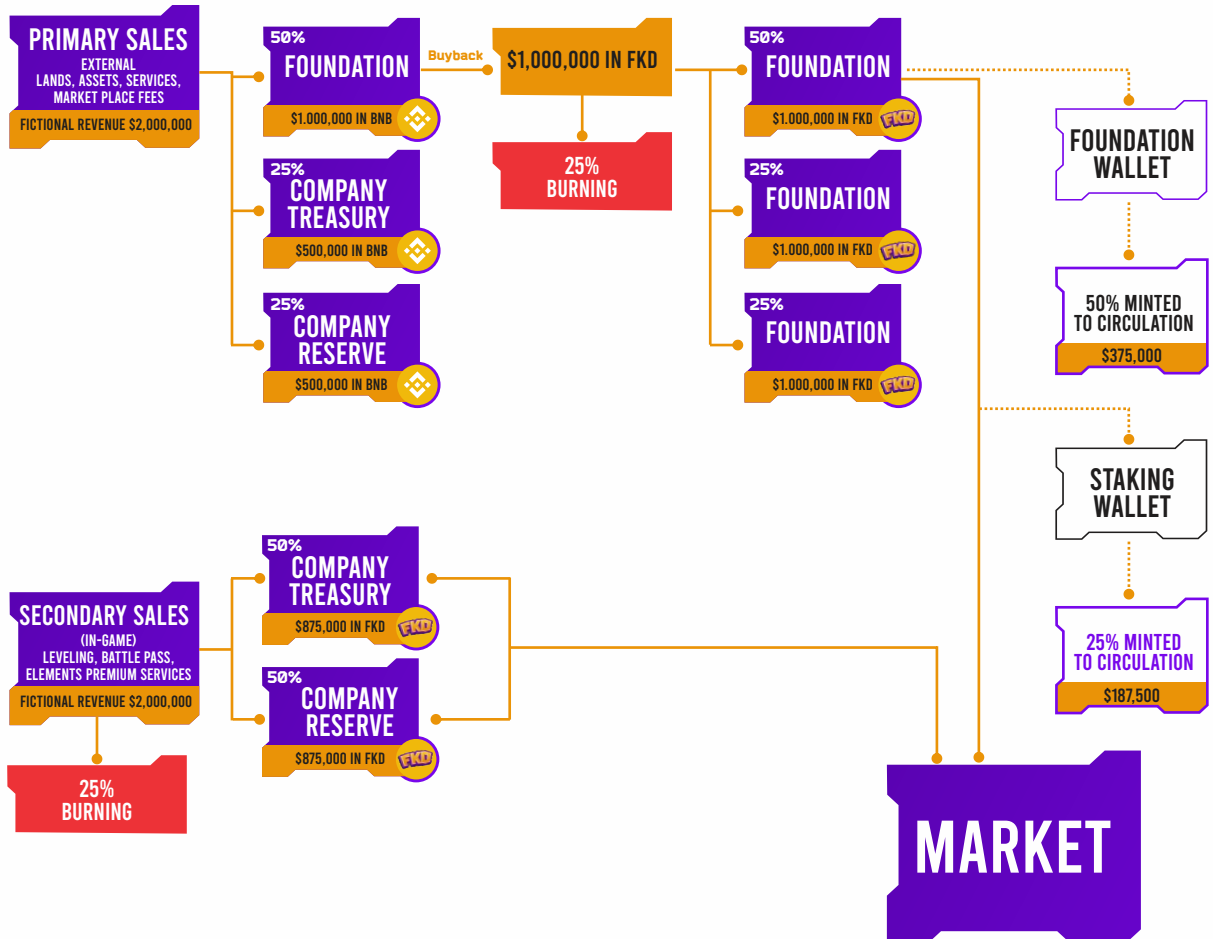
FKD STAKEHOLDERS

We have developed a Stakeholders approach to ensure that the success of FKD. Therefore, we will set through smart contracts, that revenues generated through The War for Earth will be distributed across the stakeholders to provide support to the ecosystems of Metaverse Investor's and players as well as to provide the resources needed to grow the market and develop high quality gaming experiences.
These stakeholders are:

1. **Game Development Pool**: Is designed to ensure that revenue generated through the game is redistributed to support the growth of the ecosystem. The token allocation of this game development pool will be progressively decentralized as we implement a DAO/Community driven solution towards a decentralized model for the benefit of the token ecosystem.
2. **Staking Pool:** Is designed to provide incentives to token holders who are actively locking their funds in smart contracts. Its governance will migrate from a centralized decision on year 1 towards a DAO mechanism in the coming years. Token holders that are also active players will generate an extra yield rewarding their activity.
3. **Company Treasury:** This represents the FKD that is owned by the company that comes from the proceeds of sales of company owned assets with a 12 months lock-up. The FKD token generated through this Treasury will be sold back to the market to pay operational expenses.
4. **Company Reserve:** This is the initial company reserve of 100mm FKD (10% of total Token Supply). This reserve will be fed with the proceeds of sales of company owned assets.

FKD REVENUE STREAMS

1. Landowner will be entitled for 5% of in game revenue share;
2. Invite other players to play at your turf and charge FKD tokens;
3. Every Turf will have its own Metaverse commercial and residential real estate. Land Owner can rent it out to other players or invite players to play games at their turf.
4. Every turf will have a unique game which will generate revenue for land owners; example casino, escape room, hospitals etc. These games will generate revenue for the land owners and tokens for the players.
5. Turf Wars have the NFT land holders gather teams, and engage in high stakes PvP battles using these teams, similar to a tournament format.
6. Landowners will have the opportunity to earn revenue from players in the main game through the novel use of Weighted Pool. They will do so by swapping fuels they generate in-game for FKD
7. Every Turf will have fuel station for warriors to re-charge their energy and landowner will charge in FKD to let them re-fuel.
8. Every Island will have its own warriors which they sell to other Island players or invite them to play games in their Island and charge tokens for every gameplay.

FKD REVENUE FLOW

PRIMARY SALES
EXTERNAL
LANDS, ASSETS, SERVICES, MARKET PLACE FEES
FICTIONAL REVENUE $2,000,000

50% FOUNDATION
$1.000,000 IN BNB

25% COMPANY TREASURY
$500,000 IN BNB

25% COMPANY RESERVE
$500,000 IN BNB

Buyback → **$1,000,000 IN FKD**

25% BURNING

50% FOUNDATION
$1.000,000 IN FKD

25% FOUNDATION
$1.000,000 IN FKD

25% FOUNDATION
$1.000,000 IN FKD

FOUNDATION WALLET

50% MINTED TO CIRCULATION
$375,000

STAKING WALLET

25% MINTED TO CIRCULATION
$187,500

SECONDARY SALES
(IN-GAME)
LEVELING, BATTLE PASS, ELEMENTS PREMIUM SERVICES
FICTIONAL REVENUE $2,000,000

50% COMPANY TREASURY
$875,000 IN FKD

50% COMPANY RESERVE
$875,000 IN FKD

25% BURNING

MARKET

TEAM FOCUS

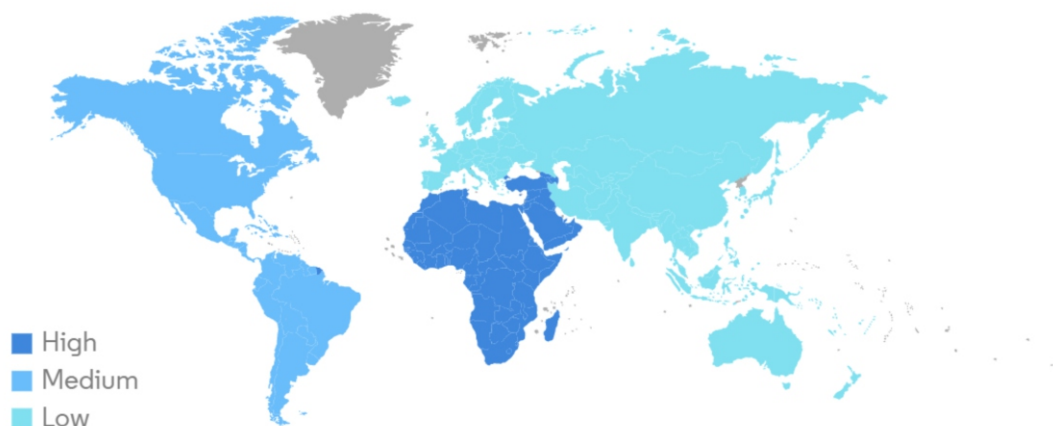The War for Earth team will work on the following:
- Acquire new players, streamers, ambassadors, community managers, and game masters.
- Incentivize participants through reward program, events, tournaments, and voting participation;
- Distribute token grants;
- Build new War for Earth features;
- Build technology to expand its core activities of Gaming and NFT;
- Purchase virtual gaming assets.

MARKET OVERVIEW

The current gaming market presents favorable conditions that offer The War for Earth a unique opportunity to exploit on both PC/Mac and mobile platforms, as the opportunity to shift power and earning potential into the hands of players in the growing UGC gaming market will add significant value to their gameplay experience.

- The total Blockchain gaming market reached $190 billion and expected to hit $250 by 2023

- NFT sales in Oct 2021 surged to $10.7 billion

- Crypto wallet holders crossed 70 M active wallets

- DeFi tokens have reached $35 billion in TVL

- The global gaming industry is now worth $200 billion and expected to hit $314 billion by 2026

- Metaverse and the Blockchain are strong and reliable platforms to take Gaming to the next level.

- The online segment is estimated to witness substantial growth over the next eight years, expanding at a CAGR of 8.6% from 2020 to 2025. This can be attributed to increasing broadband penetration and growing online betting, gambling, and social network gaming5 and;

- The Asia Pacific market is expected to gain traction, attaining a market size of USD 86.84 billion by 2025. Emerging countries such as China, India and South Korea are offering lucrative growth opportunities for market augmentation, which can be partly attributed to growing smartphone and Internet penetration in these countries.

Gaming Market - Growth Rate by Region (2022-2027)

Legend:
- High
- Medium
- Low

RECENT MARKET DEVELOPMENTS

May 2022 - Blizzard Entertainment introduced an action-packed mobile strategy game with Warcraft Arclight Rumble. This action-packed mobile strategy will be suitable with Android and iOS devices in select regions. The partnership comes with many benefits like players will be able to collect over 60 characters from throughout the Warcraft universe.

April 2022 - Bandai Namco Entertainment subsidiary Bandai Spirits Co., Ltd. has decided to build a new factory for Bandai Hobby Center in Japan. The company is actively promoting the global expansion of the Gundam series visual content, products, and services, aiming to expand its global business.

March 2022 - Sony announced that it has agreed to acquire Haven entertainment Studios Inc, a Montreal-based company. Founded in March 2021 with an investment from SIE, Haven Studios is headed by a team of world-class game developers with over 10 years of experience in some of the industry's most popular games and franchises.

February 2022 - Steam, a video game digital distribution service by Valve, has launched Steam Deck, a handheld gaming computer developed in cooperation with Advanced Micro Devices.

ECONOMICAL APPROACH

War for Earth economy is designed to be balanced with necessary backup and retention in all dimensions. We want to make the Gamers/investors feel safe about their holdings and continue using the network with the same confidence.

THE GAME ECONOMY

- Reserving 36% of Liquidity for 5 years span when the listing phase begins
- 100% of token will be into existence unless the necessary burning is required
- Arbitrage yielding of funds
- Invest in futuristic gaming projects
- Regular accounting, audits and reporting also involved

FUND RAISING

War for Earth needs to secure funds to undertake all the operations to develop and run topmost metaverse and web3 gaming products.

The Gaming NFT's on the other hand will pay a very important role in reserving the token value and thus the team can focus on development. We are also inviting potential investors to participate in the Private sale through the whitelist program.
The direct investors can reach us at partners@war4earth.io
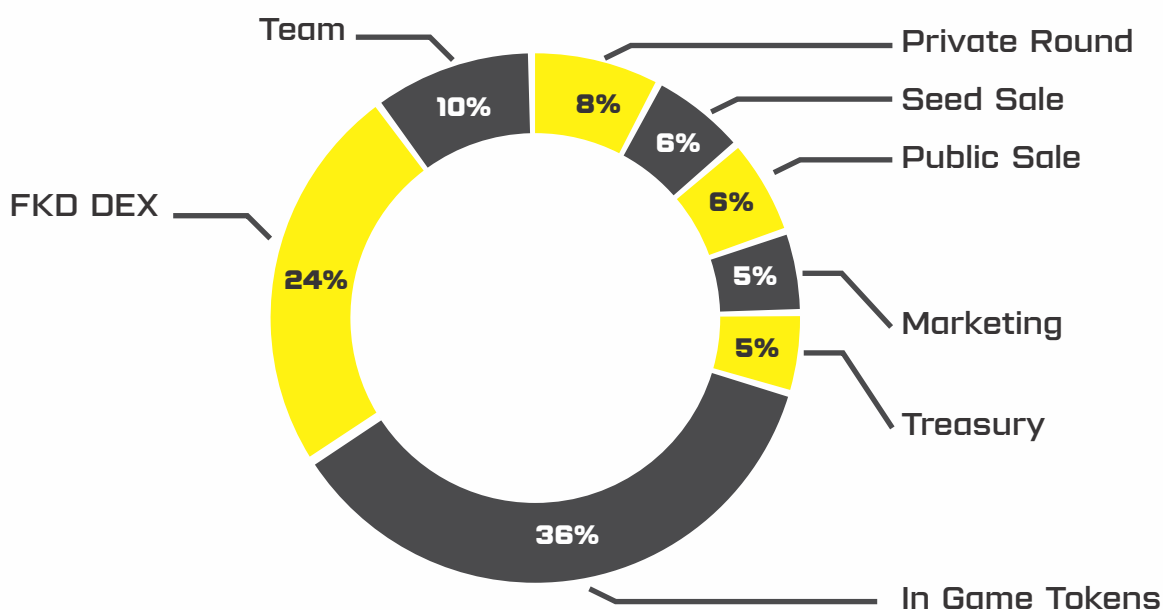
TOKENOMICS AND DISTRIBUTION

There will be a total of 1,000,000,000 FKD (1000 MN) minted in aggregate. Distribution of supply will occur in multiple phases scheduled at different dates and for different purposes.

FKD is the utility token used throughout The War for Earth ecosystem as the basis of transactions and interactions. It is a BEP-20 utility token built on the Binance blockchain. It will be used across the ecosystem by gamers, developers, and Players to exchange

ASSETS and Games and build a user-based platform with truly unique gaming experiences. To ensure the everlasting scarcity and verifiable scarcity of non-fungible items, we use the BEP-20 token standard. This standard allows a smart contract to track token-ownership at the individual token level: each item has a unique identifier and, optionally, unique properties stored as metadata.

To complete the full vision of the War for Earth, fundraising in the form of token sales will take place in several phases based on development milestones.
Here is the breakdown of our Tokenomics:

FKD allocation during different phases of crowdfunding:

FKD TOKEN DISTRIBUTION

TOTAL FKD Supply	100.0%	1,000,000,000
Seed Sale	8%	80,000,000
Private Sale	6%	60,000,000
Public Sale	6%	60,000,000
Marketing	5%	50,000,000
Treasury	5%	50,000,000
In-game	36%	360,000,000
FKD Dex	24%	240,000,000
Team	10%	10,000,000

- FKD allocated to the investor during seed round will be linearly vested for 12 months.
- FKD allocated to the private investor will be 5% Unlock at TGE & Rest linearly vested for 1 Year with 4 Months off cliff duration
- FKD allocated during public sale round will be 20% Unlock at TGE & Rest linearly vested for 1 Year with 3 Months off cliff duration

INITIAL EXCHANGE OFFERING

War for Earth team is aiming to raise around USD 3,000,000 during the public sale, through the allocation of 20% of the total supply of FKD. There shall not be a soft cap and therefore there will be no refunds made of funds contributed towards the project and allocated as detailed below:

Build an experienced development team and infrastructure for game development	**35%**
General and Administrative Expenses	**10%**
Marketing, PR and Branding	**20%**
Collaboration with Gaming companies and Metaverse development team	**35%**

- Our aim is to invite Investors for investment in FKD include, but are not limited to:

- Traditional Venture Capital;
- Cryptocurrency Investors;
- Gaming Companies;
- Gamers;
- Game Developers

CROWDFUNDING PHASES

PHASE 1: PRE-SALE OF FKD FOR WHITELISTING FOR LAND NFT SALE

The first Land NFT mint is set to begin in first week of July 2022 (TBD). Investors are requested to join our social media channel for the exact date of LAND sale. In order to apply for whitelisting for the Land NFTs sale round all users will have to participate in token pre-sales round.

TOKEN PRE-SALE

In order to qualify for a Land NFT whitelisting all users must purchase a minimum 5000 FKD during the token pre-sale round. During this stage, users must demonstrate they are holding at least 5000 FKD in their wallets in order to verify they are active users. As soon as users will purchase FKD their wallet address will be recorded and user will receive a message that they have successfully completed the whitelisting process. Once the whitelisting process is finished all qualified whitelisted address will then be announced and moved on to the Land NFT process stage.

There are two phases of the mint process after token pre-sale:

Whitelist Sale

This phase lasts 72 hours, and is the first phase of the mint sale. All FKD pre-sale and whitelisted users can mint their allocation guaranteed during this time period, with no fear of "gas wars" or any race to mint. However, if users fail to mint their allocation during this period, then their allocation will be moved to the "Public Sale" phase.

Private Sale

This phase of the land sale allows any user to mint up to 5 lands each. This phase is designed to sell out quickly, and users may find themselves fighting with others rapidly to purchase the leftover land from the whitelist sale. This phase begins exactly 72 hours after the begin of the mint (join social media channel for updates).

Phase 2

To complete the full vision of the War for Earth, fundraising in the form of NFT sales will take place in several phases based on development milestones. The War For Earth marketplace gives players the opportunity to buy, sell, and trade a selection of in-game items, from ultra-rare weapons, characters, and plots of land. Here, you'll find all the items you need to establish yourself as a force to be reckoned with in WFE and build an impressive arsenal, character set, and turf portfolio. Become the envy of other players and prepare yourself for battle.

Game assets sold via the War for Earth Marketplace will not be playable until game is developed and launched.

Phase 3

will be a token sale to raise funds through the seed round as well as public round. War for Earth is anticipating to raise around 3.4 MLN through seed and public round.

Note: Phase 2 and 3 will go live simultaneously.

Technology

Blockchain technology is used to record ownership of tokens and allow owners to transfer/sell/use them without restriction. IPFS is used to store the actual digital asset and ensure the asset cannot be changed without owner permission.
Three different blockchain protocols will be integrated into The War for Earth gaming stack:
- BEP-20 for FKD; and
- BEP-1155 and BEP – 721 for the Digital Assets storage and trading

Game Engine

War for Earth game will be developed on unreal engine 5. Unreal Engine is a video game development framework and environment that's been around since 1998 and is used by both indie developers and AAA studios alike. Unreal Engine 5 is changing how developers interact with these shapes by bringing a new system of virtualized polygons which will give the best cinematic experience to the gamers.

Next-generation real-time graphics technology include: Nanite for cinema quality models, Lumen for real-time global illumination and the Chaos physics engine.

Unreal Engine 5 will undoubtedly bring improvements to the war for Earth gameplay. Improved details, more accurate lighting, immersive sound, and better physics are all things gamers can expect from any game utilizing Unreal Engine 5 to its maximum potential.

ROAD MAP

Q2 — PLANNING PHASE

Play2Earn and NFT market research

Team gathering

Website and social media development

Marketing partners acquiring

Crowdfunding platform development with cinematic game teaser

Application and smart contracts development

Q3 — EXECUTION PHASE

Marketing process launch

Smart contracts auditing

Private presale

Whitelisting for land NFT. Access to early adopters of FKD token for simple price

FKD DEX launch

NFT marketplace: the NFT's minted will be listed and sold

War for earth gameplay teaser launch

Seed round and public round will start

Partnership drive. Setup active partnership with developers, promoters and gaming platforms.

Q4

EXECUTION PHASE

Game application finalization

Listing of FKD token on DeFi exchanges including FKDs own DEX with a higher price than of Presale

Lands and own NFT collections preparation

Game NFTs will be listed on opensea, Binance and similar other outlet.

Sponsorship negotiations

Inviting crypto and web3 gaming enthusiasts to join the success journey of WAR FOR EARTH gameplay.

DAO in-game participants expansion

2023

Q1

EXECUTION PHASE

Sponsorship cooperation

Lands and own NFT collections release
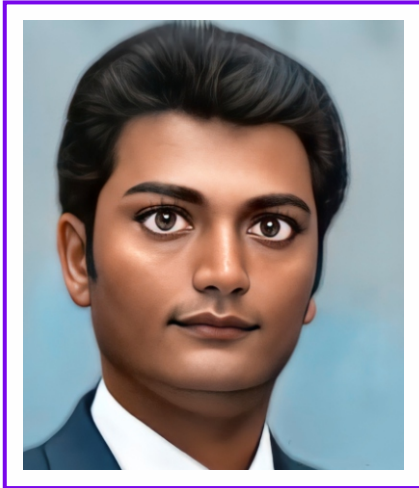
Implementation of community voting

Establishing gaming partnerships

Distribution of all rewards in locked fund

Expanding project roadmap

War for Earth Game launch beta version

THE VISIONARY TEAM OF WAR FOR EARTH
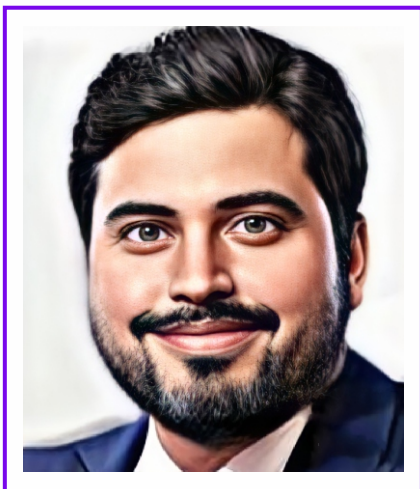

BHAVESH DESAI

CEO and Co-Founder of War for Earth

> Bhavesh is a US based entrepreneur with a successful track record of establishing multi-million-dollar businesses in US and India. He currently own pharmaceutical business, motels, and hotels and has done lot of investment in financial sector right from US to India. With a successful track record to establishing multi-million-dollar companies. Bhavesh has now turned himself as a game enthusiast and currently working on the development of War for Earth gameplay. Bhavesh has helped businesses in varied sector (healthcare, financial firms, ecommerce and trade finance) and has been a major source of fund-raising exercises.
>
> Bhavesh was waiting for a right opportunity to step into blockchain and gaming world and he made his entry by launching his own gameplay concept "War for Earth" based on metaverse.

MOHSIN JAMEEL

COO and Co-Founder of War for Earth

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Mohsin is a British entrepreneur and a visionary leading several successful ventures in the UK and global financial sector for the past two decades. Mohsin Jameel has laid a strong emphasis in building a transparent and system driven organizations making them multi-million-pound companies. This serial entrepreneur, with a penchant for executing projects before time, has always been ready to seize every opportunity that came his way. His business acumen has led to many appearances in BBC talk Shows, Bloomberg and ITV.

He has always looked ahead, towards newer challenges, incorporating the latest techniques and introducing unique innovations, which have earned him several awards including 'Entrepreneur of the Year' in 2014.

His natural instincts and foresight have always led him to the next frontier; he gained instant praise and recognition globally. Passionate for blockchain technology, gaming and education, he is a very active speaker and evangelist on the opportunity to brings Non-Fungible Tokens to gaming. He is now building the metaverse with The War for Earth, one of the most anticipated blockchain games that will empower players to Earn and play.
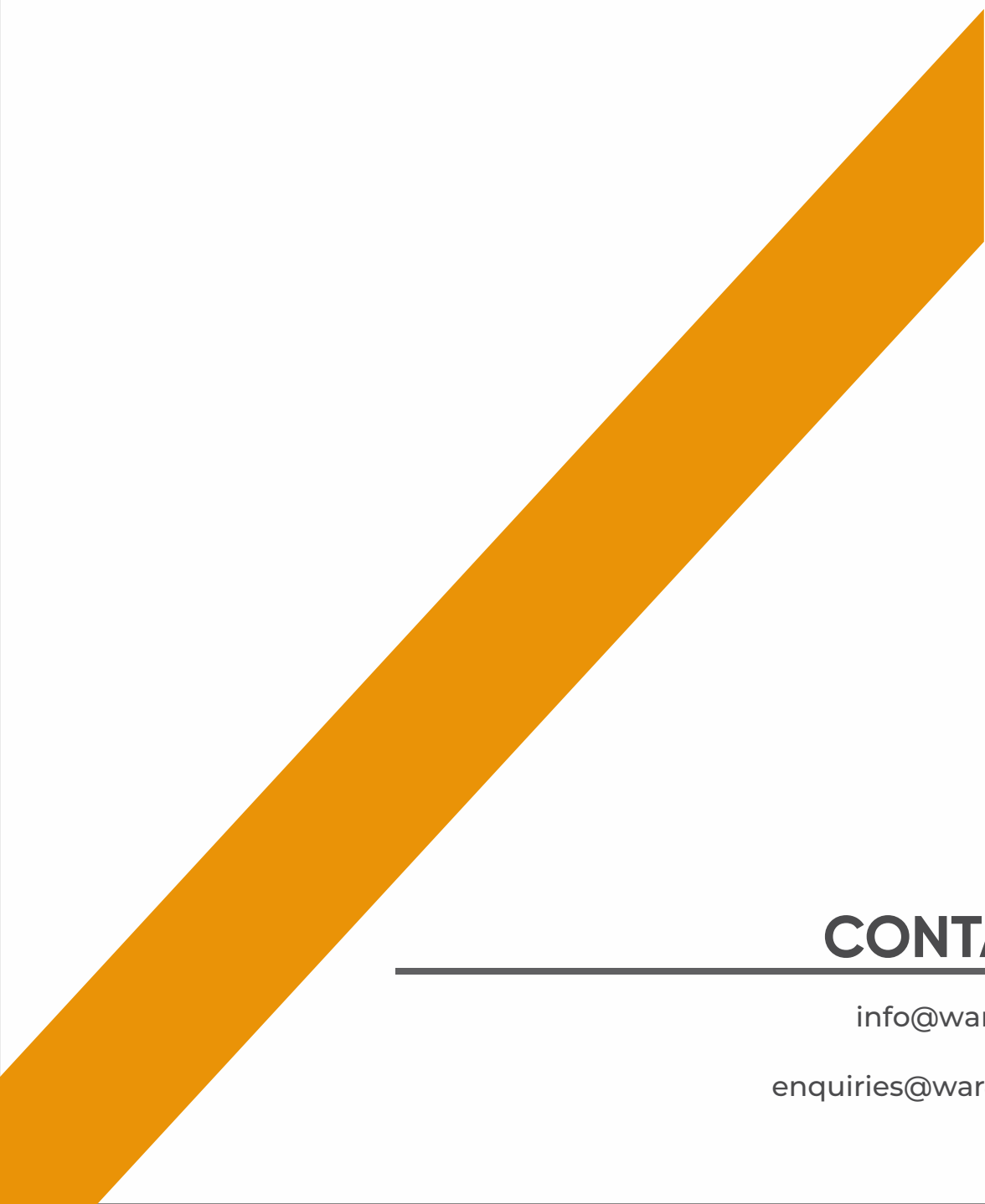
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Conclusion

War for Earth is an ideal product to emerge from the confluence of state of the art blockchain, real-time graphics, multiplayer video game, and decentralized financial technologies. Basing the War for Earth in a Grand Strategy multiplayer genre creates engaging, long-term gameplay as factions battle it out in its own developed Metaverse under a constant state of war. Player's stake assets with real-world value to grow their in game corporate empires, discover unique and distant alien worlds, battle in high stakes combat, and shape the game's features and future with earned political influence.

War for Earth cinema-quality graphical technology utilizing Unreal Engine 5 is beginning at a state that no other competitors in this space have yet had the luxury to adopt. To bring all these enabling technologies together presents a unique opportunity for the future of finance, video games, entertainment, real-world professions and blockchain where people can make money and have a lot of fun doing it.

CONTACT US

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