ULTI ARENA

NFT Marketplace for Game Assets
Proof of Gaming
Crypto Collectible Card Game

Join the movement: #ultiarena #ulti

06.09.2021
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Overview

Ulti Arena (ULTI) is a community and NFT marketplace for Gaming Artists, Developers, Freelancers and Professionals that was shaped with the goal of empowering artists and creating opportunities for success. It’s a place where artists can connect with each other, present their works to friends, future projects and game enthusiasts.

We’d like to offer all of the artists, creators and dreamers in the Gaming industry an educational and inspirational snapshot of the field as of today. This is our offer back to the community we are trying to support. Our aim is to compile a platform to help Game Artists and Developers:

- Showcase their portfolio of Assets, UI’s and Music.
- Set up their own website, complete with merch, NFT’s, prints, artworks, 2D/3D assets - with beautiful predetermined themes.
- Get recognition from Game Development Companies, Projects, Games.
- Sell their products on the NFT marketplace.
- Freely communicate with each other through Discussion Boards.
- Learn through Webinars, Courses, Certifications.
- Earn ULTI Tokens through Community Mining (participation in Discussion Boards and other social events) as well as Proof-of-Gaming consensus (the more you play, the more you can earn ULTI Tokens).
- Create, play and enjoy the ULTI Metaverse: a blockchain-based game engine that allows creators to make their own games and enjoy benefits of sharing with Ulti Arena’s community of Artists, Developers and Gamers.

Gaming Market

The increasing proliferation of mobile phones and easy availability of games on the internet along with innovations in both hardware and software are expected to have a positive impact on the growth of the global gaming market. In addition, the growing adoption of mobile and browser games which offer free-to-play business models are another trend that is gaining traction in the gaming market.

Further, with the rising popularity of e-sports, multiplayer video game competition between professional and amateur players, the gaming market is witnessing an accelerated growth worldwide. Some of the other factors propelling the gaming market are the empowering nature of games:

- Availability of different genres, such as strategy, action, simulation, etc.
- Shift from physical games to online games.

Looking forward, the publisher expects the global gaming market to reach a value of US$ 287.1 Billion by 2026, exhibiting a CAGR of 9.24% during 2021-2026.
In all of the craze of gaming and growing revenue - there are the core players of this industry: Makers, Artists, Game Developers. These are the people that drive innovation. Their earnings and ways to showcase their works should be prioritised above all else. With this group in mind, we want to create a thriving community on Ulti Arena.

**What We’re Trying to Solve**

**For Game Artists**

1. A better way to **showcase** their works: 2D/3D assets, artworks, brushes, resources, tutorials.
2. **Support in earning** even more through enabling sales on NFT Marketplace, building their own website and profile along with the right tools to create all the creative works.
3. **Central repository** for reviewing and receiving reviews for the assets, tutorials and community support.
4. **Finding the right projects** or job offers from Game Developers / Companies, along with interacting with future Gamers who will use their products, merchandise and assets / creative works.
5. Growing customer base on **NFT Marketplace and through Spaces** with the support of tools to offer coupons, marketing, instant recognition.
6. **Payments in crypto from clients, gamers, customers** for the works, NFT's, merch and projects done on the platform.
7. Enabling **collaboration** on Artworks (2D/3D assets) with external parties.
For Game Developers / Creators

1. **Discover** your perfect Artist, UI Developer, Unity / Unreal Engine Developer, Graphics Designer and more for your project.
2. **Buy and sell NFT** Game Assets including UI, 2D/3D assets and Music/Sound on the NFT Marketplace.
3. **Collaborate** on 2D/3D files with your future partner, imagine a Google Docs for 2D/3D game assets.
4. **Gain interest for your games** - hold design contests and community events for gamers,
5. **Tournaments, leagues and special prizes** for Artists, Developers and Gamer.
6. **Make passive income by building games for the ULTI Metaverse.**

For Gamers

1. **Buy and sell NFT** from your favourite Game Artists, Designers, Developers and Game Companies.
2. **View portfolios** of Game Assets, UI’s, discover Music and Sounds from your favourite games.
3. **Join the Discussion Boards** to vote for your best projects, win prizes and co-create with your favourite Artists, Designers and Game Makers.
4. **Collaborate** with Artists and Developers on 2D/3D assets.
5. **Participate in Tournaments, Leagues and win prize pools.**
6. **Community Mining to earn ULTI Tokens.**
7. **30% Revenue from all Ulti Arena's products will go to Buy Back & Burn.**
8. **Gaming Analytics - Proof-of-Gaming** to ensure both highest level of play as well as generating ULTI Tokens passively.

**EARN ULTI TOKENS**

Revenue share program: transaction fees, platform revenue, merch, game fees - 30% will be used for Buy Back and Burn ULTI's.

#ultichampion #ultimoon

Figure 2 - The ULTI Community
ULTI Token and Use Cases

30% of all Ulti Arena’s Revenue Goes to Buy Back and Burn

At the center of the whole platform will be ULTI Tokens. There will be multiple ways and holders of ULTI Tokens can benefit from Holding ULTI’s:

- Artists, Game Developers will earn through sale of NFT’s through the marketplace,
- 30% of total revenue of NFT Marketplace, Proof of Gaming and our Crypto Collectible Card Game will go to Buy Back and Burn ULTI’s.
- By participating in the community discussion boards, events, competitions and tournaments, Gamers, Artists and Game Developers will earn ULTI Tokens.

6% tax - 2% Burn, 2% Reflection and 2% Auto-LP

Deflationary tokenomics:

- CEX transactions will be whitelisted and as such, will have no taxes (meaning that trading on CoinTiger, BitMart etc. will be untaxed),
- For each buy/sell transaction on DEX - there will be “Reflection”: the 2% fee is subsequently distributed among all ULTI holders,
- The second component, 2% Auto-LP is the fee that will be paid and then distributed to various liquidity pools on DEX’es (PancakeSwap, UniSwap, Quickswap among others),
- The third component - 2% is a token burn that occurs at the conclusion of each transaction.

Staking and Yield Farming

- ULTI Tokens can be staked for special NFT rewards.
- ULTI’s can also be staked to get ULTI’s - APR’s will depend on the period of Staking.
- Yield Farming includes staking ULTI-BNB to get NFT rewards or ULTI’s.
- Access to exclusive collection for owners of at least 10,000 ULTI Tokens.
- Option to highlight and promote assets, merch on NFT Marketplace will be available only to ULTI token holders.

Access Proof of Gaming

- The only way to access Proof of Gaming is to buy access with ULTI Tokens.
- For each game, in order to “unlock” it and start Play2Earn, players will need to buy access with ULTI Tokens.
- There will be a possibility to trade in-game items with ULTI Tokens (such as skins etc.).

Access Ultimate Battle Arena (our Game)

- ULTI Tokens can be used to access and buy new card decks from our upcoming Crypto Collectible Card Game (CCCG).
- The only way to start playing Ultimate Battle Arena is through spending ULTI’s to buy the new starting deck.
Proposed Core Platform Features

NFT Marketplace

- Buy and Sell NFT Game Assets, User Interface, Music and Sound.
- For each sale, Ulti Arena will charge a 6% transaction fee in ULTI Tokens, 70% of that will go to Dev Team, Development and Marketing wallets, 30% will go towards Buyback & Burn to keep the price stable and increases value for all token holders.
- Artists, Game Developers and other Freelancers/Professionals can advertise their artworks and assets using ULTI Tokens - which again 70% will be distributed to Dev/Platform/Marketing, 30% towards Buyback & Burn.

Community Discussion Boards

- Reddit-type of discussion board to express ideas, share new projects, assets in Gaming.
- Everyone will be able to vote for, against and earn ULTI Tokens by sharing high-quality projects, discussions or valuable answers.
- Depending on the level of ULTI Tokens earned through Discussion Boards, everyone will gain Badges (from Newbie level to Gosu).

Discounts and Rewards

- Commission discount on each purchase and sale on our platform in return for holding ULTI Tokens (special prices on Spaces feature: showcasing portfolio / build own Artists’ website in the SaaS model, on Collaboration features: getting comments on Artworks and more).
- Discounts on products and services when paying with ULTI Tokens.

Figure 3 - Core building principles of Ulti Arena

1. Transparent and traceability
   - Limited quantities, increased revenue
   - Traceability for Artists and Developers
   - Full transparency in re-sell/usage

2. Customized distributions
   - Establish their own storefronts/webpage
   - Showcase portfolio of creative works
   - Reach an engaging community of Gamers

3. Game focused
   - An industry that is growing strong
   - Gaming community is more engaged
   - Digital natives and often early adopters

4. Decentralized governance
   - Community voting and governance
   - Earn ULTI’s by being engaged
   - Support Game Artists, Developers

5. Matching engine
   - A central place to connect Artists, Developers and Gamers
   - Proof-of-Gaming for community mining
Website and Portfolio Builder (Spaces)

Artists, Game Developers and Freelancers / Professionals can build their own profile on the platform, depending on number of projects, their quality, how well is their standing on Discussion Boards and also number of sales through NFT Marketplace - the profiles can be more or less visible throughout the platform. Popularity of profiles will also depend on number of ULTI Tokens that the user holds.

Predefined themes will enable everyone to build their profiles and even spin-off their own standalone website - to sell NFT game assets or present their portfolio. These websites will all be hosted through Ulti Arena’s AWS servers.

Job and Project Matching

By providing a thriving community of Artists, Game Developers can explore various ways to collaborate with Artists, including recruiting for their own projects as well as starting together new ones.

Matching Artists and Developers will ensure that both parties gain traction while using our platform for advertising their works and portfolios.

2D/3D Collaboration Tool

There are plenty of tools out there, but your game still isn’t getting released on time? The weak link in the game design process boils down to one thing: collaboration. When you have hundreds of files, dozens of clients, and workers spread around the globe, you need one simple system to hold it all together. Ulti Arena aims to fulfill the need for a clear, easy, and fun toolkit for managing and integrating 2D/3D assets into your game.

Ulti Arena Collaboration tool will be created to be a user-friendly way to collaborate in 2D/3D in a way that assumes only basic knowledge of computer-aided design and focuses on accurate, impressive visuals. It’s ideal for usage in the 3D gaming industry—especially when you need to present to creative directors, sales executives, and investors. Many of the current online software solutions are beautiful due to the ubiquity and power of their features.

And more, including Proof-of-Gaming and Metaverse

Proof-of-Gaming: Gamers can earn tokens while playing games. An ULTI Game Client will be developed which serves 2 purposes: analyzing player’s behaviours and actions to recommend and summarize reporting, the 2nd purpose the game time serves as a Proof-of-Gaming when the more the Gamer plays, the higher probability the Gamer will earn ULTI Tokens.

Gaming Analytics: To become a better Gamer, it’s always better to study your own movement, speed, reaction time etc. - with the ULTI Gaming Analytics, Gamers can be better at what they’re playing.

Tournaments: Gamers will be able to connect to different games such as DOTA2, LoL, Overwatch to organise tournaments, the prize pools will consist of ULTI Tokens put forward by the community and tournament participants.
**Metaverse**: Gamers will be able to create their own games using our ULTI Arena Game Engine on the Web Browser, similar to Roblox or SandBox. This will be ultimately connected with NFT Marketplace and Gaming Client / Analytics to create synergy and strong foundation of growth for the whole ecosystem.

**Proof-of-Gaming Concept**

PoG is a concrete algorithm integrating **gaming and blockchain technology**. Key advantages of using Proof-of-Gaming:

- It is more energy efficient than Proof-of-Work (Bitcoin).
- Certainly more fair than Proof-of-Stake (Ethereum) — where it favours nodes that has the largest ETH stake in the network.
- It’s just more fun — playing games while mining and earning passive income? You bet.

The **Proof-of-Gaming algorithm’s** main idea is that gamers who spend time and GPU computational power should be the ones that could create and validate blockchain’s new blocks. The ULTI Tokens are the main cryptocurrency of Ulti Arena’s upcoming NFT marketplace and will also be the main mining goal for PoG.

To implement this, there are certain conditions that have to be met:

- The game should be difficult enough for bots to emulate and challenge human players, such as DOTA2 (while the Open.AI is increasingly masterful in handling human gamers — it’s not open-sourced and the team behind it is world-class computer and data scientists).
- The choice of team-play based games is obvious: in a complicated setting such as 5v5 gameplay, the number of combinations of strategies based on the different kinds of characters chosen, weaponry and play style are nearly infinite.
- Data from the game itself should be available to developers, one great example is Valve’s STEAM API.
- Mining algorithm should take minimal CPU/GPU/RAM resources to increase FPS while playing online games.

**Rules for creating and validating blocks. Key parts of the validation algorithm are:**

- Player’s rank in comparison with other players — see Valorant’s example.
- Time spent in game.
- Core playstyle metrics: APM (Actions-Per-Minute), Aggression, TeamPlay, Economics, Leveling Speed etc. — there will be a wide range of data that will be considered in the final model.
- Game difficulty.
EARN WHILE YOU PLAY

CONNECT THROUGH ULTIARENA’S GAMING CLIENT

Our gaming client will work in the background while communicating with the Game’s API to determine: how much time you’ve been playing, what rank are you and what’s your playstyle.

CHOOSE YOUR FAVOURITE GAME

The game should be difficult enough for bots to emulate and challenge human players, such as DOTA2 or MOBA games in general. The choice of team-play MOBA games is obvious: in a complicated setting such as 5v5 gameplay, the number of combinations of strategies are nearly infinite.

MINE $ULTI’S WHILE PLAYING AND RANKING

The mining algorithm should take minimal CPU/GPU/RAM resources to increase FPS while playing online games. Based on time played and quality, the player will have a chance to validate the next block of $ULTI.

TIME AND GAMEPLAY QUALITY WILL DETERMINE HOW MUCH YOU MINE

A new block can be created as soon as someone finishes a game. The waiting time should be short, so that’s why most popular games will be chosen for mining $ULTI Coins: DOTA2, LOL, Fortnite etc.

“PROOF-OF-GAMING IS THE GREENER ALTERNATIVE TO BITCOIN’S PROOF-OF-WORK, WHERE THE BLOCK REWARD GOES TO SKILLED PLAYERS”

DUKE VU, CEO OF ULTIARENA

Read more at ultiarena.com
**Tokenomics**

**Presale**

We aim to make ULTI the ultimate coin for the gaming community. The max supply is set at 250 BLN tokens, with **Private Sale and Presale rounds sold in total of 14.7 BLN ULTI’s**. The remaining will be released for the Public Sale as well as generated through Community Mining and Proof-of-Gaming. The supply generated by Private/Presale events will be released 10% at TGE/IDO, 20 days cliff and then 1% daily, which ensures price stability when the Public Launch is set due.

As of 06.09.2021 - a total of 45,648,408,152 ULTI's has already been burned (more to be burned due to 6% tax / 2% burn on each buy/sell on DEX)

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<th>Sold</th>
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<th>Total Sold Cumulative</th>
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**Tokenomics before Burns:**

<table>
<thead>
<tr>
<th>Max Supply</th>
<th>100.00%</th>
<th>250,000,000,000</th>
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<tbody>
<tr>
<td>Private Sale</td>
<td>5.20%</td>
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<td>Token PreSale 1</td>
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<td>Token PreSale 2</td>
<td>3.36%</td>
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<td>Token PreSale 3</td>
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<td>Token PreSale 4</td>
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<td>10,000,000,000</td>
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<td>Token PreSale 5</td>
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<tr>
<td>IDO / OTC</td>
<td>4.00%</td>
<td>10,000,000,000</td>
</tr>
<tr>
<td>Reserves</td>
<td>4.00%</td>
<td>10,000,000,000</td>
</tr>
<tr>
<td>Liquidity Fund</td>
<td>8.00%</td>
<td>20,000,000,000</td>
</tr>
<tr>
<td>Team</td>
<td>8.80%</td>
<td>22,000,000,000</td>
</tr>
<tr>
<td>Development &amp; Marketing / Staking</td>
<td>8.80%</td>
<td>22,000,000,000</td>
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<tr>
<td>Proof-of-gaming</td>
<td>42.55%</td>
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Tokenomics after Burns:

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<tr>
<td>All PreSales</td>
<td>5.89%</td>
<td>14,720,790,591</td>
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<tr>
<td>Airdrop</td>
<td>0.12%</td>
<td>250,000,000</td>
</tr>
<tr>
<td>IDO / OTC</td>
<td>4.89%</td>
<td>10,000,000,000</td>
</tr>
<tr>
<td>Reserves</td>
<td>4.89%</td>
<td>10,000,000,000</td>
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<tr>
<td>Liquidity Fund</td>
<td>9.79%</td>
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<tr>
<td>Team</td>
<td>10.77%</td>
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<tr>
<td>Development &amp; Marketing</td>
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<td>22,000,000,000</td>
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<tr>
<td>&amp; Staking</td>
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<tr>
<td>Proof-of-gaming</td>
<td>52.06%</td>
<td>106,380,000,000</td>
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Ulti Arena’s Tokenomics after Burns (06.09.2021)

Figure 4 - Token Supply allocation after burns
(the percentages might change after burns based on Taxes - 2% Burn on each buy/sell on DEX)
Public Sale

After Private and Presale events, ULTI Tokens will be available for the general public after we launch on PancakeSwap and other DEX’es. **All ULTI Tokens from PreSale/Private Sale will be released to investors in the following manner:**

- 10% of total will be unlocked at TGE.
- 20 days cliff.
- 1% daily afterwards.

PreSale Raise Allocations

The team has substantial experience in building marketplaces. The founders have together built MyBaze (https://www.crunchbase.com/organization/mybaze) - an online marketplace for up-and-coming brands back in 2012. With this experience in hand we believe that we’re the right team to build NFT Marketplace of the future. Aside from that, the founders have experience in both 3D industry having built iMeshup (https://www.crunchbase.com/organization/imeshup) - a 3D collaboration tool for Game Developers using in-house built compression engine and 3D conversion process pipeline.

In order to build Ulti Arena’s NFT Marketplace, the team needs funding for:

- **Liquidity** - Keeping the ULTI-BNB LP balance at fixed level will ensure trading capacity for the public.
- **Community Staking** - The funds will be intended for investors from PreSale phases who will keep them for more than 3 months and make token transactions.
- **Team** - team’s compensation, including employees.
- **Marketing** - Onboarding of Artists/Developers as well as buyers and Gamers, in order to create a vibrant community we need to get the word out.
- **Bounties / Platform Incentives** - Special Prize Pools for attracting most-talented Artists/Developers to join the platform and offer their assets.
- **Charity** - ULTI Token Holders will participate in voting to which charity organization the fund will go.
- **Advisors** - To ensure high probability of success, a special board of advisors will be created to keep Team’s goals and strategy in place.
- **Reserve for Partnerships** - Major Currency Exchanges (Binance), Game Studios, Development Companies and more.
Community Mining and Rewards to Holders

We believe that a strong community should be rewarded, as such we dedicate 30% of ALL platform fees to Buy Back and Burn. It not only incentivizes the community to hold ULTI Tokens, but also provides a passive income mechanism for our supporters.

Community Mining and Proof-of-Gaming will ensure that there will be a fair way to earn ULTI Tokens: through participation in Discussion Boards, Competitions, Tournaments and by playing games offered by our Game Studio Partners. The consensus mechanism for PoG will be formed in later phases and we will let the community know exactly how it works.

Transaction Fees from NFT Marketplace: Listing Fees, Gas Fees, Auction Fees etc.

DISTRIBUTION

Buyback & Burn 30%
Dev Team 5%
Platform Development 35%
Marketing 30%

Proof of Gaming - revenue share from Game Studios

CCCG Revenue

Buyback & Burn
30% of all platform fees goes to Buyback & Burn
6% tax for every transaction on DEX
2% Burn, 2% Reflection, 2% Auto-LP

Tokenomics Summary (after burns - as of 06.09.2021)

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<tr>
<th>Description</th>
<th>Amount</th>
<th>Percentage</th>
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</thead>
<tbody>
<tr>
<td>Max Supply</td>
<td>204,351,591,848</td>
<td>(100%)</td>
</tr>
<tr>
<td>PreSale Sold</td>
<td>14,720,790,591</td>
<td>(4.53%)</td>
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<tr>
<td>Burned</td>
<td>45,648,408,152</td>
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</tr>
<tr>
<td>Airdrop</td>
<td>250 000 000</td>
<td>(0.12%)</td>
</tr>
<tr>
<td>Community Mining / Proof-of-Gaming</td>
<td>106,380,000,00</td>
<td>(52.06%)</td>
</tr>
<tr>
<td>Liquidity fund (e.g. CEX)</td>
<td>20 000 000 000</td>
<td>(9.79%)</td>
</tr>
</tbody>
</table>

Figure 6 - Distribution of platform fees - 30% Buyback & Burn
Ultimate Battle Arena - Crypto Collectible Card Game (CCCG)

Why are We Building our Own Game?

Crypto gaming has taken the world by storm. Our goal is to dominate this space either with our NFT marketplace, Proof of Gaming or our game. In order to connect all those parts and essentially create new value for ULTI - we decided to partner with Remote Control Productions and Frag Games to make it happen.

Making our own game allows the community to really experience Play2Earn at another level. We feel like crypto gaming is kind of dull and boring - especially when you’re playing Axie Infinity or My Defi Pet where the 2D Gameplay is not exciting enough. That’s why we’ve partnered with reputable game studios to make it more exciting while allowing players to earn by gaming.

We chose the Collectible Card genre but will ultimately mash it up with AFK Arena and Mobile Legends.

The Core Gameplay Mechanics for Play2Earn

List of core mechanics of Ultimate Battle Arena (subject to change):

- Choose your valiant ‘Heroes’ and represent them in combat. Each with special cards & playstyles, making every deck feel unique!
- Strategize, play cards & utilize your Hero Power to attack enemy targets. Strive to take control of the Battle Board.
- Keep an eye out on how you spend Mana. You’ll need it to perform most of your actions.
- Use special cards, spells, weapons, and secrets to disrupt your opponents.
- The objective? Finish off your enemy players health and emerge victorious! Earn Benders of Valor (BOV) - a new token that will be used to craft new cards and a sort of in-game currency.

Card types:

- Minions: Creatures which can be played onto the board and have an attack and health value.
- Spells: Effects played from the hand.
- Secrets: Show up as a “Secret” without revealing any details. They get triggered if a player performs the secret action. For example, “When enemy hero attacks your hero, deal 10 damage randomly to enemies”.
- Weapons: Allow heroes to damage an enemy directly. Weapon card durability decreases with each attack, and they (in most instances) can be used only once a turn.

There are two kinds of sets:

- Neutral Sets: Can be put into any deck, no matter the hero. Can be crafted out of scrap (burning BOV Token - that will be launched separately as an utility token).
Hero Set: Unique to a particular hero and can only be played by that hero. Cannot be crafted; and come with the hero.

Crafting and Scrapping: Non unique Hero cards can be crafted from scrap using BOV Tokens. Different card rarities are worth different amounts.

Quests: Every 24 hours, players will be given a new quest, with an opportunity to earn BOV - ingame token that will also be traded on DEX/CEX.

A typical quest might read: “Do 100 Damage to enemy heroes: 5 BOV’s”.

Other rewards:

- Earn BOV's as you win games.
- End of season bonuses.
- Achievement Packs, upon hitting certain achievements, free neutral packs will be awarded.
- Two in-game stores, where players can use ULTI's or BOV's to purchase.
- Packs of cards: to be purchased only with ULTI Tokens.

**Game Economy**

Important parts of the economy are:

- Every card is an NFT: every card is owned by the Player! It's unique can can never be replicated and it's minted once the card is drawn by the Player.
- NFT Cards will be tradeable on our NFT Marketplace: every ingame card will be tradeable, each with unique stats, features, level and abilities.
- BOV Token acts as in-game currency and will also be traded on exchanges: we're launching our BOV Token in late 2021 and it will act as both ingame currency and utility token.
The Future of NFT Gaming

Thanks to the fact that gamers have true ownership of the collectibles, it’s easier to maintain the high satisfaction of the users. Their efforts are rewarded, and crypto gaming can confidently be called a player-driven economy. Cross-game communication helps too. All that creates a sense of fair play that is an essential nutrient for community building.

BOV Token

The BOV Token will have separate utilities:

Allocator: The only way to craft new cards out of scraps or reroll your existing card (the rarer the card, the higher cost of crafting - Legendary Card recraft / reroll will be the most expensive).

Unlimited supply: as players win battles, BOV Token will be minted.

Tradeable on DEX'es / CEX'es.

NFT Marketplace Technology (subject to change)

Glossary

DB: PostGres on AWS RDS
Broker: Rabbitmq
Worker: Celery
File worker: Celery
Compressor: ULTI 3D Compression Engine
Converted: ULTI 3D Converted
Backend: django+django-rest-framework+jwt
Frontend: React + type annotations
Editor+Viewer for 3D art files: BabylonJS

BEP-20

ULTI Token is released on BSC, in BEP-20 standard. BEP-20 is a token standard on Binance Smart Chain that extends ERC-20, the most common Ethereum token standard. You can think of it as a blueprint for tokens that defines how they can be spent, who can spend them, and other rules for their usage. Due to its similarity to Binance Chain's BEP-2 and Ethereum's ERC-20, it's compatible with both - and both can be written in native ETH Technology, Solidity.

BEP-20 was conceived as a technical specification for Binance Smart Chain, with the goal of providing a flexible format for developers to launch a range of different tokens. These could represent anything from shares in a business to dollars stored in a bank vault (i.e., a stablecoin).

Of course, one could equally create a native asset as a BEP-20 token (ULTI is a native BSC Token) or even peg tokens from other blockchains to make them usable on Binance
Smart Chain. This is what’s done with “Peggy” coins, which are essentially BEP-20 versions of other crypto assets (such as LINK).

Like BEP-2 tokens on Binance Chain, BEP-20 token transfers are fueled with BNB. This provides an incentive for validators to include the transactions in the blockchain, as they’ll collect the BNB as a fee for their troubles.

**Back-end**

Based on Microservices: normal API-service, message broker, ElasticSearch cluster, workers and file processors.

**API**

Our primary service - main API, will be written in Python, using Django and Django Rest Framework. There’s no need to discuss these two parts of the backend, as they’re quite widespread and well tested, so their choice in our case was obvious.

Access to our API is protected by JWT authorization, which we’ve found is way more handy to use, compared to the old standard one based on cookies or session.

**Database**

We’ve chosen to use PostgreSQL as our main data storage.

Considering how we’re working in a Marketplace / SaaS model, we had to do some thinking about how we want to manage different clients’ data and separate them from each other. Putting everyone in one plain simple DB seemed a bit insecure and unscalable.

So we’ve considered two options of either having separate db instances for each client, which turned out to be both way too pricey and unmanageable with our resources, so we turned to PostgreSQL Schemas instead, which allows us to separate our client’s data in different schemas of one database, which guarantees that no client of ours will be able to affect another client’s data. This will also make scaling easier by being more distributed in nature.

Also it’s handled by the django-tenants package, which makes it very easy for us to integrate multi-tenancy in standard Django Application.
Figure 7 - The ULTI Platform Architecture (subject to change)
Elastic Search

Simple ES cluster we use in order to index a bit of data we’ll use in searches and smart autocompletion in our project (especially for NFT Marketplace).

Message Broker and Normal Worker

Another big part of our backend, is a simple message broker, which in our case is RabbitMQ, that manages communication between the API and various workers.

As for the ‘normal worker’ it’s a celery worker instance, that is responsible for things like sending e-mails, sending and creating notifications, doing simple tasks. It’s a consumer that consumes tasks from one of two queues - we have one queue for mundane and simple tasks, like sending emails or invoicing users and another one for resource-heavy tasks like converting 3d files.

We've also got Celery Beat instance that does cyclic tasks.

Email sending, mail list and all of that is taken care of by 3rd party service providers, MailChimp and SparkPost.

File Processor

This is the core of our application for Collaboration feature (2D/3D files). File worker handles every task related to files stored in our app. The flow here is as follows: receive a task -> pass it to Converter -> get the results -> pass the converted .gltf (if 3D) file to Compressor -> get the results -> store the results and make normal broker notify the user about the task completion.

Front-end

React - we write final library code as React components and use Storybook to generate documentation.

BabylonJS - this is a library that will render GLTF files and do other 3D magic. It is, however, loosely coupled with React components so theoretically, it could be replaced with some other library like ThreeJS.

Storybook - it’s a framework that generates documentation. It is also really useful for development because you can do live tests on your code.

Webpack and Babel - our build tools. Webpack together with Babel will transform Typescript code to browser compatible ES5 and combine files into ready-to-be-consumed-by-frontend bundles.

DevOps

How does it all run though?
The idea is simple - we use AWS for all of our services.
AWS

Our Postgres will be hosted using AWS RDS.
Main backend services are running on a single EC2 machine, which has docker installed. API, worker, celery beat, file processor and broker are all running in separate containers.
Elastic runs on AWS Elasticsearch service.
As file storage, we use S3, upon which we store all the files uploaded to our app.
We also use S3 to host our bundled frontend as a static app.
All of that is served through CloudFront CDN.
To deploy and manage all of these, we use Ansible Playbooks and vault which automates it all.
CI/CD: we use bitbucket pipelines, which do various code checks, formatting checks, linting and so on, eg. yapf, flake8, isort, coverage.
Then, if all the tests pass, the new docker image gets builded, tagged and pushed to AWS ECR.
Access to any instance of ours is possible only from within our security group on AWS. The only exception to that is NGINX, which allows all public incoming traffic for 8080 and 443 and bastion, which has a public ssh endpoint.
We keep track of all the bugs, problems and issues that occur in our envs with Sentry.

3D File Converter: for Showcasing/Collaboration on 3D Arts on Ulti Arena

We have developed an in-house technology which gives 3D collaboration tools the power to compress 3D files and show on the web browser. The technology is ultra fast and the compression algorithm is up to 100x better than current market bests.

Figure 8 - The approval process and collaboration on 2D/3D files for Artists
URL Downloadable Input

Save into temporary file

Is Archive?

Yes

Put into temporary folder

No

Extract into temporary folder

Scan for supported 3D format

Yes

Is 3D format?

No

throw error

Yes

Found 3D format?

No

Remove any file not in asset

Find 3D assets (jpg, ong, hdr, etc.)

Data structure:
- Folder path
- 3D file path (constrain: inside folder path)

Prepared folder

Pass that data to:

List of 3D file processors

Next processor in the list

File supported by processor?

Yes

Throw 3D file into precessing

Mark as 3D file of folder

Hard Error?

Yes

Remove old 3D file

No

Output GLFT?

Yes

Create archive of a folder

Send back URL to download the archive (S3 or storage)

No

Is last processor?

Yes

Is GLFT?

No

Input Binary File

Yes

is GLFT?

No

Put into processing pipeline should:
- Try to put that file through all the processors in the order
- If processor supports file - it should process it and throw output file
- Newly produced file from that processor should replace old one
- Processors shall be ran in context of a folder inside which all assets are placed

Figure 9 - The ULTI 3D file compression and converter
Roadmap

The Start - Q2/2021 - Q4/2021

- Testnet Launch
- Smart Contracts (BEP721, BEP1155) - NFT Marketplace
- Wallet Integrations
- Token Sale - TGE
- IDO (PancakeSwap) - 12th September 2021
- CEX Listing: Cointiger 30th September 2021
- CEX Listing: BitMart 15th October 2021
- Public Security Audit: Techrate, Solidity Finance, Certik
- Token Generation Event
- Creation & Trade Features
- Token Staking + Farming
- Beta NFT Marketplace released (invite-only)
- Mainnet Launch
- NFT Marketplace release
- Discussion Board
- Job Matching Marketplace
- Artist Storefront and Portfolio
- Social Features
- Proof-of-Gaming first game: DOTA2 BETA

The Growth - Q1/2022 - Q4/2022

- Proof-of-Gaming - mine ULTI tokens by playing games DOTA2 - Stable Release
- Ultimate Battle Arena - BETA Release + Testnet
- Binance and other major exchanges listing
- Game Client + Analytics
- eSport Tournaments
- Community Moderation
- Ultimate Battle Arena - Official Release + Mainnet
- Partnerships with Game Studios (PoG collab to add more games)

The Singularity

- Ulti Arena's goal is to become the central point for all things gaming. Be a part of the revolution!
ULTI ARENA
ROADMAP

Q2/2021
- Testnet Launch
- Smart Contracts (BEP721, BEP1155)
- Wallet Integrations
- Token Pools
- Start of Development

Q3/2021
- IEO (PancakeSwap)
- Public Security Audit
- Token Generation Event
- Creation & Trade Features
- Token Listing
- Beta NFT Marketplace released (invites-only)
- Start of Ultimate Battle Arena - Crypto Trading Card Game development
- Data from DOTA2 for PvP

Q4/2021
- Mainnet Launch
- NFT Marketplace release
- Discussion Board
- Job Matching Marketplace
- Artist/Artist and Portfolio
- Social Features
- UBA Token Release
- First PvP Tournament with DOTA2
- BithMart, Coinger listings
- Additional CLX listings
- Early UBA Game Alpha
- UBA Pre-Order Campaign

Q1/2022
- Proof-of-Playing ready for DOTA2
- UBA Beta Launch / TestNet
- Brincade and other major exchanges listing
- Early UBA Game Alpha
- eSports Tournament
- Community Moderation
- Real-time data for next PvP Game

Q2/2022
- Official UBA Game Launch
- First MVP of ULTI Metaverse
- Metaverse Integrations
- Social Channels
- Commenting
- Mobile Support: NFT Marketplace
- Collections

Q3/2022
- Start of Android / iOS UBA Game development
- Growth of NFT Sales on marketplace (including UBA Card NFT)
- Marketing campaign for UBA Game
- PvP additional games onboarding
- Onboarding of large game studios

Q4/2022
- ULTI Metaverse game engine
- Metaverse Onboarding of Game Creators and Influencers
- Growth of all core ULTI Products: NFT Marketplace, ULTI Spaces, Tournaments, Client
- $ULTI代币 Listing
- First MVP of ULTI Metaverse Metaverse Integrations

THE SINGULARITY
ULTI Arena’s goal is to become the central point for all things gaming. Be a part of the revolution!
#ultiarena #ulti

For more details, you may visit www.ultiarena.com
Team

**Duke - CEO**

[LinkedIn](https://www.linkedin.com/in/duke-vu-h/)

ULTImate hassler: Founded a couple of startups with one exit. Huge game fanatic, having spent countless hours in Diablo II LoD, WoW Vanilla, Overwatch, DOTA2, Division 2 and many more. Built a 3D Gaming Asset collaboration tool called iMeshup. Raised $5 mln in his startup career. Sold Risen - a software agency of 40 people.

**Wojciech - CTO**

[LinkedIn](https://www.linkedin.com/in/harzo/)

ULTImate Tech Guru: 3 years of experience working as a Blockchain Developer and more than 7 years as a Software Engineer. Main field of expertise is Blockchain and has worked with these robust technologies on a daily basis across a wide spectrum: from development to consulting of cryptocurrency exchanges to Solidity/Polkadot/Substrate solutions.

**Oskar - Operations Manager**

[LinkedIn](https://www.linkedin.com/in/krzakoskar/)

ULTImate Operations - responsible for running social events, partnerships, organizing tournaments, Proof of Gaming Project Management and support in development of UBA (Ultimate Battle Arena).

**Seke - Design**

[LinkedIn](https://www.linkedin.com/in/sergelen-jargalsaikhan-075623113/)

ULTImate Motion Graphic Designer - responsible for the look & feel of all our products.
Team

Radu a.k.a. “Coke”
ULTImate Social Ninja: Helps organize Social Media events, giveaways, supports in community and investor relationships. One of the earliest members of Ulti Arena’s team.

Vlad a.k.a. “Lisher”
ULTImate Social Samurai: The Heart & Soul of Ulti Arena’s community - an ultimate supporter that’s been around since the start of the project. Responsible for communication on Twitter, Telegram, Discord, Facebook and more.

Sylwia - Product Owner
https://www.linkedin.com/in/sylwia-baryla/
ULTImate Product Manager - helps coordinate development efforts in SCRUM/Agile methodologies of Ulti Arena’s Finance Products and NFT Marketplace. A true gem! Sylwia has experience working with both large and small companies in a variety of industries. She especially enjoys creating business analysis for startups, setting product development directions.

Paweł - Lead Engineer
https://www.linkedin.com/in/pawelandruszkow/
ULTImate All-Round Developer: Leads development efforts on the NFT Marketplace side. Combines great analytical mind with software development virtues in Node.JS / ReactJS.
Team

Kacper - Full-stack Engineer
https://www.linkedin.com/in/kacper-zelichowski/
ULTImate Tech Guy: Another superstar all-around developer who can handle both Front and Back-end masterfully.

Sławek - Blockchain Engineer
https://www.linkedin.com/in/smusial/
ULTImate Solidity Developer - leads the blockchain development part of the NFT Marketplace.

Viktor & Denis - Ninja Engineers
ULTImate Ninjas: Part of our AetSoft partner team - incredible Full-stack and Solidity Engineers who are helping shape our Finance products along with Blockchain development part of UBA.

Mateusz - UI Designer
ULTImate UI Guru: Mateusz is a UI / UX designer with over 7 years of experience in creating user-friendly interfaces and all kinds of digital designs for various devices, from smartphones to desktops. He gained professional experience in software houses and start-ups, transforming ideas into ready-made digital products.
Team

Hizir a.k.a. Nexus Productions Sulo
- Social Media Manager
ULTImate Social Ronin - handles all things Reddit and Discord. He's the one pumping all those Reddit posts and Discord hype!

Ali Ihsan - CEO Frag Games (Pvt.) Limited.
https://www.linkedin.com/in/ali-ihsan-0949911a/
ULTImate Battle Arena Game Designer - CEO, Product Manager, Engineer, Entrepreneur are just titles I've picked up along the way to follow my passion. Making great Games with great People. Taking care of the fundamentals of Ultimate Battle Arena - our Crypto Collectible Card Game.

Fatima - UBA Lead Manager Frag Games (Pvt.) Limited.
https://www.linkedin.com/in/fatima19/
ULTImate Game Project Manager - master in Project Management tools such as Asana - she delivers carefully crafted game specifications, plans Game Development activities and Game Arts department of Frag Games.
Advisors

Jason Hung

https://www.linkedin.com/in/jasonhung-earth/

Jason is a serial entrepreneur and consultant in mobile business, blockchain, digital marketing, AI and ERP related business. He is co-founder of ICA (International Consensus Association). Before ICA founded, he was formal manager or VP of several famous enterprise companies such as Oracle, Systex, Chidopi and iSoftstone.

He is a crypto project advisor and blockchain expert since 2018. He advice several project such as Avalgon, PointPay, MLGC, GoRecruit, PlayGame, IOTW, NHCT, VIHOR, BitRewards, DateCoin, USAT and EVENFUND.

He has more than 20 years proven track record on managing business, consulting, RD and IT.

Charlie Hu

https://www.linkedin.com/in/charlieyechuanhu/

Big Passion on the future of Web3, Decentralized Technology Platforms and Applications. Currently pushing the ecosystem of Polygon and Web3.

Expert in community building, technology driven innovation ecosystem development and growth marketing. Experienced in Meetup and Hackathon Events Organization. and Tech related content creation.

Robert Wojciechowski

https://www.linkedin.com/in/robert-wojciechowski/

Robert Wojciechowski as an expert in multi-industry strategy marketing and management has been engaged in traditional finance for 20 years and blockchain and cryptocurrency for over 5 years with world reputation.

In OAAM Consulting Ltd he provides entities with blockchain strategy and support in crowdfunding and business tokenization.
Advisors

Jeongmin Ray Kim

https://www.linkedin.com/in/vraykim/

Love envisioning new business opportunities and innovative ways to change the lives around me. Customer centric business development professional with 17+ years of experience in diverse B2C & B2B software disciplines and physical products - including mobile game, VR/AR SW solution and kid fashion-tech at startups and scale-ups.

Hamza Khan

https://www.linkedin.com/in/hamza-khan-58608a122/

Hamza Khan, Blockchain expert and ico analyst having 5-year experience in the crypto world. And an expert in Stellar Blockchain and worked with many icos and help them reach a successful position in the market. And also helped many non-ico projects to get their communities and to be well known among the Stellar Platform. And also in contact with many well-known exchanges for listing the projects after their successful ico.
### Token Quick Facts

#### Addresses

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#### URL's

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