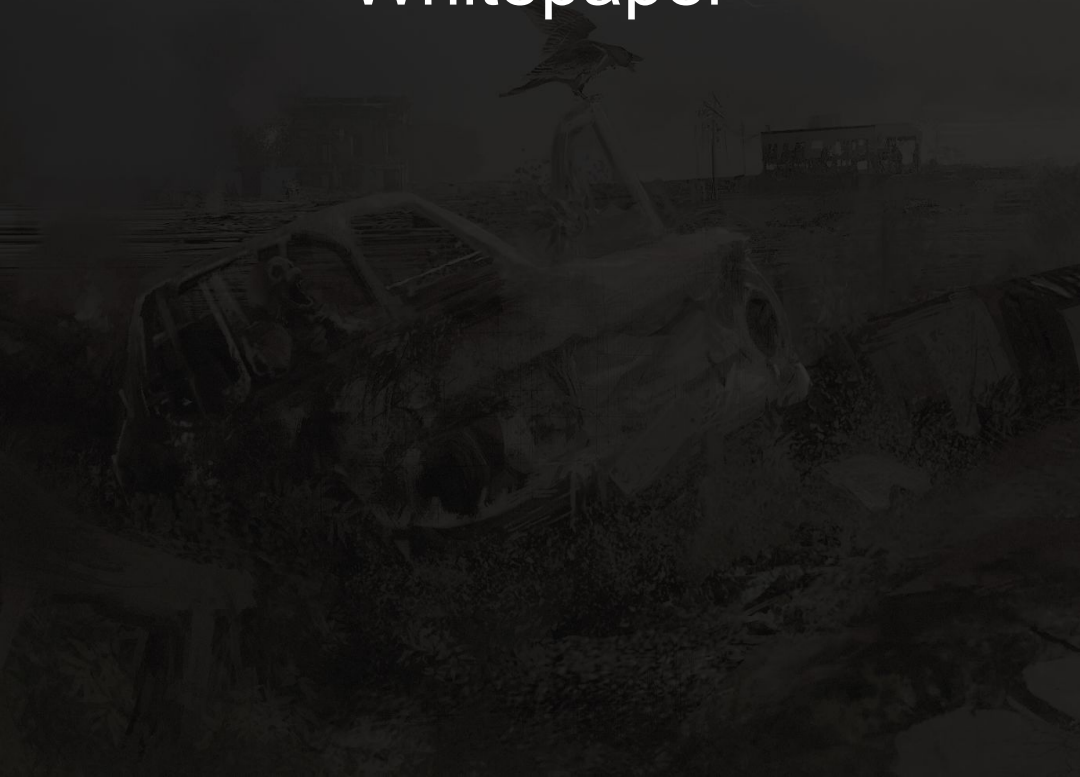# SKIESVERSE

Whitepaper

Main information

Description: Skiesverse is the first Web3 post-apocalyptic tactical RPG with user-driven economics and tokenomics. The Product is on the edge of Web2 and Web3 in GameFi development. The Game where circular economics and tokenomics are fully controlled by players, who are enabled to mine for resources, produce goods, fight for resource points, own and manage manufacturing businesses, etc.

Genre: «Skiesverse» is a top-down view RPG game with a user-oriented economic system

Style: Post-apocalyptic desert environment with sandy and warm tones.

Technology: Unity 3D, .net, Python, Immutable, zkEVM

Access: Crypto wallets, FB, Discord

Team: Galaxy4Games Game Studio.

Brief

The story is set in the distant future on planet Earth which has survived the catastrophe. The world as we know it has been destroyed. To preserve human experience and heritage for the future generation and a new world, remnants of the civilization have been hidden in technological shelters. Hundreds of years ago, citizens living in shelters left their underground houses to build a new world.

The game world consists of thousands of locations represented on a world map. Users can travel all over them.

Market

The global video game market size was valued at USD 195.65 billion in 2021 and is expected to expand at a compound annual growth rate (CAGR) of 12.9% from 2022 to 2030. Advances in technology and continued innovation in both hardware and software to enhance the real-time rendering of graphics are expected to drive the growth of the market over the forecast period. The proliferation of smartphones, the growing internet penetration rate, and the easy availability of games on the internet are expected to contribute to the growth of the market

The Role-Playing Game (RPG) market allows the player to assume the role of a character in order to solve quests, defeat enemies, and become stronger by gaining various skills and equipment. RPGs are dominated by the medieval fantasy theme, although there are also modern and science-fiction RPGs

Market size value in 2022 USD 220.79 billion

Role Playing Games market US$63.24bn in 2022

VG CAGR 2023-2027 of 7.89%
RPG CAGR 2022-2027 of 8.37%

Product Solution

Skiesverse presents a competitive fusion, mix of engaging gameplay mechanics of web2 RPGs with the innovations and decentralized economy of web3 gaming. In this case we trying to expand classic gameplay to another level of ownership and worth

Our offering influences two markets: engaged web2 traditional gamers who love classic RPG mechanics, and web3 enthusiasts seeking decentralized and blockchain-integrated games with strong product foundations

Problem vs Solution

Blockchain in Traditional GameFi projects looks like a necessity rather than a solution

Build engaging product as an engine and use web3 technologies as a fuel to scale up the opportunities

Tokenomics can not work without engaging product, its economics, and audience as well

Build product for both: Web3 and Web2 users, mixing them in a common circle

A working system could fall if one of the elements gets out of the chain

We need to build flows for filling staking/reward pools from the game activities

Web2 games have vast lifeOps mechanics and standards for building products as a business

Focus on classical LiveOps mechanics based on already working gamification methods

## Game Description. Main features

Project Features:

- The economy is fully controlled by players, who are enabled to mine for resources, produce goods, fight for resource points, own and manage manufacturing businesses, etc.

- Tokenomics is circular. A global pool of token rewards is based on in-app purchase returns, commissions as well as payments for game features.

- Armor sets, weapons, potions, businesses and characters are NFTs.

- Players can rent locations, launch and run in-game businesses, as well as fight for resource points and cities.

The main gameplay is based on three components:

- Travel, i.e., traveling using a global map, exploring locations, and obtaining resources.

- Location gameplay, i.e., a field with a hexed wireframe, is used for gameplay actions, such as a walk, a shot, an interaction, etc.

- Economy and tokenomy, i.e., a wide crafting system used to manage the circular economic power between players and businesses. Users mine for resources, manage their businesses, work in factories to produce items, then use these items in a game world.
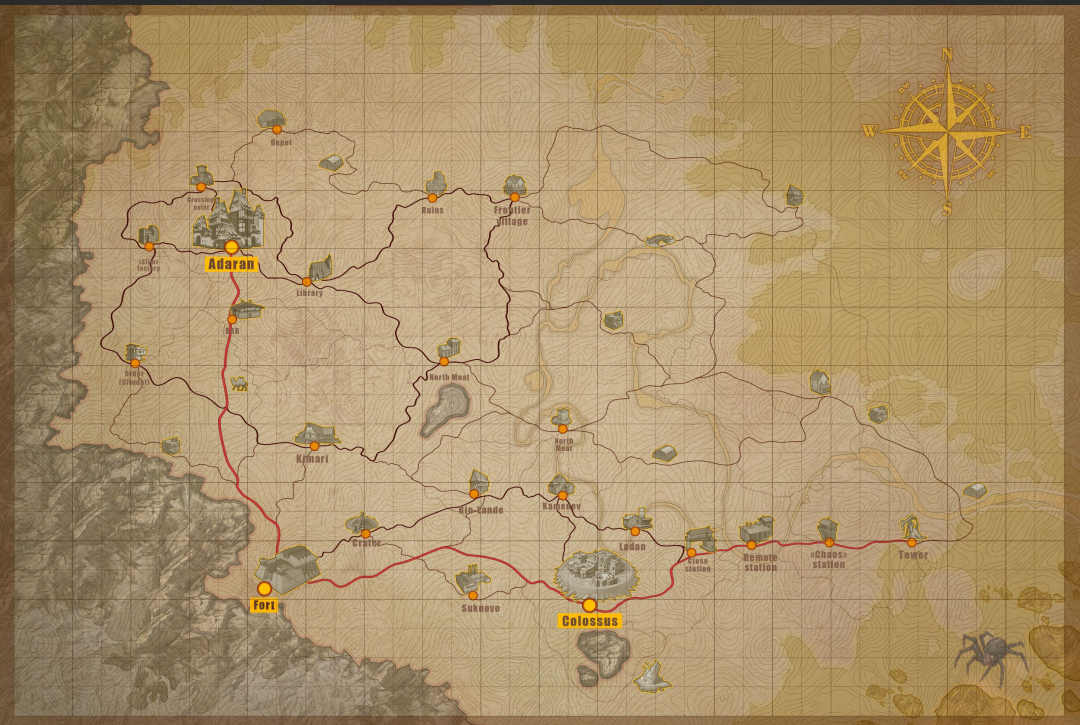
World Map

The game world is represented by a huge desert full of enemies and resources. It is in the shape of a rectangle, divided into thousands of locations that are separated by stages. In the first stage there is only the Northwest part of the world around the Northern capital city of Adaran.

To the west of Adaran is a mountain pass, to the east, south and north of it is a desert. The desert is not a sandy Sahara, but more of a scorched savannah.

The game world consists of two main zones of influence and several separate formations.

The two largest formations are Adaran and Colossus. The cities closest to them fall under their sphere of influence and are connected with them both economically and politically. In most cases, small cities are resource appendages of Adaran and Colossus. These two capitals are connected by the Highway, i.e. a long-distance road, which is periodically reconstructed.

Game Description. Core Game Loop

Moving across the map between different locations takes time and depends on the distance between them as well as on the character's dexterity. To sell resources a player has to go from the City Hall or City locations to the municipal factories or other players' businesses (factories). To speed up the travel process the further game iterations will include vehicle functionality with some petrol reserve.

Location-Related Rules:

- The maximum number of players per location should not exceed 50. A new instance is created once the number of players reaches the limit;
- A player could add a location to a player's favorites list to be able to quickly choose it from a list;

Game Loop

Craft

Mine

Trade

Fight

Global Map

The size of the global map is 100x100 cells, each of which represents a previously generated location. Locations can be as follows:

- A City Hall, i.e. a municipal location. It receives a percentage of the income made by all the city factories and delivers it to control clan balance. Other players can visit this location for trading and communication purposes.

- A City, i.e. a number of cells near the City Hall cell, that can be rented by players. Players can also launch their NFT businesses (factories) on rented city cells - a factory per location. Other players can visit this location for trading and communication purposes.

- Resource Points, i.e. cells with some resource income. They can be controlled by clans to acquire additional resources.

- Business Points, i.e. cells with some passive businesses. They can be controlled by clans to gain additional income.

- Dungeons, i.e. multi-floor locations with resources or a special loot. The deeper a dungeon is, the rarer the resources and stronger the enemies are.

- A Desert, i.e. the vastest and most numerous part of the world, full of monsters and abundant in resources. In these locations players can mine for resources and get experience.

- Special locations, i.e. generated locations with a special design, enemies, and a higher chance of getting a special loot.

CHARACTER | **INVENTORY** ✕

USER NAME 34
⟨XP⟩ Sekirbashka #99804739

MAIN	
👊 STRENGHTS	25
🛡 PHYSICAL RESIST 25 ⚖ MASS	25
❤ STAMINA	25
💓 HEALTH POINT 25 💕 HP RES PER MIN	25
🎯 DEXTERITY	25
🏃 ACTION POINT 25 💨 DODGE	25
⚙ TECHNOLOGIES	25
🛡 ENERGY RESIST 25 ⚙ WORKSPEED MLTY	25

SKILLS	
🗡 MELEE WEAPON	13
🔫 LIGHT WEAPON	9
🔫 SHOTGUN	18
🔫 ASSAULT RIFLE	11
🔫 RIFLE WEAPON	16
🔫 HEAVY WEAPON	20
💣 GRANADES	2

The role-playing system has a level and two types of parameters: **Main** and **Skills**. On a later stage it has perks and status effects.

Main

Str - strength. Adds a bonus to cold weapon damage, physical damage resistance and carrying capacity.

Sta - stamina. Influences health points and regeneration of health points.

Dex - dexterity. Sets action points count and dodge chance.

Tch - technologies. Influences technical weapon usage, energy damage resistance and production speed.

Skills

Cold Weapon - the higher the parameter is, the more high-level cold weapons a user is allowed to use;

Light Weapon - the higher the parameter is, the more high-level light weapons a user is allowed to use;

Rifle Weapon - the higher the parameter is, the more high-level rifle weapons a user is allowed to use;

Shotguns - the higher the parameter is, the more high-level shotgun weapons a user is allowed to use;

Assault Rifle - the higher the parameter is, the more high-level assault weapons a user is allowed to use;

Heavy Weapon - the higher the parameter is, the more high-level heavy weapons a user is allowed to use;

Grenades - the higher the parameter is, the more high-level grenades a user is allowed to use;

Game Description. Races

Every race in the game has its advantages and disadvantages for the game process.

Humans are ordinary human beings with the average parameters of Strength, Stamina, Dexterity and Technology;

Mutants are strong hypertrophic mutants with boosted parameters of Strength and Stamina;

Desert People are desert citizens, who have got used to living in an arid climate and have boosted parameters of Dexterity and Stamina. They are red-skinned, resistant to hot climates and use special devices for breathing in sandy locations;

Librarians are a group of scientists that use high technologies for living. Being weaker than the others, they possess boosted technology skills and make use of different implants;

Level, i.e. a character level is equal to the sum of his Main Parameters;
- Players gain a level by gaining experience
- Players can reach level 80 by getting experience or using the "Experience Potion."
- Players get a random (based on race weight) Main parameter with a level-up
- Potions can be only gained in rewards or on a marketplace

Weight Map

Level Up Weight	STR	STA	DEX	TCH
Human	1	1	1	1
Mutants	1.5	1.2	1	1
Desert People	1	1.2	1.5	1
Librarians	1	1	1	2

Game Description. Roleplay parameters

Main	Value (max 40)
Str	based on race weight
Sta	based on race weight
Dex	based on race weight
Tch	based on race weight
Parameter	Value
HP	based on STA
HP restoration rate per minute	based on STA
AP	based on DEX
Dodge	based on DEX
Mass	based on STR
Ph. Resistance	based on STR
Working speed Mlty	based on TCH
En.Resistance	based on TCH
Skill	Value (max 20)
Melee weapon	commutative
Light weapon	commutative
Shotgun	commutative
Rifles weapon	commutative
Assault rifles	commutative
Heavy weapon	commutative
Grenades	commutative

Crafting System

Crafting is based on a 10-level system. All the items are crafted from the lower-level items and resources.

Resources

Resources and mobs are spawned on locations once in N hours.

Users can obtain resources in two ways:

- By picking up or mining for resources in locations. In order to do this users should interact with the resource containers (loot containers)
- By buying resources at Resource points

Upgrades

For an upgrade of a weapon there are four options to choose from. Each of them has a maximum of 5 or 10 levels.

Armor can be upgraded up to 10 levels.

Item Types are as follows:

Resources as the main ingredients of all crafting

Materials as complex crafting ingredients

Weapons as damaging items

Armor Sets as defensive items

Medicines as buff items

Game Description. Business

Users can set up NFT factories on rented lands (locations). Several business rules that apply to all the factories are as follows:

- A factory can be both owned by players and managed by admins;
- A factory has an unlimited material warehouse and a product warehouse;
- When purchasing materials, a factory owner can either set any price and maximum amount of each material or choose a template tariff;
- A part of the margin should be returned to the Reward Pool (Blockchain);

Production-Related Rules

- A player can assign a number of each item in the production process;
- A player can terminate the production of items or allow clan players to do that;
- A player can restrict the sale of items or allow clan players to do that;
- An owner of a factory can set salaries for his employees;
- An owner of a factory can set a margin on the produced items. A price of an item is calculated according to the template tariffs for the materials + an employee's hourly wage.

Types of Businesses

Armourer's Workshop	Armor
Armaments Factory	Armor
Ammunition Factory	Ammo
Manufacturing Workshop	Materials
Manufacturing Factory	Materials
Medical Workshop	Medical
Weapon Workshop	Weapon
Weapon Factory	Weapon
Technical Laboratory	Weapon, Armor, Ammo

Locations

The location UI has 2 states: traveling and battle

General Information

- Every location is represented as a cell of max 64x64 hexes, that can be used by a player for actions, e.g. movement, shooting, interaction;
- There are three types of obstacles that can appear on a player's way at a location, such as small, medium and high;
- A player can move while standing or sitting;
- A player cannot reach a cell occupied by another player. As soon as a player reaches a destination, his movement stops and the next action in line launches;
- Double click on a cell to turn the "Run" action on;
- In case of NPC aggression or if a player attacks another player or NPC, the combat phase is activated;
- During the combat phase, all the players staying at the location are playing by the rules of the combat phase;
- The combat phase is considered to be completed when one side of the conflict is eliminated;

Travelling Phase

- During the phase of travel, a player does not spend Action points;
- A player can leave the game at any time and will not receive a penalty for doing that;

Battle Phase

It is a combat phase between the players/NPCs at the location. The rules of the phase are given below:

- The combat phase is divided into rounds, limited by a timer or a player's actions;
- Each round consists of 2 phases, i.e. planning and visualization;
- Each round is launched at the same time for each user; users should plan their actions ahead for the current round;
- As soon as the planning phase is finished, all the calculations will be done on the server side and all the users will see a round visualization of all the actions. The next round for all the users left after the planning phase will start right after this.
- A player has action points (AP), which can be spent on moving across the location, and using weapons during the round;
- During a round, a player can both move and shoot;
- A player may assume an "upright" (standing) or a "sitting" posture. When sitting a player has a better chance of dodging and more action points are needed to move;
- A player chooses where to move and which cell or enemy to shoot. Actions are performed in turn, i.e. following one after another;
- It is described how to calculate a hit grid in the Shoot Logic section;
- A player can switch control to move and shoot during combat as well as to reload, switch weapons between two slots and open the inventory. Inventory activities require additional action points;
- In case of a successful hit, the actual zone is determined by additional weights and an armor parameter of the zone is added for calculations;

25:24:23

END TURN

38-56　　　　AP　3

28/30
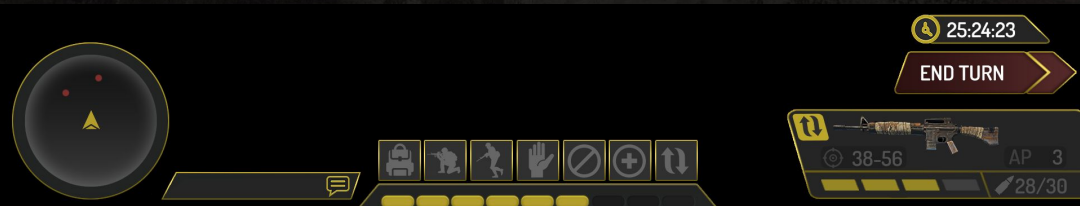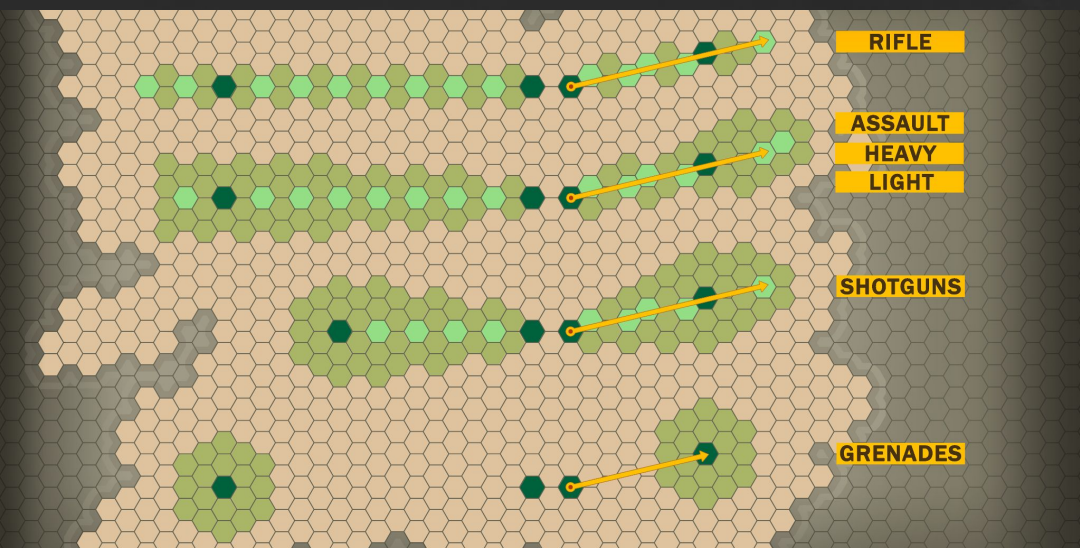
Shoot Logic

- Two types of cells are determined while aiming and shooting actions: **cell_goal** and **cell_possible**.

- A type of a cell is determined from a distance of a shooter and the nearest point to a shooting line.

- All weapons have a parameter: **cell_goal, cell_possible.**

- Obstacles in a shooting line reduce the chance to hit by n%. The cell is considered to be an obstacle if a distance from a cell center to the nearest point on a shooting line is less than 0,5.

- The parameters for an RPG and a grenade are calculated according to the given formula, where instead of a shooting line, a point of a player and a target point are used.

- While aiming action high obstacles block throwing/shooting RPG action.

- While shooting action cells are indicated by color gradient on the grid: from grey to green colour according to the chance to hit (the higher is the chance, the greener is a cell).

- Durability, i.e. every armor and weapon has its durability parameter.

Damage Calculations

- A player has six slots for armor, two slots for weapons, and three slots for grenades or medicines;
- During a fight a player can take medicines that act immediately;
- If the time of the round comes to an end but a player has not done his turns, his turn will be skipped and the next round will start without waiting for his turn;
- A player finds himself in the nearest city's hospital after his death, where some time should pass before recovering and being able to continue the game;
- A player loses all the items in the inventory after his death, except for the NFT items and the ones that a character is wearing;
- Any required items can be taken from a character within a limited amount of time (60 min); then a character is destroyed along with the remaining inventory;

Zone	Chance to hit while Standing	Chance to hit while Sitting	Armor
Chest	60%	50%	Body
Head	10%	10%	Helmet + mask
Hands	15%	20%	Bracers
Legs	15%	20%	Pants + boots
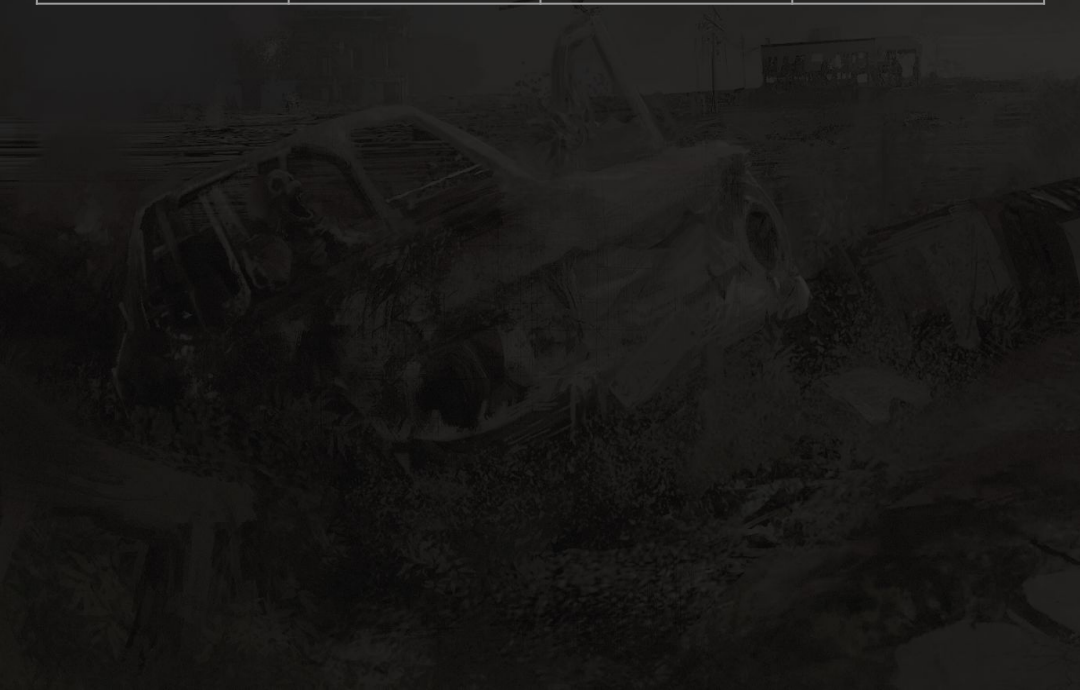
Factories. Production-Related Rules

- The workforce of players is used to produce items. Players can be hired and get paid;

- A number of hours required to produce the goods from the sufficient amount of resources is the **Capacity** of the hours. If the amount of resources is only enough to produce a half of the goods put on production, the **Capacity** will be a half from the one ordered for production;

- **Vacant** hours for which players can get hired equal to the capacity hours minus the hours that have already been **Booked** by the working players;

- When applying for a job, a player can choose the number of work hours. It cannot exceed **Vacant** hours and the Maximum daily working time, i.e. a 8-hour work shift;

- During work employees cannot move across the map;

- A player can terminate his employment in a factory, which means that he will be paid only for the part of the work that has been done by him. Non-produced goods can be produced by other players, meaning that the production continues and doesn't start over;

- Players can see all the proposals for various resources and materials from the factories. In this case, they can opt for better prices for the goods and visit the most suitable factories to make a deal;

FACTORY ✕

🏠 Factory name	📍 Coordinates	🕒 Campaign	
TITLE: **Armor Workshop**	X134 :Y56	Current	**TRADE**
OWNER: **Sekirbashka1**			TRAVEL
GOODS PRODUCED: **Weapons**			
RESOURCES STATUS:			GET HIRED
👥 330 🪙 330 🪙 1488			
TITLE: **Manufacture workshop**	X134 :Y56	Current	**TRADE**
OWNER: **Sekirbashka1**			TRAVEL
GOODS PRODUCED: **Materials**			
RESOURCES STATUS:			GET HIRED
👥 330 🪙 330 🪙 1488			
TITLE: **Technical Laboratory**	X134 :Y56	30d:24h:5m	**TRADE**
OWNER: **Sekirbashka1**			TRAVEL
GOODS PRODUCED: **Weapon and Armor**			
RESOURCES STATUS:			GET HIRED
👥 330 🪙 330 🪙 1488			

SALARY PER HOUR 🪙

Clans

Functionality is only available for players using a metamask.

To create a new clan players should use Skies tokens (blockchain).

Clan's blocks are as follow:

- Global Leaderboard
- Clan Leaderboard
- Clan Statistics
- Control Points

Clan points are separately gained by users for such actions as capturing and holding cities and resource/business points as well as for killing members of other clans.

A clan and its users can lose their rating points due to losing cities and resource/business points as well as due to being killed by members of other clans.

A clan's rating points are the sum of the rating points of all its members.

When a player leaves a clan, he loses his rating points.

Clans Circle

Capture cities

Rise in leaderboard

Get rewards

Capture Points

A captured points block is defined as a block with a list of captured towns/resource points/business points along with a timer for receiving a reward (for towns and business points) or a timer for producing a resource and its total amount (for resource points). Also, each location has its status, namely captured or claimed (with a timer for ending a claim). There is an additional button with the point information, namely, a name, a type, an hourly income (Adaran coins or resources), current and previous hostages, minimal claim rating and the time of holding by current clan.

While holding a **Resource point**, a clan has a business producing some resources:

- A resource is added to a storage;

- Other players can buy a resource from a clan storage and all the clan members get income relatively to their rating points;

- Clan members can obtain resources from resource points or buy them for a zero price, then sell them to other factories. In this case all the clan members receive income relatively to their rating points;

- A clan leader can:

  - let the Resource Point sell its resources to all the users, or only to clan members;

  - set a price for the resources (to all the users, except for the clan members);

- A Resource point is represented as a factory in the list of factories;

While holding a **Business point**, a clan has a business that brings it additional income:

- Clan members receive a daily income relatively to their rating points;

While holding a **City** a clan has a business that brings it additional income:

- Clan members receive a daily income relatively to their rating points;

- Income is based on the percentage of margin on all the sales operations in all the City locations;

Main Game Circle

Circle step 1 (Explore)

Travel the World using Global Map and visit various locations. Web2 (traveling) + Web3 part (speed up, access to the NFTs, business, market)

Circle step 2 (Fight and mine)

Fight and get resources in the locations. Fully web2 gameplay part
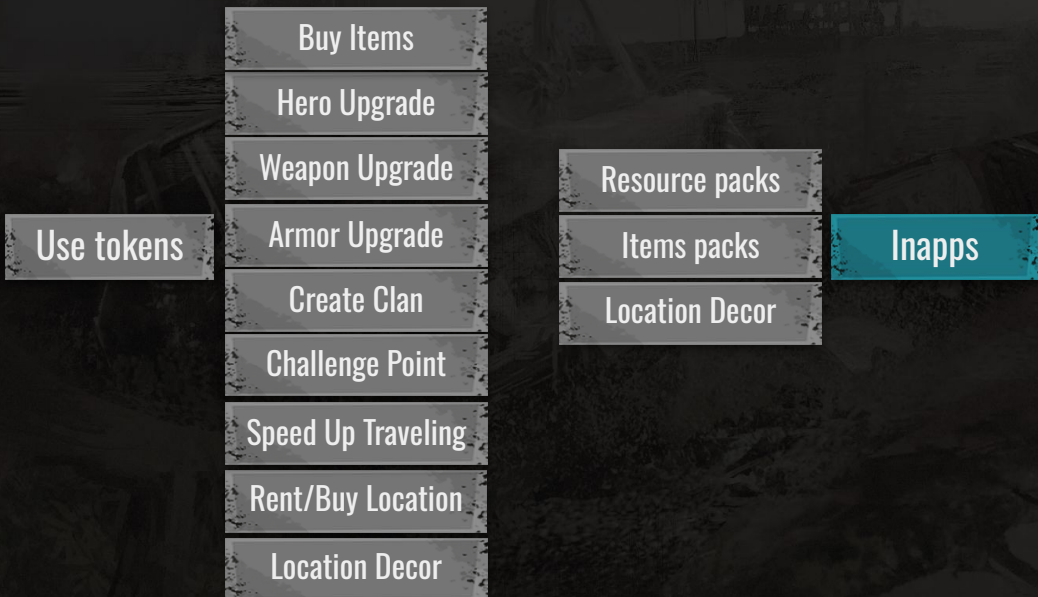

Circle step 3 (Trade and produce)

Factories are fully web3 gameplay as users operate with Adaran utility token and work with factories which are NFTs

Conversion

There are several options to convert players. Below are two conversion methods: web3 with tokens and traditional ones with fiat or stablecoins.

Basically, users can travel and fight on the locations without web3 usage, but for trade to get ammo and sell resources, they need to log in with a crypto wallet and have tokens

Use tokens
Buy Items
Hero Upgrade
Weapon Upgrade
Armor Upgrade
Create Clan
Challenge Point
Speed Up Traveling
Rent/Buy Location
Location Decor

Inapps
Resource packs
Items packs
Location Decor

Tech Stack

Unity is a main stack for Galaxy4games, and Skiesverse uses various modular solutions of the company (Galaxy4games) to build and adapt the product.

KBEngine is an open source server engine.

The engine is written in C++, and saves developers from having to re-implement common server-side technology, allowing them to concentrate on game logic development, to quickly create a variety of games. Uses Python.

Database infrastructure is built using MongoDB and Redis

Immutable and zkEVM solutions are used to provide fast and cheap operation on the chain side in case we permanently operate with Adaran token. Hacken.io audits smart contracts

All operations implemented as united operations spendTokens and getTokens through the PoolGateway contract with emitting logs for the game Back-end as Event ID.

• Back-end sign transaction with Event ID.

• User pays for transaction and publishes in blockchain network.

• After confirmation the log event with Event ID emitted for back-end.

• Back-end update changes in database.

Base smart contracts

Skies – ERC-20 token with fixed tokens circulation

Adaran - ERC-20 token with unlimited tokens circulation

Armor, Hero, Weapon – ERC-721 NFTs as game actors and items

Potion – ERC-1155 NFTs as game resources

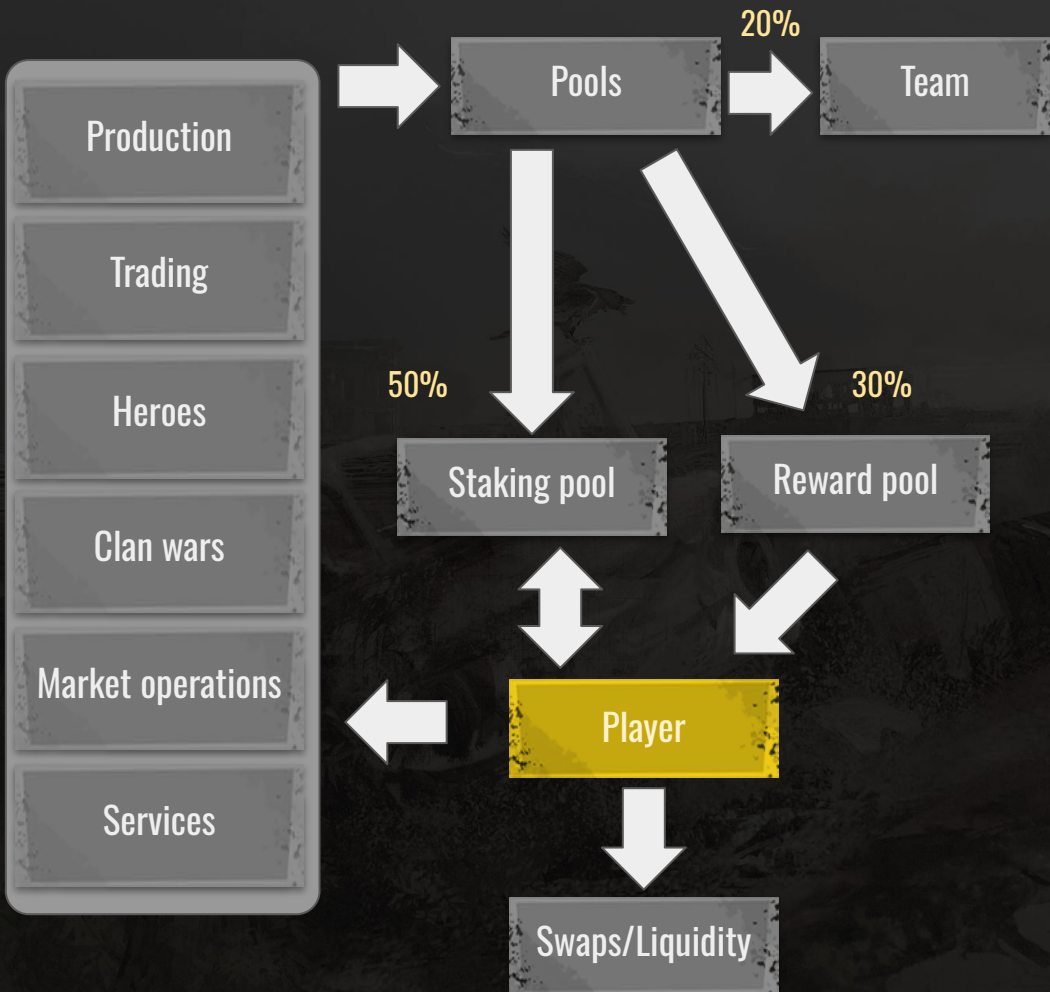PoolGateway – contract for tokens staking and game token circulation
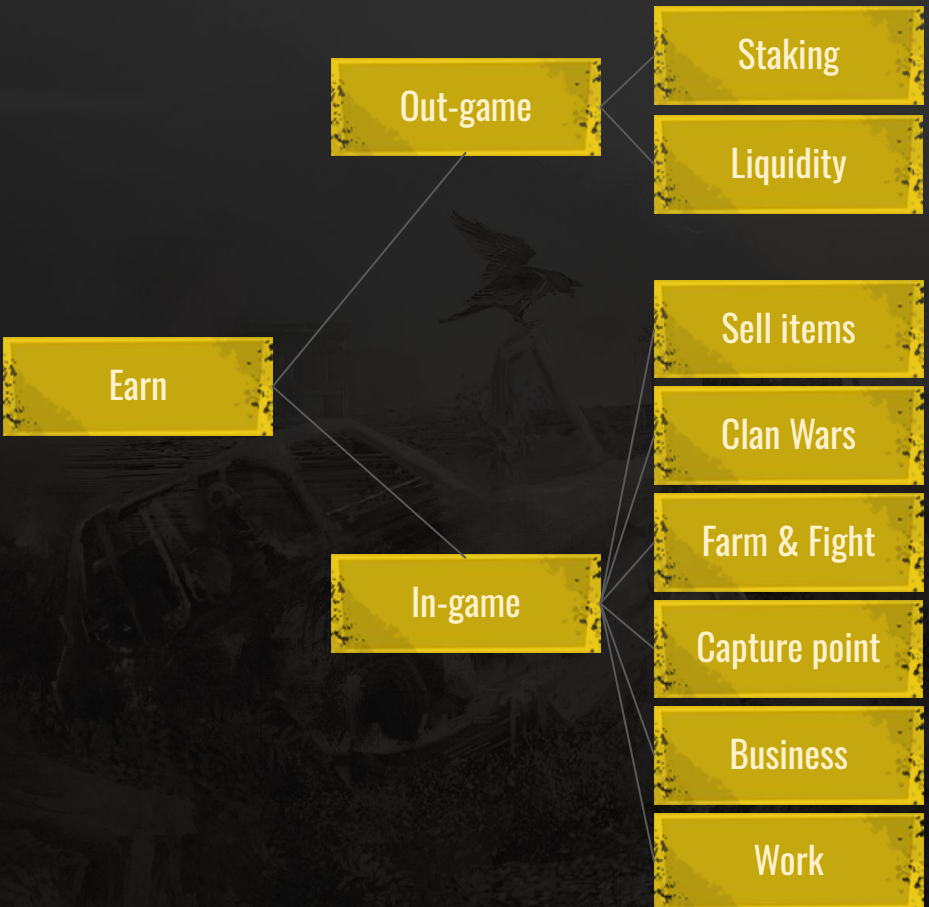
Main Description

- Game tokenomics includes two tokens: **Skies Coin** (a limited utility token) and **Adaran Coin** (an unlimited utility token).

- The **Skies Coin** is used for the operations with NFT, such as buying, selling and renting, as well as for clan actions, upgrades and rental;

- The **Adaran Coin** is used for the in-game operations such as work, trade, getting rewards for holding points, etc.
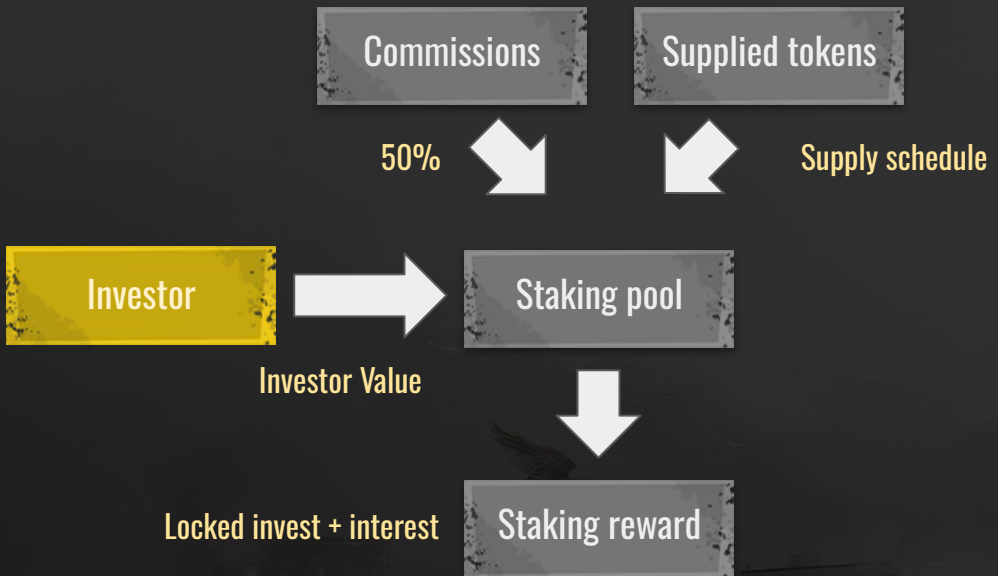
Token Flow

| Production |
| Trading |
| Heroes |
| Clan wars |
| Market operations |
| Services |

Pools → 20% → Team

Pools → 50% → Staking pool

Pools → 30% → Reward pool

Staking pool ↔ Player

Reward pool → Player

Player → Market operations

Player → Swaps/Liquidity

Spending and Earning

- Upgrade
  - Rent a Location
  - Hero
  - Weapon/Armor
- Buy
  - Weapon/Armor
  - Items
- Create a clan
  - Clan
- Challenge
  - Travelling

→ Spend

- Earn
  - Out-game
    - Staking
    - Liquidity
  - In-game
    - Sell items
    - Clan Wars
    - Farm & Fight
    - Capture point
    - Business
    - Work

Tokenomics. Utility

Staking

- **Staking Pool** gets 50% from all the commissions of **Skies** token operations in the game, and due to **Supply Schedule**
- The **Staking Pool** locked stacked tokens (invest) and reward (interest) for the time of staking
- Staking percentage is customizable and depends on staking period
- The Staking is possible in case start_amount + interest <= start_amount + _stakedPool

Staking Flow

Commissions → 50% → Staking pool

Supplied tokens → Supply schedule → Staking pool

Investor → Investor Value → Staking pool

Staking pool → Staking reward

Locked invest + interest → Staking reward

Vesting and Supply rules

- Supply of tokens is instant with vesting according to **Supply Schedule**
- Vesting parameters are:
  - cliff - implementation offset
  - pediodLength - the time between implementations
  - periods - count of implementation
- Each Supply category has a separate address

Tokenomics. Staking

Staking reward

The user gets the following rewards at the end of the staking period or during the staking

- Reward - the percentage of the token reward
- Governance coef. - multiplier for governance power based on staked tokens
- Clan points coef. - multiplier for additional points to rating points based on staked tokens
- Extra reward min deposit - min amount of staked token for obtaining extra reward
- Extra reward - additional reward staker gets depends on the amount of staked tokens

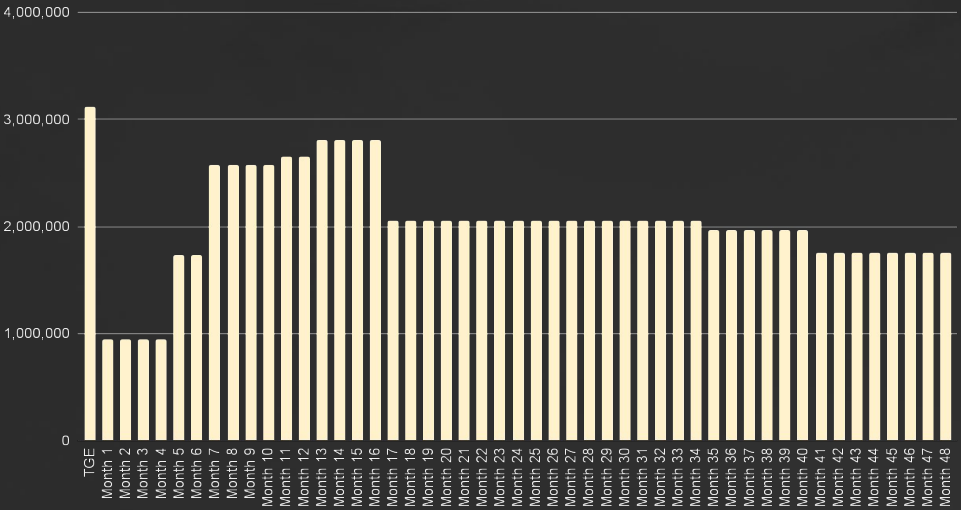| Period	6 month	12 month	18 month	24 month
Reward	TBA	TBA	TBA	TBA
Governance coefficient	TBA	TBA	TBA	TBA
Clan points coefficient per token	TBA	TBA	TBA	TBA
Extra reward min deposit	TBA	TBA	TBA	TBA
Extra reward	TBA	TBA	TBA	TBA

A NFT:

- A Male or Female NFT character, each including 4 races;
- Potions for a character upgrade;
- Land;
- A Factory (business);
- An Upgraded Weapon;
- An Upgraded Armor;

Tokenomics

Supply

Token supply is oriented towards players, so, in this case, the Reward Pool is higher than the Staking Pool.

The step size of the distribution iteration is one month. Once tokens are minted instantly, then every one month, tokens are distributed according to the Supply chart.

- Sale — 8.0%
- Team — 5.0%
- Treasury
- Stacking and Reward Pools — 14.0%
- Ecosystem
- Liquidity — 25.0%
- Partners/Advisors/Marketing — 12.0%
- Ecosystem Development — 15.0%
- Marketing — 8.0%
- Liqudity — 9.0%

Legend: Liqudity, Marketing, Ecosystem Development, Treasury, Community rewards, Advisors, Team, Public Sale, Private, Seed

Monthly Supply Chart

Pools

Skies Pool is a pool of Skies tokens. It receives income from commissions, upgrades, rental, claims, clan creation and from a Skies/Adaran swap smart contract. It consists of 3 pools, i.e. the Stacking pool, the Reward pool and the Development pool.

Adaran Pool is a pool of rewards for the control over the cities.

Deflation and Burn mechanism

In the later stage of the project, the percentage of Skies tokens in the dynamic poll will be permanently burning

Monetization

Skiesverse has two methods of income - Initial and Permanent

Initial - sales of starter box or NFT sales on marketplaces. Launch several times according to new content (races and genders) implementation 100% of income goes to dev wallet

Box Packs   NFT sale

Permanent - percents of all in-game commissions with the governance token, royalty from operations with initial genezis NFTs, and in-app purchases. It's a permanent income depending on game popularity and monetization model

20% from tokens
in-game commissions
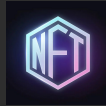
Genezis NFT sale
commission
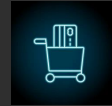
In-app purchases
(stable coin, card)

Operation with **Skies** token touch only main Items/NFT Functionality, Clan Wars and Additional Starter Packs.

And the secondary Utility token **Adaran** is presented as common in-game currency to manage in-game economy, resources, speed-ups, business income, etc.

Rent a Location			
Upgrade Hero		Team	20%
Upgrade Weapon/Armor	Pools	Staking	50%
Create A Clan		Reward pool	30%
Clan Wars			
Market Purchases		Team	100%
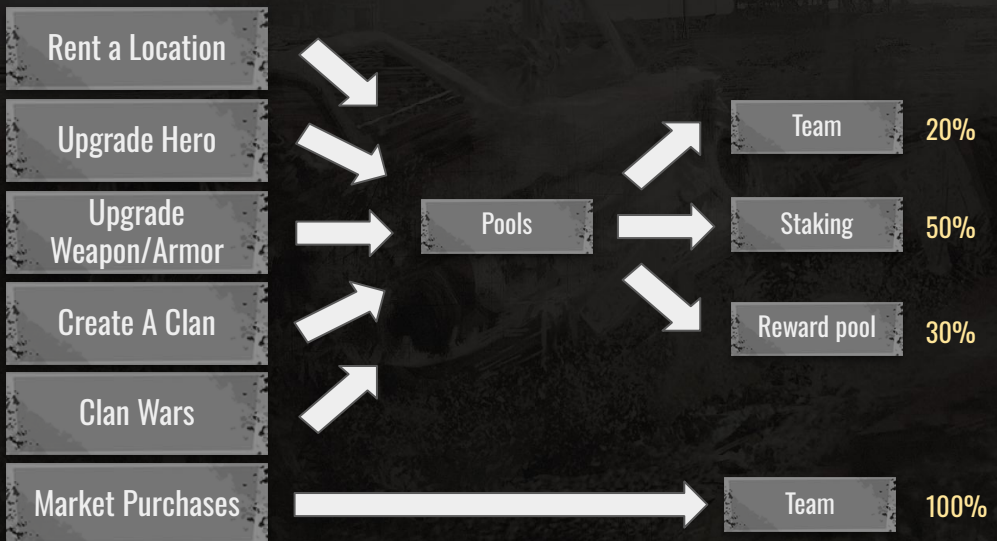
Timeline

Q2 2023

Website, Roadmap, Whitepaper, 2 races NFT collections, Weapon and armor, GDD, Battle prototype, Base gameplay

Q3 2023

Battle MVP, Smart contracts audition

Q4 2023

Release v0.5 Beta (WebGL)

Starter box sale, Private Sale, Work functionality

We are here

Q1 2024

Skies and Adaran tokens supply

Game map and travel, Seed round, Weapon and Armor upgrade, Female character

Q2 2024

Release v1.0 (WebGL)

Business functionality, Clans, Initial Land sell and rental, Additional races

Q3 2024

Clan wars

Capture points, Public sale, Staking, Roadmap update

Future

SKIESVERSE

Additional global content

Building property and own locations

Quests and game story

Multi-chain support
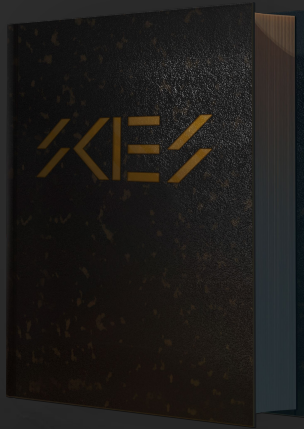
Metaverse

Additional games in the metaverse, using the same accounts

Interspace project

Intershelter project

FPS Version

Skydome inc.

The corporation was founded in 2022 with the support of European venture funds. It was based on the idea of creating a guarantor of the preservation of humanity. The company's main project, called "Dome" consisted of several programs. In addition, several subsidiaries were formed, each responsible for a different project.

The most notable projects of the company were **InterShelter** and **InterSpace**.

Founders

Mayor of the Library Anton
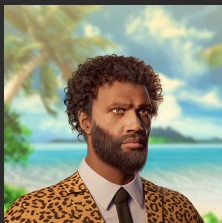
The world of the "Skies" was born in the dark rooms of the Library Fortress. Since that day the Librarians' work has been spreading all over the world from the rebellious city of Adaran to the western borders of the Colossus path.
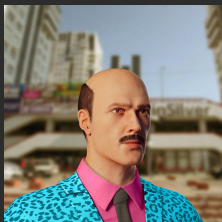
Co-founder of Galaxy4games OU 2020 - current

Partner at Whimsy Games LTD 2021 - current

Co-founder of WhaleApp LTD 2017-2019

Anton has been in the industry since 2005 (Stugroup, Plarium, Eforb)

Mayor of Adaran Alexander

The true spirit of freedom of Adaran is fully represented by the spirit of its leader. Courage and the power to face challenges are the synonyms for the northern capital.

Co-founder and CEO of Galaxy4games OU 2020 – current.

Project Manager/Unity Dev at Whaleapp LTD 2017-2019.

Unity Dev at Eforb LTD 2013-2016.

Alexander has been in the industry since 2013.

Mayor of Citadel Denys

Strong and Technological Citadel was built by its technical founder. It is currently boasting about its secureness and stability. Atlas, keep staying just as great and indestructible as you have always been.

Co-founder of and CTO at Galaxy4games OU 2020 – current.

Unity Dev at Whaleapp LTD 2017-2019.

Denys has been in the industry since 2014.
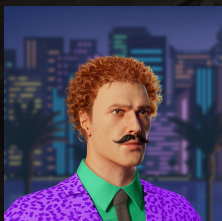
Mayor of Forum Valeriy
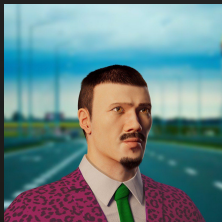
Well known for having a bug phobia, the major always stays alert while watching over his city. Being enthusiastic and attentive to details, Mayor of Forum follows his motto: "No bugs allowed".

Partner and Lead QA at Galaxy4games OU 2021 – current.

QA at WhaleApp LTD 2018-2021.

Mayor of Colossus Roman

An unknown guardian of the strongest citadel in the desert. Colossus is a secure capital in the South, renowned for its greatness all over the world.

Co-founder of and Blockchain dev at Galaxy4games OU 2020 – current.

Backend/Full Stack Developer 2020 – current.

Roman has been in the industry since 2010.

Links

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[Video](#)
[Project website](#)
[Whitepaper](#)
[NFT opensea](#)
[Game MVP](#)
[Company website](#)
[The book for the gameworld](#)
[Game Wiki](#)