WAR OF TRIBES
WHITEPAPER

KEY GAME MECHANICS

War of Tribes is an online third person MMORPG PvP game that allows players build they characters earn rewards and unique NFTs by participating in PvP matches in battle arenas and battlegrounds with specific objectives. During launch there will be four playable races that players can choose from - humans, elves, trolls and orcs. Each race will have its own unique abilities and advantages.

There will be four playable classes to choose from - Warrior, Shaman, Hunter and Wizard. Each class will have its own gameplay and unique abilities. Warriors are masters at close combat and weapons. Shamans can heal and use small weapons and spells to fight their opponents. Hunters are masters at traps and long distance fights with bows and crossbows. Finally, wizards are masters of magic using different spells to destroy their opponents.

Members from each race represent their tribe in battlegrounds and PvP arenas. The goal of the game is to acquire as much land and resources for your tribe which allows players to gain passive rewards, acquire land and build NFTs.

You will be able to customize, level up and develop your character and possibly sell it as extremely high value NFT.

BATTLE ARENAS

Players are able to fight 1v1, 2v2, 3v3 or 5v5 matches in battle arenas. Winners of the match will earn tokens, in-game NFTs and honour points.

CHALLENGER MODE

Fight other players in battle arenas using challenger mode. Each player will be able to challenge other players to fight for money. The winner takes all plus regular arena rewards.

BATTLEGROUNDS

The biggest matches and fights for glory will happen in battlegrounds where players from different tribes will be fighting each other to achieve objectives and win prizes.

TOURNAMENTS

Each quarter we'll be hosting arena tournaments where teams will be able to compete for huge prizes, NFTs and titles. Winning arena battles will give you ranking points that will determine your team's spot among others. If you happen to lose a match, your ranking will drop. At the end of the tournament season, the winner will be determined by their ranking. Number 1 team will get 60% of the prize pool, number two 30% and number 3 10%.

PLAY TO EARN SYSTEM

- Win tournaments and arena battles to win cash rewards in our native token.
- Beat other teams and players for exotic NFT and item drops
- Trade and sell your NFTs for profit on our NFT auction house or any other NFT marketplace.
- Buy and trade rare NFTs to increase your chances to win.

TRADING SYSTEM

To ensure flawless trading, the game will have very low trading fees. The online NFT marketplace called the auction house will be available in game and on the website.

EARLY ACCESS

Early access will be released Q1 2022. The first version of the game will include a central MMO hub with battle arenas, character customisation, in-game marketplace and battlegrounds and the first PVP tournament. Players will be able to select their character, gear up and join the battle for their tribe.

Each new expansion pack will be released quarterly, launching new tournaments, adding new battle arenas, battlegrounds and expanding playable worlds. Each tribe will get their own base city, an area where they can meet others, build teams and practice their skills for the war ahead.

GAMEPLAY

- Create and customise your character, select your race and your class.
- Start playing, complete beginner zone missions and earn rewards.
- Add unique items to your character and purchase premium NFTs to increase your power, health points, attack skills and much more.
- Win arena battles against other players to get new items, NFTs and earn tokens.
- Build your character, add new items and join teams with other players in the battle for your tribe.
- Win tournaments, titles and NFT prizes.

TOKENOMICS

PRIVATE ROUND PRICE: $0.0075
PUBLIC ROUND PRICE: $0.010

TOKEN DISTRIBUTION

PRIVATE SALE	6%	$0.0075	60.000.000
PUBLIC LAUNCH	11%	$0.010	110.000.000
DEVELOPMENT & MARKETING	15%		150.000.000
TREASURY	13%		130.000.000
ADVISORS	5%		50.000.000
TEAM	10%		100.000.000
PLAY TO EARN	20%		200.000.000
FLOATING LIQUIDITY	10%	$0.010	100.000.000

WAR OF TRIBES CALENDAR
A BRIEF TIMELINE

- Private Round - November 1 - November 10
- Public IDO - November 12th
- Release NFTs via online marketplace - December 2021
- Official Early Access Game Release - 2022 Q1

VESTING

- Team - Locked for 12 months followed by a 36 month vesting schedule
- Advisors - Locked for 6 months followed by a 12 month vesting schedule
- Treasury - 0% unlocked at TGE, Will be used as per the need.
- Development & Marketing - 0% unlocked at TGE, then released over 24 months
- Play to Earn - 0% unlocked at TGE, then released over 36 months
- Private Round - 100% unlocked after 30 days
- Floating Liquidity - Will be used as per liquidity needed on DEX and CEX, locked for 1 year.

TEAM AND PARTNERS

CHIEF EXECUTIVE OFFICER - Linas Pikturna
LEAD DEVELOPER - Roma Provse
MARKETING OFFICER - Lukas Auzins
CHIEF LEGAL OFFICER - Jonathan Coleman
ART DIRECTOR - Nikki Coleman

Wolfway Enterprises ltd. in collaboration with H&S entertainment team is an European video game and software development company based in London, United Kingdom. Known for defining and driving development through rapid prototyping and development. The highlight of this studio is its warm and innovative work style that make groundbreaking solutions possible.

PASSIVE REWARDS

TIER	TIME PERIOD	NUMBER OF $WOTG REQUIRED	REWARDS EVERY MONTH
1	30 DAYS	10,000	2 GIFT BOXES
2	60 DAYS	20,000	2 RARE GIFT BOXES
3	70 DAYS	50.000	2 EPIC GIFT BOXES
4	90 DAYS	100.000	1 LEGENDARY GIFT BOX

THE ROADMAP

STAGE 1

- Website launch
- Alpha version complete
- Early Partnerships
- Community Marketing

STAGE 2

- War of Tribes IDO
- CoinGecko listing
- CoinMarketCap Listing
- Extensive Marketing Campaign.

STAGE 3

- Release NFTs on various marketplaces
- Marketing campaign
- Weekly Dev Blogs

STAGE 4

- Influencer Awareness partnerships
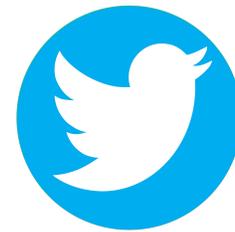- Early access release
- Viral marketing

THANK YOU!

WAR OF TRIBES is about to change the dynamics of online MMORPG games using the blockchain technology. We start with small, but profitable arena battles, battlegrounds and move to creating an entire world for players to immerse themselves and earn real-life rewards for playing the game.

The game mechanics will be constantly updated in order to maximize the community's experience and keep gameplay fresh. New Regions, Characters, Skills, Events, Modes, and Tournaments will be introduced monthly.

JOIN THE COMMUNITY

https://waroftribes.com/

https://twitter.com/waroftribes

https://t.me/waroftribes