

UNIOVERSE™

LITEPAPER

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Content Subject to Change

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# UNIOVERSE™

## INTRODUCTION

The Unioverse introduces “Franchise as a Service”: a revolutionary business model for games.

It’s like *Roblox* for professional game developers.

Powered by our Game SDK, players can create and own game content across all Unioverse games. Thanks to the blockchain, they can also buy & sell this content on third-party marketplaces.

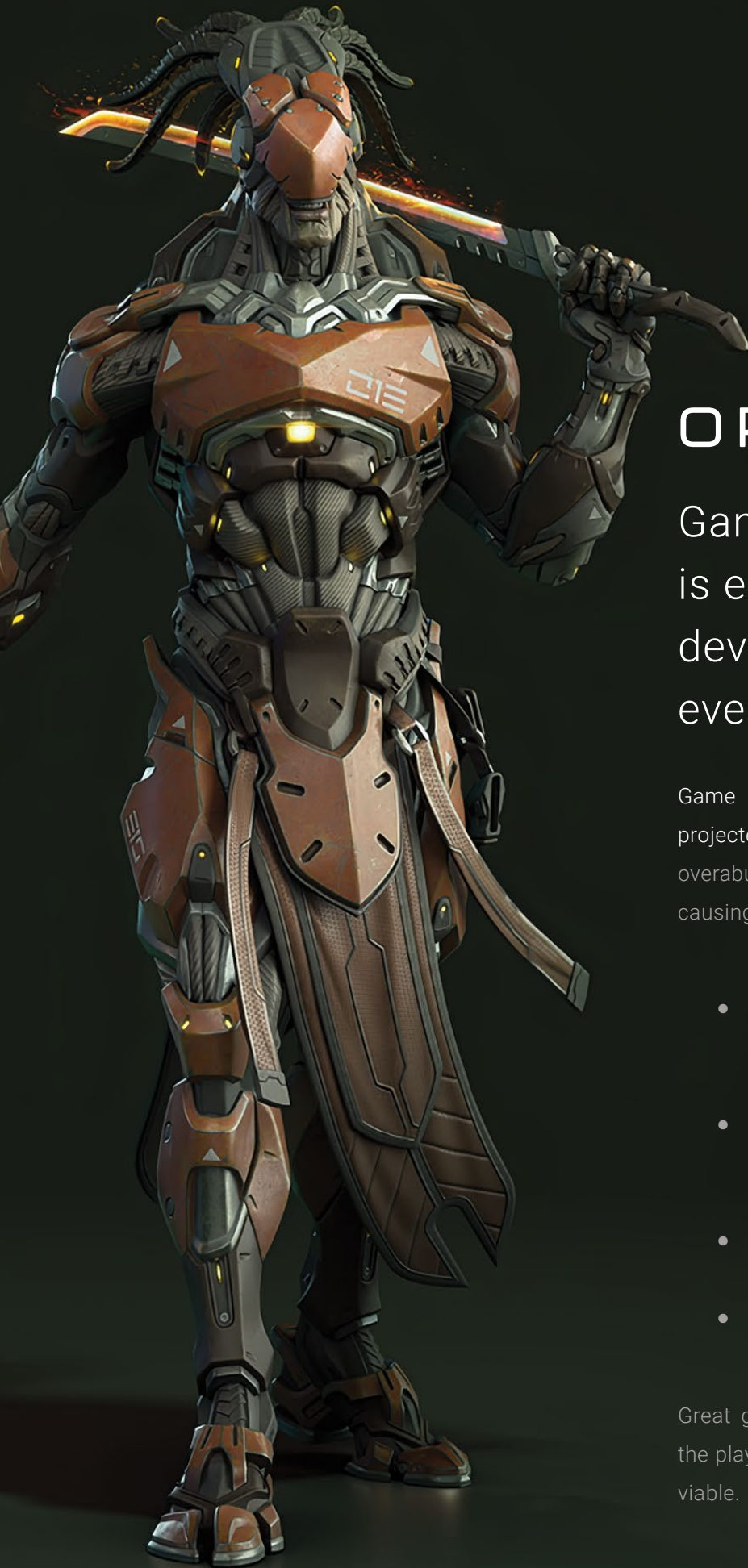
Game developers can use our Game SDK to easily build Unioverse games and access the player-created content. They can sell the games they make, royalty-free.

The complete solution is live now, and can be experienced in the Unioverse [Proving Grounds](#).

View our [2024 Franchise Video](#) that premiered during the Games.gg awards in December, where the Unioverse was nominated for People’s Choice.

Our [business model explainer](#) video further illustrates our vision.





# OPPORTUNITY

Game industry revenue is exploding but game development is riskier than ever.

Game industry revenue was \$200B in 2021 and is projected to exceed \$300B in 2026. This has resulted in an overabundance of games that must compete for attention, causing User Acquisition costs to skyrocket.

- Games are getting easier to make, with game engines like Unreal and Unity. And AI will make it even easier.
- There is too much content to choose from. 4,000+ new games per month on Steam and 300,000+ mobile games.
- Freemium gaming has created a generation of fickle gamers that are reluctant to pay.
- User acquisition costs are severe as games compete for attention.

Great games are running out of funding before finding the players and revenue needed to become commercially viable.

# FRANCHISE AS A SERVICE

The Unioverse delivers **Franchise as a Service**: acquire users once and monetize across many products.

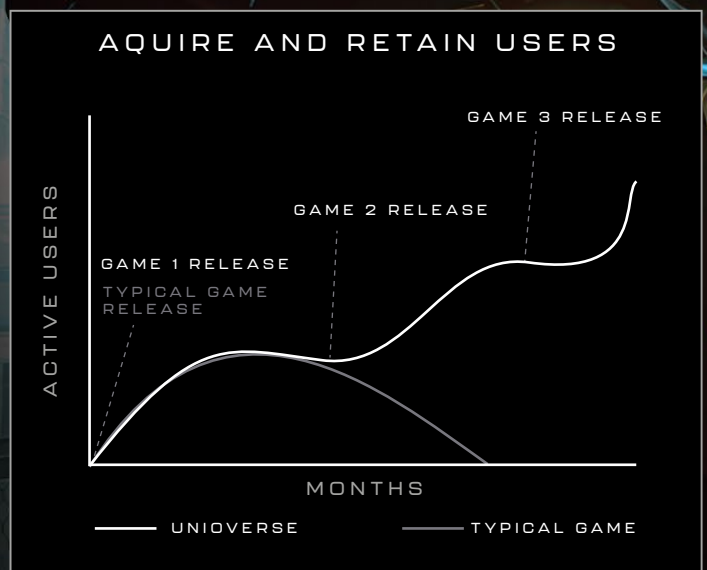
Franchise as a Service rethinks the relationship between games, franchises and players.

In the current model when you license a franchise you don't get any assets and they must be created for each game separately. *Franchise as a Service* means the franchise owner takes on the responsibility of delivering game-ready content to players and game developers.

Using our service, players get to create and own game assets (Heroes, Ships, etc.) that can be used in all Unioverse games

Game developers get to use our free Game SDK to access high-quality game-ready assets, AND they get direct access to a community of engaged Unioverse content owners who are highly motivated to play more games that utilize their content.

The solution is live today, and demonstrated in our example game the [Proving Grounds](#).





# THE UNIOVERSE

The Unioverse is the brainchild of game development icons and top creative talent. Founders Tony Harman (*Grand Theft Auto*, *Donkey Kong Country*) and Wyeth Ridgway (*Pirates of the Caribbean*, *W2K22*) assembled a roster of the best franchise creators on the planet including Brent Friedman (*Call of Duty*, *Star Wars*) and Stuart Jennett (*Star Citizen*, *Marvel Comics*) to create an epic, galaxy-spanning sci-fi story. Set 700 years in Earth's future, our saga

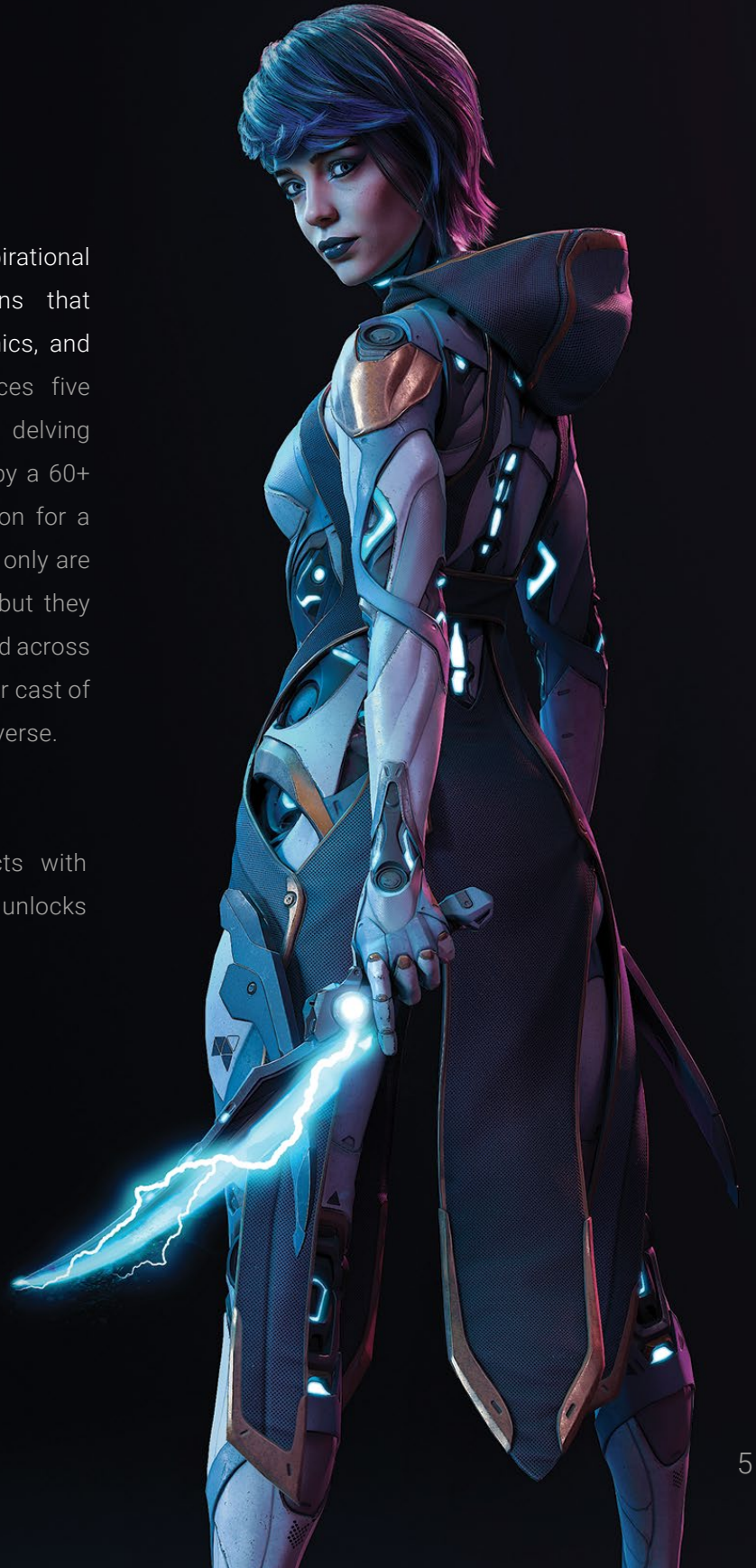
unfolds around an ancient space station, the Unioverse's most sought-after technology. Dozens of races compete for control, leading to political frictions and bloodshed across hundreds of worlds. Learn more about our lore in our [franchise deck](#). This universe extends beyond games with an anthology, six comics, and a promise to redefine what an iconic IP can do for the community.

Welcome to the Unioverse, a transmedia franchise.

# HEROES

The essence of the Unioverse lies in our aspirational characters — captivating heroes and villains that transcend the realms of computer games, comics, and general storytelling. Our initial lineup introduces five dynamic heroes, each with a dedicated comic, delving into their compelling personas. Complemented by a 60+ page graphic novel, this serves as the foundation for a centuries-long struggle within the Unioverse. Not only are these characters playable in Unioverse games, but they also feature prominently in our anthology novel and across our transmedia franchise. [Click here](#) to explore our cast of characters and dive into the rich tapestry of Unioverse.

Unioverse heroes are blockchain game objects with a complex [rarity model](#). Purchasing a hero unlocks gameplay and rewards across all our games.





# USER-CREATED CONTENT

Our vision is simple: all Unioverse Game Content (UGC) is created by users and immediately playable across all our games. Every weapon, hoverbike, spaceship, star base, and much more...is designed and created by a user and added to the Unioverse forever. To create a game object

requires a blank, which grants the ability to complete and own your item on the blockchain. Buy blanks from the Unioverse Marketplace in an end-to-end pipeline that is live today and demonstrated in our first of many games, the *Proving Grounds*.



Create. Play. Own.



# BLOCKCHAIN OWNERSHIP

The Blockchain is reshaping gaming, and Unioverse is at the forefront. We enable our community to truly own digital assets across games, trade them on third-party marketplaces like Opensea, and enable a career worth of stories with that object. The Unioverse, blockchain-

agnostic, boasts over a million NFTs on Polygon and Ethereum across more than 100k holders, making it an industry leader across chains. Ready for the future, we'll embrace emerging technologies to make sure Unioverse is relevant for decades to come.



# PLAY-TO-RARE

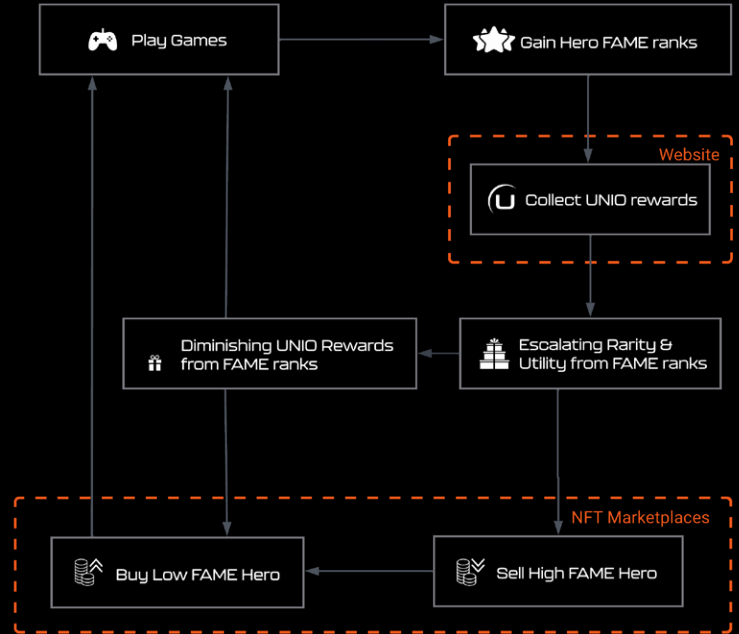
One of the promises of blockchain game objects is to record a history of an object's provenance. The UNIOVERSE was one of the first Web3 games to introduce this concept through our [play-to-rare](#) vision for NFTs.

## CAREER SYSTEM

The career system is a series of accomplishments much like those earned at an account level on Steam or Xbox. In the Unioverse these are unlocked as dynamic metadata for our heroes. Each Unioverse game can introduce its own career metadata accomplishments, and by collecting all of these a hero will become considerably more rare across a collection. This system is live today and [viewable on the blockchain](#).

## PATH TO EARN

Unioverse NFTs unlock rewards with FAME  
FAME drives engagement and NFT utility



## FAME SYSTEM

The Unioverse FAME system records the amount of playtime each Game Object receives. It is presented as FAME level, and is gained across our heroes, gamer-tags, hoverbikes, swords...everything!

While no game objects in the Unioverse have inherent power or abilities, FAME will be used to unlock the rarest and most desirable features in our creator tools. Fame can also be used on a per-game basis however the game developer desires. For example, a high tier of multiplayer competition in a battle royale game may require a minimum Hero fame level. Alternatively, NPC guards might salute a high fame hero, or react in awe when a rare weapon is wielded.

# CHANGING AN INDUSTRY

## FOR GAMERS

Gamers get to create and own franchise content that exists across all the Unioverse games.

Player-created content gains Fame and Provenance through gameplay, recorded on the blockchain in a unique "Play to Rare" ecosystem.

Gamers can buy and sell this content on external marketplaces like OpenSea, turning what they create (or win) into cash.

Unlike other franchises, fans can create non-game content (t-shirts, figurines, comics) and sell it royalty free.

## FOR GAME DEVELOPERS

Game developers get access to a valuable franchise, high-quality game content, a full technology stack and an eager audience.

Like **Roblox** or **Fortnite Creative** mode, the Unioverse provides a fast, powerful environment to build games.

Unlike any other franchise, developers can build games for the Unioverse royalty free.

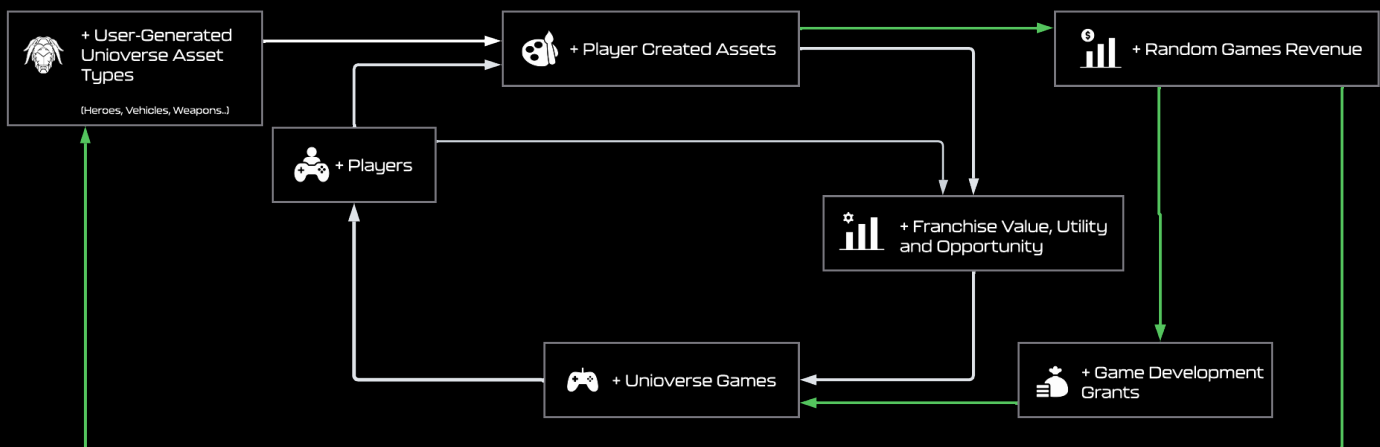
Significantly reduce user acquisition costs by tapping into a large pool of eager players motivated to use their existing content in new games.

## FOR THE FRANCHISE

The Unioverse turns gamers and game developers into evangelists for the franchise, with each piece of content they produce and share contributing to audience growth and franchise value.

Through the Game SDK we can then drive our audience to new products, driving cross-platform expansion and reducing user acquisition costs.

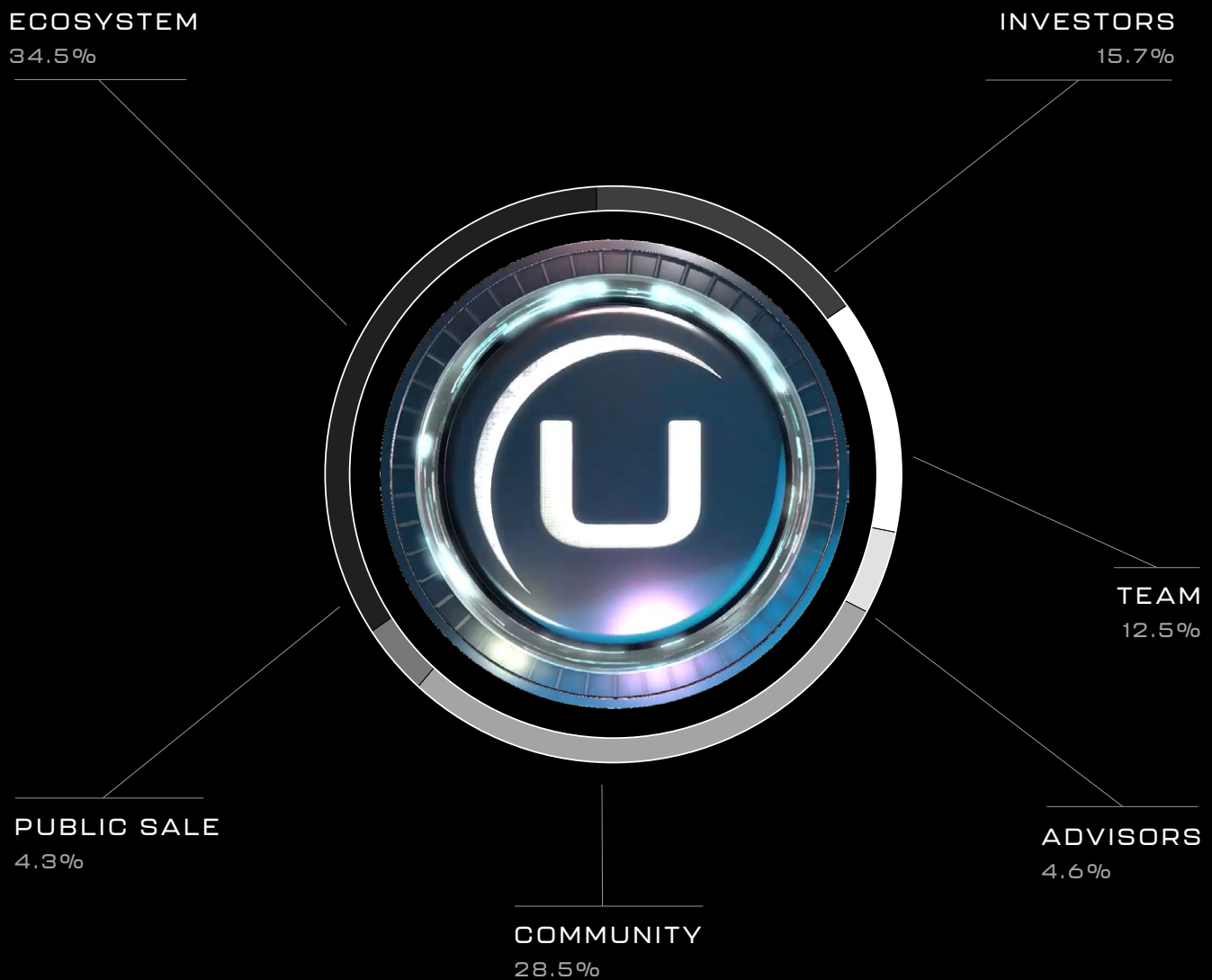
UNIOVERSE FLYWHEEL



# THE UNIO TOKEN

Introducing UNIO: the Unioverse's utility token. This ERC-20 token has 2 utility purposes: It is spent to create Unioverse game content, and it is staked by Players, Game Developers and Game Publishers to access Unioverse platform benefits.

The fixed total supply of UNIO will be 4B tokens. The total supply will be minted at genesis and vest to stakeholders over time.



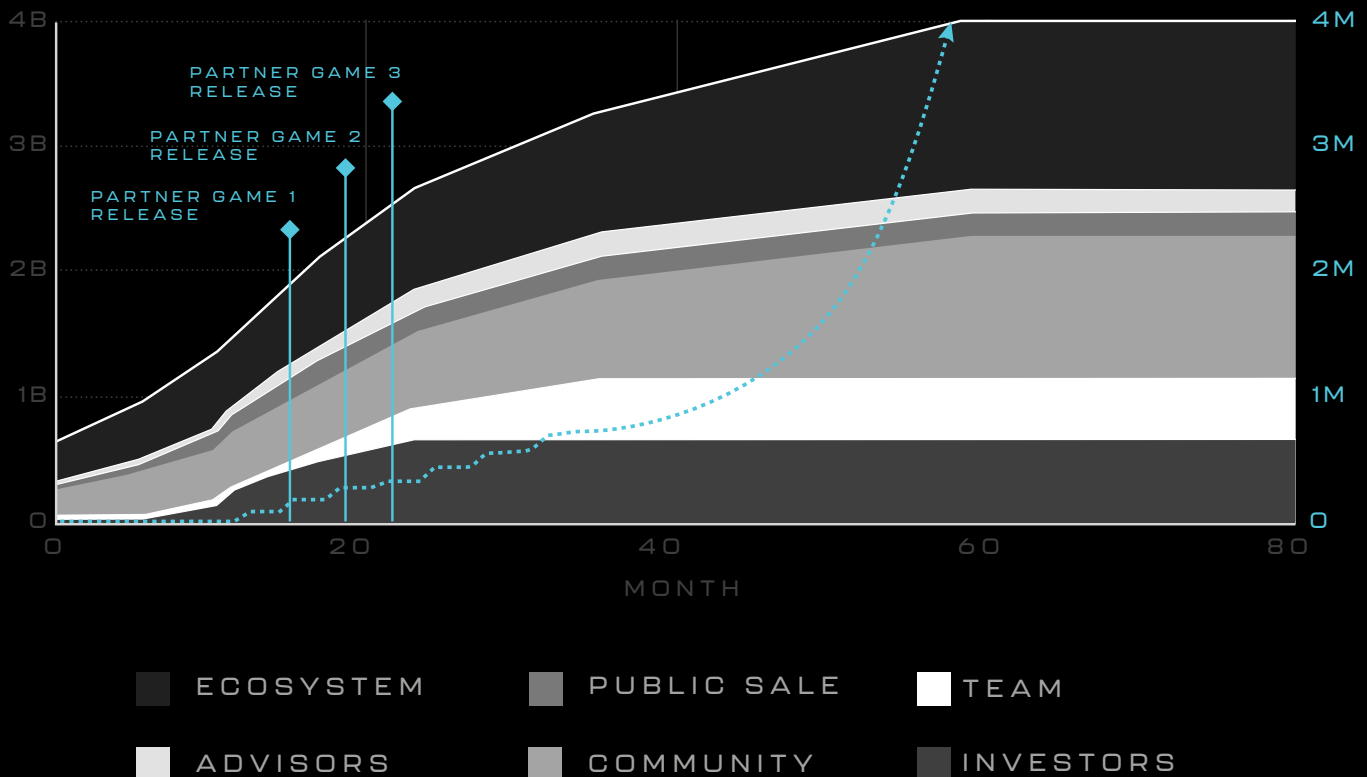
# TOKENOMICS

4,000,000,000 UNIO

14.93% UNLOCKED AT TGE

GROUP	ALLOCATION	% OF ALLOCATION RELEASED AT TGE	LOCK UP (MO.)	UNLOCK (MO.)	FULLY UNLOCKED (MO.)
INVESTORS	15.65%	5.0%	6	18	24
TEAM	12.50%	0.0%	12	24	36
ADVISORS	4.61%	10.8%	6	18	24
COMMUNITY	28.50%	16.72%	0	60	60
PUBLIC SALE	4.29%	25.0%	3	12	15
ECOSYSTEM	34.45%	22.69%	0	60	60

The ecosystem fund (UNIO rewards to active players and developers) unlocks over a period of 5 years to align long term incentives and provide sustained funding as the platform matures. Although UNIO community rewards are unlocked from the outset, these rewards will be released to the community gradually, in proportion to community growth. This ensures that community rewards are consistently provided throughout the long-term operation of the platform.



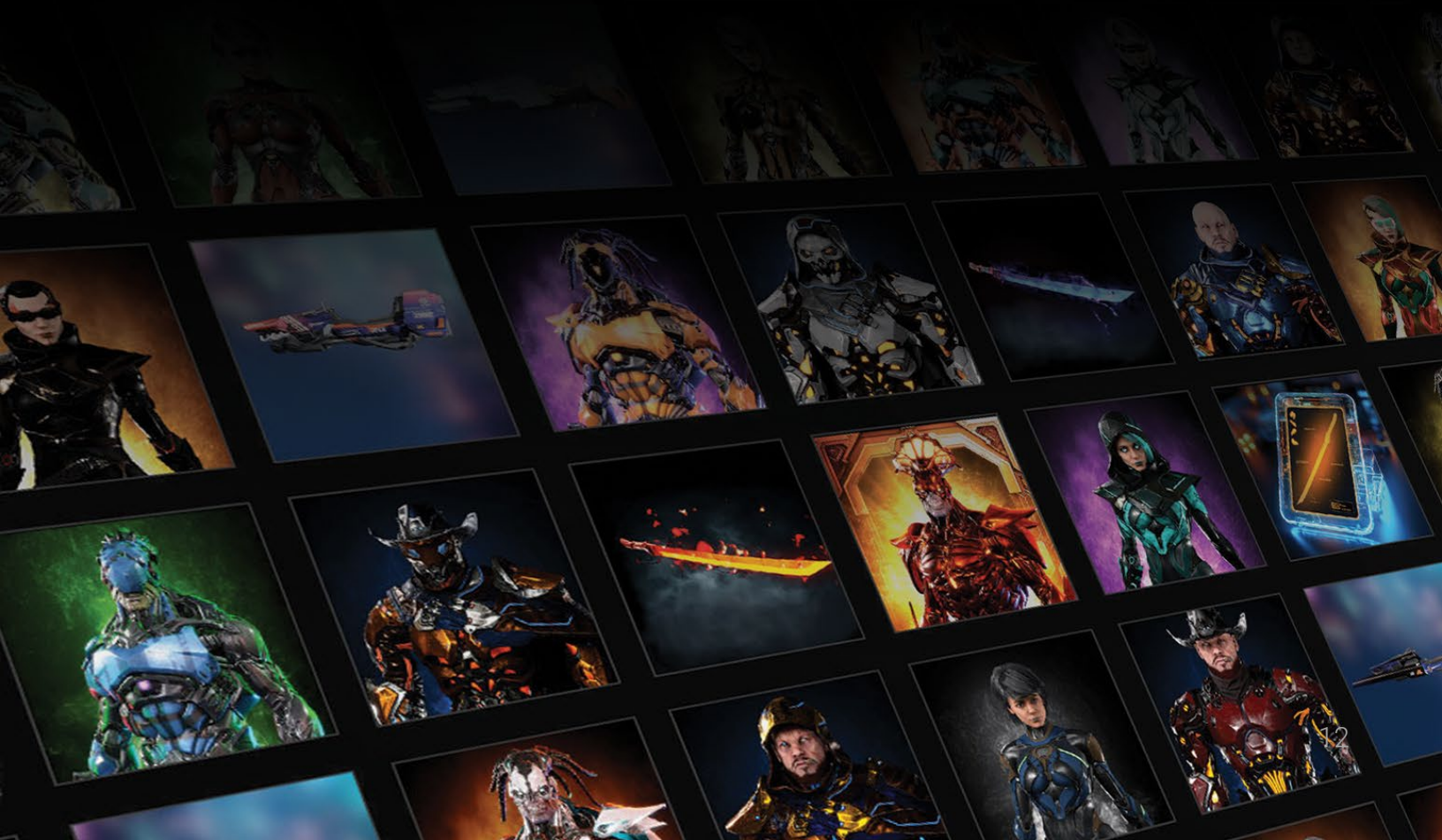
# UNIO TO CREATE CONTENT

As the platform currency, gamers pay UNIO to create blockchain game content that can then be used in all Unioverse games, or sold on third party marketplaces like OpenSea. In addition to creating heroes, gamers can create [weapons](#), [hoverbikes](#), [spaceships](#) and much more from inside our game engine. These are blockchain objects: Whatever you create can be used in all Unioverse games, or sold on marketplaces like OpenSea and Magic Eden. This purchase flow is live today via our [marketplace](#), and we are constantly releasing new types of game objects to create.

This end-to-end technology solution is already demonstrated in our first game, the [Unioverse Proving Grounds](#). This proof of concept was launched on the

Elixir platform and has since been highly rated, critically acclaimed, and is consistently in the top 4 most played games on the platform. The game is free to play, but gameplay highly rewards owning [Hero NFTs](#) which use a compelling [rarity model](#) with millions of possible unique outcomes.

Currently, users pay to create Unioverse content with crypto or a credit card transaction. Once UNIO is launched, it will be required to create anything in the Unioverse. This will give UNIO immediate utility. In order to put that utility to work, we expect to air-drop tokens to the 140k+ Unioverse users to reward them for engagement and to create network effects..



# UNIO TO ACCESS ECOSYSTEM BENEFITS

In traditional models, *staking* unlocks rewards for holding tokens such as UNIO. In the Unioverse, there are no direct cash rewards for staking. UNIO instead functions as an access token so staking provides vital access to ecosystem/game elements, including the opportunity to earn escalated community rewards for user participation.

## GAMERS, CREATORS AND BUILDERS

Gamers will stake UNIO to increase their status in the Unioverse:

- Staking UNIO is required to create guilds and clans, and the more that is staked by the members, the more members it can contain, with access to more prominent social features as well.
- Guilds exist across all Unioverse games, so no longer do players need to recreate them for each game they play! Stack up your guild's accomplishments to unlock additional community rewards for all members.
- For our Creators, staking UNIO is required to build a brand and gain brand recognition. For example, if you want to create your own Hoverbike shop with a brand name "built by BikeMasters!" then you could stake UNIO to access these features and to make your bike inventory appear higher in marketplace offers.
- Level Builders create playable content in the Unioverse. These builders will be able to stake UNIO to increase the community rewards generated by playing their content. The tournament [level builder](#) is already live right now, so make sure to check it out!

## GAME DEVELOPERS

Game developers build and distribute Unioverse games powered by our Game SDK. For these developers, the Unioverse provides social functionality including gamer names, friend relationships, clans and guilds, and in-game economy features. By staking UNIO, game developers can elevate their game's prominence in the Unioverse as follows:

- Increase the visibility and promotion of the game.
- Access to more social feature SDK functionality that drives organic growth.

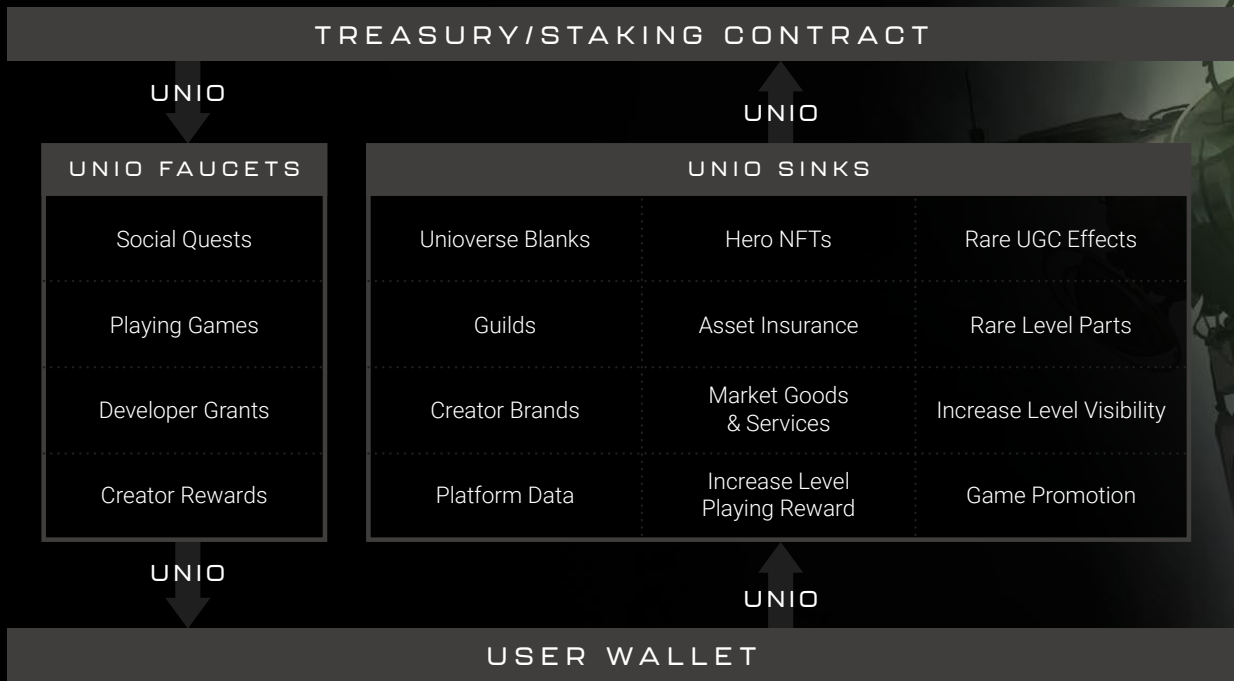
## GAME PUBLISHERS

Apple, Playstation, Xbox and Steam each control a vast amount of data they don't share. This gives them each an unfair advantage when it comes to marketing, forecasting trends in gaming, and understanding the audience playing games.

Our vision for the Unioverse is to level the playing field. Anyone can act as a Game Publisher and stake UNIO to gain access to this ecosystem information. This will promote better games and reduced risk for publishers and developers. Thanks to the blockchain, it's automatically anonymous.







## FAUCETS

Ecosystem faucets directly or indirectly generate UNIO from Community or Treasury and distribute them as a reward for users exploring various aspects of the ecosystem, or other contributors which help to generate network effects.

- **Social Quests** can be completed on the [jump.universe.com](https://jump.universe.com) site to farm for UNIO.

## SINKS

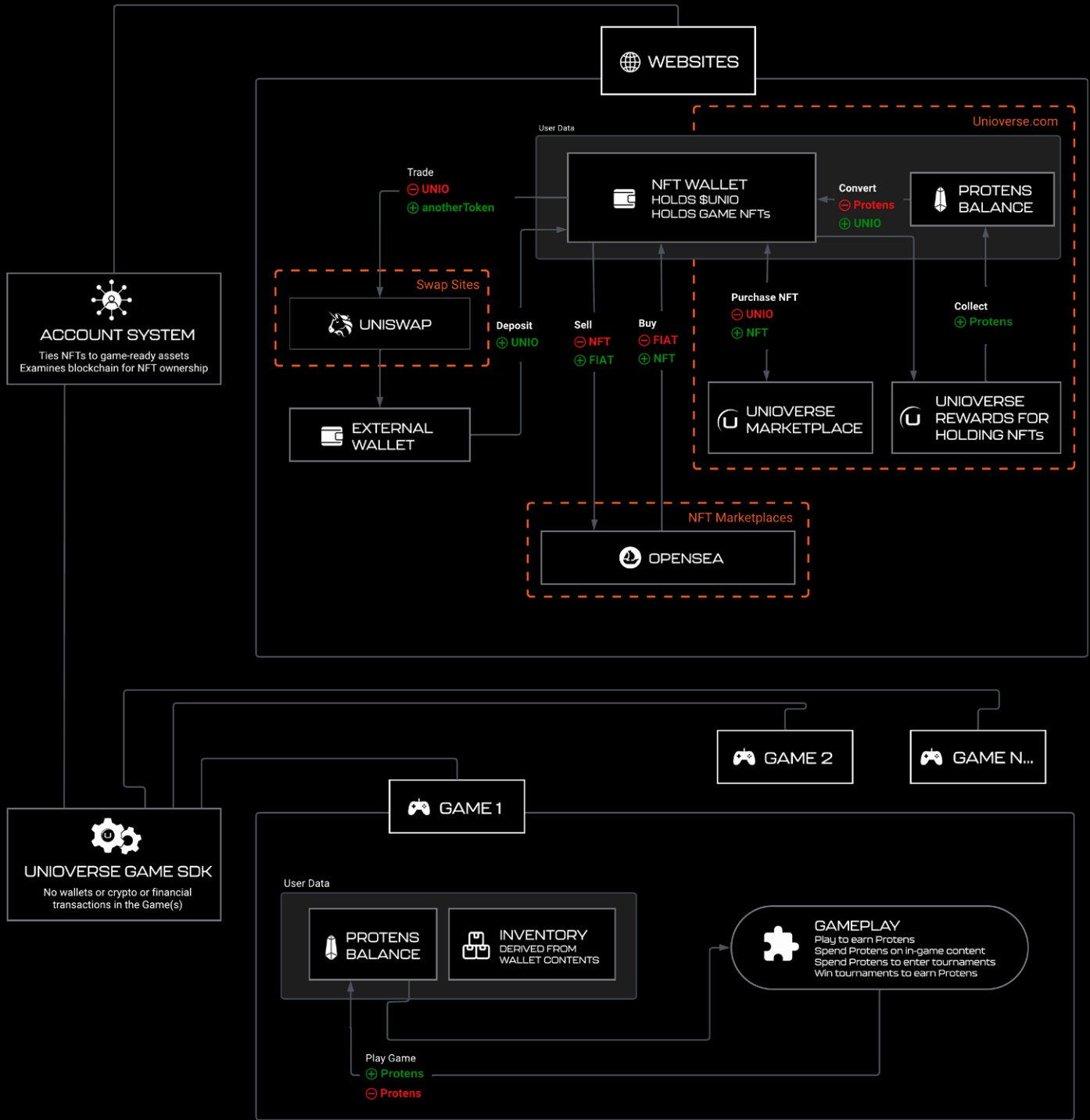
UNIO is the native platform currency, so UNIO would be directly spent in various aspects in “Economy sinks,” or require staking.

- **Universe Blanks** are required to make every type of user generated game content, including ships, weapons, mechs, space stations and more. UNIO is required to mint the UGC items on the blockchain.
- **Guilds** and other player organizations that exist across all games require UNIO to create.
- **Hero NFTs** will cost UNIO to mint post-TGE.
- **Rare Level Parts** are limited-supply items claimed for UNIO and used to build levels and customize personal spaces.

- **Creating and Holding NFTs** will generate UNIO at TGE and after, in surprise events.
- **Playing Games** generates Protens, which can be converted to UNIO.
- **Developer Grants** will move treasury tokens to developers in exchange for building more Universe games.
- **Creator Rewards** provide UNIO to top creators via incentive programs.

- **Rare UGC Effects.** UNIO is needed to access Rare UGC Effects, which are limited-supply items that let players make high-value exhaust systems on their ships, special lighting effects on weapons, and so on.
- **Asset Insurance.** UNIO is required for Asset Insurance, which lets players rebuild UGC content that is wrecked in our highest tier tournaments, for free.
- **Platform Data** like sales and game KPIs can be accessed by staking large amounts of UNIO.
- **Game Promotion** is only possible in UNIO, driving more organic users to play via Tapjoy-style engagement loops.

# ECOSYSTEM



Unioverse games use our Game SDK, which does not contain crypto technology. Because of this, Unioverse games can be published on Steam and Apple. In Unioverse games, all transactions are in Protens, and on the website the UNIO is required.

# ROADMAP



## LAUNCH FRANCHISE

The Unioverse debuted in October 2022, blending blockchain technology with industry talent to reshape web3 gaming.



## COMMUNITY BUILDING

Unioverse Collectibles launched with over 1M NFTs claimed, becoming a top 3 most traded collection on Polygon.



## HERO MINT 1: REYU

Reyu, the first AAA 3D asset, sold 20,000 units in January 2023, unlocking access to all Unioverse games.



## PROVING GROUNDS LAUNCH

The AAA-quality Proving Grounds game and tools launched, becoming a top game on the Elixir Launcher.



## HERO MINT 2: KRISHAH

Krishah, an Ascended assassin, sold 16,000 units on Magic Eden in June 2023.



## LEVEL EDITOR & TOURNAMENTS

Level Editor launched, enabling user-created games and weekly tournaments with Proten rewards.



## HERO MINT 3: TOR GRET

Tor Gret, an exiled space prince, introduces a new AAA game asset to the community.



## HOVERBIKE BUILDER

Hoverbike creation tools launch, enhancing user-generated content.



## HOVERDROME GAME PREVIEW

Multiplayer hoverbike and starfighter game launches with a public playtest, expanding the Unioverse.



## DEVELOPMENT PARTNERS

Announcing partnerships with top studios to build core games.



**UNIO TGE**

Unio Coin (UNIO) Token Generation Event in 2024, powering the entire franchise ecosystem.

**STARFIGHTER BUILDER**

Next, a set of spaceship crafting tools for player-generated content.

**MOBILE APP**

A mobile hub for managing your account, inventory, and friends.

**THE HUB**

A central hangar to access heroes, vehicles, and a growing game library.

**COMMUNITY GAMES**

Release of the Unioverse Games SDK for public game development.

**HERO MINT 4: ANNILL LAUNCH**

Next hero: Annill, a military tactician fighting the DeGen plague.

**HERO MINT 5: VELLA JANX**

Vella Janx, a cybernetic assassin, navigates espionage and betrayal.

**PARTNER GAME 1**

Unveiling a multiplayer-focused core game with an external partner.

**PARTNER GAME 2**

An immersive multiplayer experience with rich Unioverse lore.

**PARTNER GAME 3**

The third core game deepens Unioverse storytelling and gameplay.

**UNIOVERSE PLATFORM LAUNCH**

Major distribution for our unified game launcher and creation platform for a growing library of games and user-generated content.

# PARTNERS



# TEAM



Our CEO [Tony Harman](#) is a game industry legend. Tony was Director of Development for Nintendo for a decade and brought dozens of blockbusters to the market including *Donkey Kong Country* and *Killer Instinct*. As President of DMA Design, his team created *Grand Theft Auto*, one of the most successful franchises of all time. At Realtime Worlds, Tony developed *All Points Bulletin* and *Crackdown*. Tony has raised over \$150MM for the companies he has founded.



Our CTO [Wyeth Ridgway](#) has been running Leviathan Games for 20 years. He has worked on dozens of major licenses including *Pirates of the Caribbean*, *MLB*, *The Terminator*, *Lord of the Rings*, and *South Park*. His veteran team at Leviathan Games was rolled into Random Games, and has over two decades of experience creating top-tier games, most recently working on *WWE2K*.



Random Games President [Taehoon Kim](#) (TK) is a serial entrepreneur in the game industry. He was co-founder and CEO of nWay which achieved over 100M downloads across hit titles such as *Power Rangers: Legacy Wars*, and was acquired by Animoca Brands in 2020. Post acquisition, TK led nWay in the development of Web3 fighting game *Wreck League* in collaboration with Yuga Labs.



[Eric Peterson](#) is the Chief Creative Officer at Random Games. Prior to this, Eric worked at Origin Systems with Chris Roberts on the *Wing Commander* franchise. Later, Eric co-founded Digital Anvil with Chris. While there, he negotiated key financial deals and produced and designed *StarLancer* and *Conquest: Frontier Wars*. After Digital Anvil, Eric started Fever Pitch Studios, and then rejoined Chris Roberts on *Star Citizen*.



# TEAM



Anna Farr, is the Chief Operations Officer at Random Games has worked as a Senior Producer for several game studios including Microsoft, Crave Games, Zipper Interactive, and WXP and was Leviathan Game's COO for more than a decade. Anna has been credited on AAA titles like *Crimson Skies*, *SOCOM*, *Fellowship of the Ring*, *SpecOps*, and *MLB Live Online*.



Gabriele Morano, has over a decade at Electronic Arts heading up Mobile Games Sales & Marketing for several European countries. He took on WW Distribution for EA Mobile and Operations for EA Play-4-Free. He was Country Manager for several international companies, has founded startups, and previously been COO at another gaming studio.



Executive Producer Brian Ullrich is an accomplished game executive with expertise in product, creative, functional, and business leadership of large-scale teams and organizations. He has held senior development roles with Nintendo, Microsoft, Electronic Arts, Kixeye, and Realtime worlds and shipped over 30 titles.



Brent Friedman leads our world building and narrative team. For almost a decade he worked side by side with George Lucas on *Clone Wars*. He created the narrative for the last several *Call of Duty* games, and has worked with other top franchises like *The Walking Dead*.



Our story and comics team is led by award-winning author and publisher Josh Viola. He created the Unioverse Anthology Novel leading a team of top writers including Kevin J. Anderson (*DUNE*) and Braham Stoker award winning horror author Stephen Graham Jones.



Michael Skrychevsky is the VP of Business Development at Random Games. His Web3 contact list is more than 500+ companies strong. His list including GameFi/DeFi/AI startups, Metaverses, NFT projects, CEXs, Launchpads, KOLs, and VCs. He has raised money for several Web3 startups and his GameFi project successfully sold out its collection on Binance NFT.



Bryan Clark Bryan Clark is the Director of Brand at Random Games, leading all growth marketing initiatives and customer acquisition campaigns. He co-founded AITV, an integrated marketing team helping brands like Warner Records and Hardrock Nightlife create superfans. He remains a board member and talent manager for the agency, incubating electronic artists as a passion



Marketing Director, Samuel Runnaeles (NFTPLUG) is a Web3 influencer with an impressive track record. He serves as the Community Manager at Trillionaire Thugs NFT and spends his time collaborating with the biggest names in the Web3 space to create the most disruptive ecosystems.



Stuart Jenett is our visionary concept artist and brings the Unioverse to life. His work spans across the entertainment industry. His work appears in *Star Citizen* and Marvel comics. *Star Citizen* raised over \$500M USD in funding.



Doug Messer is a founder, web3 expert, and venture capitalist. He is the founder of 914Ventures. He has successfully built and exited companies such as University Beyond, SD Ventures, and more. He works to facilitate access to deal flow industries, including aerospace, gaming, blockchain and more.

# ADVISORS



Tony and [Dave Jones](#), our Investor/Advisor created *Grand Theft Auto*. Dave has also been instrumental in *Lemmings*, *Crackdown*, and *APB: All Points Bulletin*. Most recently, Dave was working as a lead designer of Fortnite.



[Mark Long](#) is CEO of Neon, creators of AAA Web3 game *Shrapnel*. Mark and Wyeth have worked together across multiple companies for the past 2 decades, and as a Unioverse advisor Mark provides critical insights from *Shrapnel's* success.



[David Campbell](#) is a web2/web3 angel investor and operator. Campbell was COO of the Electric Coin Company, creators of the Zcash protocol. Prior to working on Zcash, DC served as Chief Security Officer of SendGrid, and previous to that was founding CEO of JumpCloud and Electric Alchemy.



[Mark Kendall](#) is a serial entrepreneur and advisor and has raised over \$1B for more than a dozen companies in films and entertainment. He has been founder/CEO of a dozen companies, and currently represents the interests of several entertainment properties including Jackie Chan and Stan Lee.



[Brian Hodous](#) was CCO of Activision and was instrumental to the marketing and distribution of *Call of Duty*, *World of Warcraft*, *Starcraft*, *Diablo*, *Overwatch*, *Guitar Hero*, *Spiderman*, *Destiny* and more. Brian is now a strategic investor and advisor for dozens of entertainment and technology startups.



[Alex Casassovici](#) serves as CEO and founder of Azarus, the “Web3 Layer for Streams,” which was recently acquired by Animoca Brands. Azarus reached over 20 million views and has distributed over \$2MM in rewards through its \$AZA token and digital items. Alex has exited his ventures 4 times and raised over \$10MM in funding.

[Paul Walkborsky](#) was a co-founder of AI.Reverie. He led the company to its acquisition in 2021. Prior to this, Paul served as SVP at *The New York Times*, where he led a cross-functional team.



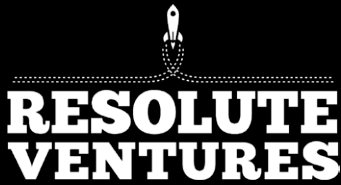
Paul was also the CEO of Gigaom for over 7 years. Paul serves as an advisor/investor to numerous companies, including, Webacy, Digitt, Meddi, Joon, Cyrus, Innit, Stonks!, WAGMI United and Spire (NYSE: SPIR).



[Adam Hollander](#) is a leading figure in the web3 space. He has established multiple successful ventures, including a company that was acquired by Microsoft in 2015. After which, he became their Director of Gamification. He is also behind White Sands, developed on the HYTOPIA platform and lends his expertise to the advisory boards of several cutting-edge companies.



# INVESTORS



Asymmetric



AppWorks



LIQUID X



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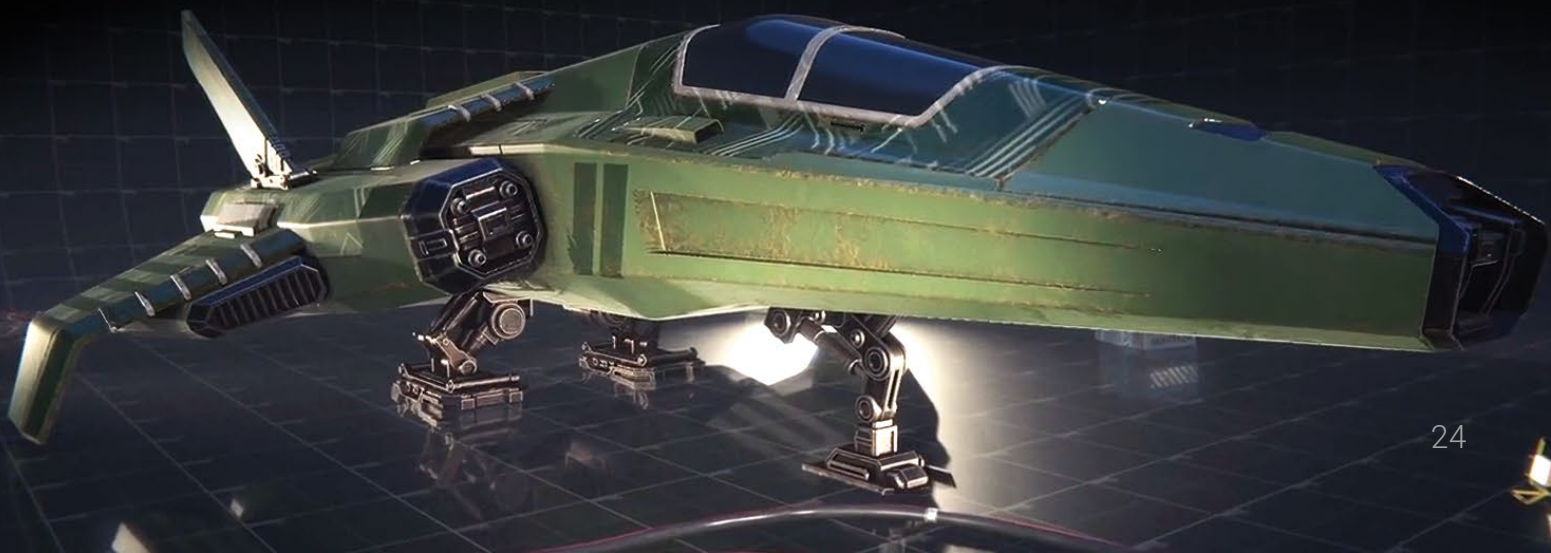
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