VALROFT
ALLIANCE

LITEPAPER

INTRO

Valroft Alliance is a modular, open-source, first-person shooter game with a creator studio for building in-game worlds.

Most projections for the future involve optimistic bets on variables that are expected to change; but we are making high-conviction, pragmatic bets on core assumptions that are unlikely to change: gamers will always want more freedom, creators will always want better rewards and compensation, and people will want new ways to earn money.

As gamers ourselves, we understand that gamers want to be empowered to create, instead of just consuming. We are introducing creator-led gaming to extend Valroft Alliance from just a game, into a tool for creating user-generated content we are calling 'Experiences'. These experiences can be minted as NFTs and sold on our integrated marketplace.

THE PROBLEM

Modern gaming has come a long way, but the economic and creative potential remains untapped. Value created by players has no standard way of translating into economic rewards. The utility and ownership of assets are limited and cannot be transferred or sold. Other than streaming, there are no standard opportunities for gamers to explore their creativity and get rewarded.

Most Web3 attempts at integrating crypto with games have been forced, at best. Fun and playability have become bolt-on afterthoughts, not the core theme. All these, coupled with terrible execution stemming from a poor understanding of gaming culture, with Web3 devs slapping crypto mechanics on everything without first understanding why they're even needed in the first place.

SOLUTION

We are blending a hybrid solution of 3 unique features into one product: a first-person shooter game with PvP, co-op, and battle royale modes; a creator studio for building mini-games and virtual experiences; and a marketplace for our map store, in-game items, maps, assets, and other UGC.

We're merging all of this to unlock a new opportunity we're calling creator-led gaming. We're creating a modular, self-sustaining ecosystem where millions of players become creators and entrepreneurs.

The narrative is simple: Build games and experiences in Valroft Alliance to play with your friends. Publish your creations to millions of Valroft players. Earn money for creating experiences that other players love. Collect and trade items on the marketplace.

When a player creates a popular map, weapon, or skin, they can tokenize and sell it directly to other players. Assets do not even need to hold utility value in the game, provided they can provide sentimental or even speculative opportunities.

There is no such thing as blockchain or non-blockchain games. There are only good games and bad games.

We are pioneering an ecosystem driven by creators and people making things in-game, using the blockchain as a permissionless system to trade assets created or bought in-game.

Instead of P2E —a parasitic Ponzi model, where people are rewarded for merely playing games, instead of contributing anything of value— we are building a symbiotic layer that will enable everyone to truly contribute value in other to earn.

We believe this is the future of gaming. You're not going be able to just make money by tapping a few keys. You will have to design things, build compelling attractions, be interesting, just like the real world, in other to be rewarded by the market.

NARRATIVE

Build games and experiences in Valroft Alliance to play with your friends. Publish your creations to millions of Valroft players on the Valroft Store. Earn money for creating experiences that other players love. Collect and trade items on the marketplace.

A group of friends scattered across different countries. They love playing Valroft together, but they've always dreamed of a map that combines elements from all their home cities. With Valroft's collaborative creator studio, they can make this a reality.

One friend starts by laying out the basic terrain, another adds landmarks from their hometown, while a third designs unique weapons inspired by local folklore. They can do all this in real-time, chatting and laughing as they build. When they're done, they have a unique playground that's meaningful to them and ready to share with the wider Valroft community.

This kind of collaborative creation isn't just fun, it's also a new form of social interaction that most games don't provide. It turns players into co-creators, deepening their connection to the game and to each other.

However, the potential of user-generated content goes beyond just fun - it's also about economic opportunity. Smart contracts can ensure creators continue to receive royalties from secondary sales, creating ongoing revenue streams.

VALUE PROPOSITION

Our core offer is entertaining gameplay with world building that unlock economic and creative opportunities.

Experiences: An experience is a mini-game composed of custom maps, assets, skins, and gameplay mods. Anyone can create and publish an experience. Gamers can build maps with the Valroft engine and share with friends.

Accessibility: Users appreciate the ease of being a part of a rewarding process with lowered barriers to entry. Think Hamster Wheel, think Pirate Nation.

Asset Exit: As players become creators and entrepreneurs on Valroft, we provide an "exit" for their in-game assets. Transfer or trade them. Freedom doesn't stop at the ability to create, it also means the ability to decide what to do with your assets.

For Players:
- Engaging, high-quality FPS gameplay
- True ownership of in-game assets
- Opportunity to earn through gameplay and creation

For Creators:
- Powerful, user-friendly tools for content creation
- Fair compensation model with ongoing royalties
- Access to a large, engaged player base

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WHY US

Most Web3 games that have attempted to solve this problem, have in the process, inadvertently introduced a new one. One so much worse it should never have been allowed to exist. Instead of eliminating friction and bottlenecks to onboarding non-web3 gamers into web3 games, they implement ridiculous mechanisms that increase friction, and needless difficulty in accessing their games.

For example, at the very least, most Web3 games demand that players set up crypto wallets for a start. They force players to hold certain NFTs or tokens before they can play their games. Game characters are sold out as NFTs thereby corrupting the game's with degenerate mechanics. Most of the game characters would be sold off, owned, controlled (or bred) by a select few players, and the best ones would be expensive and hard to acquire.

Plots of land for your base would be NFT's with rare materials on your land going at a premium. Servers would be sold as nodes with rewards if people played on your server. Not to mention how most are incredibly clunky, slow, and hard to on-board because of a dogmatic insistence on building every single aspect on-chain. All needless friction that most gamers would not be bothered to even touch. Therefore, web3 gaming continues to be a closed-off ecosystem with few net new gamers.

But with Valroft Alliance, we are doing things radically differently. We are starting from the core product and working backwards to the technology. Not the other way, as most projects do. Our unique positioning lies in our approach, and our ability to think first, as gamers before anything else. One of our biggest lessons in building consumer products is that if you're building products for people other than yourself: you're obligated to employ whatever technologies provide the best practical fit for the consumer's use-case, not merely based on your ideals. Otherwise, the consumers suffer.

Our mission is to build a game that would capture even a tiny share of the overwhelming population of non-web3 gamers, and onboard them through progressive decentralization. The real move is getting millions of people to play, then slowly introduce blockchain-based features under the hood. To achieve this, they should be able to play our game without extra hoops and bottlenecks. Which is why in our early releases so far, we have been careful to keep our blockchain integration at a minimum for now, and instead focus on building a truly immersive and fun gaming experience. Only after nailing that can we proceed to integrate our crypto-based in-game economy.

We are building a post-scarcity economy. Earning in games should not be zero sum. It should not be a Ponzi. By creating a game where the primary mechanism for earning is tied to valuable contribution not dictated by anyone, we are unlocking a new layer for Web3 gaming. One where you may play for fun, but to earn rewards, you must provide true value —like in the real world.

WHY NOW

There has never been a more potent time in history where people collectively agreed that large corporations held too much power, and independent creators should be given a shot. We have never experienced a greater moment —in the history of small, indie creators— where consumers were happier to give small, unpolished creators a chance, than now.

People care more about well-designed games with a novel, untraditional appeal. A most recent testament to this is the success of Palworld, a Pokemon-style game taking the world by storm, built by a small indie studio. Palworld managed to beat even Counter-Strike and Dota 2 to become number 1 most played on Steam's 24hr chart!

There are so many games out there. So many that do so many things (both good and bad). That's obviously a hint: that More isn't what people are looking for. There will never be another Call of Duty, CS:GO, or Battlefield. What there'll be, however, is an endless opportunity for anyone to build a rallying point for new games for gamers, at new exciting intersections.

BUSINESS MODEL

We run a simple marketplace model that will be powered by the ROFT token. ROFT will be used to facilitate all purchases and transactions on the marketplace and the entire ecosystem. With millions of players not just playing, but earning and trading, we're creating a massive, player-driven economy. The network effects are exponential.

Our growth strategy is developer and creator-led growth and betting heavily on user-generated-content. The success of individual creators depends on the success of the Valroft platform. Which ensures that they are invested in growing the platform for their own benefits through creator commissions.

We would also enable game creators/developers to earn commissions on secondary sales of the in-game assets they created. This gives developers an incentive to create compelling assets.

Revenue Sources

IN-GAME ITEMS

Valroft Alliance will sell unique in-game items such as skins, weapons, maps, and other digital assets to gamers.

TRANSACTION FEES

Charge a small transaction fee for all trades of in-game assets on the marketplace, a vig from custom tournaments organized on our platform.

PLATFORM COMMISSION

Take a commission on the overall volume of trades through the marketplace.

SUBSCRIPTION FEES

Premium subscriptions for advanced marketplace features or privileged access. For example, professional traders may pay for real-time data feeds.
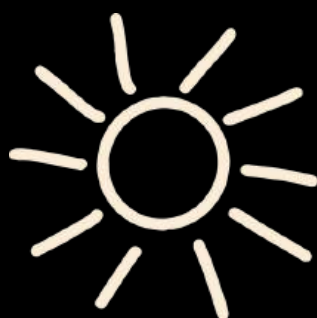
5 Minting fees

If assets are NFTs, charge a minting fee to generate the unique tokens. The fee could vary based on rarity tier.

6 Lending fees

We will enable players to lend assets for interest. The platform can take a cut of lending yields.

7 Crowdfunding

By allowing creators and players to crowdfund or pre-order upcoming game assets, we can take a percentage.

How will gamers earn?

Valroft Alliance is designed from ground up to establish new primitives for a new type of virtual economy in gaming. One where virtual value can be translated to physical value, and everyone is offered equal access, provided they provide value that the market can reward.

CREATOR MARKETPLACE

Valroft Alliance features a decentralized in-game community-generated content marketplace (CGCM) where players and content creators can buy, sell, and trade user-generated content such as maps, worlds, 3D models, weapons, game modes, and mods. Content creators receive direct compensation through smart contracts, incentivizing the development of high-quality and diverse game content.

ESPORTS

Valroft Alliance provides an esports-ready game combined with a player-driven economy. Players can host decentralized tournaments where smart contracts handle prize distribution transparently. This ensures that winners receive their rewards automatically and eliminates the need for centralized intermediaries, providing a fair and trustless competition environment. Players can earn real-world value for their in-game achievements, creating economic incentives for skill development and engagement.

MAP DEEDS

Valroft Alliance is designed to be modular and extensible by maps that can be added by players. Maps can be further minted as NFTs and distributed via land sales by creators and projects, customized to their local specs. Minted maps come with NFT deeds that are stored on the blockchain. Each deed comes with a basic layout that includes walls, specifications and assets for the deed owner, and plots where other players in the game can place buildings and other assets.

Map deeds are designed to unlock a different type of in-game economy for players and creators, in line with our vision to build an open-ended game for true freedom and creativity to thrive.

BOUNTY POOLS

Bounties can be created with a prize pool locked by a contract that can be customized in-game. Bounty owners (BO) can define the rules of participation. For example, Bounty Owners can create a prize pool to reward contributors of high-quality maps, skins, and other assets. The winners can be decided by implementing a smart contract rule that allows only the holders of a specific Soul-Bound Token (SBT) to participate, thereby eliminating mass manipulation, and creating a marketplace for UGC.

LEADERBOARD REWARDS

A novel consensus mechanism to recognize and reward positive player behavior, such as sportsmanship, teamwork, or community engagement, and reward players based on their skill level by ranking them on a leaderboard, which increases their on-chain reputation.

COLLECTIBLES

Anyone can release limited edition collectible items or characters that can be purchased using the $ROFT token, directly from the Valroft game, and listed on the marketplace.

TOKENOMICS

TOTAL TOKENS	TICKER	PRICE	FDV	MARKET CAP
500,000,000	$ROFT	0.020	$10M	$375K

ALLOCATION	TOKENS	SUPPLY	RELEASE
DEVELOPMENT	140,000,000	28%	M3: 20% Quarterly: 10%
ECOSYSTEM	70,000,000	14%	M2: 10% Quarterly: 10%
MARKETING	120,000,000	24%	M2: 4% | M3-27 4%
LIQUIDITY	15,000,000	3%	TGE: 50%
PRIVATE ROUNDS	75,000,000	15%	TGE: 5% | M3-22 5%
PUBLIC SALE	50,000,000	10%	TGE: 15%; Quarterly 16%
PARTNERS & ADVISORS	5,000,000	1%	M4 10%; Quarterly 15%
TEAM	25,000,000	5%	1Y Lock | Every 3M 15%

TEAM

Valroft Alliance is brought to life by Femur Games — a branch of
Femur Labs. We are a gaming studio founded by an all-star team
of talented builders with combined decades of extensive
experience in building and shaping consumer products, games,
social apps, and creator-focused platforms. We have built
amazing products used by people in different industries. We are
not strangers to conceiving and delivering value.

We're placing our bets on Web3 gaming as the future of gaming.
We are motivated to usher in the next shift that truly empowers
gamers and usher incredible new possibilities to Web3.

GIDEON   KAY