VALROFT
ALLIANCE

WHITEPAPER

FEMUR GAMES

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Prologue

Myths and legends have been passed down through generations about the distant galaxy of the Valroft empire. The tales stored in old scrolls and parchments. You have found the only book that holds the true story. A long, long tale of galactic conquest and adventure where battles unfold with unparalleled intensity. Engage in exhilarating skirmishes, combat strategies, and daring raids against formidable adversaries. Assemble and upgrade your clan with state-of-the-art weaponry, each choice influencing the tide of cosmic warfare.

Introduction

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 real alpha for Web3 games lies in enabling new experiences that traditional games do not provide.

Valroft Alliance is an exciting FPS game with mainstream adoption appeal, paired with a tool for value creation that can be rewarded by the market. We unlock economic opportunities by turning players to creators, and creators to entrepreneurs.

Problem

The gaming industry generates $120 billion annually from virtual and in-game items, with companies claiming 100% of sales and rights. The gaming industry, despite its massive size and growth, fails to adequately reward and empower its most valuable asset: the players and creators. They treat players as passive consumers, offering pre-defined experiences with little room for customization or meaningful contribution.

We outline the 3-fold problem in modern gaming:

Lack of freedom: Gamers often want to modify their gaming experience (modding) which takes games from being a one-way street to an interactive playground, and to utilize their virtual goods as they wish. Most games ignore the first, and outrightly have no plans to grant gamers the freedom to find value for their virtual goods outside of their walled garden. So gamers are stuck with no utility for purchases they do not need.

Poor creator reward: Creators generate immense value but rarely benefit economically. Creators on Roblox for example only receive ~30% of their earnings. Creators can't transfer their games out of Roblox.

Few economic opportunities: There is no integrated marketplace for everyone to trade their assets and earn freely.

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.

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.

Product Overview

First-Person Shooter: an (FPS) featuring PvP, co-op, and battle royale modes built on a modular, open-source engine for maximum flexibility, contribution and community extensibility.

Creator Studio: an in-game collaborative playground tool that can be used to edit and build experiences, maps, game worlds, create and import assets that can be integrated into gameplay.

Marketplace: a digital store where players can discover, buy, and sell gaming content created within the Valroft ecosystem. Think of it as an App Store for gaming experiences, with content created and contributed by the community.

Key Features
- **Modular Design:** Allows for unlimited customization and expansion
- **Create-to-Earn Model:** Rewards creators fairly for their contributions
- **Esports-Ready:** Built-in tournament and spectator modes
- **Cross-Platform Compatibility:** Seamless experience across PC and mobile (in development)

Our open, modular structure also means that creators are not locked to our platform. They can potentially transfer their assets outside of Valroft entirely. This gives creators more control and more opportunities to monetize their work.

Infrastructure

Valroft Alliance provides a unique open-source engine derived from open source technology but with upgraded modern rendering techniques, built using SDL and OpenGL which allows it to be ported to many platforms. The new rendering features include fully dynamic omnidirectional shadows, global illumination, HDR lighting, deferred shading, morphological/temporal /multisample anti-aliasing, and much more.

Valroft Alliance is built atop Red Eclipse, which means it is powered by the Cube 2 and Tesseract gaming engine which provides upgraded modern rendering techniques. The rendering features include fully dynamic omnidirectional shadows, global illumination, HDR lighting, deferred shading, morphological/temporal/multisample anti-aliasing, and much more.

This allows for a shallow learning curve where anyone can quickly start making their own maps / levels to share with others. The editor itself is also contained within the game as its own game mode, meaning that you can create an entire map without the need of additional tools/software like most other 3D games. You can also join an online server to edit maps with others in realtime multiplayer map editing.

Why Open Source

Valroft Alliance is strategically built on proven open-source technology, enabling us to focus 90% of capital on what matters: user acquisition and platform development, go to market in 6 months instead of 2 years, deploy across platforms seamlessly, leverage a battle-tested engine that powers millions of gameplay hours.

Market Parallels
- Unity: Built on open source, powers 50% of games
- Roblox: Core engine isn't their moat, platform is
- Steam: Value from distribution, not proprietary tech

Capital Efficiency (by leveraging open source):
- $2M does the work of $10M
- 6-month runway becomes 18 months
- Engineers focus on innovation, not maintenance
- Faster path to product-market fit

Risk Mitigation
- Proven tech reduces technical risk
- Faster time to market reduces market risk
- Lower burn rate reduces financial risk
- Community support reduces maintenance risk

Airbnb didn't build houses. Uber didn't build cars. We're not building engines - we're building creator gaming.

Market Size

The gaming industry is experiencing a paradigm shift towards user-generated content (UGC) and player-owned economies.

The global gaming market size was valued at $281.77B USD in 2023 to $665.77B USD by 2030.

Virtual Goods Market size was valued at $81.13B USD in 2023 and is projected to reach $294.13B USD by 2030, growing at a CAGR of 20.2%. Reismanis and mod.io predict that by 2025, $1 out of every $10 spent on video games will go toward UGC, potentially generating $25 billion, a 400% increase from 2021.

Within this broader context, blockchain gaming has emerged as a disruptive force. The play-to-earn model, popularized by games like Axie Infinity, demonstrated the potential for integrating real economic value into gaming experiences. The market for web3 games is expected to grow from $4.6 billion in 2022 to $65.7 billion by 2027, representing a CAGR of 70.3%!

The number of users in the NFT market is forecasted to reach 19.71 million by 2028. User penetration is expected to increase from 0.23% in 2024 to 0.26% by 2028. The global gaming market hit $184 billion in 2022 and is projected to reach $340 billion by 2027. That's a massive pie, but it gets interesting: only a fraction of this market has tapped into blockchain technology. We're not just aiming for a slice of the existing pie —we're expanding it!

Opportunity

The trends are converging. The value waiting to be captured. The biggest games were born from enabling players become creators.

The gaming industry is undergoing a shift, and we are perfectly positioned to capitalize on multiple converging trends:

Rise of User-Generated Content (UGC): UGC is transforming players from mere consumers to active creators. Roblox, a user-generated content platform, went from a $4 billion valuation in 2019 to $38 billion at IPO in 2021. Why? Because they empowered creators and built a robust in-game economy. By 2025, $1 out of every $10 spent on video games will be directed towards UGC.

Modding Culture: A 15-year old kid, Dave Johnston, created two of the most famous maps in video games history, as mods of Half-Life. He ended up selling the rights to Valve and the rest is Counter-Strike history. DayZ was an ARMA 2 mod. Dota (and the entire MOBA genre like LOL) came from a Warcraft 3 map.

We have a unique opportunity to tap into modding, the practice of modifying or extending games beyond their original design, which has long been a cornerstone of gaming. Valroft is designed to embrace the modding culture. We're open source and built on a modular game engine that allows gamers to reshape the game and create the experiences they want.

Virtual Goods Economy:

Large brands can create custom experiences on Valroft using virtual skins and assets themed after their products.

- Virtual Goods Market valued at $67.5 billion in 2022, projected to reach $203.6 billion by 2030 (CAGR of 20.2%)
- In 2024, NFT assets market projected to reach $2.378 billion, growing to $3.369 billion by 2028

Blackmarket for Virtual Goods: There is a huge, thriving parallel economy of virtual goods and skins for games like Call of Duty, CS:GO (blackmarket value of ~$3B USD) because items purchased in-game cannot be traded or transferred out.

Our marketplace capitalizes on this gap by providing a platform for creating and trading in-game assets. We are capturing value that traditionally eluded game devs. This approach not only monetizes player creativity but also taps into the massive, previously inaccessible revenue stream of unofficial asset sales, positioning us as the go-to platform for virtual goods trading.

Esports and Competitive Gaming: The rise of professional esports tournaments and viewership is attracting significant investments and sponsorships, further boosting the market.

Untapped Potential in Web3 Gaming:

Only a fraction of the gaming market has adopted blockchain technology. There is a latent opportunity to bridge the gap between traditional gamers and crypto enthusiasts.

Use Cases

Esports tournaments on community-created maps

Branded experiences for marketing partnerships

Educational content creation for gamified learning

Case Study: NASA x Minecraft

Recently, in October 2024, NASA has announced a partnership with Minecraft to "...bring the wonders and science of NASA's James Webb Space Telescope into the hands of the Artemis Generation through this exciting Minecraft collaboration," said NASA Deputy Administrator Pam Melroy.

"NASA invites gamers, educators, and students to grab their pickaxe and check out its latest collaboration with Minecraft exploring a new world inspired by the agency's James Webb Space Telescope. The partnership allows creators to experience NASA's discoveries with interactive modules on star formation, planets, and galaxy types, modeled using real Webb images."

- Source

Brands Capture

All brands want to become cults. And cults need a world to exist in. Worlds are built via relentless brand consistency across all surfaces. What greater surface than a game with the potential to converge millions of players in one place!

Valroft turns brands into playable worlds by providing a visual game engine to brands to build worlds themed to their needs, offering new experiences to their audience.

For example, the BAYC community can create a mini-game in Valroft, using BAYC assets and skins that represent their community. They can turn this experience into private servers that are token-gated for their community.

The TATE Museum could build a large virtual museum in-game with huge portraits on the wall. Then create a tournament and have digital artists and painters compete for the best paintings to be hung on the wall for a prize. The paintings can be further sold on the in-game marketplace.

Imagine 100 million players, with a mobile version of Valroft, creating new mini-metaverses and micro mods. With no barrier to entry but an internet connection and a device. No elaborate gaming setups needed. Just creativity.

Advantages

> Valroft Alliance is not a research problem to be validated and tested; it is a proven theme for a ready market.

Hybrid Business Model: Uniquely positioned as the sector leader in creator-led gaming. Capitalizes on multiple converging trends at the intersection of FPS gaming, creator platforms, and NFT marketplaces. Offers multiple revenue streams and network effects across all three segments.

Defensible Market: Betting on a mature $200 billion market with unlimited upside, supported by the tailwinds of UGC, competitive gaming, and demand for virtual goods. Valroft is well differentiated from competitors and cannot be easily replicated by other FPS games without having to rebuild and rearchitect their entire game.

Distribution Flywheel: Open source distribution powered by a proprietary marketplace. The core Valroft game offers a permissive license that allows freedom to extend. However, our marketplace is proprietary, which ensures revenue capture and ecosystem control. Which means the more hands our game get into, the more powerful our marketplace becomes!

Network Effects: Valroft is a creator engine paired with a thrilling game —which is the 'trojan horse' to acquire users who create value that accrues to our platform, which further attracts new users who create value that...yes, exactly.

Proven Technology: Building on proven existing open source projects allows fast shipping and live feedback, meaning faster iteration and lower long-term costs. Early adoption from alpha release demonstrates the potential for widespread adoption.

Creator-Centric Economy: Fair revenue split and ongoing royalties for creators. Empowers a new generation of digital entrepreneurs

Technological Edge: Modular architecture allows for rapid iteration and feature integration. AI-assisted creation tools lower the barrier to entry for new creators.

Scalable Business Model: Our marketplace model focuses on in-game purchases of virtual goods, marketplace fees, tournament stakes and creator revenue-split, providing predictable, recurring revenue with high margins as the company scales.

Experienced Team: Founders with proven track record in scaling consumer products. Deep understanding of both traditional and web3 gaming markets. A small and lean team ensuring speedy execution. Scrappy and determined to win.

VALROFT ECOSYSTEM

Valroft Alliance is composed of several layers that work together to make up a strong ecosystem:

ENTERTAINMENT LAYER (METAL PLAY):
This refers to the core FPS game. the rich backstory and lore for Valroft Alliance, including a compelling narrative that adds depth to the world of Valroft that offers a sense of purpose. It introduces characters, factions, and events that players can connect with, providing a sense of immersion in the Valroft universe.

CREATIVE LAYER (METAL CREATE):
This refers to the creator studio. The aspect of creating and expanding gameplay, distributing gaming assets and improving the entertainment of the ecosystem, either by the core developers or by the community.

ECONOMIC LAYER (METAL EARN):
This refers to the marketplace. The mechanism of in-game assets, game economy and incentive design, token utility, in-game transactions, marketplace trading and the monetization of various aspects of IP by creators and gamers.

FPS (Metal Play)

Valroft Alliance is an open-source, competitive, skill-based shooter game built on the Cube 2 engine.

It combines fast-paced gameplay with parkour-style movement, offering an intense, action-packed experience with features like double-jumping, wall-running, and dashing.

It is built to be extensible using the Creator Studio.

Game Modes
Play as the Noxians or the Zeniths in an intensive, faction-based clash with a variety of game modes, including Deathmatch, Capture the Flag, Defend and Control, among others. These can be played in single-player, multiplayer, or co-op modes.

Game Mechanics
One of its defining features is the enhanced mobility mechanics. Players can perform parkour moves like wall-running, sliding, dashing, and double-jumping, allowing for highly dynamic and vertical combat scenarios.

Weapons & Power-ups
The game has a wide range of weapons, from melee to futuristic guns, with power-ups and abilities that can change the course of the match.

Multiplayer Focus

The game has a strong emphasis on online multiplayer, supporting both casual and competitive play. The community contributes to custom maps, mods, and new content, keeping the game fresh.

Valroft is designed to be the first web3 game that empowers creators, developers and game designers build their own game-within-a-game, without having to worry about the mechanics or technical requirements of building a game.

NFT brands looking for utility for their collections can hire a 3D designer to model custom worlds and gaming asset for their NFTs that can be imported into Valroft Alliance and used to create maps themed with their brand for anyone (or just their community) to play. All without needing the permission of Femur Games. Anyone with a copy of Valroft Alliance will be able to tinker and improve the entertainment layer as they see fit.

Don't like a particular part of the game? Fine, create a better version over the weekend! As opposed to P2E, Valroft Alliance is unlocking a new market driven by creators and people making things in game. We believe this is the future of gaming. Much similar to Roblox.

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. You can also buy content made by other players in the Valroft Marketplace.

Valroft Social

Valroft Alliance is not just a game; it's a living, breathing ecosystem where players are not limited to in-game actions. Engage in decentralized social experiences, initiate or participate in tournaments with real-world rewards, and explore a dynamic metaverse that extends beyond the confines of traditional gaming.

By using game tags, Valroft Alliance attempts to create a social platform beyond gaming where people can form relationships, and interact and find friends. We do this by employing progressive decentralization in a unique way:

Instead of long wallet addresses, players can identify themselves in the game with a local username tag that can be further minted as an ENS domain (if they elect to) that can be used outside of the Valroft game to transact, send and receive tokens and NFTs on-chain like a normal crypto address.

Entertainment DAOs

Implement DAOs to empower the community in decision-making processes. Allow players to propose and vote on game features, map designs, and even storyline developments, fostering a sense of ownership and collaboration.

Game Tags

These tags are attached to unique crypto addresses on chain. The tags are further tied to their Real World ID (RWI) with a social login that players are used to, in order to abstract away the mechanics of setting up a web3 wallet.

At the time of profile creation a unique wallet address is generated, paired with the username and tied to the player's social account. These tags are attached to unique crypto addresses on chain, and their Real World ID (RWI).

Community Collaboration

Using our curate your network feature, players can build communities permissionlessly. Build custom game maps and take them with you. Valroft Alliance encourages collaboration among players by enabling players to collaboratively build maps, share assets, and create custom worlds. This collaborative environment fosters a vibrant and engaged player base, enhancing the social aspect of the gaming experience.

NFT Weapons and Skins

Introduce unique, limited edition weapons and skins as non-fungible tokens (NFTs). Players can truly own and trade these assets in and out of the game, creating a vibrant marketplace for rare and exclusive items.

Creator Studio (Metal Create)

The Valroft Creator Studio is a built-in design environment that lets players create their own gaming experiences. It is offered as a UI playground tool that anyone can use to edit and build maps, create and import assets that can be integrated into gameplay.

The engine is built on Cube 2 and Tesseract, which gives us modern rendering features like dynamic shadows, HDR lighting, and global illumination - but we've modified it extensively for real-time collaborative creation. Think of it as a fully contained engine inside the game itself. You never need to leave Valroft to create.

Multiple creators can modify the same map simultaneously, with changes propagating instantly across all connected users. We achieve this through an octree-based geometry system that breaks maps into manageable chunks for efficient updates and conflict resolution.

We've built a modular asset system. Creators can break down imported models into components and share them like building blocks. Think of it as a Lego system for 3D assets. A creator might import a complex spaceship, break it into engines, wings, and weapons, then let other creators mix and match those parts to build new variations.

When a creation is ready, it becomes a standalone module that can be instantly shared and played.

This modular approach allows for the creation of unique arenas by combining pre-designed elements, importing external design assets and models, and fostering a dynamic and ever-evolving game environment. Players can modify terrain, place structures, and define objectives, they can also create new in-game assets, such as structures, buffs, or cosmetic items, directly within the game environment, creating unique maps for battles.

In the map editor, players have the flexibility to:

— Adjust terrain height and texture.
— Place structures such as towers, bases, and obstacles.
— Define spawn points, resource locations, and other key map elements.

Changes can be saved as smart contracts on the blockchain, ensuring the integrity of the map data.

—

FEATURES

1

3D Asset Importation Framework

A robust 3D asset importation framework allows players to seamlessly import custom 3D models into the game. These assets can be tokenized on the blockchain, ensuring ownership, and are stored on IPFS for decentralized access.

2

Player-Created Worlds

Allow players to create and design their own game worlds within certain constraints. Enable the sharing of these player-created worlds with the community.

3

Dynamic Environments

Let players modify the environment in real-time during gameplay, creating dynamic and evolving landscapes. Weather changes, day-night cycles, and seasonal variations based on player edits.

4

Resource Management

Integrate resources like minerals, flora, and fauna into the map that players can strategically place and manage. Players can mine resources or cultivate virtual ecosystems.

5 Customizable Structures

Enable players to build structures, homes, and even entire cities within the game world. Integrate a construction system with various materials and architectural styles.

Marketplace (Metal Earn)

Creators use the Valroft Creator Studio to build their content, then publish directly to the store. Each item is minted as an NFT, giving creators and buyers true ownership of their digital assets. When a player purchases something from the store, the majority of the revenue goes directly to the creator. The store includes a robust rating and review system, helping the best content rise to the top. Featured sections highlight exceptional creations, while discovery tools help players find exactly what they're looking for.

For Players
Players can browse through thousands of unique gaming experiences, each offering something different. Whether you're looking for a competitive map for your next tournament, or a casual experience to enjoy with friends, you'll find it in the Valroft Store.

For Creators
The store provides creators with direct access to a large player base, real-time analytics, flexible pricing options, ongoing royalties from secondary sales, and built-in marketing tools.

Beyond Gaming
Beyond traditional gaming content, brands can create custom experiences, educational institutions can distribute learning environments, and organizers can sell virtual events.

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ESPORTS, STAKING, & DECENTRALIZED TOURNAMENTS:

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 use their servers to host private matches and tournaments, creating exclusive gaming sessions for friends, communities, or esports events. All participants are able to stake tokens in the prize pool trustlessly without revealing their identities. This feature adds a layer of exclusivity and control over the gaming environment.

For example:
John Doe creates a tournament for his 5 coworkers. He sets up a prize pool for every player to contribute to. He generates an invite link and a tournament QR code that he shares to his coworkers. By simply clicking the link or scanning the QR code they join the tournaments as players or spectators. Everyone who joins as players each contribute $50 in $ROFT tokens to the pool, totaling $300. Contestants in tournaments can stake tokens in a prize pool

By integrating decentralized finance (DeFi) principles, players can earn real-world value for their in-game achievements, creating economic incentives for skill development and engagement.

→ CREATOR MARKETPLACE.

VALROFT 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.

The VALROFT Marketplace features two primary transaction modes: Direct-to-Player (D2P) and Player-to-Player (P2P).

- **Direct-to-Player (D2P)** involves the purchase of in-game assets directly from the original publisher in the marketplace. Say, the Valroft team releases a limited collection of weapons as marketplace assets, players would initially only be able to purchase from the Valroft team directly. After which, further trading of the already purchased asset can be between players (Player-to-Player).

- **Player-to-Player (P2P)** involves the trading of items by secondary owners and players in the marketplace. Players can re-list items purchased from creators, projects and communities, for sale at arbitrary prices as dictated by demand, supply, value, and scarcity.

Furthermore, the marketplace will serve as the primary hub for distribution and exchange of not just in-game assets, but services.

DAOs can create and sell custom maps, tickets, or land, NFT-gated for only community members or specific NFT holders. This way, communities are enabled to thrive as sub-genres of Valroft Alliance, by creating custom worlds and tournaments, without the huge cost of building a full project.

Designers can list 3D models, layouts, terrains and other graphics resources that can be used by players or NFT projects to design virtual worlds in Valroft Alliance.

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.

Map Store

Our map store is the backbone of our Creator-led Gaming model. It is the place where users can buy, sell, and rent custom-made maps created by the community. Picture a world where every gamer is a potential creator, every creation has value, and every player has access to an infinite universe of experiences.

Custom maps are already popular in games like Counter-Strike and Warcraft 3. We're just adding the missing piece - monetization. It also aligns perfectly with our Create-to-Earn model and enhances our unique selling proposition.

Our Map Store will empower creators to monetize their imagination directly. It will provide players with an endless stream of fresh, exciting content. And it will open up a new realm of possibilities for Valroft's growth.

This isn't a shot in the dark. We're building on proven demand. Games like Counter-Strike and Warcraft 3 have shown us the hunger for custom maps.

Imagine esports tournaments unfolding on community-created battlegrounds. Envision brands crafting immersive experiences for their audiences. Picture educators (like NASA is doing with Minecraft) designing interactive worlds that make learning an adventure.

Web3 Integration

With a prototype-first development, we prioritize building vanilla prototypes. We focus on building a version 1.0 that sufficiently demonstrates that the core game mechanics are provably fun without the perversion of incentives. Our approach is a collective-development with real players from day one.

By letting actual gamers be a part of our journey, we are able to incrementally improve and provide an incredible fun experience that highlights gameplay over incentives. Only after establishing those strong fundamentals that make games successful do we advance to tightly integrating web3 elements where necessary and only after core game mechanics have proven to actually be fun without it.

With Valroft Alliance, we are building cautiously from a deep understanding of the problem, hence our focus on first building

out a game with solid mechanics and fundamentals before going ahead to integrate something as permanent as an in-game Web3 economy.

We are building a product with zero technical or blockchain requirements to play. Simply download and play. Core functionalities and mission critical components are not tied to the blockchain.

The concept is to simplify the blockchain engine and provide a seamless experience without unusual demands that gamers are not accustomed to. Gamers recognize the advantages of blockchain when they decide to sell, stake, or lend their assets. Initially, they simply want to enjoy playing the game.

Because, really, to the mainstream gamer: there is no such thing as blockchain and non-blockchain games. There are only good games and bad games. Gamers only care about playing the best end-product games possible, nothing else. A poorly built game with an interesting in-game economy is still a bad game at the end.

It would only manage to attract people with misaligned incentives. We believe the time has finally come to create games that empower players to own, buy, sell, trade, collect, and have control of their digital assets without sacrificing all of the culture and entertainment values that gamers have come to love and expect.

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.

We would also 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.

NFT brands looking for utility for their collections can hire 3D designers to model custom worlds and gaming asset for their NFTs that can be imported into Valroft Alliance and used to create maps themed with their brand for anyone (or just their community) to play.

Revenue Streams

1

IN-GAME ITEMS

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

2

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.

3

PLATFORM COMMISSION

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

4

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.

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6   Lending fees

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

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7   Crowdfunding

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

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8   Advertising

Non-intrusive, native advertising within the game world

Sponsored events, tournaments, and branded in-game items

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9   Tournament Fees

Entry fees for competitive tournaments

Revenue share from esports broadcasting rights

Gameplay

Valroft Alliance features 5 playable game modes which can be further customized through mutators. Along with the cooperative map editor and a demo viewer to playback previously recorded matches.

BASIC GAMEPLAY

Default gameplay consists of two teams placed within the level which compete against each other to score the most points within the set time limit.

WEAPONS

In most games all players are equipped with a pistol and two of their favorite loadout weapons. Furthermore, explosive weapons can be collected in the arena, such as grenades and mines, to bolster their offensive abilities.

BASIC GAMEPLAY

Default gameplay consists of two teams placed within the level which compete against each other to score the most points within the set time limit.

PARKOUR

Valroft features a parkour system, that allows you to navigate maps in many different ways.

TEAMS

Blue Noxans

Red Zeniths

ENNUI

INSTITUTE

Beware campers on the slanted roofs outside. The statue and divider in the interior atrium provide useful cover from longer-ranged weapons. The foliage can be disabled at mapeffects 1.

Galactic skyscrapers. Simple, but relatively large, layout capable of duel, survivor, or medium FFAs. Bridges cross the exposed center of the map, making long range combat viable.

FORTITUDE

TRESPASS

Postmodern. Trespass is a clean, postmodern map with single pickups tuned for duel. It has areas that benefit every type of weapon, as well as grenades and mines to utilize.

RIFT
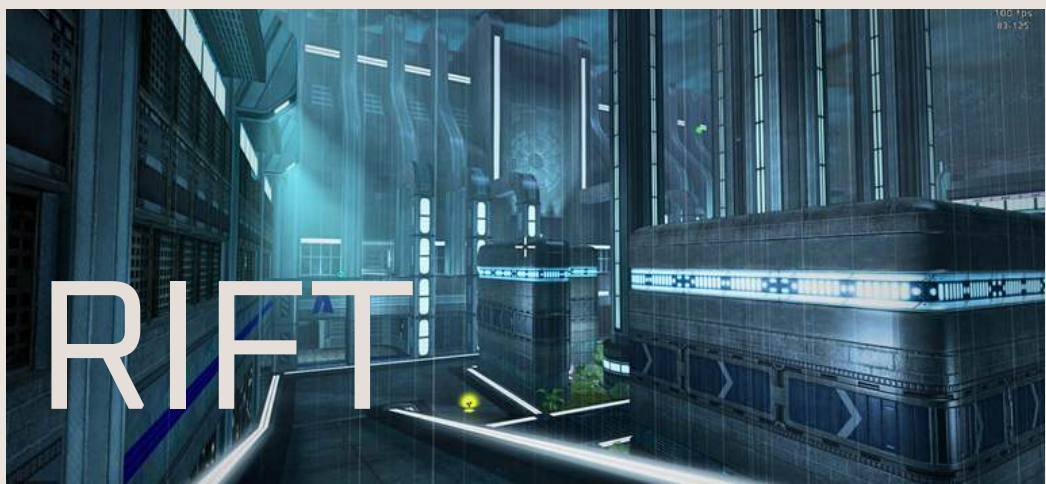
Military Base. Large, open symmetrical team map suitable for large matches.

Forest. Tripartite map with alpha and omega bases at the far corners. The long chasms leave players exposed to rifle fire, while the tight corridors are suitable for ambushes.

OCTAVUS

LORE

In the year 3000, Valroft's advanced humanoid inhabitants were divided into the Zeniths of Aetheria and the Noxians of Umbralia, battling over scarce resources. Earth's last humans, spacefarers seeking a new home, targeted Valroft for invasion. When Earth's fleet attacked, the Zeniths and Noxians realized unity was their only hope. Aric Vallis of Aetheria and Elder Kaelan of Umbralia formed a fragile alliance. Combining their strengths, they launched a fierce counteroffensive. Earth's forces were eventually defeated, but Valroft paid a high price. Rebuilding began, with the people embracing their newfound unity for a hopeful future.

[REFER TO THE *VALROFT BOOK* FOR THE FULL TALE]

Game Features

As an Esports-ready game, featuring a player-driven economy that goes beyond the game itself. It offers a plug-and-play experience with various game modes, including team fights, PvE campaigns, and asymmetric PvP.

LIVE SPECTATE
Players can join matches as spectators, and watch other players play.

HOST SERVER
Create your own server: Invite your friends and host tournaments!

RECORD GAMEPLAY
Players can stream live and record their gameplay.

MULTIPLE STYLES
Choose between Multiplayer, Singleplayer, Cooperative Play

5 HOST TOURNAMENTS

6 BUILD YOUR OWN MAPS SHARE WITH OTHERS

7 IN-GAME MAP EDITOR

8 BUILD YOUR OWN TERRAINS AND ASSETS

9 POWER-UPS

10 ADVANCED CRAFTING

VALROFT

11

LOOT BOXES

12

MARKETPLACE

13

IN-GAME VOICE
AND TEXT CHAT

14

STAKING &
TOURNAMENT POOLS

15

LEADERBOARD

16

INVITE LINKS

$ROFT TOKEN

IN-GAME PURCHASES

REWARD SYSTEM

VIRTUAL REAL ESTATE

Valroft operates on a token-based economy, with a native cryptocurrency, $ROFT, used for in-game transactions, rewards, and economic interactions.

Smart contracts handle the creation, distribution, and exchange of the tokens.

Funds raised from token sales will largely go into building out the product, hiring more game designers, hiring mobile engineers to target mobile etc

VALROFT

TOKEN UTILITY

In-Game Purchases

Players can use the $ROFT token to buy in-game items, skins, weapons, and other virtual goods, enhancing their gaming experience.

Bounty System

By completing certain achievements, challenges, or progressing through the game, players can earn $ROFT tokens as rewards, depending on what bounty was set.

Trading and Marketplace

Players can trade their acquired in-game items or characters with each other using the $ROFT token, fostering a player-driven economy within the game.

In-Game Services:

Players can pay with the $ROFT token to access premium in-game services like character customization, leveling up, or accessing special events.

Competitions and Tournaments

Entry fees for esports competitions and tournaments can be paid using the $ROFT token, offering a decentralized and transparent way to participate and win prizes.

UGC Rewards

Players who create and share content related to the game, such as guides, videos, or fan art, can receive rewards in the form of gaming tokens as part of marketing and distribution purposes.

Cross-Game Compatibility

$ROFT token will be supported across different games, both by Femur Games and other partners, allowing players to carry their rewards or items from Valroft Alliance to another within the same ecosystem.

→
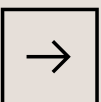
TOKENOMICS

	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%

ROADMAP

2-YEAR PRIORITY PRODUCT ROADMAP AND DELIVERABLES

2024

Q2
- Website launch
- Whitepaper published
- Game preview release

Q3
- Early public marketing campaign
- PVE/PVP gameplay development/testing
- Network features and in-game communication

Q4
- Beta release for Windows
- Partnership announcements
- Token smart contracts deployed and audited
- $ROFT IDO/IGO

2025

Q1

- Beta release for Mac
- Provably fair loot boxes
- In-game token economy implementation
- Asset marketplace integration

Q2

- Fully on-chain events and tournaments

- On-chain ID/reputation system

Q3

- On-chain anti-cheat
- Cross-game asset integration
- Interactive NFT collectibles
- Custom level builder for tournaments
- Tradable assets engine

Q4

- Mobile release: Android & iOS
- Player-owned land and base building
- DAO governance

TEAM

Valroft Alliance is brought to life by <u>Femur Games</u> — a branch of <u>Femur Labs</u>. 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, whether in entertainment.

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