



# Catacomb CRAWLERS

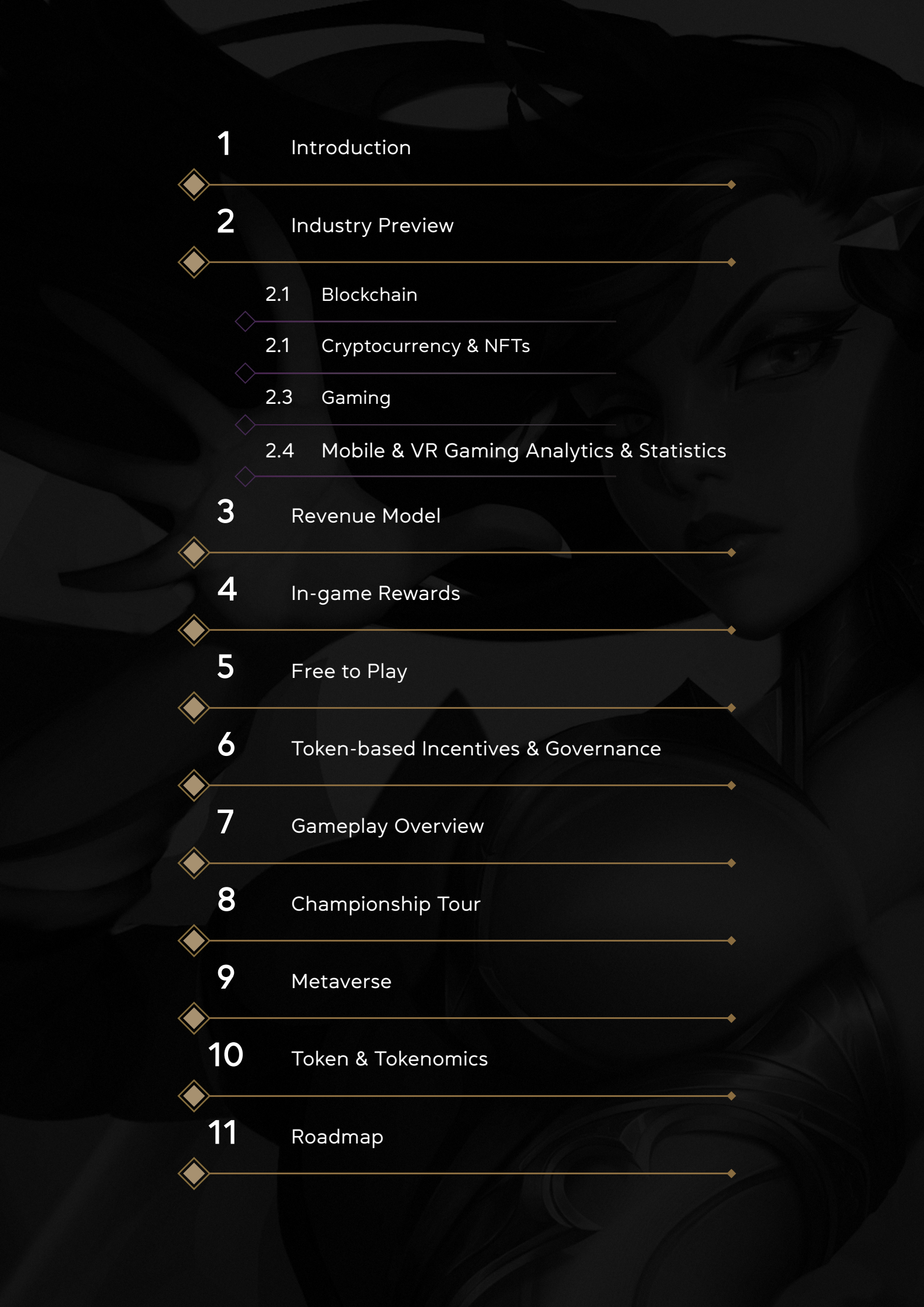
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LITEPAPER V1.5a

The Roguelike RPG game that allows you to turn  
gaming passion into NFTs

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# 1 Introduction

Catacomb Crawlers is an Action Role Playing Game with integrated roguelike mechanics. What makes it unique is being one of the few play-to-earn blockchain projects with graphical fidelity comparable to AAA titles that can be played on Mobile, PC, and VR (Metaverse).

Our goal is to make the world's first Blockchain Action Role Playing Game with roguelike gameplay mechanics, where millions of people can turn their passion for gaming into tangible assets. We aim to create a future where playing a game would give anyone the chance to earn a steady income in an interactive and fun way.

Our team consist of seasoned game developers and artists. With over 10 years of experience each, we have found a way to combine immersive gameplay and high-quality NFTs to keep the investors and players more involved with our game. Some of our artists worked for companies that are well-known in the video-games industry, such as Riot Games, Square Enix, NCSoft, and many other titans of the game industry. Our goal is to raise the bar of Blockchain Gaming, coming up with high-quality gameplay, amazing NFTs, soundtracks, and cinematics that are comparable to the AAA studios.

The game will initially be launched on mobile devices in 2023, capitalizing on the rapidly growing mobile game market. We intend to release a PC and Metaverse version later on, targeting the most popular platforms with the most significant player base.

Our goal is to raise the current standards of gaming in the blockchain area by applying the following unique key points:

- » Engaging and action-based gameplay
- » In-depth ever-expanding story presented through unique media such as motion comics
- » High fidelity aesthetics and sound design
- » Unique cross-platfrom economy

Players will guide their heroes through various dungeons, overcoming demons, monsters, and exciting challenges, in order to gain exotic gear, core weapons, and accessories that can be traded for real money on our in-game marketplace.

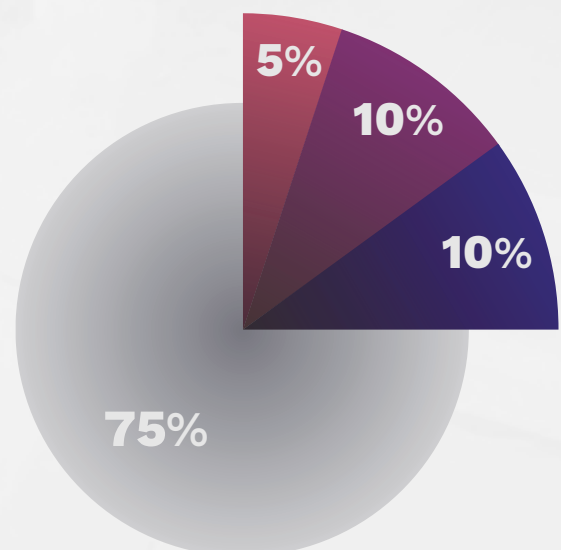


Catacomb Crawlers will feature a play-to-earn economy design, built on our double rewards system. It will support a robust and sustainable economy in which players can play for free and earn both NFTs and tokens, based on the number of unique items they own or their rank in our special in-game events.

On top of the most commonly used reward system, we will be utilizing an unlimited reward and burn system based on the concept of using constant token buyback. Out of our monthly net income, 20% will be awarded back to our players and investors and 5% will be used to active burn or in another staking program.

Additionally, 4% of the annual game net income will be either burned or be used in another staking program to reduce the Bear Market impact or give a slight increase in token value in the long run.

### ◇ Digital System Distribution



With uniquely crafted assets, we differentiate ourselves from all the crypto projects out there taking advantage of "Asset Store" packs, which usually end up with hundreds of games sharing the same content, that's not us, we like to create, we like to build.

The standard trading marketplace transaction fee will be used as a deflationary and staking method to solve the common inflation in blockchain games due to the huge amount of rewards and heavy sell pressure. We'll allocate 2% of the 5% fee to constant token burn to decrease inflation, and 2% to limitless community staking to reduce long-term high sell pressure. The 2% burn will go into extra staking after we've managed to compensate for inflation.



## 2 Industry Preview

### ◆ 2.1 Blockchain

Blockchain technology is critical to the attractiveness and functionality of Bitcoin and other cryptocurrencies. As the term “blockchain” implies, a blockchain is essentially a collection of interconnected blocks or an online ledger. Each block comprises a group of transactions that have been confirmed separately by each network participant. Each new block generated must be validated by each node before being approved, making forgery of transaction histories nearly impossible. The online ledger’s contents must be agreed upon by the complete network of an individual node or computer that keeps a copy of the ledger.

### ◆ 2.2 Cryptocurrency & NFTs

A cryptocurrency is a digital or virtual currency that is protected by cryptography, making counterfeiting or double-spending practically impossible. Numerous cryptocurrencies are decentralized networks powered by blockchain technology, a distributed ledger maintained by a distributed network of computers. A distinguishing aspect of cryptocurrencies is that they are not issued by any central authority, which theoretically protects them against government influence or manipulation.

Each cryptocurrency claims to have a unique purpose. For instance, Ethereum’s Ether sells itself as gas for the platform’s smart contracts. Banks utilize Ripple’s XRP to ease cross-border payments. Bitcoin is the most widely used and highly valued cryptocurrency and it was conceived and introduced to the public in 2008. Today, the market is filled with thousands of cryptocurrencies.

Bitcoin has emerged as an important topic of conversation in major financial centers. The technological development of blockchain smart contracts has evolved into an explosion of applications for decentralized finance (DeFi) and non-fungible tokens (NFTs).

Furthermore, as more people worldwide adopt cryptocurrencies for daily transactions, numerous businesses are advancing blockchain technology by creating their cryptocurrencies and NFT collections. Massive adoption would add enormous value to decentralized ecosystems.

It is believed that the video-game industry would be the primary driver of increased user adoption. It is one of the largest industries on the internet, with around 3 billion people playing games online.

For years, games have attracted millions of technically inclined users who have comprehended the fundamentals of digital asset ownership, such as NFTs.

Non-fungible tokens, or NFTs, are unique identifiers that can cryptographically be used to assign and prove ownership of digital assets. These might be anything from a video clip to music or any kind of digital art. Given that NFTs for digital artwork have fetched millions and, in some cases, tens of millions of dollars, calling them popular may be an understatement. NFT sales reached \$2.5 billion in the first half of 2021.

## ◆ 2.3 Gaming

NFTs also have a strongly favorable effect on gamers. Not only do NFTs provide players with ownership of in-game goods they gain, but they also enable players to safely exchange these assets, raising the possibility of using a game as a new source of revenue.

The world is rapidly approaching a digitalization era, during which advancements occur at tremendous speed. With four billion people globally having access to the internet, individuals spend more time seeking potential online alternatives to earn an income.

Our objective is to contribute to the development of engaging virtual economies that provide these opportunities. People are increasingly aware of the monetary value of their time, and this trend toward monetizing gameplay will inevitably supplant traditional gaming models.

Today, we are witnessing the natural evolution of effective “incentivized gaming” models. As history indicates, blockchain-based non-fungible tokens are the future of game, and we aim to participate in this progression.

The new opportunity to earn money through enjoyable, social activities will attract millions to the blockchain and NFT spaces.

This includes individuals who are unfamiliar with the term “blockchain.”



For instance, in 2020, Axie Infinity drew in jobless individuals from all around the world by incorporating an entirely online, virtual economy into their game. In addition, Axie Infinity innovated the next gaming phase by establishing a “play-to-earn” model and raising a \$152 million Series B at a \$3 billion value, establishing Axie Infinity as a Vietnamese unicorn.

Video games have become the most effective entertainment medium globally, which was further accelerated by Covid-19 lockdowns due to a surge in home-bound populations.

By the end of 2021, Newzoo forecasts 2.7 billion players globally, with this number increasing to 3 billion by 2023. In-game transactions on mobile and browser-based free-to-play games represented the largest revenue share, with an intake of \$159.3 billion in 2020 alone.

The evolution of the video game industry has consistently created innovative business models. From a humble beginning of buying cartridges at GameStop, the industry evolved into “free-to-play” business models, such as Fortnite and Warzone, where players gain access for free and later purchase in-game items. Today, we are witnessing the next natural evolution to “incentivized gaming” models that prove successful. As history suggests, blockchain-based NFTs are the future of gaming, and we intend to be a part of this evolution.

People are starting to realize the monetary value of their time, and this trend of allowing players to monetize their playtime will inevitably replace traditional gaming models. To build something that lasts, teams have to be focused on what’s coming next. The world is rapidly entering a digitalization era where lightning-speed improvements occur. With four billion people having internet access worldwide, people spend more time searching the internet for lucrative opportunities to make a living online.

Our vision is to help create the engaging virtual economies that make these opportunities possible.

## ◆ 2.4 Mobile & VR Gaming Analytics & Statistics:

It’s no secret that the mobile game market is booming. Over the last couple of years, we have seen mobile games break records and make billions in revenue.

More and more players are using mobile devices to play games. It's convenient, simple, and fun. Plus, it allows gamers to play games wherever they are, which can't be said for desktop or consoles.

Mobile gamer demographics are also changing and evolving. What was true about gamers just a couple of years ago is vastly different now. The mobile game market is constantly changing.

- There were 80 billion mobile game downloads in 2020, with an 18% YoY growth. (AppAnnie)
- Players spent \$100 billion in mobile games in 2020. (AppAnnie)
- Player spending is set to reach \$138 billion by 2025. (SensorTower)
- On average, players spent 4.2 hours per day playing mobile games in 2020. (AppAnnie)
- Mobile ad spending in 2020 reached \$240 billion in 2020. (AppAnnie)

Casual games have the most significant download share (78%). For core games, it's 20%, and for casino games, it's just 2%. (AppAnnie)

- In 2020, mobile games accounted for 66% of the App Store's revenue share. (SensorTower)
- 83% of Google Play's revenue in 2020 came from mobile games.
- In 2020, there will be 2.69 billion mobile gamers globally. (Newzoo)
- By 2023, there will be 3.07 billion mobile players worldwide. (Newzoo)
- There were 1.75 billion monthly mobile gamers in 2020. (GameAnalytics)
- 85% of gamers do not identify as gamers. (Mediakix)
- More than 50% of mobile gamers are older than 34. (Mediakix)
- The average age of a mobile gamer is 36. (MoPub)
- People older than 45 make up almost a third of mobile gamers. (Mediakix)

## VR Analytics

Virtual reality, the overarching term for various computer-generated experiences within a simulated environment, has been a topic of interest among tech enthusiasts (and sci-fi fans) for years.

These virtual reality statistics you'll read indicate that the time is approaching for this technology to take off among consumers as well as in the industry.



## ◇ Eye-Opening Virtual Reality Statistics:

- The global AR and VR market is expected to grow to \$209.2 billion by 2022.
- Global VR video gaming revenues reached \$22.9B in 2020.
- There are more than 171M VR users worldwide.
- Demand for standalone VR devices will grow over 16 times between 2018 and 2022.
- 70% of VR headset-owning consumers have bought a game on it.
- 14 million AR and VR devices were sold in 2019.

Thanks to several factors – more affordable hardware, faster internet speeds, and a receptive audience - the growth figures have been striking over the last 4-5 years. The projections for the next few years are even more awe-inspiring.

As it happens with any new technology, estimates from different sources do not always match up; even one year of slower or faster performance than predicted can force major revisions in calculations. In addition, the entry of a major player like Apple can completely change the ecosystem.

With that in mind, we are sure these latest sets of statistics will help provide a clearer idea of virtual reality market growth, changes in perception among consumers, and its utility in business.

## 3 Revenue Model

Catacomb Crawlers will offer an endless amount of game assets of different tiers, which are Common, Rare, Legendary, Mythical, and Ultimate. Examples include heroes, pets, accessories, and core weapons, as well as the ability to purchase your own hideout in the Metaverse, where a player gets to hang out with friends and showcase assets. Like in every other blockchain game, we will include a 5% transaction fee on our in-game marketplace to increase the scalability of the project, 2% will be burned constantly reducing the token inflation and 2% will go into active staking for the community and 1% into further development.

Additionally, players will be able to make some in-game purchases, such as chests or in-game battle passes, which will allow us to appeal to a broader audience, and generate more substantial rewards.

## 4 In-game Rewards

Catacomb Crawlers has the potential to increase the interest of the investors and players even more by offering a double reward system:

- by using a constant token buyback from the in-game net income and increasing at the same rate the token price
- the most frequent blockchain game reward system

### ◇ Token buyback rewards system

- 10% of the monthly game net earnings will be split as a reward to everyone who owns an Investor Pass NFT and top NFT collectors.
- 10% of the monthly game net earnings will be reinvested into seasonal (once in 6 months) PVP and PvE events and ranking system, which will inspire our users to become more engaged and learn more about their favorite characters.

### ◇ Traditional in-game rewards system

- 62% will be dedicated to our Investor Pass NFT owners, having a limited number of 7.000 NFTs. Each Investor Pass NFT will offer 156,25 tokens monthly for 48 months after the game is released.
- 38% will go to our monthly top-1000 NFT Collection Power, which can be obtained by investing 1000\$ into our token or bought on our NFT Marketplace.

### ◇ Tournament & Staking Rewards

- 25% will be dedicated to our community staking program
- 25% to seasonal tournaments released on a 48-month vesting period
- 50% to a monthly ranking system to our top 100 PvE and PvP Players



## 5 Token-based incentives & community rewards

Catacomb Crawlers' in-game currency will be tradeable. The token will be awarded to players and ecosystem participants, thereby stimulating the general growth of the game. We want to use the token to align incentives, reward participants, and manage the community.

Community-driven token holding will amplify the community's and project's growth by incentivizing users to collaborate with us and help make the game successful. Investors will be able to earn by completing different tasks or simply participating in our staking program.

## 6 Free to Play

There is an abundance of people looking to earn money while playing games. However, one of the primary drawbacks of currently available NFT games is their high entrance barrier. Catacomb Crawlers will be a free-to-play game that will be available on multiple platforms, including mobile and Virtual Reality. This enables a smooth onboarding process for millions of gamers.

## 7 Gameplay Overview

Catacomb Crawlers is an online action role-playing game with roguelike mechanics, in which players have their characters face an endless number of dungeons. Depending on your preference, you can play the game alone or with your friends.

Upon leveling your character in a dungeon, you will be granted wildcards. Picking the best wildcard will make it a lot easier to clear the dungeons. However, the synergy between your hero, companion, and augments will be just as important as how you choose your wildcards. You'll be able to mix and match items and use special effects on monsters like a burn, freeze, stun, poison, etc.

Every character will have their own unique spell, stats, and a general dodging ability that allows you to escape critical situations. Our vision is to develop an easy-to-play game with a shallow learning curve and will allow the players to have an enjoyable experience and earn an additional income.

The controls will be intuitive and user friendly, featuring a thumbstick overlay for the movement, a spellcasting button, and a dodge button, while auto-attacks being automatically performed upon standing still.

Furthermore, two Player-versus-Player features will be present, along with a ranking system for 1v1 and 3v3 duels. The ranked PvP mode will prohibit players from using any type of equipment or companions. However, there will be a casual PvP mode, which will enable the player to use their entire loadout.

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## 8 Championship Tour

The Catacomb Crawlers Championship Tour, which takes place every season (every 6 months), provides possibilities to win rare items, major monetary prizes, and the opportunity to have your design imprinted on future NFTs. This enables top-tier participants to continuously nourish and develop the ecosystem through strategic innovation in their battles; meanwhile, it increases the chances of emerging athletes in eSports by creating more equal opportunities for them.

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## 9 Metaverse

Catacomb Crawlers is a top-down adventure game that allows many players to play PvE and PvP, solo or with friends. To make this a reality, we set a simple goal for ourselves: to create a mysterious environment for people to enjoy and explore with their partners through the catacombs' endless depths!

To boost community participation in our game, the Catacomb Crawlers virtual environment uses blockchain technology and NFTs.



Our game's online special component would be the Metaverse. It allows participants to communicate with one another, establish new friends with whom they may play the game, and exhibit any potential assets (NFT) they have acquired as a result of their participation in the game.

## 10 Token & Tokenomics

**CRWL** is our only native utility token and the core currency of Catacomb Crawlers, allowing you to enjoy a better player and investor experience, and it can be used to:

- Buy & sell in-game assets such as champions, items, companions, and accessories
- Rewards to players winning battles
- Rewards for the top PvE and PvP players
- Rewards for holding Legendary, Mythical, and Ultimate assets.
- Staking rewards
- Rewards for the community activity

Token Distribution	%	Price	Tokens (CRWL)	Total Raise
Seed Round	12%	\$0,03	30.000.000	\$900.000
Private Round #1	6%	\$0,05	15.000.000	\$750.000
Private Round #2	8%	\$0,07	20.000.000	\$1.400.000
Public Round	2%	\$0,09	5.000.000	\$450.000
Team & Advisory	12%	—	30.000.000	—
Liquidity	4%	—	10.000.000	—
Partnerships & Marketing	4%	—	10.000.000	—
Community & Tournament Rewards	18%	—	45.000.000	—
In-game & NFT Rewards	34%	—	85.000.000	—
<b>Total</b>	<b>100%</b>		<b>250.000.000</b>	<b>\$3.500.000</b>

Initial Market Cap	Diluted Market Cap	Valuation
\$432.000	\$22.500.000	\$6.300.000

## ◇ Vesting Schedule

Token Distribution	TGE	Price	
Seed Round	5%	9 months	
Private Round #1	6%	7 months	
Private Round #2	7%	5 months	
Public Round	20%	2 months	
Team & Advisory	0%	12 month cliff	36 months
Liquidity	60%	4 months	
Partnerships & Marketing	0%	12 month cliff	36 months
Community & Tournament Rewards	0%		48 months
In-game & NFT Rewards	0%		48 months



## ◆ Q3 2022:

- » Wrap-up of the first 5 character concepts, splash art and animations
- » Modeling and rigging the characters/monsters in high and low poly
- » Implementation of a modular algorithm to constantly change the aesthetics elements of the map on every level
- » Preparation of all the social media channels
- » Finish up catacombcrawlers.com initial website
- » Preparation of all the legal procedures for the token sale

## ◆ Q4 2022:

- » Finish the Litepaper
- » Develop the pre-alpha game preview
- » Form strategic partnerships
- » Update the catacombcrawlers.com website

## ◆ Q1 2023:

- » Integration of the first character into the game (Atreida)
- » Initial development of the UI/UX system
- » Internal game testing
- » Initialization of sound design features

## ◆ Q2 2023:

- » Initiating the seed sale
- » Recruit more professional artists and developers
- » 1<sup>st</sup> marketing push
- » Initializing the development of game assets (gear, companions)
- » Further environmental art exploration and development
- » Polish the modular map changing algorithm



- » Implement the wildcard and level-up system
- » Exploration and implementation of active skill designs

### ❖ Q3 2023:

- » Further development of the UI/UX system
- » Boss level design and implementation
- » Mobile alpha game testing
- » Finish up the first 3 in-game characters
- » 2<sup>nd</sup> marketing push
- » Private sale

### ❖ Q4 2023:

- » Mobile closed-alpha game testing
- » Initialization of the public sales
- » Creating in-game teasers and cinematic trailer for marketing campaigns
- » IDO/IEO
- » Token emission
- » First DEX/CEX listing
- » Creating the lore of the champions
- » Initiation of the first community staking program
- » NFT Marketplace launch and NFT sales initialization
- » Community feedback collection and application

### ❖ Q1 2024:

- » Development & adaptation on the VR (Metaverse) platform
- » Development of the PvP combat mode system
- » Development start for the in-game rewards
- » Official community beta testing
- » Draft up to 10 more character and companion concepts
- » 3<sup>rd</sup> marketing push

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