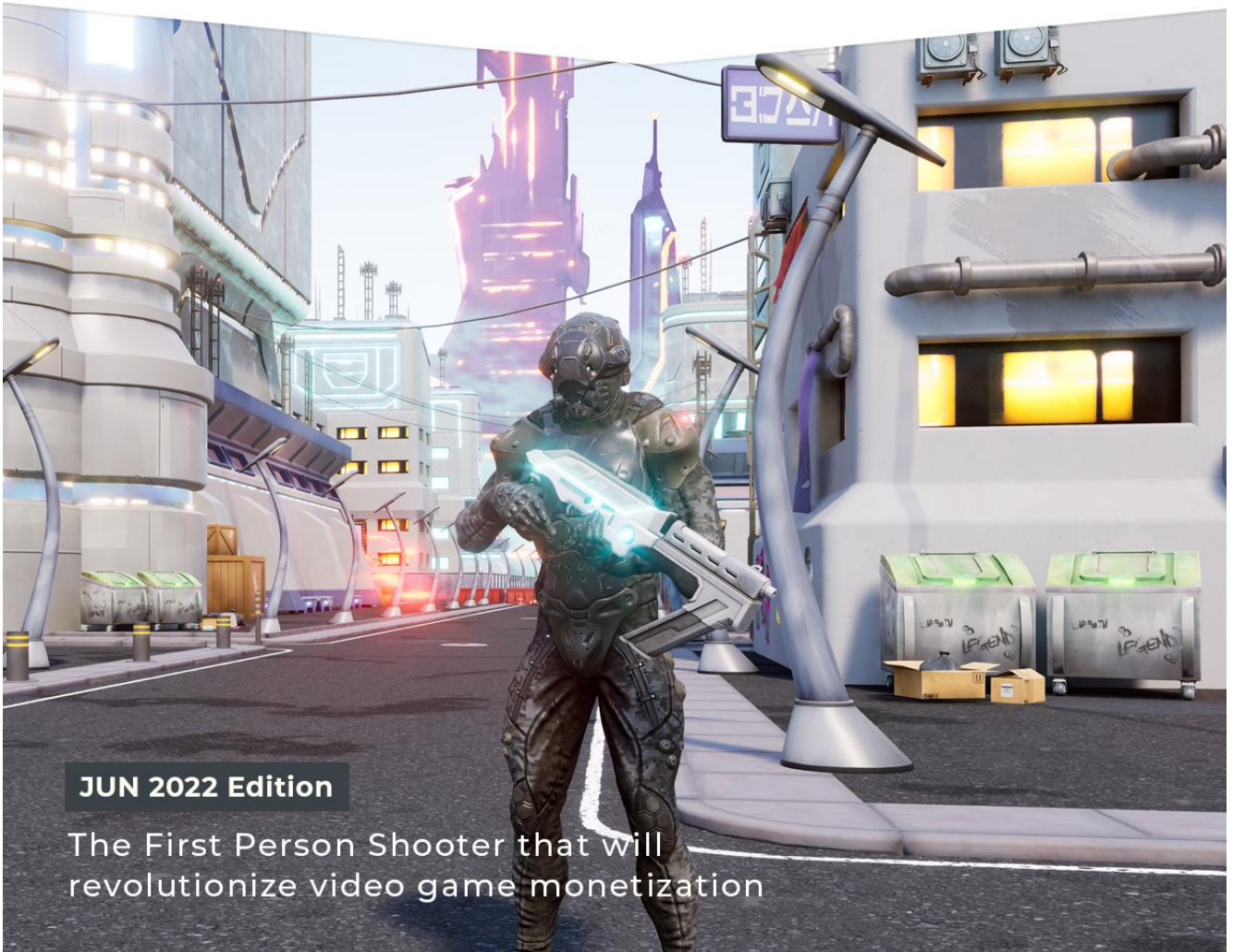




WARDDEF

WHITEPAPER



JUN 2022 Edition

The First Person Shooter that will revolutionize video game monetization

ABSTRACT

As blockchain technology and cryptocurrencies are more and more present in our lives every day, NFT's surge as a new and only possible way of proving digital property. As NFTs grow in popularity many people understand why it matters but not how it works and the technology behind.

Non fungible tokens in gaming set a new way of interacting with video games. The consumer now not only plays, but also builds a port-folio of sorts, which he can then use outside the game. The consumer now is not only a player, but also the owner of the assets he developed in various ways while playing some video games. When in 2017 the first blockchain video games were released they had a pay to play system in which the player was the owner of the asset. The player owns the assets they use in their gameplay, and can in any moment sell or trade them. This would be a glimpse into the future of NFT ownership and user monetization in video games.

Compared to the projects, **WarDeFi** is an on-chain multiplayer Shooter, where anyone can buy and own virtual assets in the form of playable characters and items to equip them in order to alter their stats like health points, speed or power, and use those in exciting games in various game modes. A fun model for regular players that enjoy shooter video games but also a gratifying experience for **players and collectors** who enjoy collecting and upgrading their characters to be able to face new more complex challenges or to show their achievements in an open and transparent ecosystem, even if they don't know what NFT's are or how they work.

WarDeFi is not just an on-chain shooter, but also a game where you develop your owned character while also collecting and upgrading various assets. It's a game that can introduce millions to blockchain and NFT markets.

This project is aimed at all those communities that can be easily introduced from standart video games on which they buy and collect different forms of assets, but they never own them and can't do anything other than use them in the playing experience, to a new way of interaction between the game and their real live economy and way of live. We connected an exciting game to our own blockchain developed to be used in video games in a way that for the user it seems like an ordinary gaming platform like **Epic** or **STEAM**, ***where the consumer can store, trade, sell, rent or stack his ingame assets***, and potentially the assets not only from WarDeFi, but also from any video game that implements our technology.

Chains Core Corporation had a first successful test project of an on-chain video game, **Crypto Heroes**, which proved that our technology works, now our goal is to fund and expand this team to develop faster the WarDeFi project so it becomes a success not only as a video game but also as a market place and finally as a gaming platform.

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EXECUTIVE SUMMARY

About WarDeFi

WarDeFi is a free-to-play shooter and economy based game where players clash in various game modes using user-own playable characters. The game is designed in a new NFT based way that completely changes how users interact with videogames and their in-game and out-of-the game economies; using the COFFE multichain technology to ensure digital ownership of the NFT and FT assets acquired through gameplay and purchase as well bringing the necessary tools to acquire, save, use, sell, rent or stack saids NFT's. The WDF token is both the in-game currency but also a real world blockchain cryptocurrency that can be exchanged into other cryptocurrencies.

What makes us different?

- Completely on-chain gameplay

WarDeFi is designed to be an openlog on-chain video game that ensures the trust of the players to both the project and to other players. The game is based in our own blockchain, the COFFE network ensuring that we won't depend on other chains for in-game and marketplace transactions, while being able to adopt other projects within the network. The COFFE multichain was designed so as a blockchain it has always instant transactions and extremely low fees, and a gas-free NFT minting system which ensures a fee on each asset listed multiple times in the marketplace or secondary markets.

- User ownership

Our network provides real digital ownership over all in-game items by creating and implementing them in-game as NFT's. Players have the needed means to acquire, save, use, sell, rent or stake their assets. This new economy system is not only better for the end user than the current company owned systems but also a vast improvement over other crypto games that only allow the user to buy and sell assets.

- Play to Earn

Players can earn useful items, even WDF tokens simply by playing the game to stimulate competitive play and engagement. This ability to earn through gameplay is our way to ensure future growth and long-time engagement.

- Meaningful and stimulating economy

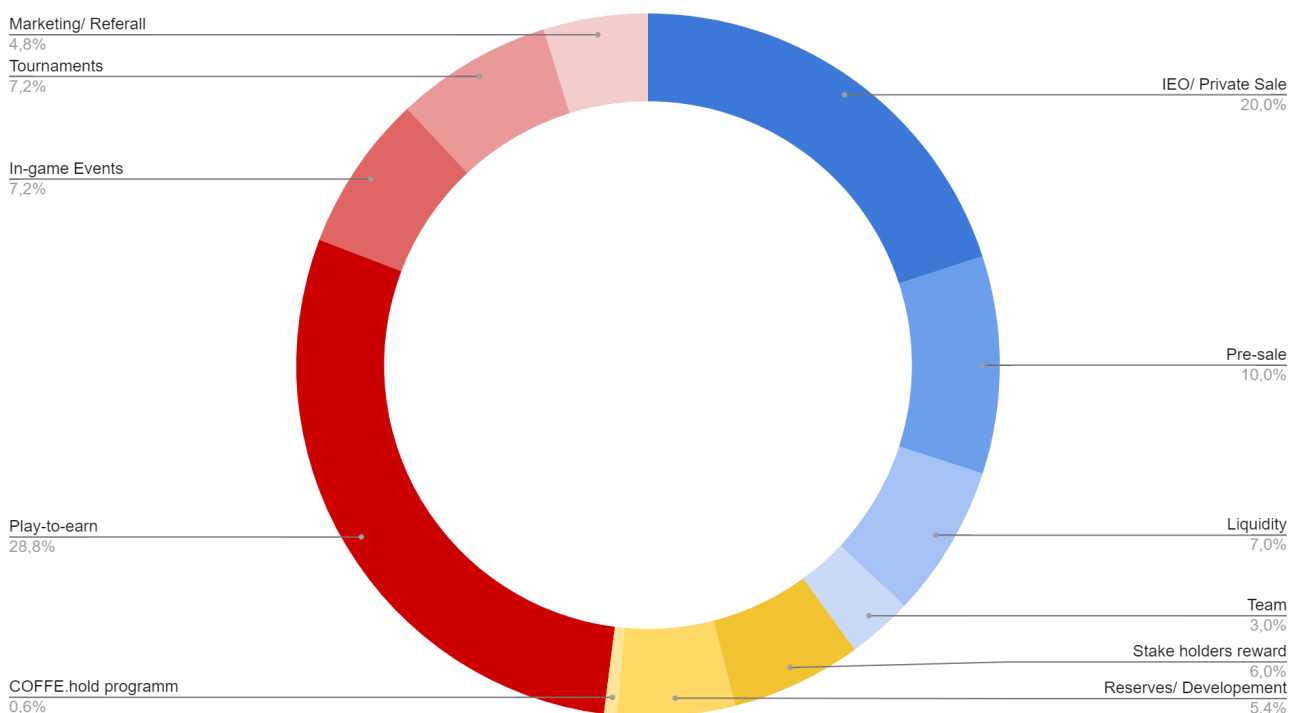
Users can use both the WDF tokens and the game usable NFT's to grow their assets. The WDF tokens can be used to purchase or rent playable assets, or can be staked to earn passive rewards and even income, also the NFT's can be used those ways, apart from being used in-game. All of this creates an unique economy where players can earn while enjoying their long time in-game progress, while contributing to the WDF token and COFFE multichain economy.

WDF token summary

WDF Token is a utility token that is designed to reward players, it can be used to purchase NFT characters, weapons, equipment and skins and receive dividends from in-game profits. The total token emission will be of 10,000,000 WDF

Distribution of tokens

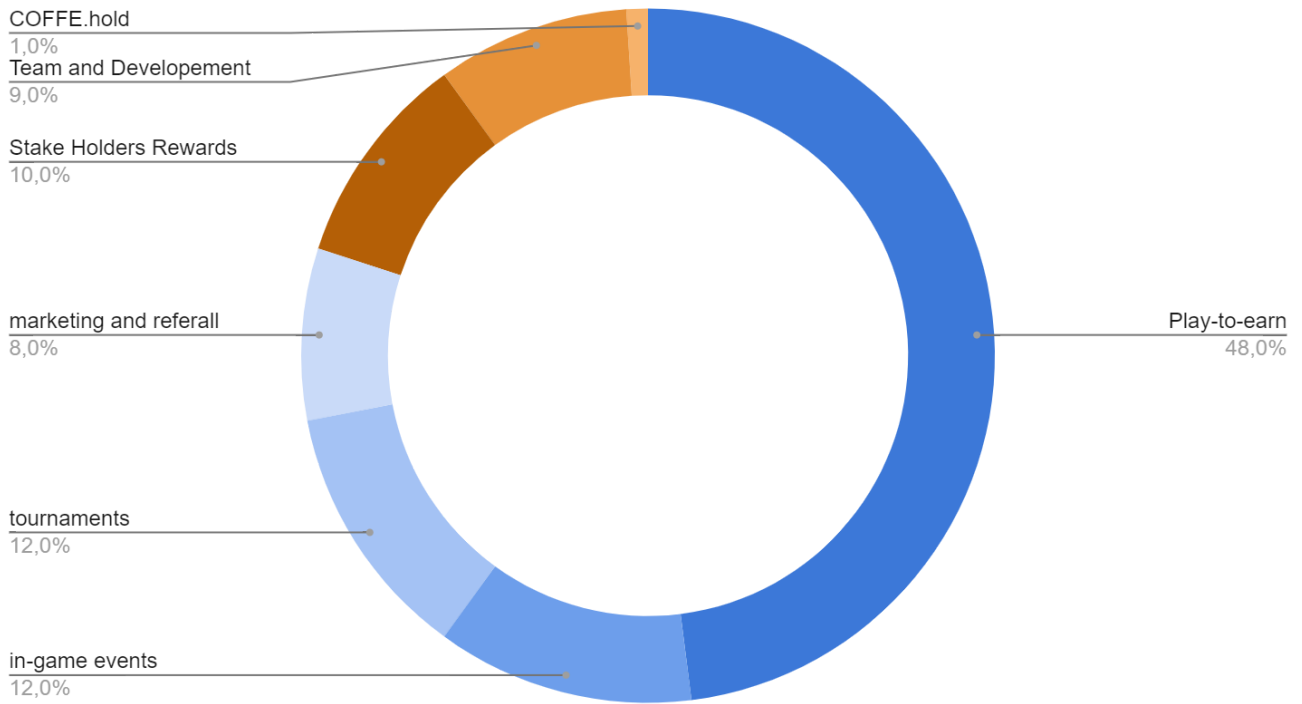
WDF TOKENS ALLOCATION



Game profit distribution.

All WDF tokens from sales and commissions in the in-game market will be distributed as follows:

Income Distribution



GAME INTRODUCTION

What is WarDeFi

WarDeFi is a free-to-play shooter game where players compete in skirmish style rounds using user owned characters and equipment. Developed by Chains Core Corporation, the former developers of the COFFE multichain and Crypto Heroes, the game focuses on competitive play, so the players must strategically equip their characters and then outsmart their opponents in-game by adapting to a wide range of tactics. The main feature of WarDeFi is that the economy is user oriented, this way all assets in the game are user owned by implementing NFT technologies, and the users are given the tools to buy, upgrade, store, sell, rent or stack their assets not only in-game, but in external markets also.

Our vision

Most of the current gaming industry market is built on one sided models that cant and wont implement player driven economies. Players rarely are rewarded for their time investment and the current technologies used in game development cant grant ownership of in-game assets to the players that buy or acquire them.

Also most of the current NFT protocols have low transaction speeds at a high cost fee, which makes near to impossible transferring or minting large quantities of low value NFT's

We built our network with this in mind, and now we are developing our own project inside our network. We are building a video game in which every action is a part of a real-value economy, and each action can be rewarded. The in-game items are not only game utilities anymore, they have real world value and both the players and developers benefit from them being valuable and tradeable. This is a concept made possible thanks to the COFFE Multichain's technology.

The key to a sustainable Play to Earn economy

In WarDeFi you can earn money and assets with both in-game and real word utility, just by playing the game. This is done through the ability of renting or staking the game assets, apart of course of the option to buy, upgrade and sell players assets.

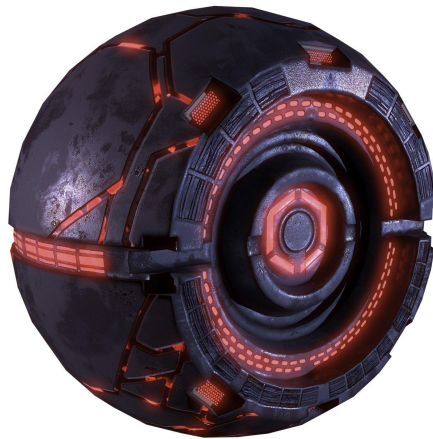
We provide all the assets and places where to trade them so playing is not only enjoying one's time, but it's also a time investment into something that will reward the player.

REVENUE STREAMS

Revenue model

WarDeFi uses a Games as service model instead of a one-time purchase. We provide a video game free to play and a marketplace where the economics of the game and of the players can grow, releasing monetized content and features that enrich the game and the user experience, making this last feel gratified.

- **NFT “Characters” sales.**



The main in-game purchases are the summoning orbs, which are used to summon playable characters. To avoid a highly stepped competitive play, players can rent from the marketplace characters and equipment, and in some game modes they can even pay the rent of said asset with part of the rewards they get after playing. This incentivizes players to get their own equipment and characters through summoning orbs over the time, so they can make more revenue either renting their own assets or not having to share part of their rewards. This way we keep the players engaged over time, because each game it's a step closer to better and more exciting equipment and better rewards.

Summoning orbs are assets that can drop a random NFT character of a random rarity. These characters are also upgradeable, when you have many of the same one, you can combine them, creating a new NFT and burning the used NFTs. Better assets are used in games with more difficulty and reward.

- **NFT transactions and fees**

Once summoned the characters, these can be used by players to play in competitive games, traded with other users in exchange of the WDF token, rented in exchange of the WDF token or part of ingame rewards or Staked in the WDF token pool in exchange of a passive income of WDF tokens. Any of these transactions in our network have fees and make our COFFE network

grow, and any transaction outside our market has a royalty fee for the developers. We expect this to become our primary source of revenue.

Growth strategy

Here are the key aspects that will make WarDeFi grow:

1. Scalable network

WarDeFi relies on our COFFE multichain technology to provide fast scalability, fast and cheap transactions in the marketplace, and gas-free transactions for NFT creations allowing for fast, almost instant transactions within the COFFE network and other popular and widely adopted networks. This grants us the ability to create a much faster user experience than almost any other solution in the market. The COFFE multichain network was built with this purpose and ultimately grants the user a simplified, faster and secure minting, purchase, trade or rent experience. At the same time WarDeFi grows the COFFE multichain, making it more accepted in the market as a solution for any other blockchain game or project.

2. User ownership and user retention, COFFE network fees, and in-game fees

The key element of a user-owned game economy is that they have a 30D retention rate of up to 90%, which is a 1000% improvement over non-user-owned game economy video games. This is the core reason for WarDeFi to be a NFT based video game. This means not only new users of the COFFE multichain, but also more engaged users. Once in the COFFE multichain, they will have more exciting projects to be a part of, not only WarDeFi or video games.

3. COFFE network fees, and royalty fees

Each transaction made on the COFFE multichain, i.e. buy, sell, rent or stack, has a fixed fee of one COFFE token (CFF). At the moment, the price of the CFF token is \$0.0002.

For listings and transactions outside of the COFFE network, each confirmed NFT will have a 10% developer royalty. These standards apply not only to the WarDeFi video game, but to any COFFE multi-chain project.

4. Growth loops

- Digital marketing: Social Networks/ Influencers/ Streams

- Direct Marketing: DH valencia/ Gamescom cologne/ DH madrid
- Tournaments: Off-Line(?)/ On-Line/ Hybrid
- Referrals programm
- Engagement loop: We aim to create a series of engagement features that reward players over time to continuously bring back players. As the engagement of the player is bigger over time, the value of his assets grow both in-game and out of the game. This is reflected in the summoning orb hold to upgrade system, character level system and both in-game and tournaments events among others.

5. WDF token related growth

The WarDeFi token is a tradeable currency designed to ensure the growth of both the video game and our COFFE network. The WDF token is the main in-game currency. This token is used for the WDF market on the COFFE Multichain, Ethereum, Binance Smart Chain platforms, and later on other blockchain networks. Tokens can move freely from network to network through the bridges of the COFFE Multichain ecosystem. The token is the best, but not the only option for users to work with WarDeFi assets.

The token will be distributed to both players and the network participants, and can be bought, sold, traded or stacked within our network, making sure that the players have multiple options on how to be rewarded within the economy ecosystem of the game.

WarDeFi WDF Token



1. Token Summary

The digital currency to be used both in game and in our marketplace are the WDF tokens. The WDF Tokens are created, issued, and distributed by Chains Core Corporation in our COFFE multichain network, Ethereum and Binance Smartchain.

As the main currency within WarDeFi, WDF is designed to enrich the Play to Earn loop, being used to craft new NFTs, make in-game purchases, and user input via DAO governance voting in the final version. WDF will also be distributed as a reward through gameplay and active staking, rewarding players for staking their tokens and NFTs.

2. Token Objectives

Our goal is to build a new and improved monetization network for the gaming industry; a game that has all the economic advantages of cryptocurrencies, in existence with an exciting gameplay, making the time investment not only pleasant and exciting but also giving it a sense of an investment. This means:

1. Liquid and tradable rewards

WDF tokens are WarDeFi's reward mechanism. By offering Tokens, players earn rewards which can be traded with others or even used outside of the game.

2. Common incentives

Issuing WDF tokens to all participants in the network, including third party developers, content creators and the community, works towards the same goal around WarDeFi.

3. Economic sustainability

The WDF tokens will be distributed in a planned, fixed supply schedule. To reward both early players and investors, but also to reward new users in the future.

3. WDF supply and allocation

WDF will have a fixed total supply of 10,000,000, provisionally allocated in the following distribution.

Allocation	%	Token amount	Schedule
Pre-sale	10%	1.000.000	Unlocked 15-06-2022
Liquidity	7%	700.000	Unlocked Over 24 months
Team	3%	300.000	Unlocked Over 24 months
IEO/ Private Sale	20%	2.000.000	Unlocked 15-09-2022
Ecosystem and Community Fund	60%	6.000.000	Unlocked 100k WDF/ 10k Players each month after game launch
Stakeholders reward	6,00%	600.000	
Reserves/ Development	5,40%	540.000	
COFFE.hold program	0,60%	60.000	
Community allocation	48%	4.800.000	
Play-to-earn	28,80%	2.880.000	
In-game Events	7,20%	720.000	
Tournaments	7,20%	720.000	
Marketing/ Referral	4,80%	480.000	

a. Pre-Sale

A total of 1,000,000 WDF tokens, a 10% of the total, will be sold via a public token pre-sale in order to allocate funds for development and marketing campaigns like the participation on the Valencia and Madrid Dreamhack, and the Cologne Gamescom participation. This ensures the continuity of the project and the early use of the token, as in July of 2022 players can start to acquire summoning orbs and hold them to get up to a 200% better chance of summoning NFT characters of better rarity. Part of the funds earned will be allocated to a buffer fund, which will be used to mitigate any or in-game claiming issues if those would happen.

b. Liquidity

700.000 WDF (7% of total) tokens will be allocated to the liquidity pool of the market to ensure liquidity to users, partnerships and other functions the developers and its partners deem are in order to improve and ensure the token ecosystem.

c. Team

300.000 WDF tokens (3% of total) have been allocated to Chains Core Corporation S.L, the developers behind the WarDeFi project for the development of WarDeFi and the WDF token, as

a payment for the early development and as means to ensure the early development of the project.

d. Private Sale

A maximum of 2.000.000 WDF tokens (20% of total) will be sold to private investors at the closed stage of the sale as means to finance the latest stages of the project development and all the marketing actions needed to promote it.

e. Ecosystem and Community fund

6.000.000 WDF tokens (60% of total) Will be set apart and unlocked over time in the form of 100.000 WDF for each 10.000 players per month. This is allocated to ensure community engagement, a reward system to both first and new players over time, and to reward activities regarding the engagement and promotion of the video game. A minimum of 100.000 WDF tokens will be unlocked every month if the player count doesn't exceed 10.000 players.

i. Stakeholders reward

A total of 600.000 (6% of total) will be distributed monthly among the WDF token stakeholders and for the players who decide to stack their NFTs in the WDF pool.

ii. Reserves/ Development

Another 540.000 of the unlocked funds (5.4% of total) will be used to grow the reserves of the development team to ensure having available the resources needed to make the game grow in accordance with the player base growth.

iii. COFFE.hold Program

60.000 (0.6% of total) will go to the COFFE.hold programm. The coffe.hold contract is a system contract of the COFFE Multichain network, it provides the network with the necessary resources. There are currently about 70 million CFF tokens frozen in the contract. Part of the profits of the WarDeFi project is distributed to the stakers of the COFFE Multichain network for providing the resources necessary for the project.

f. Community Allocation

48.000.000 WDF tokens (48%) will be allocated over time to community related areas to reward long-standing and new players. This distribution will be done following the next distribution.

i. Play-to-earn (2.880.000 WDF - 28,8%)

Two types of play-to-earn gameplay, being the first for the newer players in the form of rent-to-play from other players. This rent can be paid pre-game with WDF tokens or post-game as a reward distribution. The rent rates are fixed by the players themselves.

ii. In-game events (720.000 - 7,2%)

These are special events with rewards in the form of WDF, summoning orbs, NFTs and equipment. In these events players cannot rent equipment. This feature will be announced in a more in depth form closer to the launch of the game.

iii. Tournaments (720.000 - 7,2%)

These are free and paid events for the most veteran players with also all sorts of WDF and in-game rewards, with an ELO and balance system to ensure the skill is all that matters. These types of events will start to take place before the launch of the game, with a WarDeFi world championship planned weeks before the final launch.

iv. Marketing and Referral (480.000 - 4,8%)

This will be distributed monthly between streamers, content creators and players who take advantage of the referral system of the game, as a reward for those players who not only focus on gameplay, but also on the community and its growth.

WarDeFi development timeline

Schedule	Milestone
2022	
Q2	Closed Beta
	WDF token pre-sale
Q3 ⁽¹⁾	Closed Beta: Dreamhack Valencia
	WebApp for summoning ORBS pre-sale and hold
	Summoning ORBS pre-sale
	ORBS upgrade by hold contract
	Closed Beta: Gamescom Cologne
Q3 ⁽²⁾	Private WDF token sale
	ORBS opening
	NFT in-game adoption
	Open on-line tournament for early ORBS holders
	WDF exchange
Q4	Open Beta
	NFT upgrade in-game
	NFT market
	Dreamhack Madrid
	WDF hybrid Championship
2023	
Q1	Game Launch

The team behind the project

Chains Core Corporation S.L.

We aim not only to develop projects, but to offer our solutions to other Developers to grow all of our COFFE multichain network, so both Developers and our Partners can benefit from the growth in transactions of the network.

Team members



Vadim Kantsev

- > CEO
- > Programmer, system administrator, manager
- > coffe.io, wardefi, cryptoheroes



Roman Zykov

- > CTO
- > Senior Software Programmer
- > coffe.io, wardefi, cryptoheroes



Andrey Levchenko

- > Gamedev teamlead
- > Senior Software Programmer
- > coffe.io, wardefi, cryptoheroes



Maksim Grevtsev

- > CVO
- > Ecosystem, algorithms dev
- > coffe.io, wardefi, cryptoheroes

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Risk of Software Weaknesses

Although we make reasonable efforts to ensure that the Tokens, the Project and their related software follow the high-security standards, we do not warrant or represent that the Tokens, the Project or any such related software are secure or safe, or protected from phishing, malware or other malicious attacks. Further, the Tokens, the Project and their related software may contain weaknesses, bugs, vulnerabilities, viruses or other defects which may have a material adverse effect on the operation of the Tokens, the Project or any such related software or may lead to losses and damages for you, other users of the Tokens, the Project or any such related software or third persons.

Risk Inherent in the Blockchain

The Tokens, the Project and their related software are or will be deployed on the COFFE Multichain, Binance Smart Chain, Ethereum, and later may be deployed on other blockchains. As a result, any malfunction, breakdown or abandonment of such blockchain(s) may have a material adverse effect on the Tokens, the Project or such related software. Moreover, advances in cryptography, or technical advances such as the development of quantum computing, could present risks to the Tokens, the Project or such related software, and related blockchain software by rendering ineffective the cryptographic consensus mechanism that underpins the blockchain. The smart-contract concept, the underlying software application and software platform (i.e., COFFE Multichain, Binance Smart Chain, Ethereum or other blockchain) are still in a development stage and unproven. Although it is very unlikely, the blockchain, as well as any other blockchain, can be attacked which may result in downtime, consensus split, long reorganization of the chain, 51 percent attack, or other adverse outcomes each of which may lead to complete loss of your digital assets.

Risk of Flawed Logic of the Tokens, the Project or their Related Software

The underlying logic of the Tokens, the Project and their related software may be flawed, defective or impaired, which can result in smart-contracts operating incorrectly or not as expected, or transactions being executed in violation of logic which underpins the smart-contracts, which can lead to partial or complete loss of digital assets used in the transaction.

Risk of Confusing User Interface

Certain user interface elements or design decisions can be confusing or mislead you, which may result in the execution of a different action or transaction than intended or desired, or connection of a wrong wallet, account or network.

Risk of Legal Uncertainty

Our intended activities are subject to various laws and regulations in the countries where we operate or intend to operate. We might be obliged to obtain different licenses or other permissive documents in some or all jurisdictions where we intend to operate our business, therefore, our business in such jurisdictions shall always be subject to obtaining such licenses or permissive documents, if so directed by applicable laws. There is a risk that certain activities may be deemed in violation of any such law or regulation. Penalties for any such potential violation would be unknown. Additionally, changes in applicable laws or regulations or evolving interpretations of existing law could, in certain circumstances, result in increased compliance costs or capital expenditures, which could affect our ability to carry on our business model.

Risk of Theft

There is no assurance that there will be no theft of your digital assets as a result of hacks, sophisticated cyberattacks, distributed denials of service or errors, double-spent attacks, flash-loan attacks, vulnerabilities or defects of the Tokens, the Project or their related software or of the COFFE Multichain, Binance Smart Chain, Ethereum or any other blockchain, or otherwise. Such events may include, for example, flaws in programming or source code leading to exploitation or abuse thereof. Any of the above may lead to partial or complete theft or loss of digital assets used in transactions carried out in connection with the Tokens, the Project or their related software.