ZEEVERSE

Battle. Loot. Evolve. Craft. Earn.

ORIGINS OF ZEEVERSE

PLAY ME!

WELCOME TO ZEEVERSE

Play and Earn together

Socialize and meet new people

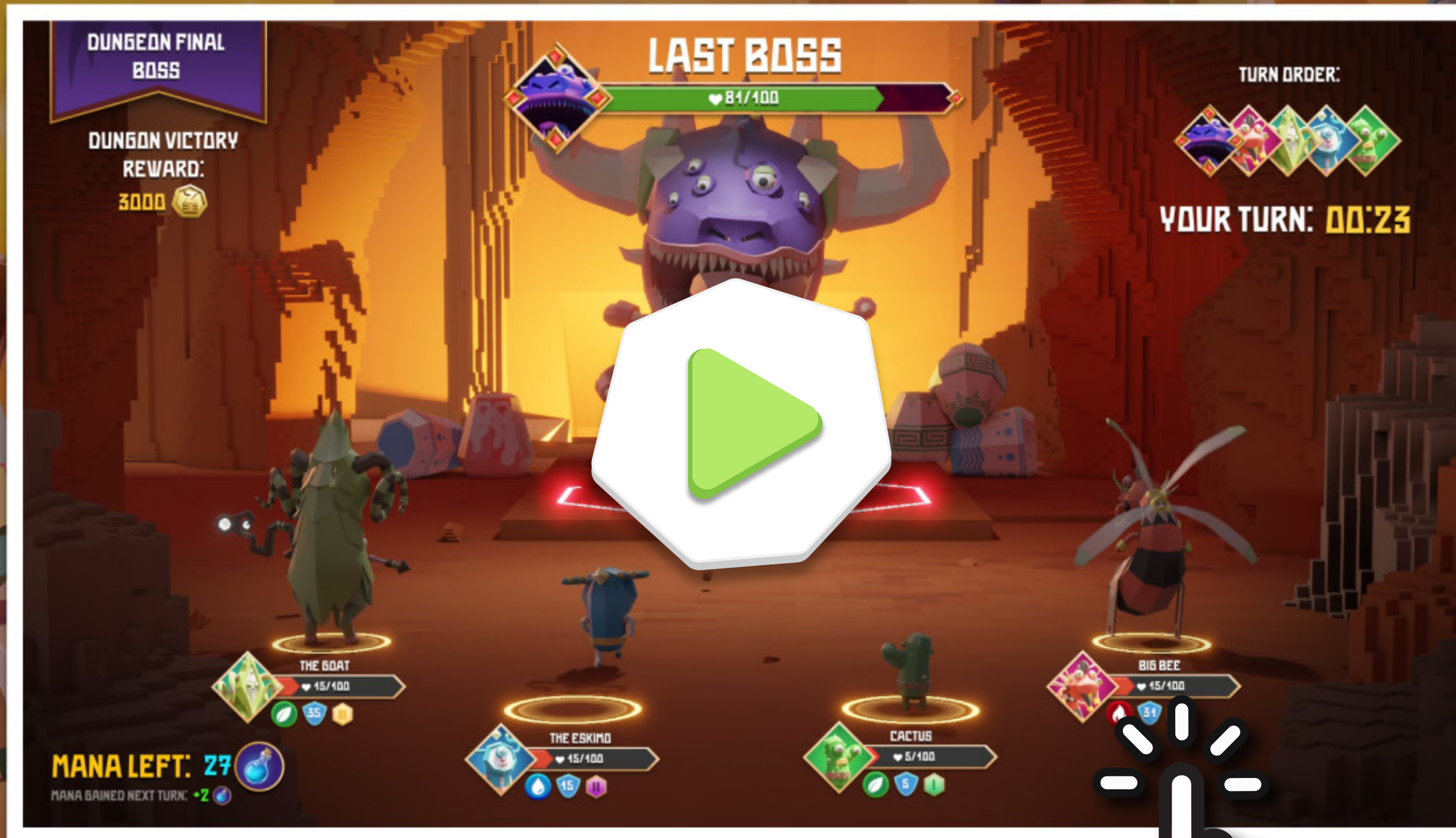Trade with other players

PLAY ME!

INTRODUCTION

Zeeverse is a Play2Earn + Social Strategy + Looter game with rich PVE and PVP game modes, combined with NFT merge mechanics.

In Zeeverse, players can:
collect, hatch, train, and battle ZEE.

The long-term vision of Zeeverse is a metaverse styled live-ops service model that will allow generating significant revenue and new content on a regular basis.

GAMEPLAY

DUNGEON FINAL BOSS

DUNGON VICTORY REWARD:
3000

LAST BOSS
81/100

TURN ORDER:

YOUR TURN: 00:23

THE BOAT
15/100
55

THE ESKIMO
15/100
15

CACTUS
5/100
5

BIG BEE
15/100
51

MANA LEFT: 27
MANA GAINED NEXT TURN: +2

PLAY ME!

ZEE

ZEE's are unique ERC-721 tokens that are required to play ZEEVERESE. Each ZEE has a unique class and collection of special attributes which define the ZEE's appearance and battle traits.

Each ZEE must be leveled up in battles to improve battle traits and reach the evolution threshold for special attribute improvements. In practice, it means that each ZEE battle capability is a direct result of players' invested work and resources. ZEE is proof of Work.

ZEE

Zee class has extra ATK and DEF bonus against other classes

Green XEE

❤ HP	2455	**+45**
⚔ ATK	155	
🛡 DEF	335	**+15**
⏩ SPD	100	
★ CRI Dmg	24%	

Health Points determines how much damage ZEE can absorb before it dies

Attack determines how much damage ZEE can do

Defense determines how much damage ZEE can reduce

Speed determines how often ZEE will get to make move

Critical Damage is multiplier for Attack stat and allows to hit stronger based on luck

Attributes define the appearance and give a significant advantage in battles
Atributes has 4 rarities

COMMON

RARE

EPIC

LEGENDARY

Bannan mouth   Spikey

DEF +2%   **ATK +5%**

SPD +3%   **CRI +1%**

Inan belt   feather of light

Abilities:

LVL99

54%

XP 234,343/500,000

🔷 **225**

Upgrade Now!

Zee evolution unlocks new abilities

Each atribute slot has 5 different attributes where each affect specific ZEE stat

Higher level increases all ZEE - HP,ATK and DEF

Once XP bar is full ZEE can be upgraded by spending $VEE tokens

Expierience Points are gained in battle allowing to level up ZEE

ZEE LEVELS

ZEE levels unlock new content for the player to explore in Zeeverse and its economy.

Level 70 — Unlock Farming Skill

Level 65 — Unlock Evolution 3rd form (new Ability)

Level 60 — Unlock Crafting Skill

Level 50 — Unlock Mining Skill

Level 35 — Unlock Evolution (New Ability)

Level 20 — Quality for Evolution Material

ZEE SKILLS

Increasing ZEE level unlocks the possibility to upgrade skills. Higher farming skill allows farming more exotic herbs to craft more powerful potions.

Farming Skill

Level	Herb	Req (ZEE lvl)	Upgrade Cost ($VEE)
Level 1	Grow Herb A	65	0
Level 2	Grow Herb B	70	1500
Level 3	Grow Herb C	75	5000
Level 4	Grow Herb D	80	15000
Level 5	Grow Herb E	85	35000

MARKETPLACE

Zees | Land | Items

Filter reset
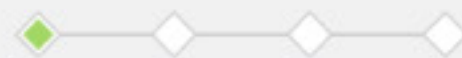
▲ Class
- ○ Fire
- ○ Water
- ○ Grass
- ◉ All
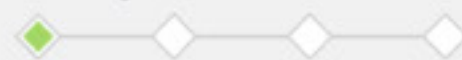
▲ Evolution
Any — 1 — 2 — 3
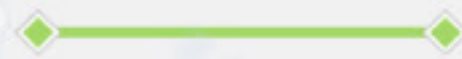
▲ Attributes
Search attribute

Rarity
C — R — E — L

▲ Merge count
0 — 100

520,456 Zees ♡

Popularity ▾

#34098967 II 5
Zee # 34098967
Merge count: 3
🪙 **0.012** $55 ☰

#55298967 III 2
Zee # 55298967
Merge count: 1
🪙 **0.122** $155 ☰

#34012545 I 5
Zee # 34012545
Merge count: 6
🪙 **0.002** $12 ☰

#34012588 III 6
Zee # 34012588
Merge count: 3
🪙 **0.222** $355 ☰

#14094667 II 2
Zee # 14094667
Merge count: 3
🪙 **0.032** $89 ☰

#04098967 I 7
Zee # 04098967
Merge count: 3
🪙 **0.001** $11 ☰

#55298967 II 5
Zee # 55298967
Merge count: 1
🪙 **0.061** $75 ☰

#34012542 III 25
Zee # 34012542
Merge count: 6
🪙 **0.302** $442 ☰

#33012588 III 25
Zee # 33012588
Merge count: 3
🪙 **0.821** $855 ☰

#54094667 I 5
Zee # 54094667
Merge count: 3
🪙 **0.004** $14 ☰

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PVE
DUNGEONS

Dungeons offer players a variety of ways to play and earn. Players have accessible multiple modes, which can be played Co-Op with other players.

- Basic Dungeons are accessible with only 1 ZEE making ZEEVERSE easier to scale and more accessible for new players.

- Advanced modes offer gameplay with up to 5 ZEE Monsters.

- By raiding dungeons, players earn XP, $VEE tokens, and have a chance to obtain ZEE Egg (ERC-721 token) which can be hatched into new ZEE.

- Each battle costs Energy points which recharge over time.

RAID
DUNGEONS
- Energy + XP

Fight waves

+ $VEE

Boss battle

+ $VEE
+ ZEE EGG

PVP
PLAYER RAIDS

Player vs Player mode features a competitive high stake game mode where players are raiding other player resources by attacking each player's dungeon. From an economical standpoint, the PVP game loop burns $VEE tokens and helps to maintain stable supply and demand.

PvP game loop play significant role into retaining players and engagement.

- Resources that are raided by other players are stolen from unclaimed $VEE storage.

- Players need the strongest ZEEs to protect their treasures. Each battle costs $VEE tokens and Energy points which recharge over time.

- Each battle costs $GSHA tokens and Energy points which recharge over time.

"Players don't keep playing because they win, they keep playing because they lose."

PVP RAIDS
- Energy + XP

Search Opponent

- $VEE

Raid Opponent

+ $VEE
+ Opponent $VEE

MERGING MECHANIC
EGG HATCHING

The only way to play ZEEVERSE is by owning a ZEE, which can be obtained from other players or hatched from ZEE Egg (ERC-721 token).

This mechanic is crucial for ZEEVERSE to scale and attract new players. Hatching allows players to hatch specific ZEE with special attributes that determine the potential value of ZEE.

- To hatch ZEE player first has to obtain ZEE Egg which can be found in Dungeon bosses or bought from other players.

- Hatching requires a player to stake ZEE for 5 days and pay $ZEEV and burn $VEE tokens to hatch ZEE Egg.

ZEE MONSTERS
- $VEE   - $ZEEV

Hatch Egg
- Stake ZEE Monster (5 Days)
+ ZEE Monster

Upgrade ZEE
- $VEE
- Xp

Evolve Zee
- 3x ZEE Monster
+ ZEE monster Attribute
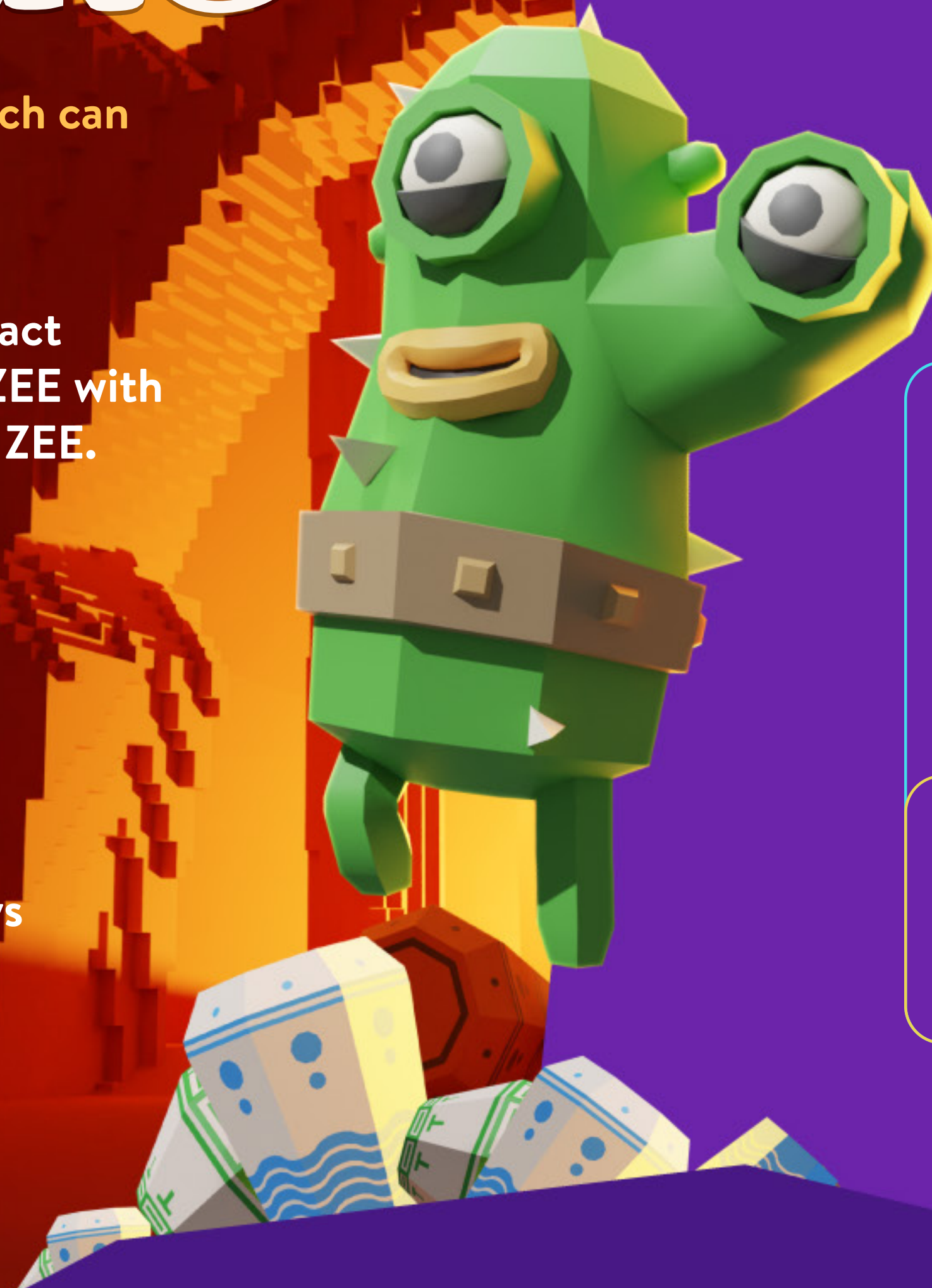
MERGING MECHANIC
EVOLUTION

The Evolution system is built around a philosophy to represent and hold the value of work invested in each ZEE Monster training.
This ensures that the strongest ZEE Monsters will be the ones, which have the most work invested - this translates into Proof of Work.
Each ZEE can achieve a maximum level of 99, where each level takes more XP - therefore more work by the player. ZEEs are trained by gaining XP in PVE and PVP modes.

- 🟦 Once ZEE reaches the level threshold it has to be evolved into the next ZEE form, which improves its attributes and looks.

- 🟦 Evolution requires the burn of 3 same types of ZEE monsters and $VEE tokens and a fee paid in $ZEEV tokens.

ZEE MONSTERS
- $VEE   - $ZEEV

Hatch Egg
- Stake ZEE Monster (5 Days)
+ ZEE Monster

Evolve Zee
- 3x ZEE Monster
+ ZEE monster Attribute

ZEEVERSE CORE LOOP

The game loop focuses on dynamics between PVP and PvE game modes which offer high replay value and economic decision-based metagame. It's built to retain players, scale, and ensure a stable economy.

+ Energy (every 2hours)

RAID DUNGEONS
- Energy + XP

Fight waves
+ $VEE

Boss battle
+ $VEE
+ ZEE EGG

PVP RAIDS
- Energy + XP

Search Opponent
- $VEE

Raid Opponent
+ $VEE
+ Opponent $VEE

ZEE MONSTERS
- $VEE   - $ZEEV

Hatch Egg
- Stake ZEE Monster (5 Days)
+ ZEE Monster

Upgrade ZEE
- $VEE
- Xp

Evolve Zee
- 3x ZEE Monster
+ ZEE monster Attribute

+ $VEE

- $VEE

$VEE is burned through active and passive game loop

- Mint
- Transfer
- Burn
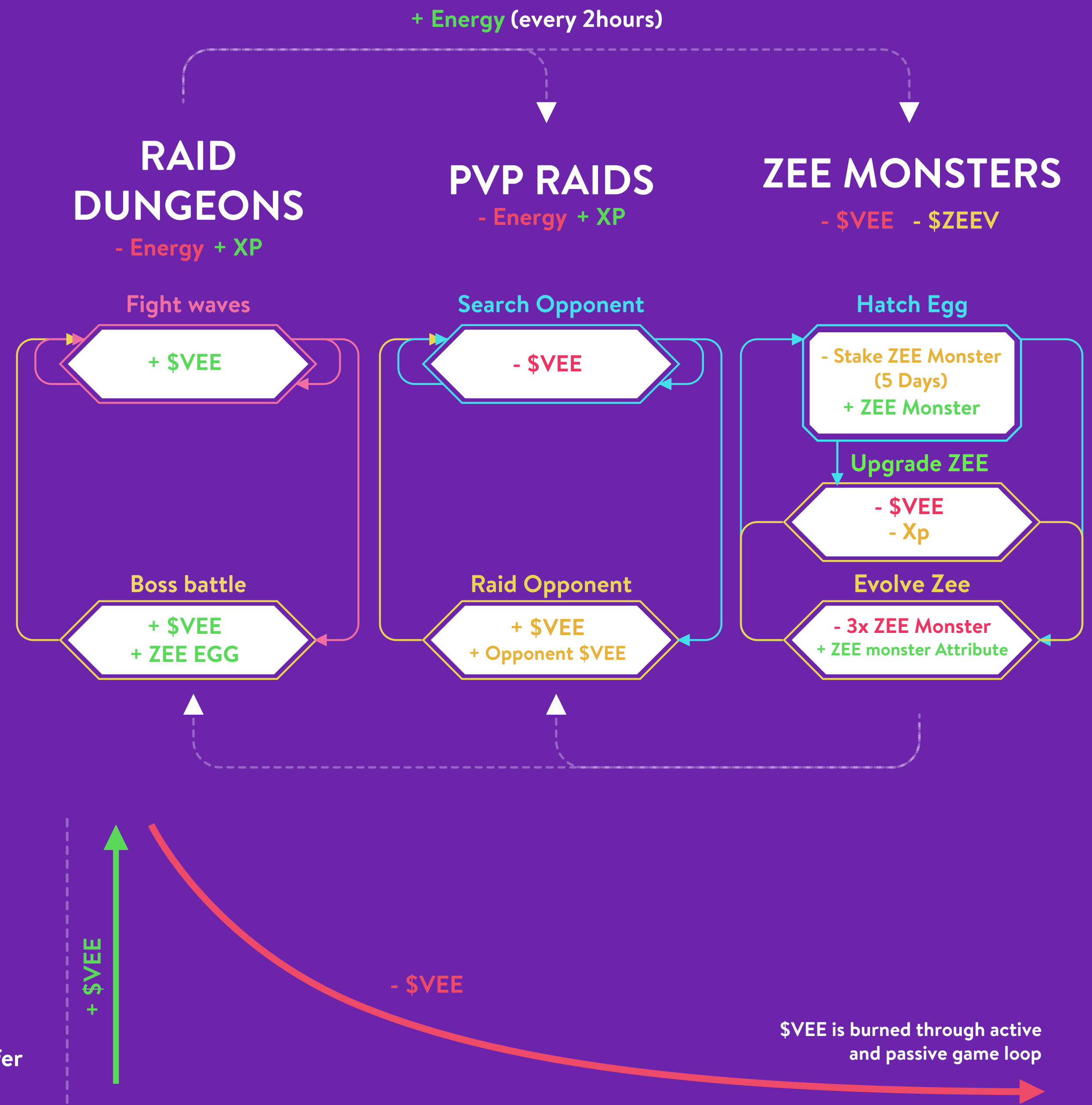
FUTURE ROAD MAP
ZEE LAND

ZEE Land is key to the live-ops service model to ensure ZEEVERSE's growth in the coming years.

Live-ops service model allows to organically introduce new content - 100's of new ZEE and 1000's craftable assets the game.

> "New content plays a crucial role in retaining existing players and keeps the game fresh."

ZEE LAND

ZEE Land will add an additional layer of economics in the ZEEVERSE.
Each Land is a unique ERC-721 token, which enables passive earnings for the holder allowing to stake ZEE in Voxel mining operations.

In total, there will ever be 110,889 unique land plots represented on the map.
Each land plot consists of 8x8 (64) tiles.
Each piece of land is generated and will feature a unique terrain along with one of many Voxel resources which will be used to craft assets.

- Land earns passive income for the Land owners.

- Land will give extra bonuses in battle and allow to train and breed more effectively.

- Lands will be the source of completely new unique ZEE Monsters, which will be introduced in the game.

- Through various events, the Land owners will be able to find $ZEEV tokens on their land along with different rewards.

- Land is a viable revenue source for the project in the long term.

ZEE LAND

Plot Nr.1

🪙 1.512 $80k

Plot Nr.2

🪙 1.112 $50k
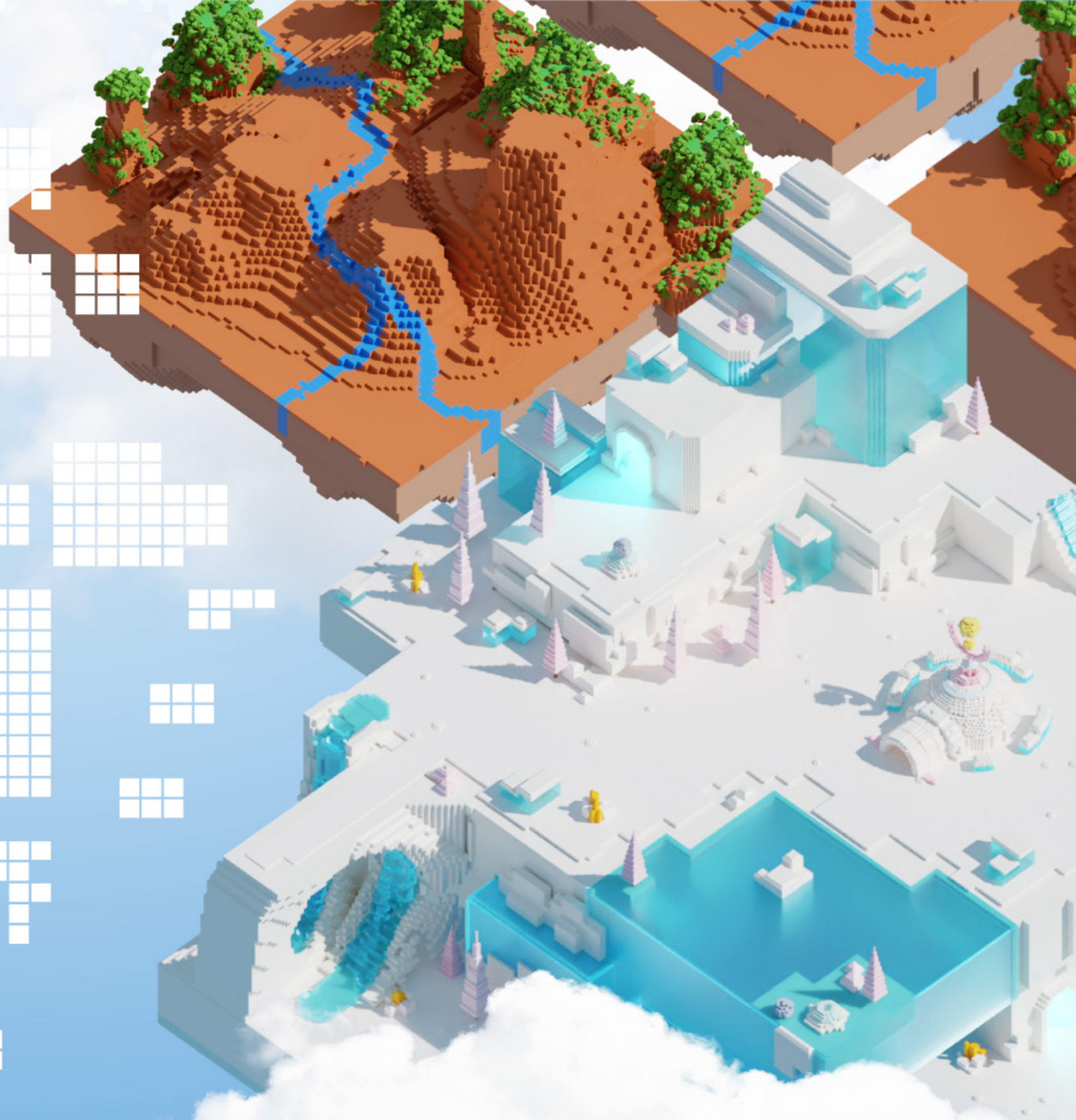
ZEEVERSE LAND - VOXELS

- Voxels will allow players to craft ZEE Assets from ZEE Asset blueprints.

- Voxel mining adds strong utility for ZEE and $ZEEV tokens.

- Voxel mining removes sell pressure and increases demand for ZEE.

- Voxel mining introduces passive earning capabilities for ZEE Land owners.

Voxels are ERC-20 tokens, which can be mined and used for ZEE Asset creation with Voxel Editor. Voxels can be mined by staking ZEE on a player-owned land plot.
ZEE Stake on a specific land plot as mining will require payment of $ZEEV for the Land owner.

FARMING
COLLECT SEEDS
AND GROW HERBS

Seeds will introduce new Skill - Farming. Farming will allow players to grow herbs on their land plots. Grown herbs can be crafted into various potions which will be very valuable in battles.

FARMING

Battle

+ Seeds
+ 2nd ingredients
+ $VEE
+ ZEE Egg
+ XP
- Energy

Farm

- Seeds
- Stake ZEE (24h)
+ Herbs

Herb grows with random quality (common, Rare, Epic, Legendary)

Craft Potion

- $VEE
- Herbs
- 2nd Ingridients
- Stake ZEE (1h per potion)
+ Potion

● Mint ● Transfer ● Burn

VOXEL ASSET CREATION TOOL

ZEE Land brings lots of opportunities for creators to create and earn, opens possibilities for collaborations, and adds the next layer of the ZEEVERSE through the Voxel Asset Creation tool.

Voxel Art Creation tool allows whitelisted artists to create ZEE Asset blueprints for ZEE Land - animated and is programmable which are used by players to craft ZEE assets.

- Artist uses Voxel Editor to create ZEE Asset Blueprint

- ZEE Asset Blueprint minting costs $ZEEV tokens.

- Players can purchase blueprints from creators and mint ZEE Assets using Voxel tokens

- Each ZEE asset minting requires the exact number and type of Voxel tokens that were used to design the ZEE Asset Blueprint.

- ZEE Asset Blueprints and ZEE Assets are ERC-721 tokens

- Assets can be published and sold on the ZEE marketplace.
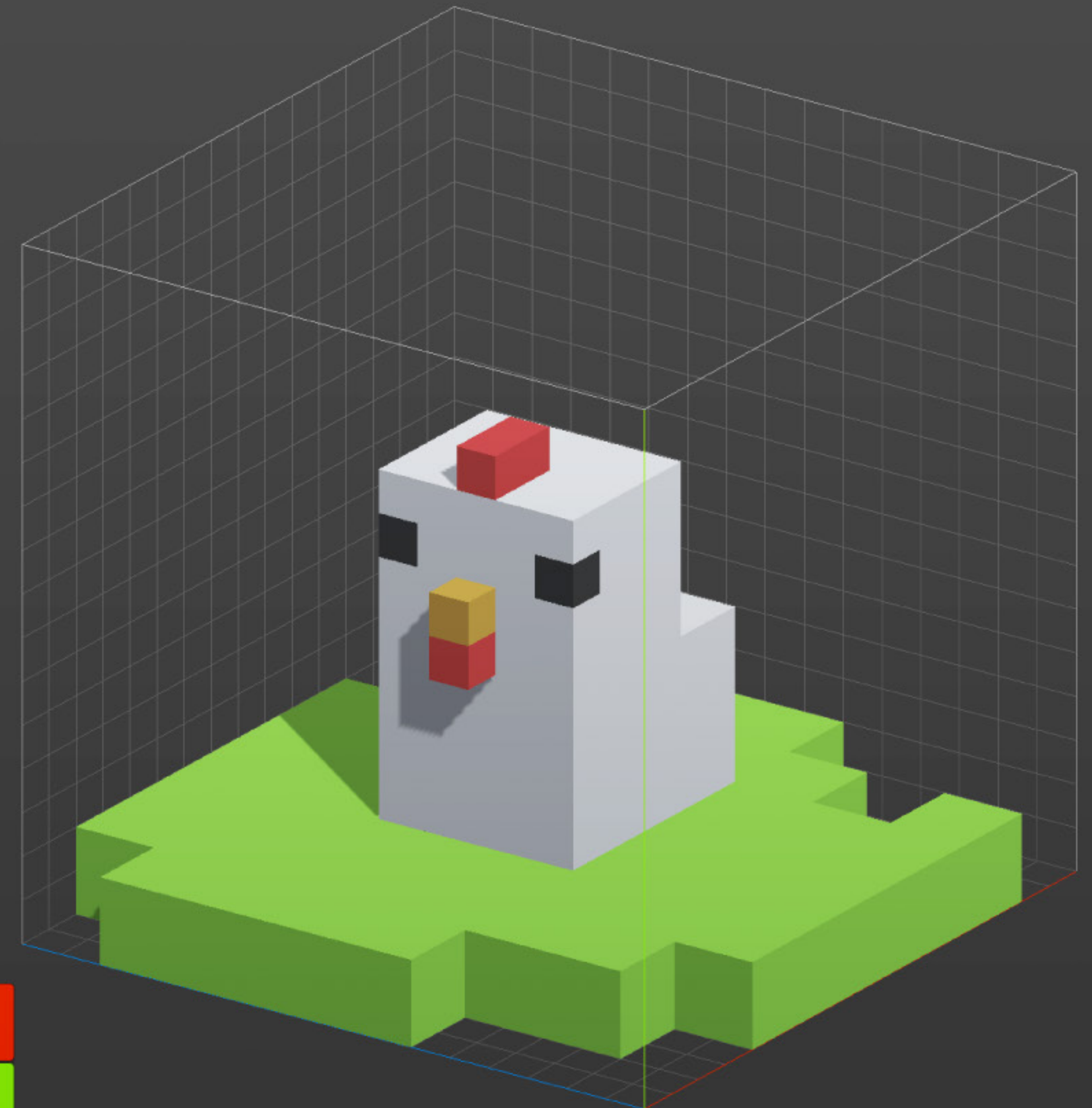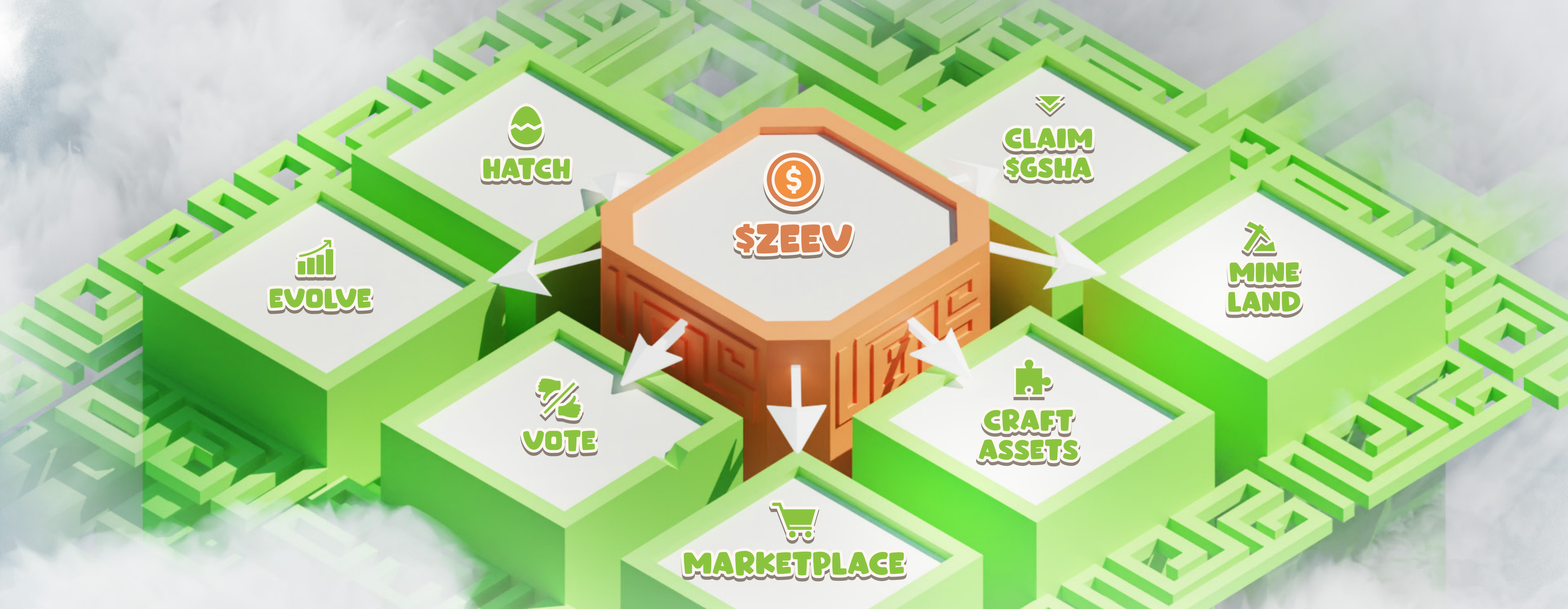
ZEEVERSE TOKEN

$ZEEV Utility token is an ERC-20 token with a total supply of 1,000,000,000.
$ZEEV is at the center of the ZEEVERSE and is required to interact with ZEE economics.

ZEEVERSE TOKEN

$ZEEV Utility token is used to:

- Hatch ZEE Eggs
- Evolve ZEE
- Claim $VEE earnings
- Mine Voxel tokens on ZEE Lands
- Vote on Governance pools
- Used in marketplace
- Craft Land Assets

BURN $VEE

- Hatch New Zee from Eggs to sell or keep it
- Evolve Zee into next form
- Heal ZEE
- Revive ZEE
- Upgrade Zee Level 1-99
- Multiplayer matchmaking cost
- Swap to USDC

BURN AND FEE MECHANISM

- ZEE Egg hatching burns $VEE token and requires $ZEE token fee.
- ZEE Evolution requires to burn 3 lower quality ZEE NFTs, burns $VEE token, and requires a fee of ZEE
- Matchmaking in PVP burns a small portion of $VEE tokens
- Voxel mining requires $ZEE token fee to be paid and ZEE NFT to be staked.
- $VEE earning claiming requires a flat fee of $ZEE token to be paid.
- Land asset creation burns voxel tokens and requires $ZEE token fee to be paid.

Earnings from $ZEE Fees are distributed among $ZEE token stakers.
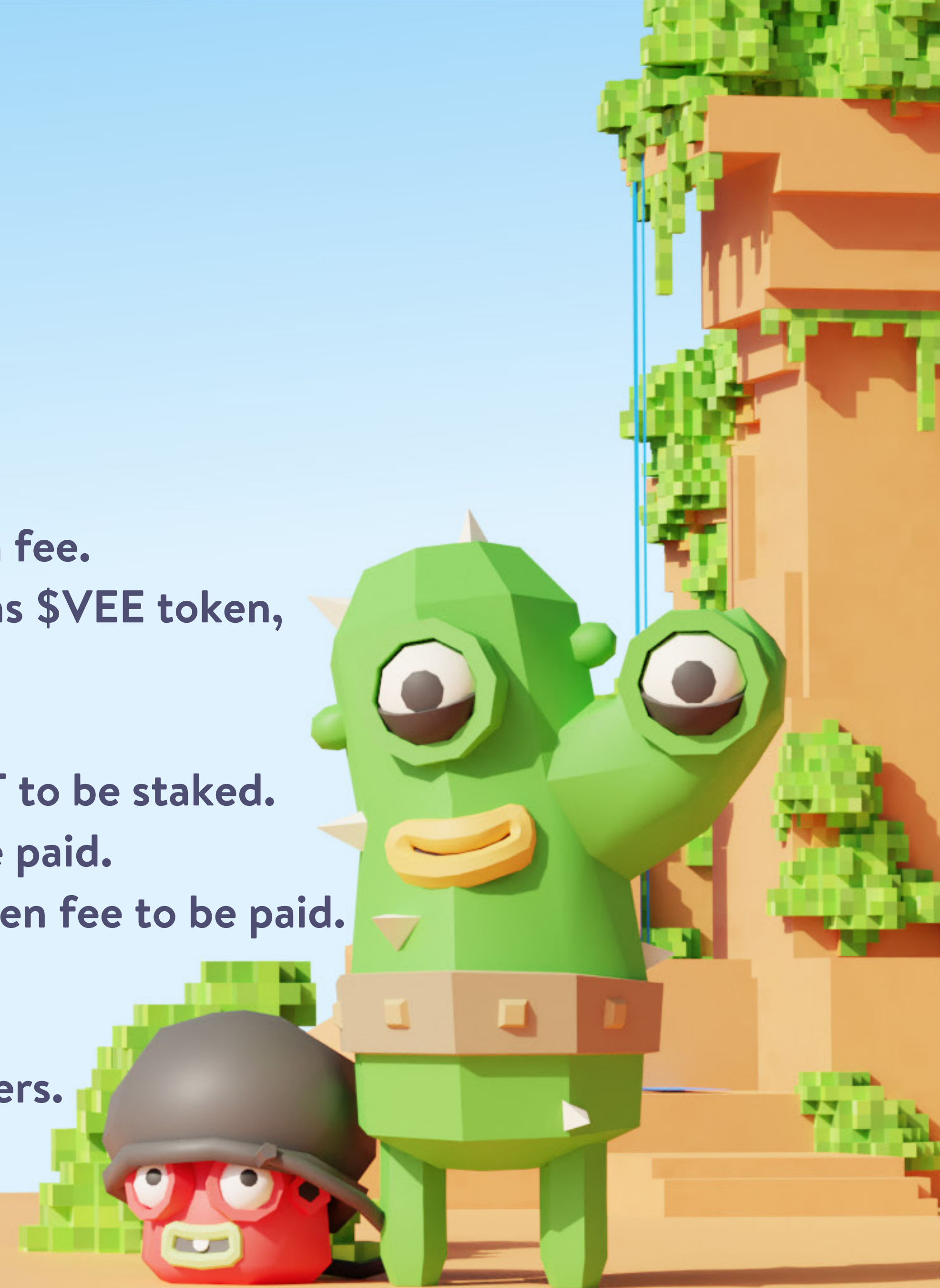
STAKING

Zeeverse perk system is structured around staking.
Staking allows players to unlock valuable perks which increase the efficiency of ZEE training, increases earning rate, and unlock new rewards.

The perk system organically engages a large player base into staking.

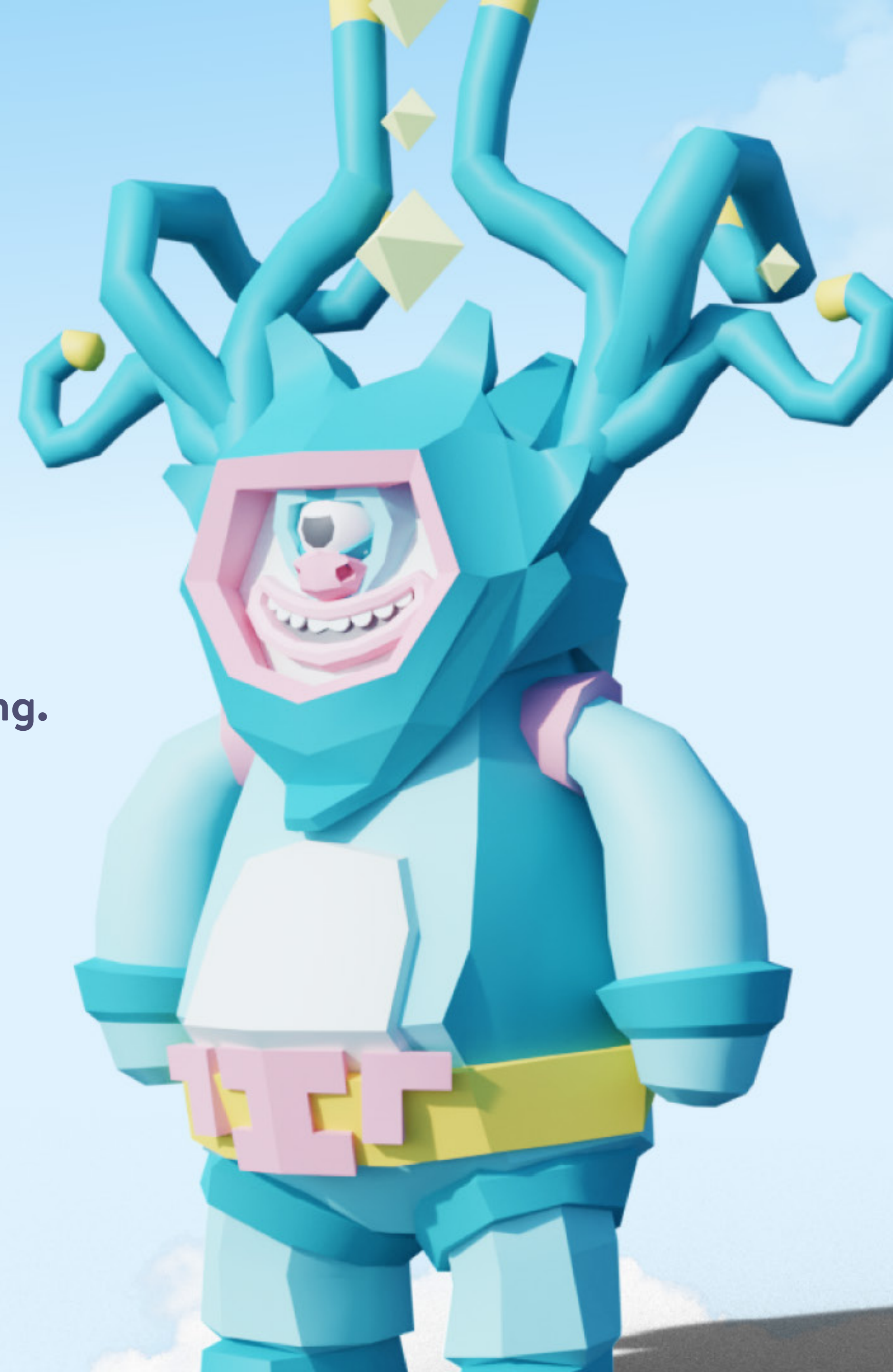In addition to in-game perks, staking allows staking rewards and voting rights on governance to decide how rewards are distributed through the game.

STAKING PERKS

level	Single Pool	Liquidity Pool	Social Status Perks	Earn APY %	Vote on Governance
1	10% XP Gain	30% XP Gain			
2	25% $VEE Bonus	75% $VEE Bonus			
3	Unlock $ZEE Drops	Improved Rewards			
4	25% XP Gain	75% XP Gain			
5	Unlock Battle Pass	Unlock Gold Battle Pass			
6	50% $VEE Bonus	150% $VEE Bonus			
7	25% $ZEE Bonus	75% $ZEE Bonus			
8	50% XP Gain	150% XP Gain			
9	75% $VEE Bonus	275% $VEE Bonus			
10	50% $ZEE Bonus	150% ZEE Bonus			

Additional Perks will include:

🟧 **Lower Store Fees**
🟧 **Improved Zee**
🟧 **Hatching Qualities**
   Land mining

Each staking level unlocks new perks which give an advantage in-game advantage besides staking rewards and voting rights.

*Numbers and perks are indicative and are subject to change.

SCHOLARSHIP PROGRAM AND MARKET STRATEGY

In order to bring Zeeverse to the masses, we are partnering with top guilds and implementing mechanisms to make asset lending trustless, easy and flexible for Guilds and Scholars.

- 🟩 Trustless lending
- 🟩 Automatic Revenue Split
- 🟩 Batch operations supported
- 🟩 ZEE NFT become more valuable when scholars play with them therefore introducing additional vector for revenue generation.

8 YEARS OF EXPERIENCE IN GAME DEVELOPMENT

Trump Vs Humanity
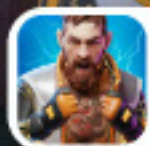
Polipong

Royal Aces
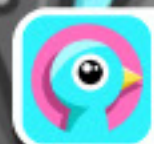
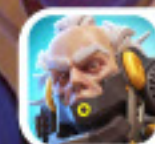Heroes Squad

Dystopia: Contest of Heroes

Best Strategy game 2021 Huawei store

Featured App store, Galaxy, Huawei

Hog Run

Mafia Stars

Mafia: Clash of families

TEAM

Edgars Vecozolins
CEO

Andrejs Volkovs
CPO

Arnis Lielturs
CTO/ Blockchain

Nauris Andzans
Lead Frontend Developer

Gunvaldis Urtans
Art Director

Guntars Polis
Senior Frontend developer

Elza Rauda
Head of Analytics

Aivars Francis
Senior Backend developer

Karlis Gliks
Lead Sound engineer & Composer

Maigurs Prusans
3D generalist

Davids Kruze
Lead Test Engineer

Elva Reine
Head of HR

Toms Rakeckis
Project Manager of Art Division

Inese Orosa
Community manager

Tornike Bardavelidze
3D generalist

Saba Chkhaidze
3D animator

Gocha Egutidze
3D generalist

George Korganov
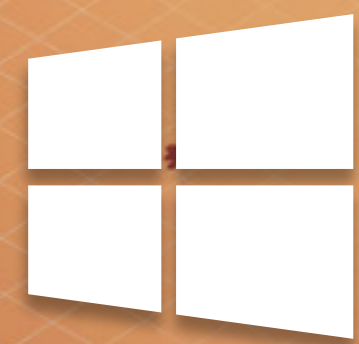Motion graphics

PARTNERS

Gametaverse

PWMC

Mr Block (Chris)

PLATFORMS

Windows
macOS

TOKENOMICS

	Percentage	Tokens	Initial Unlock %	Cliff (mo)	Vesting (mo)	USD Price
Team & founders	15.00%	150,000,000	0.00%	18	36	
Advisors	4.00%	40,000,000	0.00%	12	36	
Seed Sale	3.00%	30,000,000	0.00%	5	21	$0.01
Private Sale	12.00%	120,000,000	0.00%	4	21	$0.03
Strategtic Sale	6.00%	60,000,000	0.00%	3	21	$0.06
Public Sale	1.00%	10,000,000	100.00%	0	0	
Staking	15.00%	150,000,000	0.00%	0	48	
Marketing	5.00%	50,000,000	5.00%	0	24	
Liquidity	5.00%	50,000,000	15.00%	0	12	
Ecosystem Incentives	34.00%	34,000,000	2.50%	0	48	
	100.00%	1,000,000,000				

THANK YOU
SEE YOU IN
ZEEVERSE

Contact Us
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6th Floor, 6340 Baar (Switzerland)

GLOSSARY

- 🔷 $ZEEV - ERC-20 ZEEVERSE token with limited supply of 1,000,000,000.
- 🔷 $VEE token - ERC-20 ZEEVERSE secondary token with no hard cap. Minted and burned on demand.
- 🔷 ZEE - ERC-721 token. ZEE is monster what is required to play ZEEVERSE.
- 🔷 ZEE Egg - ERC-721 token which is used to hatch new ZEE
- 🔷 ZEE Land - ERC-721 token which is required to mine Voxel tokens.
- 🔷 Voxel - ERC20 token which is used to create ZEE Land Assets
- 🔷 Land Asset Blueprint - ERC-721 token which is used to mint Land Assets
- 🔷 Land Asset - ERC-721 token which can be minted from Land Asset Blueprints.
- 🔷 XP - Experience Points
- 🔷 PvP - Player versus Player
- 🔷 PvE - Player versus Environment
- 🔷 P2E - Play to Earn
- 🔷 Live ops -Live operations