**ULTI ARENA**

**Ultimate Battle Arena**
**Crypto Collectible Card Game**

Join the movement: #uba
02.11.2021

**FRAG**
FOR ROCK AND GAMES

**rc** remote control productions

# Overview

**Ulti Arena ($ULTI)** is a gaming ecosystem (**https://ultiarena.com/**) that aims to revolutionize the NFT gaming space with our products:

- ⬡ **NFT Marketplace for Game Assets**, where buyers and sellers can trade unique 2D/3D assets, music, sound, and UI/HUD elements.
- ⬡ **Proof-of-Gaming**, a gaming protocol allowing players to earn $ULTI tokens when playing non-blockchain competitive games such as DOTA2, LOL, CSGO, PUBG, Mobile Legends, and more.
- ⬡ **Crypto Trading Card Game: Ultimate Battle Arena**, built in collaboration with **Remote Control Productions** and **Frag Games** (maker of non-blockchain trading card game **https://store.steampowered.com/app/718750/Epic_Battles_of_History/**).

The Crypto Trading Card Game or otherwise known as the Crypto Collectible Card Game is called **Ultimate Battle Arena** (**https://uba.gg/**).

**Our tagline is simple:**

"*Ultimate Battle Arena is a blockchain game on the Polygon Network that allows players to battle, purchase, collect, fuse, and sell Ultimates.*"

**Ultimate Battle Arena** is a trading card game and MOBA-inspired universe where anyone can earn **Benders of Valor ($BOV)** Tokens (**Polygon**) through skilled gameplay and contributions. It's a digital collection where players can battle, collect, modify and fuse their Ultimates. **Each Ultimate** possesses a different set of characteristics that determine their role in the battle. **Each Ultimate is a non-fungible token (NFT)**. They are unique and owned by the user, validated through the blockchain, and their value can be appreciated or depreciated based on the marketplace. Since Ultimates are tokens on a blockchain, they can be bought, sold, or transferred digitally, with a guarantee of ownership.

Ultimates have an infinite number of copies on the Marketplace (NFT's with multiple copies). Each copy has distinct stats stored in a smart contract.

**UBA game combines elements of a CCG and MOBA (Multiplayer Online Battle Arena).**

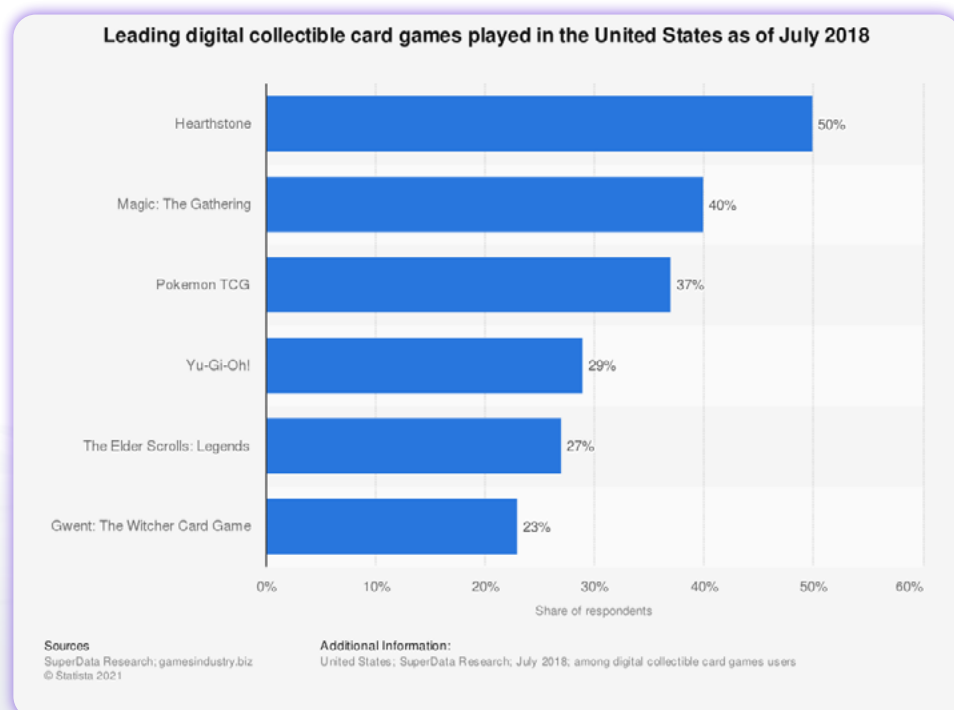# CCG - Collectible Card Game and MOBA Gaming Market

CCG and MOBA are two of the most beloved genres in eSports.

**The Digital Collectible Card Game (DCCG)** represents a game market in full evolution, expected to reach a share of $98.75 Billion by 2027.



**Sports Trading Card Market**

Market forecast to grow at a CAGR of 27.8%

USD 98.75 Billion

USD 13.89 Billion

2019        2027

Sports Trading Card market growth | Source Research And Markets

CCG tournaments are growing in popularity. One of the most popular DCCG at the moment, **Magic: The Gathering Arena**, held a tournament with a $1,000,000 prize pool. Additionally, Hearthstone, the world's leading DCCG, is running tournaments with prize pools of around $500,000. The third most popular game, Pokemon TCG, will have a prize pool of approximately $375,000.



**Leading digital collectible card games played in the United States as of July 2018**

| Game | Share of respondents |
|---|---|
| Hearthstone | 50% |
| Magic: The Gathering | 40% |
| Pokemon TCG | 37% |
| Yu-Gi-Oh! | 29% |
| The Elder Scrolls: Legends | 27% |
| Gwent: The Witcher Card Game | 23% |

Share of respondents

Sources
SuperData Research; gamesindustry.biz
© Statista 2021

Additional Information:
United States; SuperData Research; July 2018; among digital collectible card games users

Leading CCG games in the US 2018

In a survey conducted in 2018, about half of all Digital Collectible Card Games respondents played Hearthstone, a Blizzard-owned franchise that made CCG great again.
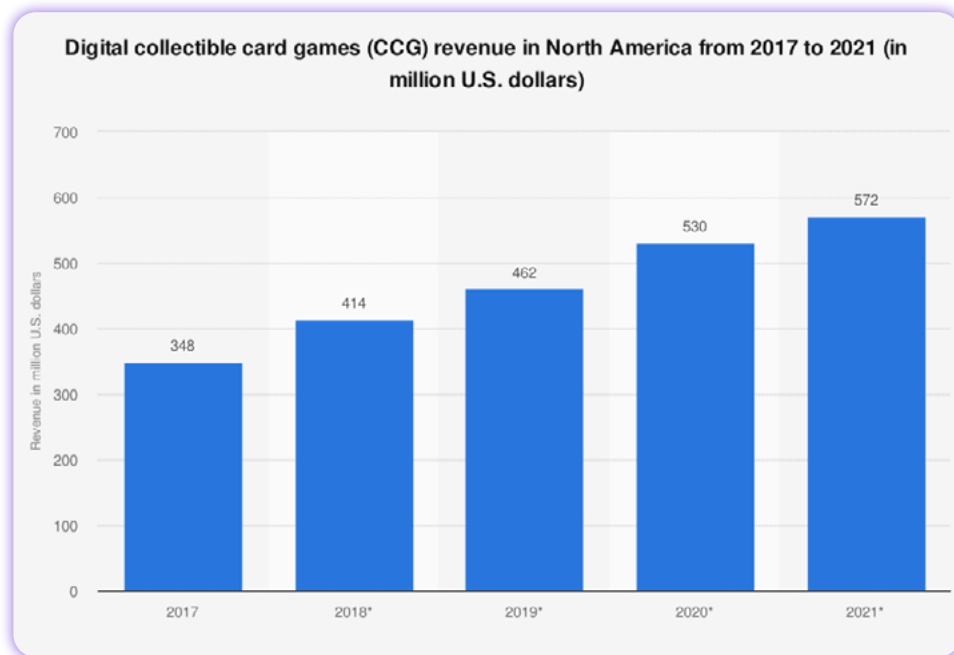


CCG Revenue in NA 2017-2021 | Source e-Sports Earnings, Statista 2021

As seen on the chart above, CCG space is gaining more and more popularity over time, proven by the progressive revenue increase in recent years.
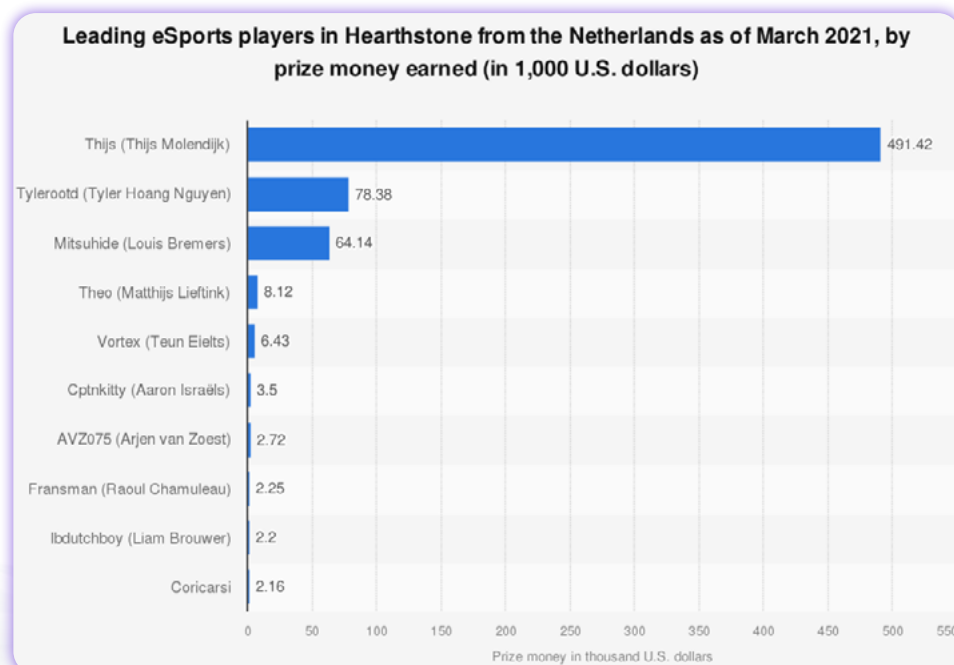


CCG eSports players earn up to 492k USD / year | Source e-Sports Earnings, Statista 2021

MOBA games represent one of the giant genres of the gaming world. The recently concluded International Dota 2 Championship tournament held in Bucharest, Romania had a record prize pool of **more than $40 million**, the largest esports prize pool in history.

Based on recent reports, League of Legends has reached an enormous number of 115 million monthly active users. **Dota 2 comes in second with around 48 million active users and has over 600,000 players daily, with a huge all-time peak of almost 1,300,000 players in 24 hours.**

While Dota 2 had the biggest prize pool in history yet, **LoL created a huge revenue from its popularity**. In 2020 LoL managed to bring $1.75 billion in revenue for Riot Games, allowing LoL to secure a spot in the top 10 revenue-producing free-to-play titles. The top spot of the said list was also occupied by a MOBA game, Honor of Knights, a mobile game owned by Tencent, which generated $2.45 billion of revenue in 2020 and a total of $10 billion since its launch in 2015.

MOBA (Multiplayer Online Battle Arena) has proven to be one of the most competitive and lucrative game genres in the mobile game market. While Tencent's Honor of Kings is the world's top-grossing mobile game to date, Mobile Legends by Moonton studio and Brawl Stars by Supercell are among the games that have made a big hit globally. This freshly created market is generating over $300 million monthly!



## Monthly Spending in Mobile MOBAs Exceeds $300 Million

*Worldwide revenue and downloads for MOBA sub-genre*
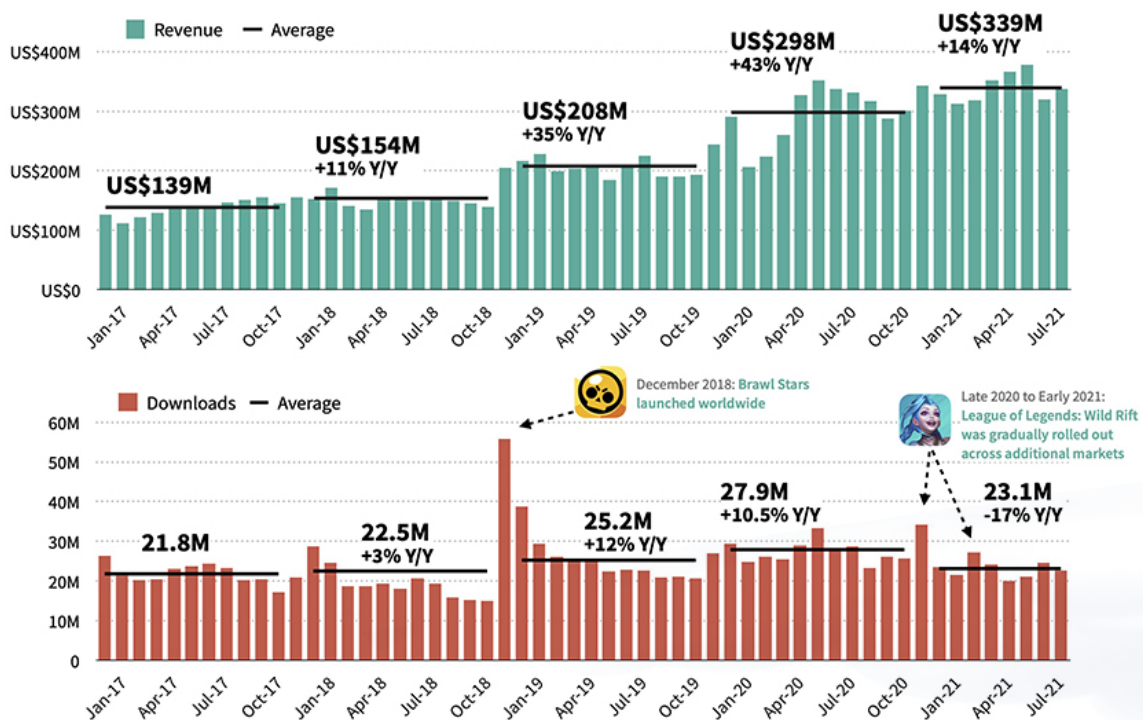
MOBA in-game spending exceeds $300 mln | MOBA Overview

The global COVID-19 pandemic and lockdowns, as with the rest of the mobile games market, sparked a surge in player spending in MOBAs globally, with average monthly revenue rising by 43 percent year-over-year in 2020. The sub-genre has continued to grow, with average monthly revenue rising by an additional 14 percent so far in 2021 to more than $300 million per month, driven by Honor of Kings.

## Conclusion

Taking everything into consideration, imagine that Ultimate Battle Arena (UBA) inherits the features from two of the most important markets in the gaming industry: Digital Collectible Card Game and Multiplayer Online Battle Arena. With this in mind, UBA will offer a genuine and entertaining gaming experience.

We kept our vision from the beginning: crypto games need to be more than economics. It must be a fun and pleasurable experience, one that you feel the urge to play and get addicted to. UBA will fill that spot greatly!

# Our Target Audience and their Gaming Preferences

**Together with Frag Games**, we surveyed 200 people from Ulti Arena's community members and came up with the ideal UBA gamer profile based on the feedback.

## Survey

**Here are the details of the survey in our community:**

**1.** Let us know where are you come from?
*192 responses*



- Asia
- Europe
- Africa
- South America
- North America
- Australia
- Antarctica

22.4%
55.2%
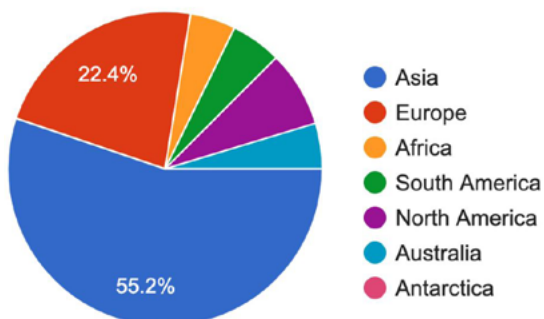
**2.** In your opinion what are the most important factor of a perfect NFT game? *193 responses*



43.5%
8.3%
8.3%
10.4%
16.1%

- Security
- Beautiful graphics in a game
- Possibility to start playing without inve...
- Interesting game plot
- Team behind the game
- Easy contact with support
- Good game economics play to earn
- A fun game
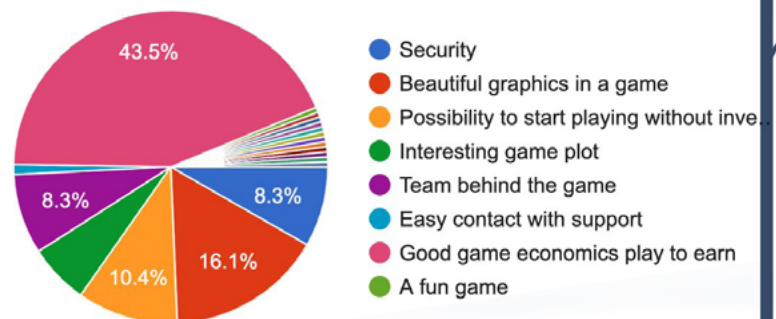
**3.** What graphic style for characters are the most interesting in your opinion? *193 responses*



44%
11.9%
37.8%

- Characters inspired by anime/manga (...
- Cute, Pokemon inspired creatures (lik...
- Human-based fantasy characters (like...
- Monsters (like in My DeFi Pet)
- Monster warlord like ( gamevil its kore...
- Games like Breeders Zone and Illuvium
- Any kind of graphic/art style is good, a...
- Star Citizen
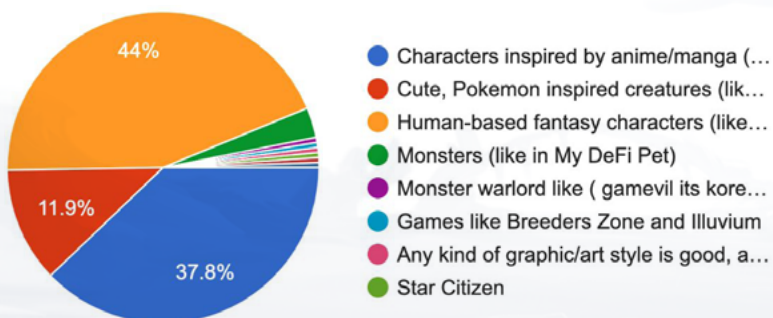
**4.** Why are you interested in NFT games? *173 responses*



## Our findings are summarized below:

1. The audience focus must be in Asia where most of the players for Mobile Legends, AFK Arena, and League of Legends are. We should develop a game that is appealing particularly to this market.
2. Human-based fantasy characters inspired by anime/manga will be the best option for the theme of the game. Since we're mixing MOBA, Trading Card Game, and Auto-Battler genres in one, we decided it's best to develop a range of Heroes or Ultimates, each having different fighting styles, Ultimates / special attacks, and stats.
3. The most important factor in the game will be the game economy / Play2Earn part. This is specific for our target group who'd like to earn money while having fun playing the game. Other important features are security and good graphics - but easily accessible since our target group will mainly have Android phones along with low/mid-budget PCs. We're first developing for the Web as this will be accessible for most people and we'll also develop the Android version as a top priority (83% market share in Asia).

# Competitor Traffic Data from SimilarWeb

1. We have done our research based on traffic data from competitors.
2. Our competitor's traffic profile (Axie Infinity) shows that 50% of the social traffic comes from Social Media Advertising on Facebook, where monthly visits hover around 22 MLN unique visitors, with an Average Visit Duration of 13 minutes (most on the marketplace). 43% of traffic comes from the Philippines, 6% from Venezuela, other important countries are the USA, Brazil, and Argentina. 67% of all traffic comes from Direct, which means there's a huge brand-building activity and virality (Word of Mouth Marketing) behind the growth of Axie Infinity.
3. God Unchained on the other hand has 70% of social traffic coming from YouTube, and while it's the largest social channel, they too have at least 60% of all traffic coming from Direct, which means Word of Mouth and player recommendation is the strongest marketing channel/acquisition.
4. We have also researched on other games.

# Our ideal Gamer Persona for UBA

The intended audience for this game are people aged eighteen and above. Due to the legalities associated with cryptocurrency and in-game purchases, audiences under 18 will be excluded from the target market. Instead, the application will focus on a market that encompasses the following:

- Can partake in buying and selling cryptocurrency.
- Have an interest in blockchain and NFTs.
- Are interested in a more interactive form of crypto-trading.



**Specifically, based on our extensive research:**

1. An **ideal potential gamer** is a married man from Asia (Philippines, Vietnam, Malaysia, Indonesia);
2. Fascinated with crypto trading, NFT trend and loves to play Mobile Legends as well as League of Legends;
3. Has low/mid-budget PC and most likely has an Android phone.
4. He likes to play casually and loves the concept of earning crypto by playing (combines 2 of his best interests);
5. Needs good game economics and would like to start playing for free or with little investment (in our case players will need to buy NFT Card Packs from UBA Game using ULTI Tokens).

# $BOV Token and use cases

**The Benders of Valor ($BOV) Token will have separate utilities:**

- The only way to craft new cards out of scraps or to reroll existing cards (the rarer the card, the higher the cost of crafting. Legendary Card recraft/reroll will be the most expensive).
- Progress Ultimates in terms of level and stats (to reach max level/max stats caps). $BOV Tokens will be needed to unlock next levels.
- Buy limited-series lands for Ultimates, and get bonus stats and abilities.
- Card skins will be available which don't modify core stats of the Ultimates but a way to show-off / beautify them.
- Tournaments and Season Pass: to participate in events as well as to be listed on leaderboards, passes will be needed and payable with $BOV Tokens.
- Unlimited supply: as players win battles, $BOV Token will be minted. With a lot of utilities for $BOV Token in-game, we are confident the demand will far surpass the supply.
- Will be tradeable on DEX's / CEX's (first on QuickSwap as this is Polygon token).

# Proposed Game Mechanics

In Ultimate Battle Arena, players will collect, modify, and battle NFT-based Ultimates to earn tokens through their gameplay and contributions to the digital world. Players battle against other players' characters in teams of 15 Cards to earn Benders of Valor ($BOV) Token, with battle outcomes determined by cards played and the type of cards fighting. Players can fuse Ultimates to produce new and unique Ultimates using $BOV. The number of times the Ultimates may be fused is limited.

In this section, each game mechanics will be fleshed out in detail.

## MetaMask Integration

Players need to authorize their wallets before starting the game. We are using MetaMask or Wallet Connect which will act as a key vault, secure login, token wallet, and token exchange.

*Cases to consider:*

Before starting the game, players need to connect to a digital wallet: MetaMask. If a player has already added an extension in Chrome, a MetaMask popup will open on the right side of the screen. If the player hasn't added an extension, clicking on the connect wallet button takes the user to the MetaMask Chrome Extension page.

**Reference:**
https://chrome.google.com/webstore/detail/metamask/nkbihfbeogaeaoehlefnkodbefgpgknn

## Ultimates

In the Inventory section, all the Ultimates that the player owns are shown. Ultimates are the characters the player will use to progress and participate in auto battles. Ultimates can be leveled up, and possess abilities unique to themselves which allow for a good synergy among other Ultimates. All Ultimates belong to one of four factions and are further distinguished with Class, Type, and Role of their own.

Each Ultimate has the following set of animations: Idle, Attack, Hurt, Death, and Special Animations.

**The Ultimate Tiers are as follows:**



Air Faction card frames

There are four tiers of Ultimates: Common, Rare, Epic, and Legendary. Each tier has a maximum level cap.

- Common Tier Ultimates can be leveled up to Level 25.
- Rare Tier Ultimates can be leveled up to Level 50.
- Epic Tier Ultimates can be leveled up to Level 75.
- Legendary Tier Ultimates can be leveled up to Level 100.

## Classes and Factions Overview

**Classes: There are five different classes:**
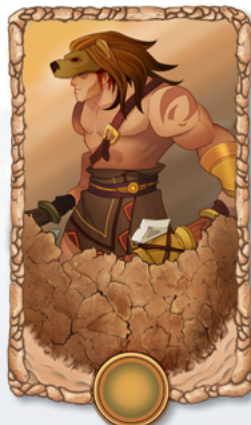
- Warrior
- Tank
- Mage
- Ranged
- Support



Rare Ultimate from Air Faction, Role: Assassin / Ranged

**Factions**: There are four different avatar-based factions



**Water**

**Earth**

**Fire**

**Air**

Rare Ultimate from Air Faction, Role: Assassin / Ranged

**Roles:** These roles will help us define character stats and abilities.

- Tank (Tank Class, Warrior Class)
- Heal (Mostly Support Class, sometimes Mage)
- Buff (Mostly Support Class, sometimes Mage)
- Assassin (Ranged Class, Warrior Class)
- Area of Effect (Mage Class, Ranged Class)
- Debuff (Support Class, Mage Class, Ranged Class)
- Damage over Time (Mage Class, Warrior Class, Ranged Class)
- Concentrated Damage (Mage Class, Ranged Class, Support Class)
- Crowd Control (Warrior Class, Tank Class, Mage Class)



Epic Ultimate from Water Faction, Role: Concentrated Damage / Mage

Each Ultimate belongs to a class and faction and enjoys formation buffs and a factional advantage. Each Faction will have 25 Ultimates, 5 of each class.

## Factions

| | Damage Bonus against other Factions - early concept | | | |
|---|---|---|---|---|
| | Fire Nation | Water Tribe | Eath Kingdom | Air Nomads |
| Water Tribe | 15% | | | |
| Eath Kingdom | | 15% | | |
| Air Nomads | | | 15% | |
| Fire Nation | | | | 15% |

common     epic     rare     legendary

water     earth     fire     air

**Water Faction:**

Icon: TBD

Description: TBD

Factional Advantage: TBD

No. of Playable Ultimates: 25

Strength: TBD

Weakness: TBD

**Earth Faction:**

Icon: TBD

Description: TBD

Factional Advantage: TBD

No. of Playable Ultimates: 25

Strength: TBD

Weakness: TBD

**Fire Faction:**

Icon: TBD

Description: TBD

Factional Advantage: TBD

No. of Playable Ultimates: 25

Strength: TBD

Weakness: TBD

**Air Faction:**

Icon: TBD

Description: TBD

Factional Advantage: TBD

No. of Playable Ultimates: 25

Strength: TBD

Weakness: TBD

Legendary Ultimate from Water Faction, Role: AoE / Mage

# Card Packs / Chests

Card Packs / Chests are the most cost-effective way to acquire cards (besides buying them from the NFT Marketplace - where players will be able to buy and sell their NFT's). They offer the fastest way to extend the player's collection to a particular set. They contain items that players can open to acquire cards to add to a player's UBA collection.

Card Packs / Chests can only be purchased with $ULTI Tokens. Each card chest contains 5 cards from the card set. Each card opened has a probability of being Common, Rare, Epic, and Legendary but each pack is guaranteed to contain at least one card of at least a Rare rarity.



Card Chests are acquired with $ULTI Tokens - this is the only way to access the game

# Battle Mechanics

The Ultimate Battle Arena battle system is a turn-based card game where the goal is to eliminate all enemies that your team of 15 cards is facing.

**Battle Mechanics are as follows:**

- A new player will have to buy a starter chest that contains 5 Common Cards/Ultimates, 2-3 copies of each. The player will have the option to purchase more Ultimates if they wish to do so. This will help them create a deck with better and more powerful Ultimates.
- Players can create and modify decks to start the game with. Each deck has a limit of 15 Cards/Ultimates.
- Players will choose a deck beforehand to start the battle.
- When both players click the *Ready to Battle* button, the battle begins.
- In the beginning of the match, formation slots in the battlefield will be filled up by the cards/Ultimates from the player's chosen deck.
- For the Cards Placement, a maximum of 5 formation slots are available in the Battle Arena. On-hand cards will be auto-placed to formation slots, which means the system will place the best-suited x class-specific card in the x slot. If a player does not have a card of any class on-hand, that class formation slot will be empty.
- The Ultimates with the highest stats will be placed on the battle board first. For example, out of all the Warrior Ultimates in the deck, the one with the highest stats (higher tier, if there are two ultimates from the same tier then the one with the lowest health-to-attack ratio) will be placed in the warrior formation slot. Once that card is destroyed, the warrior with the second-highest attributes (when on-hand) will take the slot, and so on.
- Both players will play the cards in their turns. Cards will auto attack.
- Using the drawing card mechanism, 5 Cards from deck to hand are available, 1 Card in each turn from deck to hand. Maximum of 6 Cards on hand.
- In Hand, an Ultimate Portrait will be shown.
- In Battle Arena, each Ultimate will be shown with 2 bars: Health Bar and Ultimate Ability Bar. Green for Health Bar and Orange for Ultimate Ability Gauge.
- The Card's ability will be applied as soon as the first turn.
- When the UA Gauge fills up, players can use Ultimate Ability. When it's ready, there will be a glow around the Card Portrait and it will auto-attack.
- The UA Gauge will be dependent upon the number of turns. The gauge will fill up after 3 successful turns.
- No Extra Card is given to any player in the First Turn.
- Both players have 15 cards in a deck. Each hero card has an attack, ability, and ultimate ability.
- The Deck will be a combination of the different Ultimates.
- Players with 0 cards left in the deck will lose and the other player will win and earn $BOV Tokens.
- Attack Target will always be the closest enemy in the vicinity.
- There will be an Attack Rate defined in terms of turns, which means the unit can attack every x turn.



Early concept of the Battle Board on Earth Faction's and Water Faction's grounds

**Battle UI Flow is as follows:**

- The battle background will be presented based on the selected factions.
- The top left corner will be showing the user's username and XP.
- The top right corner will be showing the enemy user's username and XP.
- The bottom left corner will be showing the Options CTA.
- Upon clicking the Options CTA, a pop-up will be displayed with the following options:
    - Quit
    - Concede
    - Sound
    - Music
- Formations slots of the user and enemy player will be shown as follows:
    - Two slots on the front, namely F1 and F2
    - Three back slots, namely B1, B2, and B3
- At the bottom center of the screen, five in-hand cards will be displayed.
- When the cursor hovers over the in-hand cards, a card front will be displayed on the mid-right of the screen showing the stats of that card.
- The total count of in-hand cards will be displayed on the right of the user's username and XP.
- The total count of in-deck cards will be displayed on the right of the in-hand cards count.
- The portraits of the heroes in play will be displayed under the player's username and XP on the left.
- If a hero dies, its portrait will be removed and replaced by another hero.
- If a hero dies and there are no more cards to replace it, the slot becomes blank.
- The user and the enemy attack each other in turns. Each user gets a turn and all 5 cards/heroes attack the enemy cards/heroes.
- When the user's turn ends, all 5 enemy cards/heroes attack the user's cards/heroes.
- Attack order:
  - F1   - F2   - F3   - B1   - B2   (please look at the picture below).
- The game ends when the user's or the enemy's cards run out.
- The VICTORY or DEFEAT screen will be displayed at the end of the match.



Early concept of the Battle Board with role indications for each position

# Formation Slots

In Battle Arena, there will be a maximum of 5 formation slots for cards. 2 Rows: Front End Queue and Back End Queue. Front End Queue will be utilized for the cards with high health and Back End Queue would be utilized for the cards with low health. Each slot will be class-specific.

**The formation is as follows:**

- Front End Slot 01 is for Warrior-Specific Class
- Front End Slot 02 is for Tank-Specific Class
- Front End Slot 03 is for Mage-Specific Class
- Back End Slot 04 is for Ranged-Specific Class
- Back End Slot 05 is for Support-Specific Class

**Class-wise priorities are as follows:**

*Cases to Consider:*

- Slots will be filled with cards automatically from hand before the round starts and cannot be changed after the round has started.
- The front line cards/characters take all the damage until the front line is depleted.
- The backline cards/characters will not take any damage until the front line cards/characters are killed.
- Tanks, warriors, and support class cards/characters can only attack on short-range, i.e.; they need to be close to the opponent cards/characters to deal damage.
- Mage and ranged class cards/characters can attack from both long and short-range.
- Short-range attacks will take a bit more time to reach and damage the opponents than the long-range.

# Deck Creation

A deck is a collection of exactly 15 cards assembled before a match. Players can create, modify and delete decks through the Deck Building Screen. Each deck takes up a deck slot, and the number of deck slots determines the maximum number of decks a player can own. Players start with basic and balanced decks but can customize them and replace them with new and more powerful decks. Only 2 copies of a single card can be included in a deck. At the start of the game, there will only be 5 deck slots available. Players can unlock more decks using in-game currency as they progress. There will be a maximum of 30 deck slots.



Frag Games has done Epic Battles of History in the past - a non-blockchain trading card game.

Play it here:

https://store.steampowered.com/app/718750/Epic_Battles_of_History/

*Cases to Consider:*

- The user will be able to go to the Deck Building Screen by clicking on the Deck Building Button. The Deck Building Screen will show Ultimate Collections on the left side and the Deck Creation Panel on the right side.
- The user will be able to create a deck with the available and desired cards.
- The user will be able to add a maximum of 15 cards to a deck.
- The user can only add a maximum of 2 similar cards to a deck.
- The user will be able to see the added cards at the left of the screen in a list view.
- The user will be able to remove the cards from the deck by clicking on the added cards in the list view.
- The user will be able to see the card name, count of the similar card for the added cards in the list view.
- The user will be able to view the total number of added cards under the added cards list view.
- Once the user has 15 cards to a deck and tries to add another card, they will see a message 'A deck can only have 15 cards.

## Fusion (TBD)

Cards can be fused to create new cards. These cards can be used in auto battles, fuse new cards, or can be sold on the marketplace. Fusion costs $BOV only. Players can earn $BOV by playing the game in PVE Mode, or acquired by purchasing.

There are four tiers of Ultimates: Common, Rare, Epic, and Legendary. Each tier has a maximum level cap:

- Common Tier Ultimates can be leveled up to Level 25.
- Rare Tier Ultimates can be leveled up to Level 50.
- Epic Tier Ultimates can be leveled up to Level 75.
- Legendary Tier Ultimates can be leveled up to Level 100.

To get Legendary tier Ultimates at Epic or even Rare rarity Level, they need to be fused to higher rarity levels to level up past their respective level caps.

## Reroll (TBD)

Cards can be rerolled to get a new NFT card with new stats. This doesn't guarantee that the stats will be better but allows the players a chance to get a new one (it may be the same card that has a different stats).

## Season Pass (TBD)

There will be different Leaderboards for each Season. The spans of Seasons are yet to be decided. In order to get an official Season Pass, players will need to spend $BOV Tokens.

## Tournaments (TBD)

Tournaments will be implemented in later phases of the game. In order to sign up for Tournaments and be eligible for Prize Pools, players will need to spend $BOV Tokens.

## Card Skins (TBD)

Want your Ultimates to have unique looks? Purchase Ultimate / Card Skins with $BOV Tokens. Once the skins are added, they're forever yours. Each skin is a unique NFT.

## Chat UI Flow

- The chat button will be displayed at the top mid of the screen.
- The screen will be divided into two horizontal panels with the left panel being comparatively smaller than the right one.
- At the top of the left panel, the username of the user will be displayed.
- Under the username, there will be two tabs, Friends and Add Friend.
- The Friends tab will be open by default.
- When the Friends tab is opened, it will be highlighted and under it, there will be a list of all the friends added.
- On the list of friends, there will be the friend's username and to the top left of the friend's username, will be an online indicator:
  - A green indicator means the user is online
  - A red indicator means the user is offline
- The display order of the friends will be as follows:
  - Online friends at the top, offline friends at the bottom
  - Alphabetical order
- The right-hand side panel will be blank if no friend is selected from the friend list.
- When a friend is selected, the username of that friend will be highlighted and the right panel should display that friend's chat.
- At the bottom of the right panel, there will be a message box with the default text 'Type a message'. As soon as the user starts typing in that box, the default text disappears.
- If a message is sent, it appears in a dialogue box above the 'Message Typing box', to the right.
- If a message is received, it appears above the 'Message typing box' to the left.
- The messages are displayed in the order of time that they're sent.
- The 'Add friend' tab will be opened and highlighted when clicked.
- Under it, will be a text box, with a magnifying glass icon to the left and an X icon to the right.
- The user will be able to type a friend's username in that text box.
- Clicking on the X icon to the right will erase everything typed in the box.
- When the user enters a username of another user, a new box will appear under the message box and the Add As Friend button.
- When clicking on the Add As Friend button, the user will see a pop-up message saying 'Friend Request Sent'.
- If the typed username is not found, nothing happens unless the user presses Enter.
- If the typed username is not found and the user presses enter, a pop-up will be displayed saying, 'No user found with this username'.

## Inventory Screen Flow

- The inventory screen will be shown to the player with two sub-options:
  - Ultimates
  - Packs / Chests
- In the inventory tab, Ultimates will be selected by default.
- On the right-hand side of the screen, card slots will be shown in a row of 5 and a column of 4.
- The first two rows are unlocked and will show the cards/free spaces.
- The last two rows are locked by default. They are greyed out and show a lock sign over them.
- In each slot, the Ultimate card image will be shown.
- The cards in the slots can be selected. Details of each card are shown on the left side.
- The top shows the Ultimate Name and Ultimate ID.
- Below that appears the animated Ultimate.
- Further, the Ultimate stats shows the Faction, Attack, Class, Health, Role, Ability, Rarity, and Ultimate Ability.
- Under the animated Ultimate, the button to remove or sell the card appears.

- Upon clicking, the "Packs" will be highlighted in grey.
- On the right-hand side of the screen, Packs slots will be shown in a row of 5 and a column of 4.
- Upon clicking, the pack will be selected and highlighted.
- The first two rows are unlocked and show the pack spaces.
- The last two rows are locked by default. They are greyed out and show a lock sign over them.
- Selected pack names will be shown on the top along with the pack ID.
- Below that, there will be a Treasure Chest animation.
- There is a heading below the animation pack content.
- Pack content shows the content available inside the selected pack.

## Tutorial Level

When the player logs in for the first time, ideally they will be given a small interactive tutorial that explains each facet of the game, and what the player can and cannot do in-game. This tutorial will only be played during the start of the game for first-time log-ins. The tutorial can be skipped.

Before the tutorial, players will be given 2 factions with a balanced deck as a choice. They can choose any deck but they have to buy a deck first to start the game.

After completing the tutorial, players will get 3 Packs as a reward.

# Ultimates Progression

The only way to level up the Ultimates is by spending $BOV Tokens. The only way to get $BOV Tokens is either by winning battles or buying them from exchanges.

For now, the max level for Legendary Ultimate is 50. We will introduce more and more end-game content for the most hardcore players.

# Tokenomics of $BOV

## Presales

$BOV will be the native in-game token for the Ultimate Battle Arena franchise. It will serve as a key component in the game economy as well as outside of it. We have divided our Presales into 3 different stages, each with its vesting schedule:

| PreSale Tokens Vesting | PreSale 1 | PreSale 2 | PreSale 3 |
|---|---|---|---|
| Unlocked at TGE | 10% | 7% | 5% |
| Cliff | 30 | 25 | 20 |
| Rest unlocked over | 6 months | 6 months | 6 months |

Obviously, in terms of pricing, PreSale 1 is the most attractive, but it also has the longest vesting schedule. As with all in life, nothing is free and there are trade-offs. Choose wisely before investing!

## Detailed PreSale and Token allocation

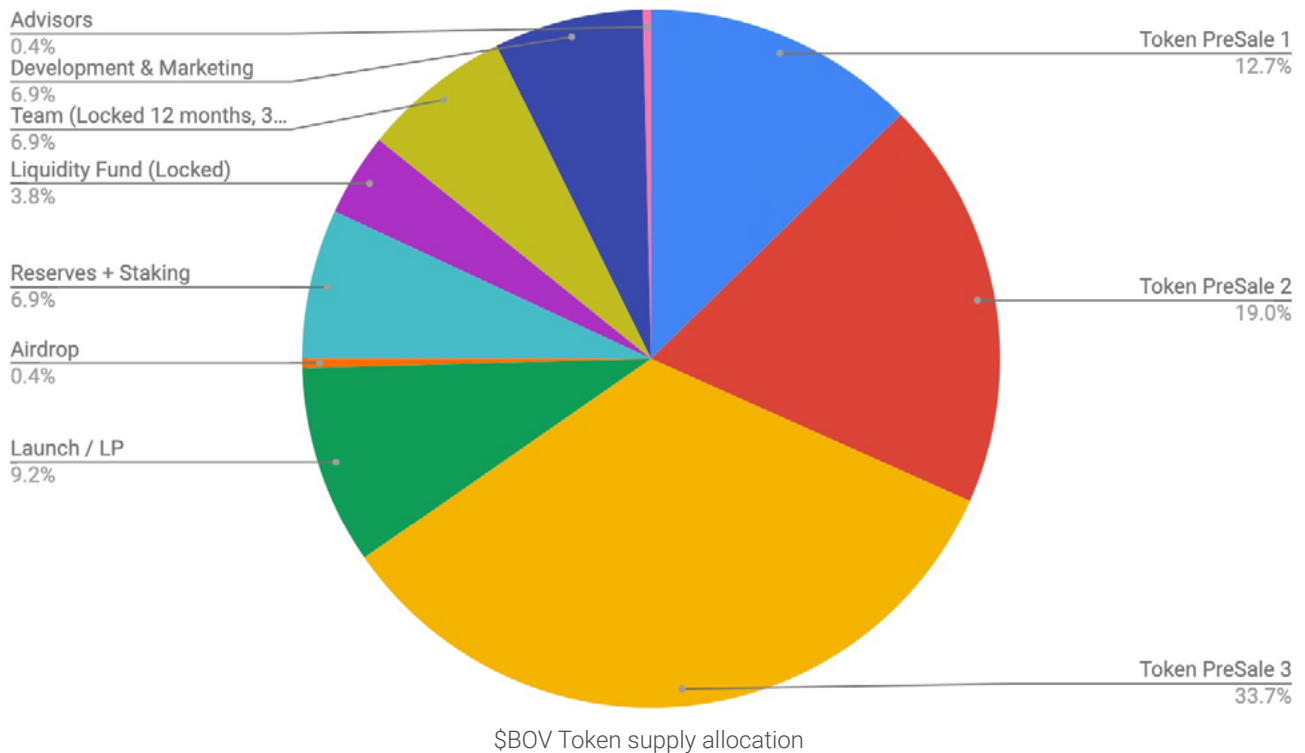| Dates (2022) | Allocation | Price (USD) | USD hardcap | Bonus % | Total Tokens in period without bonus | Bonus Tokens | Total (+Bonus) | Portion (Total + Bonus) | $BOVs per USD |
|---|---|---|---|---|---|---|---|---|---|
| 19th Jan 3PM CET - 2nd Feb 3PM CET | Presale 1 | $0.004 | 150 | 10% | 150,000,000 | 15,000,000 | 165,000,000 | 12.7% | 1,100,000 |
| 2nd Feb 3PM CET - 16th Feb 3PM CET | Presale 2 | $0.005 | 294 | 5% | 235,000,000 | 11,750,000 | 246,750,000 | 19% | 840,000 |
| 16th Feb 3PM CET - 2nd Mar 3 PM CET | Presale 3 | $0.006 | 638 | 3% | 425,000,000 | 12,750,000 | 437,750,000 | 33.7% | 686,667 |
| 9th March 3 PM CET | TGE / Launch | $0.008 | - | - | 120,000,000 | - | 120,000,000 | 9.2% | |
| | Airdrop | | | | 5,500,000 | | 5,500,000 | 0.4% | |
| | Reserves + Staking | | | | 90,000,000 | | 90,000,000 | 6.9% | |
| | Liquidity Fund (Locked 1 month, 10% monthly) | | | | 50,000,000 | | 50,000,000 | 3.9% | |
| | Team (Locked 12 months then 5% vesting/ monthly) | | | | 90,000,000 | | 90,000,000 | 6.9% | |
| | Development & Marketing (5% monthly) | | | | 90,000,000 | | 90,000,000 | 6.9% | |
| | Advisors (same lock as Team) | | | | 5,000,000 | | 5,000,000 | 0.4% | |
| | **Total** | - | 1,081 | - | 1,260,500,000 | 39,500,000 | 1,300,000,000 | 100% | |

*ASSUMPTION: USD = $4000 Dates (2022) Allocation Price (USD)

$ POWERED BY COINSPAYMENT
Pay using BTC, ETH, BNB, MATIC, ADA, SOL and many more!

# Public Sale / TGE

**$BOV Token allocation**



$BOV Token supply allocation

- Advisors 0.4%
- Development & Marketing 6.9%
- Team (Locked 12 months, 3... 6.9%
- Liquidity Fund (Locked) 3.8%
- Reserves + Staking 6.9%
- Airdrop 0.4%
- Launch / LP 9.2%
- Token PreSale 1 12.7%
- Token PreSale 2 19.0%
- Token PreSale 3 33.7%

After Private and Presale events, $BOV Tokens will be available for the general public when we launch on QuickSwap and other CEX's.

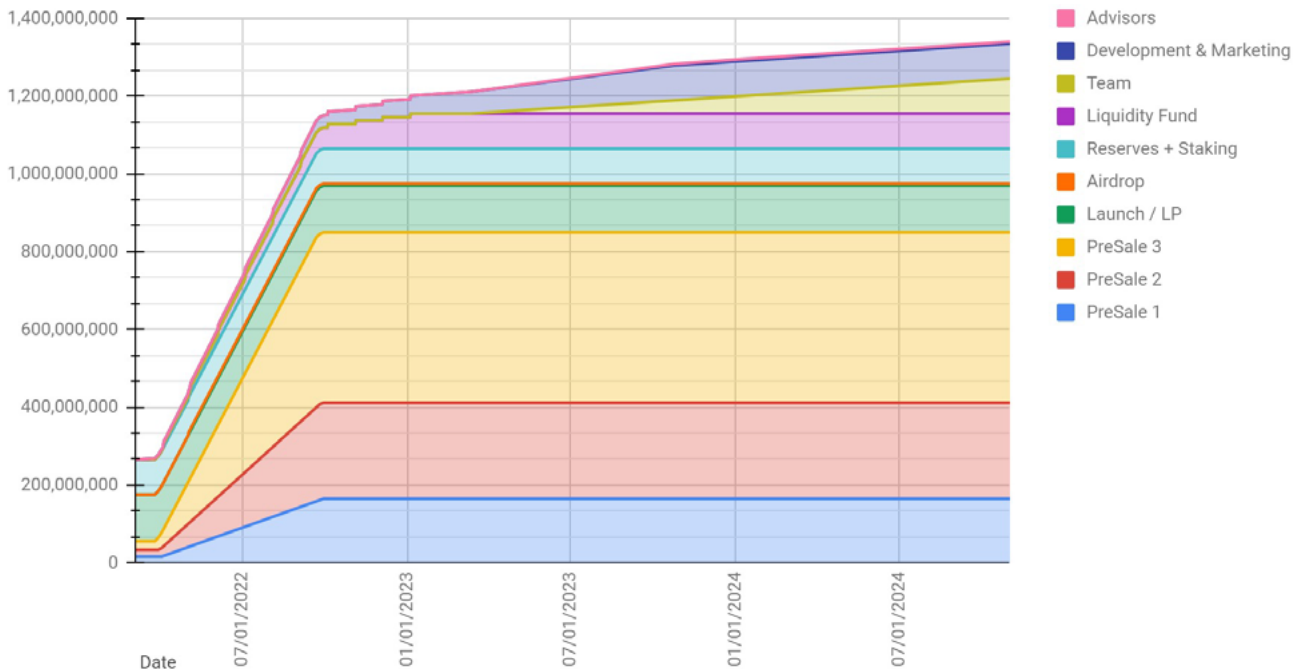| Tokenomics Summary | |
|---|---|
| **Total Supply (+ to be minted in-game)** 1,300,000,000 | **Presales** 1849,500,000 (65,35%) |
| **Initial Circulating Supply (at TGE)** 265,810,000 | **Initial Circulating Market Cap** $2,126,480 |
| **Fully Diluted Market Cap** $10,400,000 | **Launch Price (at TGE)** $0.008 |

**Release Schedule for $BOV Token starting 5th March 2022**



The release schedule for $BOV Token

# Game Economy

Every card is an NFT: **every card is owned by the Player! Its uniqueness can never be replicated and it is minted once the card is drawn by the Player (burning $ULTI Tokens along the way)**. Each Ultimate has its Rarity, Faction, Class, and Level. There will be unique modifiers to their abilities/skills, so there's a very low chance of having 2 identical Legendary cards with the same stats. The Reroll / Fusion mechanisms will help players to get the same Legendary card if the stats are low.

## Token Utilities and Burns

**To summarize, $BOV Token utilities are as follow:**

- Win battles with other players and earn $BOV Tokens.
- Quests: Every 24 hours, players will be given a new quest. Quests give bonus $BOV.
- End of Season $BOV bonuses based on your position on the leaderboards/rank.
- Use $BOV to get Tournament Passes (prize pools) and sign up for Season rewards.
- Burn $BOV Tokens while leveling up your heroes/ultimates.
- Spend $BOV to Reroll or Fuse your cards. Creating/merging into new card NFT's.

**$ULTI Token utilities for Ultimate Battle Arena Game:**

- The only way to start the game is to purchase at least 3 packs/chests of cards (each containing 5 cards. In total, a deck requires minimum 15 cards) with $ULTI Tokens.
- Trade your NFT Ultimates on the Ulti Arena's NFT Marketplace: buy/sell Ultimates in $ULTI Token currency.

# The Future of NFT Gaming

**To summarize, $BOV Token utilities are as follow:**

Thanks to the fact that gamers have true ownership of the collectibles, it's easier to maintain the high satisfaction of the users. Their efforts are rewarded, and crypto gaming can confidently be called a player-driven economy. Cross-game communication helps too. All that creates a sense of fair play that is an essential nutrient for community building.

# Technology

## Cross-Chain Game

In the effort to make the game accessible for all communities - BSC, Polygon, and Ethereum - we set our goal to make UBA cross-chain. That would mean that $ULTI as well as $BOV Tokens will also need to be on all 3 chains along with our NFT marketplace.

We will start with Polygon for $BOV Token and UBA Game, then we'll move to Ethereum and BSC simultaneously. The great thing about all these 3 chains is that:

- They use the same underlying programming language which is Solidity.
- BSC and Polygon are essentially scaling solutions for Ethereum.
- All wallet users have the same address across all 3 chains.
- We can access communities from all 3 chains.
- NFT's will be in ERC-721/ERC-1155 and their equivalents on Polygon and BSC.

## Platforms

UBA will be first based on WebGL technology and playable via the Web interface, which means it will be playable in both Mobile and Desktop browsers (Chrome, Firefox, Edge, Opera).

Our next goal will be to launch the game as an Android app, as 85% of all mobile devices across SouthEast Asia (SEA is our target region) are based on this OS.

## Underlying Infrastructure

**Some core technologies being used in the development process of the game are:**

- Unity
- Amazon Web Services
- Solidity Programming Language
- BSC, Polygon and Ethereum Blockchain infrastructure
- Asana for Project Management

# Roadmap

## The start - Q1/2022 - Q2/ 2022

- Testnet Launch.
- Smart Contracts development done.
- Wallet Integrations.
- Token PreSale of $BOV - starts 15th Jan 2022.
- IDO (QuickSwap) - 5th Mar 2022.
- Launch of Beta - April 2022.
- Launch of Full Release - May 2022.
- The first version includes: Chest Purchase / Card Packs, 100 Ultimates, Ultimate level progression, Asynchronous PVP (the opposite player doesn't have to be online to battle his deck of Cards - AI will do that), Card Fusion / Reroll, Deck Building.
- Trading NFT's on Marketplace: buy or sell your Ultimates.

## The Growth - Q3/2022 - Q1/ 2023

- Season Passes: leaderboards for seasons with rewards for highest-ranked.
- Chat: freely converse with online players in World Chat or Private Chats.
- Tournaments: tickets can be purchased using $BOV Tokens, tournaments have $BOV prize pools.
- Quests: daily / weekly quests are rewarded with $BOV Tokens.
- Card Skins: purchase unique skins for your Ultimates to stand out among the community!
- Lands: purchase unique NFT lands with $BOV Tokens to provide power boosts for your Ultimates in battles.

## The Singularity

- Ulti Arena's goal is to become the central point for all things gaming. Be part of the revolution!

# Team

### Duke - CEO

in https://www.linkedin.com/in/duke-vu-h/

**ULTImate Hassler:** Founded a couple of startups with one exit. Huge game fanatic, having spent countless hours in Diablo II LoD, WoW Vanilla, Overwatch, DOTA2, Division 2 and many more. Built a 3D Gaming Asset collaboration tool called iMeshup. Raised $5 mln in his startup career. Sold Risen - a software agency of 40 people.

### Wojciech - CTO

in https://www.linkedin.com/in/harzo/

**ULTImate Tech Guru:** 3 years of experience working as a Blockchain Developer and more than 7 years as a Software Engineer. Main field of expertise is Blockchain and has worked with these robust technologies on a daily basis across a wide spectrum: from development to consulting of cryptocurrency exchanges to Solidity/Polkadot/Substrate solutions.

### Oskar - Operations Manager

in https://www.linkedin.com/in/krzakoskar/

**ULTImate Project Manager:** responsible for running social events, strategic partnerships, organizing tournaments, Proof of Gaming Project Management and support in development of UBA (Ultimate Battle Arena).

### Anthony - Sales Manager

in https://www.linkedin.com/in/anthonycamargor/

**ULTImate Sales Manager:** responsibile for take care of IGOs and NFT Marketplace sales. Anthony brings 8 years of experience, and was Sales Manager at TECHBASE Group sp. z o.o. Anthony will be great addition to #UltiArena team.

### Vee - Sales and Marketing Manager

in https://www.linkedin.com/in/vcolozano

**ULTImate Marketing Manager:** Responsible for creating and implementing performance campaigns, preparation of media coverage campaign plans, cooperation with external partners, and qualifying incoming sales leads from marketing campaigns.

# Team

## Seke - Design

in https://www.linkedin.com/in/sergelen-jargalsaikhan-075623113/

**ULTImate Motion Graphic Designer:** Responsible for the look & feel of all our products.

## Hizir a.k.a. "Nexus Productions Sulo"

**ULTImate Social Ronin:** handles all things Reddit and Discord. He's the one pumping all those Reddit posts and Discord hype!

## Viktor & Denis - Ninja Engineers

**ULTImate Engineering Ninjas:** Part of our AetSoft partner team. Incredible Full-stack and Solidity Engineers who are helping shape our Finance products along with Blockchain development part of UBA.

## Ali Ihsan - CEO Frag Games (Pvt.) Limited.

in https://www.linkedin.com/in/ali-ihsan-0949911a/

**ULTImate Battle Arena Game Designer:** CEO, Product Manager, Engineer, Entrepreneur are just titles I've picked up along the way to follow my passion. Making great Games with great People. Taking care of the fundamentals of Ultimate Battle Arena - our Crypto Collectible Card Game.

## Fatima - UBA Lead Manager Frag Games (Pvt.) Limited.

in https://www.linkedin.com/in/fatima19/

**ULTImate Game Project Manager:** Master in Project Management tools such as Asana - she delivers carefully crafted game specifications, plans Game Development activities and Game Arts department of Frag Games.

# Advisors

### Jason Hung

🔗 https://www.linkedin.com/in/jasonhung-earth/

Jason is a serial entrepreneur and consultant in mobile business, blockchain, digital marketing, AI and ERP related business. He is co-founder of ICA (International Consensus Association). Before ICA founded, he was formal manager or VP of several famous enterprise companies such as Oracle, Systex, Chidopi and iSoftstone.
He is a crypto project advisor and blockchain expert since 2018. He advice several project such as Avalgon, PointPay, MLGC, GoRecruit, PlayGame, IOTW, NHCT, VIHOR, BitRewards, DateCoin, USAT and EVENFUND.
He has more than 20 years proven track record on managing business, consulting, RD and IT.

### Charlie Hu

🔗 https://www.linkedin.com/in/charlieyechuanhu/

Big Passion in the future of Web3, Decentralized Technology Platforms and Applications. Currently pushing the ecosystem of Polygon and Web3.
Expert in community building, technology driven innovation ecosystem development and growth marketing. Experienced in Meetup and Hackathon Events Organization. and Tech related content creation.

### Robert Wojciechowski

🔗 https://www.linkedin.com/in/robert-wojciechowski/

Robert Wojciechowski as an expert in multi-industry strategy marketing and management has been engaged in traditional finance for 20 years and blockchain and cryptocurrency for over 5 years with world reputation.
In OAAM Consulting Ltd he provides entities with blockchain strategy and support in crowdfunding and business tokenization.

### Jeongmin Ray Kim

🔗 https://www.linkedin.com/in/vraykim/

Love envisioning new business opportunities and innovative ways to change the lives around me.
Customer-centric business development professional with 17+ years of experience in diverse B2C & B2B software disciplines and physical products - including mobile game, VR/AR SW solution and kid fashion-tech at startups and scale-ups.

# Advisors

### Hamza Khan

in https://www.linkedin.com/in/hamza-khan-58608a122/

Hamza Khan - Blockchain expert and ICO analyst having 5-year experience in the crypto world. And an expert in Stellar Blockchain and worked with many icos and help them reach a successful position in the market. And also helped many non-ico projects to get their communities and to be well known among the Stellar Platform. And also in contact with many well-known exchanges for listing the projects after their successful ico.

### Ari Last

in https://www.linkedin.com/in/ari-last-a685081

Ari Last is the VP of Business Development at Simplex, the leading fiat infrastructure provider for the crypto ecosystem. He has 20 years of experience in international sales and business development at leading game and media companies such as Ubisoft, Arkadium and Oberon Media. Ari will help us expand collaboration with exchanges, wallet providers and gaming Studios.

### Sebastien Borget

in https://www.linkedin.com/in/borgetsebastien

SEBASTIEN BORGET - Co-founder and COO of The Sandbox, recently featured as a metaverse pioneer by the Wall Street Journal and CNBC, and arguably the most notable virtual land in the metaverse!
Bringing 12 years of experience in growing start-ups, Sebastien will advise Ulti Arena on marketing, sales, and operations strategies and support the project as we strive for product scaling and metaverse adoption this year.

# Token Quick Facts

| Addresses | |
|---|---|
| $BOV Token Contract Address | TBD |
| Marketing / Development / Staking Wallet | TBD |
| Marketing / Development / Staking Wallet | TBD |
| OTC Wallet | TBD |
| Team's Wallet | TBD |
| Reserves Wallet | TBD |
| Liquidity allet | TBD |

| URL's | |
|---|---|
| Website | https://uba.gg/ |
| BSCScan/Contract Address | TBD |
| Liquidity | TBD |
| PancakeSwap | TBD |
| Preferred Chart | TBD |
| CoinMarketCap | TBD |
| CoinGecko | TBD |
| Twitter | https://twitter.com/UltiArena |
| Discord | https://discord.gg/ultiarena |
| Telegram | https://t.me/ultiarena |
| Facebook Fanpage | https://www.facebook.com/ultiarenacom |
| Facebook Official Group | https://www.facebook.com/groups/343475517122125/ |
| Twitch | https://www.twitch.tv/ultiarena |
| YouTube | https://www.youtube.com/c/ultiarena |
| Reddit | https://www.reddit.com/r/UltiArena_com/ |

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