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# **Background: The Story**

Three factions in great turmoil, thrust into war over resources, grudges, and ideology.

The overzealous Lacrean Empire, a wealthy theocracy obsessed with body-modification, faith, and purity.

Illskagaard, a hyperindustrial republic in the northern-most permafrost, run by gleeful, brutish engineers who always honor their word.

And Arboria, a massive tree that stretches into the heavens, inhabited by what appears to be a peace-loving down-to-earth society of naturalists...

"Whoever fights monsters should see to it that in the process he does not become a monster. And if you gaze long enough into an abyss, the abyss will gaze into **itself**."

Catalyzed perhaps by the rebarbative brutality, senseless suffering, and widespread misery, a ripple in the primeval waters of the cosmos set off the great cataclysm:

The Sundering had begun.

During this brief moment, the powerful gems that became known as Solstones spread across the plane of Eld.

With them came the corrupt beings and aberrations of the Abyss that quickly unleashed turmoil upon Eld, multiplying the agony of its inhabitants.

Forced to abandon their lands to great despair, they withdrew to the capitals of Arboria, Illskagaard, and the Lacrean Empire.

Compelled to place deep-seated generational hatred aside, the long-sworn enemies reluctantly came together to fight this chiefest of all calamities. The leaders of each faction solemnly swore to try and set aside their endless war to face off against the existential threat of the Abyss.

This union resulted in the creation of the Solarbots, mighty robot units powered by Solstones with a single purpose: forming the last line of defence the capitals have to push back the primordial forces unleashed by the Abyss.

Commanded by remote expert Pilots in teams of four, Solarbots are the ultimate weapon of war.

Arboria, Illskagaard, and the Lacrean Empire: each sees in its Solarbots the perfect and pure encapsulation of their highest ideals.

Solarbots have brought hope to a place where sorrow had triumphed.

The fate of Eld now rests solely on the shoulders of the brave Pilots who will try to regain control of the lands lost to the corruption of the Abyss.

Glory can be sought, but what awaits those who succeed in the fight?

# Solarbots: The Metaverse of Meaning

Although it's undeniable that NFT-powered Play and Earn gaming represents a new paradigm and the future of this industry, Solarbots Labs feels that it's important for games, blockchain-based and otherwise, to respect the foundational principles of game design.

Games exist to tell a compelling story that both entertains the player as they spend time in the game's universe and elicits an emotional response from them. Games force us to take a step back to contemplate life and to reckon with the consequences of our choices -- the essence of the human experience.



Our goal with Solarbots is to give players an immersive gaming experience that is fun and engaging but that also offers an ecosystem for their creativity to blossom.

Success for us is measured only by our ability to create a game that gives its players a meaningful human experience with a strong social component, and, of course, multiple ways to yield assets.

To accomplish this vision, we are going back to the roots of game design to deliver a beautiful experience around a compelling and immersive story that accurately reflects the human condition.

#### Freedom in the Metaverse

Solarbots will be a blockchain-powered Metaverse experience that will offer real opportunities for growth, economic ownership, and value creation; all in a quality multi-faceted game that is both fun to play and reflective of one's own personal search for meaning.

The core principle of this game is that, while being able to extract a motivating reward of in-game tokens from the Solarbots metaverse, players are also free to define what a meaningful experience is to them.

Our ecosystem will give people multiple paths to meaning, where each person can find a role that suits them according to the extrinsic rewards they value most: time spent, fun, enjoyment, the quality of the social experience, etc.

First, we will focus on PvE combat as the main element of gameplay. In due course however, the Solarbots metaverse won't be just for pilots. Crafters, artists, builders, engineers, and explorers will also have a world of real opportunities at their feet.



The secret to creating such an ecosystem comes from a token economy that rewards skill, vision, and commitment.

Even if some might not necessarily want to command combat bots, the game and metaverse will offer ample opportunity for crafting, logging, building, user-created content, DeFi instruments, virtual worlds, interactive and static audiovisual media, or even just speculating on the in-game economy.

Having different factions and different forms of engaging gameplay (combat, craft, build, etc.) means that players can come into the game to explore different paths for different purposes in a fun and sustainable manner.

With the enhanced customisation of assets and the freedom for players to choose which opportunities they want to explore, each member of our community will have the agency to create their own story in the Solarbots metaverse.

#### The Solarbots Ethos

Solarbots Labs won't compromise its vision to deliver a beautiful game. We are well funded and won't rush through development merely to overwhelm players with features they won't have time to explore.

Our ambitious vision doesn't cloud our judgement of what is technically feasible and in what timeframe it can be accomplished. This view is reflected in the different phases of our roadmap, each focusing on one crucial element of the Solarbots metaverse and with a clear metric with which to measure success in said element.

In the first stage, success will be measured by our ability to launch a Genesis Bot sale with assets that people want to own. Shortly thereafter, success will mean shipping a unique MVP combat game that players want to play.

The foundation of long-term success will be expressed by our ability to create a well-balanced token economy that sustains the community, beautiful customizable assets that are pleasant to look at, and engaging gameplay.

Our ultimate goal is to create a metaverse that people want to spend time in because they can play cool games, meet cool people, and build cool things. This will involve laying the groundwork for the rise of communities where players can interact through voice chat in a robust world with plenty of roles for everyone to find fulfilment.

We'll know our mission is accomplished when players look at Solarbots and see a world of opportunity that incentivizes a place for several communities to grow around a collectively shared perception of value, quality, and commitment -- a metaverse that transcends the game and its economy.

# What are Solarbots?



Solarbots are the robots crafted by each faction: Arboria, Illskagaard, and the Lacrean Empire.

In terms of Solarbots customization, the factions offer only visual differences, allowing players to freely choose based on whichever style they like best.

The lore and ethical values of each faction will inspire the style of each faction, rather than giving them an edge in combat depending on their choice -- one they might later regret.

As a naturalistic nation, Arboria's will lean on trees, vines, and roots for inspiration.

Illskagaard, on the other hand, will reflect an industrial steampunk worldview.

The Lacrean Empire will draw on the themes of European renaissance and religious purity.

We will dive deeper into each faction's unique cultural elements as the lore of the game takes on a bigger role. For now it will suffice to say that robot customization is but one of many elements in which the faction's and the player's identity will shine through.

Solarbots consist of multiple body parts:

**Base:** the torso of the Solarbot. This base has default body parts which offer only very basic combat abilities. The base is the only body part that levels through PvE combat rather than at craftspeople and is the main source for the Solarbot's **Initiative** stat.

**Arms:** arms are split between Left Arm and Right Arm. These body parts are the primary body parts used for damage/defence and utility abilities.

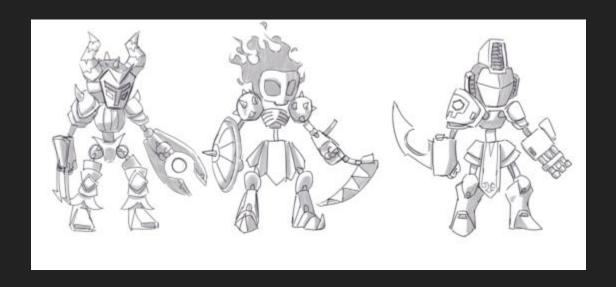
**Legs:** legs are split between Left Leg and Right Leg. These body parts are the primary contributors to stats such as **Initiative** and counter-cc stats.

**Shoulders:** shoulders aren't split between sides and only a single "Shoulder part" can be equipped. These body parts can also add damaging abilities but are primarily used for utility such as crowd control or buffs.

Head: the Head of the Solarbot determines the personality/nature and is the primary contributor to the Energy

Shield Stat (Shield).

When crafting body parts at the Solarbot Engineer, each stat on the body part comes with a spread. This means that upon creation, the individual stat values will be a random value within the spread.



#### Shoulders

Can add damaging abilities but are primarily used for utility such as crowd control or buffs. Only a single "Shoulder part" can be equipped.

#### Right Arm

Off hand for utility, defense and minor damage abilities.

#### Right Leg

Primary contributors to stats such as Initiative and counter-cc stats.

#### Head

Determines the personality/nature and is the primary contributor to the Energy Shield Stat (Shield).

#### Left Arm

Primary parts used for damage/ defense and utility abilities.

#### Left Leg

Primary contributors to stats such as Initiative and counter-cc stats.

#### Base

The only body part that levels through PvE combat, and is the main source for the Solarbot's Initiative stat.

# Gameplay



The PvE Combat component of Solarbots will focus on strategic gameplay with utility combos. This constitutes the main part of the MVP, and the only way to experience the game story through the interactions of each faction with the Monsters of the Abyss.

It will be a turn-based tactical combat where the player controls a team of **four** Solarbots with the

suggested composition for new players of **one** Tank, **one** Healer, **two** Damage dealers. In accordance with the Solarbots ethos, players are naturally free to discover their own individual styles as they learn and grow. We expect the meta will evolve as we introduce new parts, abilities, and base frames.

In the beginning of the combat, each player rolls a die (d20) to determine the turn order based on the outcome of their dice roll + the unit's **Initiative** stat.

During each unit's turn, the player can choose between basic attacks, abilities, and items.

Each ability has a cooldown instead of resource cost such as Mana while stronger abilities may only be used once per battle.

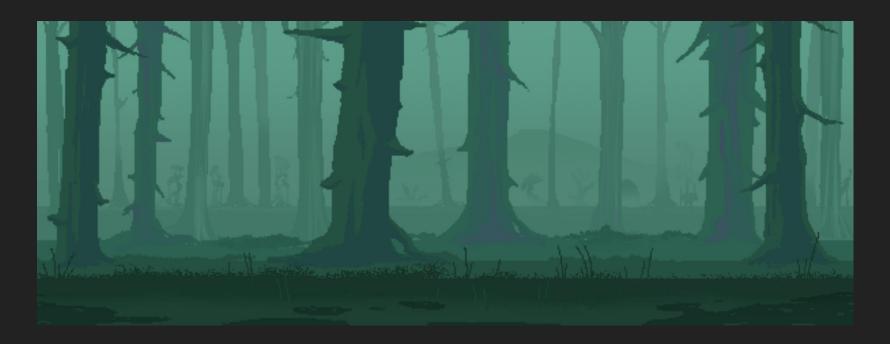
Abilities are classed in:

- Offensive: abilities deal increased damage;
- Defensive: abilities for damage mitigation;
- Supportive: abilities to heal/repair or buff the own team;
- Utility: abilities such as "Crowd Control" or enemy debuffs such as decreasing the opponent's damage or decreasing an opponent's Initiative and thereby changing turn order;
  - Ultimate: abilities that can only be used once per battle.

Successful battles award Solarbot experience that levels up the Solstone of the Torso (base). It is the only body part that cannot be upgraded at the Grand Magus (more on that shortly).

Additionally, battles won award a number of Solstones. Since success in PvE Combat relies heavily on the player upgrading their robots to enhance the battle power in the future, there will be another market to explore.

After launching our MVP, we will introduce competitive PvP and an open world style mode with a focus on player-owned land.



# The Economic Loops of Crafting and Upgrading

Crafters need goods with which to craft. PvE & PVP players require crafters to supply them with usable items for their journey. This produces a closed dependency loop between the disciplines, one which will be cemented further by the fact that all crafting activities will incur a fee that can only be paid with Fragments Of the Abyss (FOA): the governance token of the Solarbots universe. This fee will be split between the Treasury and the Foundation.

Every job will require its own non-combat type Solarbot and will have a token economy built around it. Some will have their own unique token while others will use tokens that already are a part of the ecosystem. Solarbots with job-specific parts are what allows a player to play the various non-combat mini games around crafting parts from gathered resources.

These jobs will start off run by NPCs before we open this functionality to interested players who'll have a chance to prove themselves in skill-based testing games before choosing which path is right for their unique qualities and dispositions.

# **Proof-of-Skill Mining**

Instead of solving arbitrary mathematical puzzles like in proof-of-work, this new type of mining allows players to compete with each other as they prove their skills by maintaining a high-rating across a set of complex metrics. The rate at which a pilot can mint the various tokens and NFTs will be determined by the global average of these metrics -- which will be a world apart from the common infinite mint mechanics employed by many P2E games.

Proof-of-skill mining will determine the success and quality of crafting, as well as the afore-mentioned minting rates of utility tokens across all crafting from life skills.

The Foundation will initially control the global mint rates of tokens and NFT drops, which in time may or may not be adjusted via a governance vote.

#### **Solarbot Engineer**

Enabled by a special NFT drop required to create new bases and parts, the Solarbot Engineer will let users craft new Solarbot Bases as well as individual part souls. Changing part souls offers the equivalent ability and stat customizability as body parts, but is used only for Mk.0 and Mk.1 Solarbots. Crafting these costs **SOLS** and takes 3-5 days. The more **SOLS** a player uses to craft, the higher the minimum value of the attribute spread and the lower the construction time will be.

## **Grand Magus**

The Grand Magus allows users to upgrade their body part levels from +1 to +20 which will improve the stats of the body part and can also purify the corruption of void rarity body parts while also unlocking unique abilities.

The player will be an active participant in this process where skill—and not luck—will determine the outcome. First, the grand magus opens a portal into the SOLSTONE within the body part. The player is thus transported to a world within the soul where they fight challenges and monsters to purify or evolve the body part. If they are successful, the item in question will be upgraded.

### **Jewelcrafting**

Players can find raw uncut jewels throughout their PvE journey that can be cut into gems by players who level their jewelcrafting skill. These gems are used in robot body parts for an additional edge in combat. Rare crafting recipes can be found in late-game PvE, earned in tournaments or bought from the marketplace from other players.

#### Carpentry

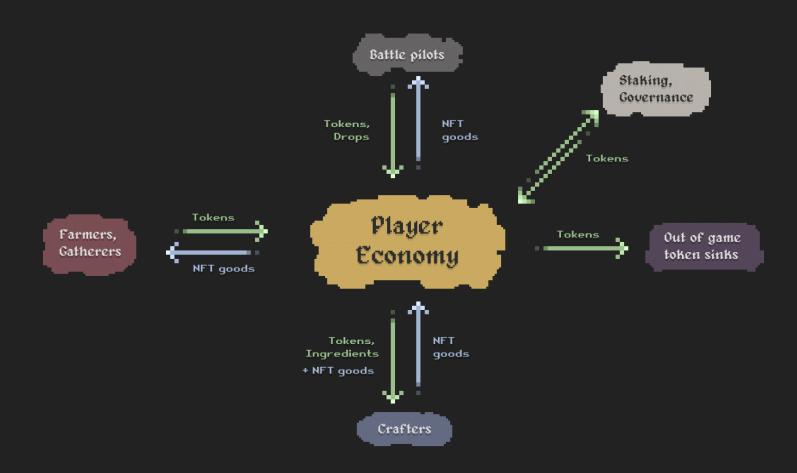
Carpenters will use wood to craft base furniture or enhance the raw materials for later upgrade stages used for shops. Rare crafting recipes can be found in late-game PvE, earned in tournaments or bought from the marketplace from other players.

### **Blacksmithing**

Blacksmiths can craft ornament furniture which add further PvE buffs to players, with perhaps defensive structures for capital cities far into the future. Rare crafting recipes can be found in late-game PvE, earned in tournaments or bought from the marketplace from other players.

Other potential late-game PvE life skills could also include gardening, mineral gathering, building, logging, etc.

# **Game Economy**



We want loyal community members to receive the various tokens through PvE and loyalty funds. Our public governance token sale will be open to metaverse participants who recognize the potential of the Solarbots metaverse and want to get involved at an early stage.

### **SOLS Token**

#### Base game token

The vast magic potential of SOLS is what turned these stones into the main currency of all factions very quickly.

SOLS are used to power homes, cities, and Solarbots while also constituting an integral part of various magic rituals, including but not limited to crafting.

#### Mint

Monsters of the Abyss hoard and consume SOLS that occur in nature, requiring the Players to defeat them in order to obtain SOLS.

#### Burn

Solstones will be burned in various user interactions:

- Crafting Robot Bases;
- Crafting Robot Body Parts;
- Opening portals into the soul of the Solstone powering a body part in order to upgrade it;
- Purchasing items from shops such as repair kits (potions);
- Adding sockets to body parts;
- Purifying corruption in void rarity body parts;
- Optional currency in marketplace purchases/sales;
- Gain early access to content such as Solarbots manga, anime, and merchandise.

#### Off-Game Burn Mechanisms and Token Sinks

Using the Solarbots as the backbone of this metaverse, we plan to introduce a variety of content and experiences that go beyond the gameplay to further strengthen the robust token economy we're building. The first of these will likely be a variety of Solarbots manga spanning multiple genres which will explore, expand, and ultimately enrich the Solarbots metaverse.

Although these stories will be free to read, they will be released on a dynamic schedule where the people of Eld will be able to burn tokens to anticipate the release of the following chapter, provided a certain threshold is met within the given timeframe. We strive for inclusivity and expect to cater to a variety of tastes such as *shounen* and *slice of life* anime.

As the metaverse grows, we hope to furnish it with additional opportunities to both grind and burn tokens outside of gameplay. The community will undoubtedly play a huge role in determining what these will be. For example, they may decide they'd like to incorporate a deck building board game that brings the lore and game mechanics to board game communities, and maybe even connect that one with the NFT ecosystem and communities. This is but one of a plethora of available options for further broadening of the scope of the Solarbots metaverse.

These additional revenue streams -- whichever they may be -- will naturally be used to potentiate the growth of the project, with a portion of the fees accrued going to the Foundation and another going to the Treasury.

# **Treasury**

In due time, we envision the Solarbots universe will be owned and driven by the players who bring value to the community. The treasury will accumulate funds from the various revenue streams and will one day be governed by FOA token holders to the collective benefit of the Solarbots community.

#### **Foundation**

The foundation is a fund controlled by Solarbots Labs. Although we believe that a metaverse should be controlled by its participants, there's no denying that achieving true sustainable decentralized ownership of Solarbots is a multi-year project. The Solarbots Foundation will ensure the team behind Solarbots will have the funding and independence necessary to deliver the Solarbots vision.

# **FOA Token**

In addition to SOLS there will also be a governance token called **FRAGMENTS OF THE ABYSS** (FOA).

Among other things, FOA will be used for crafting and to give its holders the power to vote on proposals and control the Solarbots Treasury through staking. Further use cases TBD.

### FOA Token Allocations

Instead of having a public token sale, Solarbots Labs wants to reward the early community members who purchase and hold the NFTs that form the backbone of this metaverse.

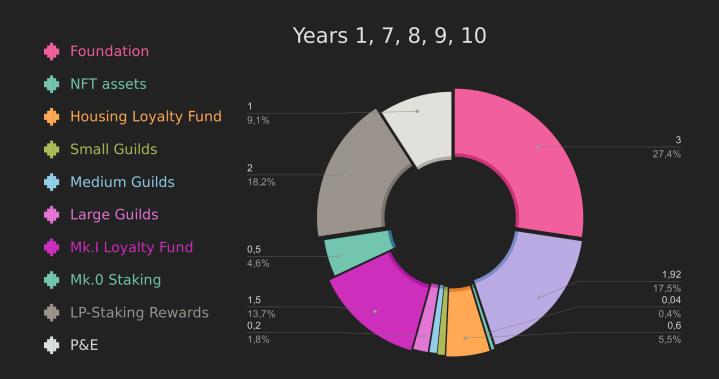
The 1-year lockup period will coincide with crafting going live for all items listed below.

- Foundation:
  - **30**% 1-year lockup
  - 3% released per year afterwards.
- Bootstrap Fundraising:
  - 9.6% 1-year lockup
  - 1.92% released after year 1, followed by a 5-year lockup
  - 1.92% released per year from year 7 onwards.
- Bootstrap Fundraising through FOA-yielding NFT assets:
  - **0.4**% 1-year lockup
  - 0.04% released per year.

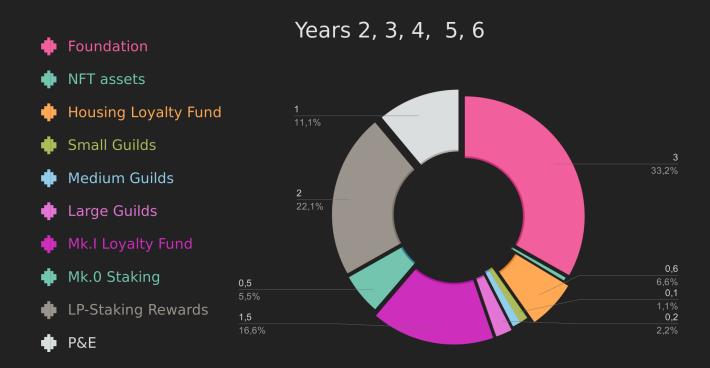
- Housing Loyalty Fund:
  - **6**% 1-year lockup
  - 0.6% released per year.
- Guild Land Loyalty Fund
  - Small Guilds, 30 plots:
    - 1% 1-year lockup
    - 0.1% released per year.
  - Medium Guilds, 15 plots:
    - 1% 1-year lockup
    - 0.1% released per year.
  - Large Guilds, 9 plots:
    - **2**% 1-year lockup
    - 0.2% released per year.

- Mk.1 Loyalty Fund, 40k Solarbots for 0.05 ETH/bot:
  - **10**% 1-year lockup
  - 1% released per year.
- Mk.0 Staking Rewards:
  - **10**% 1-year lockup
  - 1% released per year.
- LP Staking Rewards:
  - **20**% 1-year lockup
  - 2% released per year.
- Play and Earn:
  - **10**% 1-year lockup
  - 1% released per year.

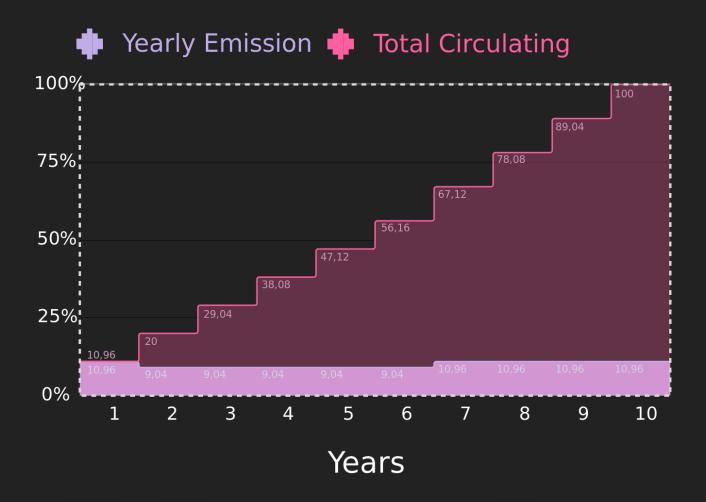
Here's the token allocation for each of the above categories in years 1, 7, 8, 9, and 10, with the numbers in **bold** representing the % of the total supply and the ones below highlighting each category's share for that year:



Here's a similar visualization of the token allocation for years 2, 3, 4, 5, and 6:



And finally, here's a representation of the total circulating supply and linear emission:



# **Additional Token Examples**

Wood: plant and harvestable in player housing gardens. Used in Carpentry and house/shop upgrades.

**Infused wood:** Craftable by Carpenters using Wood and Solstones. Used in high level crafting and house/shop upgrades.

Herbs: harvestable in player housing gardens. Used in Jewelcrafting and house/shop upgrades.

**Infused Herbs:** Craftable by Jewelcrafters using Herbs and Solstones. Used in high level Jewelcrafting and house/shop upgrades.

## **Solarbots NFTs**

Recognising the importance of taking control over one's identity in the metaverse with deep customization, Solarbots assets will give players a way to define and convey their particular identities in this metaverse.

The NFTs in the game will be:

The Player Pilot & clothing

- Each Robot within the team
- Robot body parts
- Building Plots within capital cities
- Furniture
- Items
- Land Plots outside Capital Cities for cultivating resources and multiplayer experiences

Robot body parts and bases are 100% community crafted within the game after Presale, sold and bought in the marketplace. On the other hand, building plots can only be acquired in the Presale and marketplace afterwards. All NFTs other than land will have well thought-out burn mechanisms designed to incentivize Pilots to recycle unused assets to further their professions.

# Solarbots Release Roadmap

### Mk.0 - nonproduction prototypes:

- 1 of 1 hand crafted uniques, greater aesthetics compared to a Mk.I Void rarity;
- Parts are not replaceable as Mk.0 are a single NFT;
- Abilities and ammo will be swappable via part souls at some time post myp;
- Some will be auctioned, other will be used for tournament/event prizes, promotions, or for team members PfP usage;
- These will be continuously created as we introduce new part sets and base types and will be the inspiration for Mk.II/III/IV bots;
  - Can be staked just like \$FOA.

### Mk.I - production prototypes: a hard cap of 40,000 Bots, for the genesis bot sale

- Parts are not replaceable, Mk.I are a single NFT;
- Evolvable;
- Abilities and ammo will be swappable via part souls at some time post MVP;
- These come as a matching set to ensure all Mk.I bots are balanced and viable in game without modification;
- Common, rare, epic, and void rarity color palettes;
- Will emit a set amount of \$FOA per day after year 1.

### Mk.II:

- Post MVP these will be released a few times a year as we introduce new part sets and base types;
- Same properties as Mk.I bots;
- Does not yield \$FOA.

#### Mk.III:

- Bots separated into base and parts souls, all separate NFTs which can be individually evolved;
- Parts are replaceable;
- Limited number of base types;
- Parts and possibly bases come in common, rare, epic, and void rarity color palettes.

### Mk.IV+:

- These will have similar properties to Mk.III, excepting that additional base types will be added. These can include human shaped bases of different sizes, animal and other more abstract archetypes.
- Common, rare, epic, and void rarity will vary in color and have escalating visual effects as rarity increases. Commons will be more plain looking, uncommon a light color tint, rare and very rare a strong tint and glow effect, epic strong color tint and particle effects, and void rarity has a special theme, particle effects and custom animated shader in game. Color tints and themes are part of the .png assets, while glow and particle effects are rendered by code in game.

#### Land and Guilds

In due course, Land will be central in delivering the Solarbots Metaverse vision. Instead of making it available from day 0, land gameplay will be progressively unlocked in a way that is congruent with how the story advances. It will be a place to farm, socialize, take part in adventures, and build businesses.

Solarbots will have two different types of land: capital city housing plots and open world lands. Capital city housing will include Player Housing and Guild Housing, the latter divided into three tiers with each floor adding to the maximum amount of guild members thusly:

- Small Guilds: 20 people + 1 commercial facility per floor;
- Medium Guilds: 40 people + 2 commercial facilities per floor;
- Large Guilds: 100 people + 4 commercial facilities per floor.

Guilds will be able to own impressive guild halls while players can build homes with both having access to items like limited edition furniture. In both types of housing, additional floors can be built by paying a one-off fee of SOLS (the P&E token) and using resources gathered from the land. Additionally, floors will need to be powered by burning a monthly SOLS and FOA fee, the building owner will also have the option of renting out the building or individual floors.

If the plot falls into disuse for whatever reason -- such as a lost wallet for example -- we'll institute measures that will bring the plot back into the economic fold, with a fair share of the lease revenue accruing back to the original owner. In this case for the duration of the lease, the original owner will not retain the economic usage rights of the plot in order which would ensure the greater good of the game's economy. Our goal in this extreme instance would be to reward both the idle owner and the lessee to ensure the fairness of our metaverse.

Guilds are going to be the cornerstone of the Solarbots economy as they are the only ones that can craft the items without which the combat Solarbots can't fight the creatures of the Abyss. This is because each type of crafting requires a certain infrastructure and materials such as a forge and anvil for blacksmithing for example.

Players will only be able to access the **In-game Marketplace** through the guilds. This marketplace will have a slightly reduced fee with one quarter of all sales fees that go through a guild's marketplace Solarbot cycling to the owner of that guild. Naturally, this means there will also be an **Off-game Marketplace**.

Land outside of the capital cities will be owned by the players and will enable the farming of many resource tokens via proof-of-skill mini games. 10% of resources gathered from these plots of player-owned land will "spill" to the player who actually owns the land. This "spill rate" is subject to change by the Foundation and eventually governance vote. Additionally the landowners will have the option of renting out their land and building trading and crafting posts -- and a limited total number of other larger infrastructures such as arenas.

Much further down the line, we will open land up to Pilots who want to build additional gaming experiences via our SDK, mint them into NFTs, and place them on top of land they own or rent.

### **Loyalty Fund**

Land and Mk.I Solarbot will yield **FRAGMENTS OF THE ABYSS (FOA)** to their holders starting one year after the token is launched for a duration of ten years. As the core token of the Solarbots Metaverse, **FOA** will also give holders decision making power and will eventually be crucial in decentralizing ownership of Eld.

We believe ownership should be in the hands of the very people who, by taking part in Solarbots and enjoying what this metaverse has to offer, make it a more valuable ecosystem for others to enter. Combined with staking, the loyalty fund will ensure dedicated Pilots are in control of their future.

### **Metaverse Partnerships**

In the long-run Solarbots Labs wants to integrate high quality metaverse communities into the Solarbots metaverse, always in a way that both respects the story's canon and is congruent with how Eld evolves. In that spirit, we are beyond ecstatic to welcome **CyberKongz** as our very first partner in what is a joint effort to execute a collective vision of the metaverse. We couldn't be more excited about this partnership.

If there ever was a project we wanted to fully integrate into the Solarbots metaverse, that project was CyberKongz.

Given our belief in the CyberKongz vision and the awesome community it continues to attract, this foundational partnership is elucidative of our own vision of Solarbots as a metaverse for different communities to converge on and help each other grow. Here's what our partnership will entail:

- Custom CyberKongz Solarbots combat units;
- Usage of CyberKongz Avatar in-game which will be rendered through a full pixel art Pilot player character in the Solarbots metaverse;
- a \$BANANA burn mechanism purposely built into the Solarbots economy through upgrading and crafting of CyberKongz Solarbots combat units;
- Exclusive full lore integration of a CyberKongz faction within the plane of Eld which will include backstory, faction leaders, history, modes of commerce, and ethics;
- Corrupted Kongz PvE enemy units (image below)
- and much more in the future.

We can't wait to release more content and details on this collaboration as it develops, always with the purpose of building an inclusive universe where we can all come together to build cool things and meet cool people.

We will share more details about this and other partnerships in due course.

# **Solarbots Marketplaces**

# In-game Marketplace

Anyone can list items on the marketplace which can only be accessed from a guild or trading post with a "Trade Solarbot" that is powered by a recurring amount of SOLS per week/month. An in-game hot wallet will facilitate the trustless trading and on-chain crafting that is embedded into the Solarbots token economy.

There will be a 4% transaction, with 1% sent to the guild owner who owns the trading Solarbot used to purchase from the marketplace and 3% going to the Foundation. This 4% fee is lower than the off-game marketplace fee precisely to incentivize players to use the in-game marketplace.

# Off-game Marketplace

This website marketplace can be used by everyone to buy and sell all Solarbots assets, with the whole 5% fee going to Solarbots Labs.

# **Asset Lending**

The scarce nature of NFTs that give their holders the possibility to grind in-game tokens makes them highly sought assets. It is often the case that those who'd benefit the most from the rewards these NFTs unlock are precisely the ones who can't afford them.

It's with this in mind that Solarbots Labs will implement a marketplace for lending Solarbots. This will effectively create the infrastructure for future scholarship programs and scholars to seamlessly find each other.

This preliminary workflow we've designed lays out the steps:

- 1. The lender groups bots in teams of four;
- 2. Selects how long to lend them for;
- 3. Selects desired revenue split between lender and borrower, possibly with a minimum token yield specified in the listing.

We're also considering instituting a minimum 50/50 split to prevent clearly exploitative working arrangements, but we'll leave the final decision to a governance token vote.

Once the lending listing appears on the marketplace's lending tab, players can scour it to find the right team for them, picking whichever one fits their criteria: whether that's the team's stats, length of arrangement, or revenue split. Once they're satisfied with their choice, all they have to do is borrow the team, play and earn.

The yield would be automatically split and distributed according to the specified terms, with the Solarbots returned to the lender after the conclusion of the lending period.

Although we've aimed to streamline the process, it will still require the team to be manually claimed within a given timeframe, otherwise the borrowing player loses the team and it goes back on the marketplace. Likewise, if no tokens are yielded for a day, the team goes back to the marketplace to find a more suitable borrower.

By protecting both lenders and borrowers, Solarbots Labs will promote fairness and prevent foul play while giving both parties the seamless infrastructure they need to get the yield they both seek.

# **Treasury Revenue Streams**

Initially the main revenue stream will come from our custom marketplace in which users will be able to list or auction their NFTs, with the project taking a nominal fee of 4% (subject to adjustment) along with crafting fees. These fees will be used to build out the core team and to fund the Solarbots Treasury which, in due course, will be controlled by FOA stakers.

# Roadmap

As previously stated, we know what needs to be done at each stage to have a shippable product that will progressively deliver the Solarbots vision: from MVP to fully-fledged Metaverse.

We have a team of professional artists, designers, developers, and writers that will ensure that every element of the Solarbots metaverse abides by the vision communicated in this white paper.

Our development cycle will reflect a game centric approach that isn't shy about improving upon what other games have excelled at. From token economics and game design to compelling storytelling and exciting gameplay, Solarbots will stop at nothing to deliver the ultimate metaverse experience.

The game will be structured around a strong social component to provide nearly infinite possibilities for expansion, as long as they respect the Solarbots canon. When all the milestones listed below have been accomplished, we will look into other potential avenues of expansion such as free-to-play.

#### **Milestones**

- 1. Fundraising & Core Team done
  - We have raised 1M USD to bootstrap development of the Solarbots Metaverse. This has allowed us to build a strong team of five full time developers and engineers and to hire several artists, designers, and lore crafters who'll help us deliver the vision laid out in this white paper.
  - We have also enlisted the invaluable help from a set of crucial advisors, selected for their prowess and success in the NFT and Play and Earn landscape. Our goal is to both learn from their expertise and give them a space in which they can apply it.
- 2. Genesis Bot Sale EOY 2021
- 3. Land Sales Q1/2 2022
  - Our NFT sales will allow us to quickly expand our team and will provide the funding necessary to bring the Solarbot vision to life.
- 4. Expanding the Core Team: hiring artists and engineers
- 5. MVP Q1 2022
  - Giving players the chance to create a pilot avatar to use in the game and mint it as NFT.
  - Giving players the chance to buy base robot NFTs which come with base body parts. These can be
    individual robots or a full team required to start the adventure.

- 6. Encourage community initiatives around Solarbots media and content creation
- 7. Expand PvE economy
- 8. Launch Land & PvP gameplay
- Deliver on the social element of gameplay
- 10. Develop our own custom blockchain to address the specific needs of the Solarbots metaverse. We are also exploring and are open to using an established layer two solution.

We envision Solarbots as a multi-decade project.

As soon as the MVP is out, all items on the roadmap will be worked on concurrently to deliver the Solarbots vision.

The goal of the roadmap outlined here is to provide the substrate for our community to grow with as well as a foundation for further innovation.

What we're building now is only the Genesis of the Solarbots metaverse.

## Disclaimer

### Legal Notice and Risk Disclosure

This Legal Notice and Risk Disclosure Statement is provided by Solabots Labs. Any statements and representations made herein, and any use of the tokens issued in our metaverse, shall be subject to this Disclaimer.

Please read this carefully before making any decisions. Both the Tokens and the metaverse are subject to additional terms and conditions which may be amended by us from time to time.

#### Information and Communications

Our website, our metaverse, and any other information communicated by Solarbots Labs through our whitepaper and communication channels do not constitute an offer to sell, a recommendation or solicitation to buy, sell or hold Tokens or any other assets. Nothing found here or on our website constitutes a recommendation or solicitation to use the Tokens, the metaverse or any related products, services or technologies.

Always make sure to verify that the information that you believe is provided by us is posted or communicated by our authorised representatives. Any and all materials are provided for informational and educational purposes only, and should not be relied upon, either wholly or partially, when making any decision.

Please conduct your own independent research.

#### The Tokens

We do not make any warranties or representations of any kind with regard to the Tokens, and we expressly disclaim all warranties and representations relating to the Tokens, whether express or implied, including, without limitation, any implied warranties of merchantability, fitness for a particular purpose, title, and non-infringement. The Tokens are provided on an «as is» and «as available» basis.

There is no guarantee that the Tokens will perform as expected or hold any particular value or price. The Tokens may lose some or all of their value. We do not make any promises with respect to the Tokens, their price, value, supply amount, performance, etc. We cannot and do not influence the price of the Tokens or its performance, and assume no liability to any person for the Tokens, their performance, value or loss in value, the use or inability to use the Tokens.

The Token is not an investment, security, share or equity interest, debt or loan nor a derivative instrument of any of the foregoing. Neither the materials nor anything communicated or provided by us constitutes a prospectus or offering document, or is an offer to sell or solicitation of an offer to buy Tokens or any other asset. Unless otherwise specified, the Tokens do not provide any person with the rights of any type with respect to us or our affiliates, their revenues or assets, including, but not limited to, any voting, distribution, redemption, liquidation, proprietary or other financial or legal rights, nor are the Tokens intended to provide any person with any other rights of any type. The Tokens are not a loan and do not provide any right of ownership or other interest. Unless expressly allowed by us at our discretion, Tokens cannot be received, used, or held by, transferred or sold to, a person which is (i) the subject of economic or financial sanctions or trade embargoes administered or enforced by any country or government, including, but not limited to, those administered by the United Nations Security Council, the European Union, Her Majesty's Treasury of the United Kingdom or Office of Foreign Assets Control of the United States or any other applicable jurisdictions, (ii) located, organised or resident in any country or territory that is the subject of country-wide or territory-wide sanctions, (iii) listed in any sanctions-related list of sanctioned persons, including, but not limited to, those maintained by the United Nations Security Council, the European Union, Her Majesty's Treasury of the United Kingdom or Office of Foreign Assets Control of the United States, (iv) located, organised or resident in Australia, Canada, Cuba, the Democratic People's Republic of North Korea, Hong Kong SAR, the Islamic Republic of Iran, Libya, the People's Republic of China, South Sudan, Sudan (North), Syria, The Crimea, United States of America, any jurisdiction in which the acquisition and/or ownership of Tokens is prohibited by applicable law,

or (v) directly or indirectly owned or controlled by any person or persons described above.

Solarbots Labs would also like to stress that purchases of Solarbots NFTs and/or tokens should not be viewed as investments since all value is assigned by the participants in the Solarbots metaverse.

### **Platform Usage**

The platform is provided on an "as is" and "as available" basis, without warranty of any kind, either expressed or implied, including, without limitation, warranties that the Solarbots metaverse is free of defects, vulnerabilities, merchantable, fit for a particular purpose or non-infringing. Any use of the platform shall be at your own risk. In no event shall we be held liable in connection with or for any claims, losses, damages or other liabilities, whether in contract, tort or otherwise, arising out of or in connection with Solarbots or its operation or use.

# Forward-Looking Statements

Alongside this paper, our website and other materials may contain forward-looking statements based on current expectations that involve a number of risks and uncertainties. All opinions, forecasts, projections, future plans or other statements other than statements of historical fact, are forward-looking statements.

Any development plans and projections, business projections, future functionality and projected performance of the Tokens, the Project or us, as well as prospects and the future prospects of any industry, are forward-looking statements. Forward-looking statements by their nature address matters that are, to different degrees, uncertain or unknown. We can give no assurance that any forward-looking statements will prove to have been correct. Actual events, results or outcomes could differ materially from what is stated in the forward-looking statement, and you should not rely on any such forward-looking statement. These risks and uncertainties include the impact of economic, competitive, technical and other factors affecting the Tokens, the Project, us or our operations, including, but not limited to, the following: development of science and technology, development of the industry in which we are in, competition, regulatory uncertainty and government actions, the introduction of new regulations and laws, market changes, the performance of the Tokens, the metaverse or related products, other business and market conditions.

While Solarbots Labs has endeavoured to lay out our vision and proposed strategy to deliver that vision to the best of our abilities, it behooves us to inform you that the information conveyed in this white paper may change as both Solarbots and the market evolve.

#### No Advice

No part of the Website, the Project or the Materials should be considered to be business, legal, financial, investment, or tax advice, or advice of a broker regarding any matters to which all or any part of such information relates. You should consult your own legal, financial, tax, or other professional advisors regarding any such information.

### Acceptance of Risks and No Liability

You must read the Risk Disclosure Statement below, and by accessing or using the Tokens and/or the metaverse you accept all of the listed risks and agree that we shall not be in any way liable for any losses or damages incurred due to or in connection with such risks. You do hereby also acknowledge and agree that both the Tokens and the metaverse may be subject to additional risk disclosure statements that may be amended from time to time.

## Indemnity and Limitation of Liability

You do hereby to the fullest extent permitted by applicable laws and regulations indemnify, defend and hold us, our employees, directors, shareholders, officers, consultants, representatives, agents or contractors harmless from and against any and all loss, penalty, claim, damage, liability or expense whatsoever (including reasonable attorneys' fees and disbursements) due to or arising out of or based upon (i) any inaccurate representation or warranty made by you, or breach or failure by you to comply with any covenant or agreement made by you or in any other document furnished by you to any of the foregoing persons in connection with the Tokens or the platform, or (ii) any action instituted by or on your behalf against any of the foregoing persons that is finally resolved by judgment against you or in favor of any of the foregoing persons.

To the maximum extent permitted by applicable laws and regulations, in no event shall us, our employees, directors, shareholders, officers, consultants, representatives, agents or contractors be liable or responsible for any direct, indirect, special, punitive, exemplary, incidental, or consequential damages or losses of any kind, nor shall they be liable for the loss of goodwill, loss of profits (including expected), loss of data, diminution of value, and business interruption arising out of or in connection with the use of the Tokens, the platform or the materials or reliance thereon, any inaccuracy or omission in any materials, whether based upon breach of warranty or contract, negligence, strict liability, tort, or any other legal theory, regardless of whether we have been advised of the possibility of such damages or losses.

#### Risks Disclosure Statement

#### **Risk of Software Weaknesses**

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

#### Risk Inherent in the Blockchain

The Tokens, the platform and their related software are or will be deployed on the Ethereum blockchain main network, 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 platform or such related software.

Advances in cryptography, or technical advances such as the development of quantum computing, could present risks by rendering ineffective the cryptographic consensus mechanism that underpins the blockchain.

The smart-contract concept, the underlying software application and software platform (i.e. Ethereum) are still in an early 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 platform 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 cyber-attacks, 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 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 platform or their related software.