



## OVERVIEW

Clone Force: Battle for the Blockchain is a hyper casual, narrative driven mobile card battle game where users from across the globe come together to fight powerful enemies in live gaming events. As these events conclude, the story is driven forward, creating a sense of purpose for players as their participation is what brings forth the next phase in the Clone Force universe.

Instead of following the meta, Clone Force aims to look beyond the future to create something truly spectacular and sustainable. We have identified a number of common issues surrounding blockchain gaming models and plan to deliver accordingly. Allowing for purchases of in game assets to be made by the native token means the token value must always be dynamic, thus devaluing the token on the free market entirely. Or, the value of in game assets are not dynamic and in turn can end up costing a fortune, meaning no one will wish to purchase these assets using valuable tokens.

All ideologies break apart at their highest state; decentralisation is great until there is no one to enforce penalties on those who steal and scam. We are here to create a fairer, safer blockchain driven by ethics and ethos. In Battle for the Blockchain, players experience raid-like battles via card based logic, allowing them to Earn, Build, Trade, and collect via sophisticated upgrade and progression mechanics, alongside web3 trading and ownership.



Battle for the Blockchain is focused on the future of NFT gaming by demonstrating excellence in the following areas:

- Fun hyper casual mobile card battle gameplay: First and foremost, Battle for the blockchain will be fun, compelling and easy to understand no matter your age or skill level. Simply enter each live battle event with the deck available to you and participate in defeating a boss enemy alongside all other active players. Earn rewards for your participation, level up, and join the next battle.
- Play-to-earn mechanics: Battle for the blockchain allows players to play for free and earn rewards simply for participating in any live battle events. All players will earn in-game assets and tokens for participating in battles regardless of their level. Existing NFT users will be able to participate using their tokens, and new players will be granted off-chain tokens that can be brought on-chain for trading once they reach a certain power threshold. Onboarding new users into the ecosystem in a fun, safe, and compelling way.
- Innovative rewards and tokenomics system: A sustainable rewards system is critical to the longevity of any blockchain native game. Starting from the public launch phase, 50% of all in-game revenue will be used to buy back our own token at market value to distribute as rewards at the end of each boss battle, we aim to alleviate any sell pressure that comes with tokenised rewards.
- Highly accessible: Battle for the Blockchain will be made available on iOS and Android, with the goal of making it readily accessible to everyone. To ensure this process is frictionless and well defended against current or future regulations, there will be no blockchain transaction within the mobile gaming experience. Players will still be able to use their blockchain assets in parallel to the mobile gaming experience and earn blockchain rewards off chain. Then, with our Battle-Link account system, players can redeem these rewards on-chain, alongside trading via our website. Making this the perfect onramp experience for new users who may be overwhelmed by this technology, whilst still satisfying the needs of blockchain native users.



To date, with a full focus on ethics, ethos and community, Clone Force has amassed over \$2M in trading volume across its collections, attracting over 51,000 unique visitors during live quest events and a feature at the Nvidia GTC 2023 keynote, all completely organically without spending on marketing.

The power of Clone Force lies in the practice of executing with brilliance and delivering only excellence. Having already developed and deployed innovative NFT smart contracts with upgrade and reward mechanics allowing users to upgrade their NFT's, and seeing those upgrades on chain without paying any gas fees. An on/off chain rewards system that combats unnecessary gas fees by rewarding users off-chain tokens that are compatible with their on-chain assets, allowing users to only bring these rewards on-chain if they wish to trade.

This innovation allows collectors of NFT's to build their value instead of leaving it to chance.

The next step is to deploy our live event card battle game which brings all of these innovations together in a fun, compelling and accessible way. Pushing the boundaries of blockchain technology whilst feeding the desire of digital and physical collectibles.

Trading Card games will never be the same.

## SO FAR...

Innovation, excellence, ethics and ethos is the driving power behind Clone Force. A team of friends, having been consumers of NFT's, tired of the endless WL grinds, unethical FOMO tactics, and extractive nature of projects, came together to make a difference in how things are done.

In the depths of the bear market, towards the end of 2022, We launched our first trailer on a fresh twitter account with 0 followers, and instantly gained virality purely from the quality of the trailer we released and amassed over 7,000 followers in the first 24 hours. Everyone wanted to know who we were, and what we were planning.

We fast realised we had a huge responsibility on our hands to ensure a safe, ethical and fair drop that would ensure equal opportunity and completely mitigate the possibility of our launch being botted. This is where we innovated a system that allowed absolutely everyone to register for a free mint that would become the asset used for our token gated mint. After allowing users to register, we scanned for any botted entries and purged them, allowing each user to only be able to mint one token. In the end 5928 free mints were claimed and the community set our supply moving forward.

No WL grind. No bots. No FOMO. The precedent was set, and this is how we continued to operate. Delivering only excellence, whilst continually pushing for innovations on the blockchain, operating with ethics and ethos as the core foundation.



GUARDIANS OF THE BLOCKCHAIN

IT ALL STARTED WITH A MINTSTONE

**THE OPPORTUNITY**

A FREE MINT THAT WOULD SET THE TONE FOR THINGS TO COME.

15K+ WALLETS REGISTERED  
8K+ PURGED FOR BOTTING  
5928 MINTSTONES CLAIMED

100% FAIR DROP  
OPEN MINT WINDOW  
ZERO-TRUST PROTOCOL

2023 COPYRIGHT CLONE FORCE\*

This practice has led us to form a powerful community built on trust.

Since launching we have delivered/achieved:

- 7 NFT collections which all tie together in the lore of Clone Force, starting with a single mint that has an open window and is continually updated to include any further assets deemed necessary as part of the core items.
- Staking and rewards program: A system which allows users to stake their assets and earn shards from their Echostone NFT's, and shard slots accumulated on their Guardian NFT's. A rewards system that runs maintenance free, and ensures no one assets can be upgraded beyond the current cap.
- Upgradable NFT system: An Innovative smart contract written by us and deployed to the world which allows the infinite upgrade of any NFT asset. Visual, metadata, and power level updates can be made without paying any gas fees and the changes are reflected instantly on chain. The idea here is to allow users to build the value of their NFT's instead of leaving it up to chance.

G:ID 5928
XX  XY

LEVEL 80 → 83

SHARDS 3/3

RANK PROTECTOR → CHAMPION

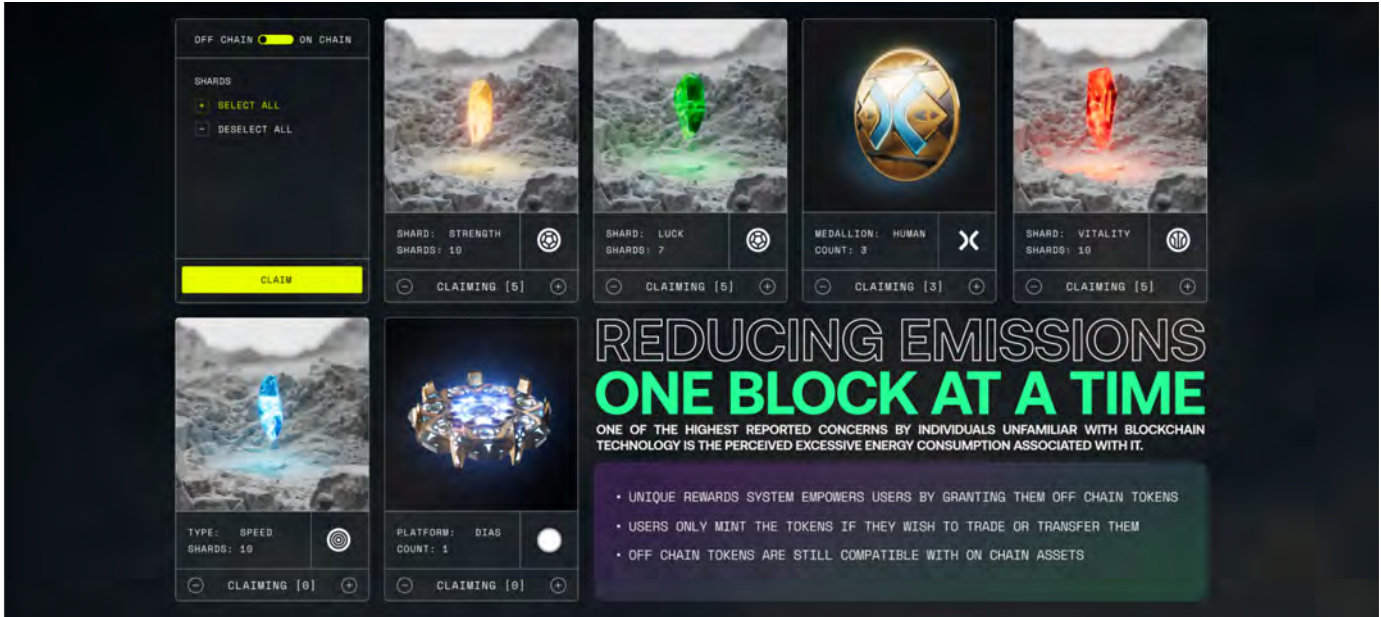
★  
GUARDIAN

⊖	VITALITY	0.00	⊖	11	⊕
⊖	STRENGTH	0.00	⊖	20	⊕
⊖	SPEED	0.00	⊖	16	⊕
⊖	MAGIC	0.00	⊖	16	⊕
⊖	LUCK	0.00	⊖	20	⊕

LOCKED IN

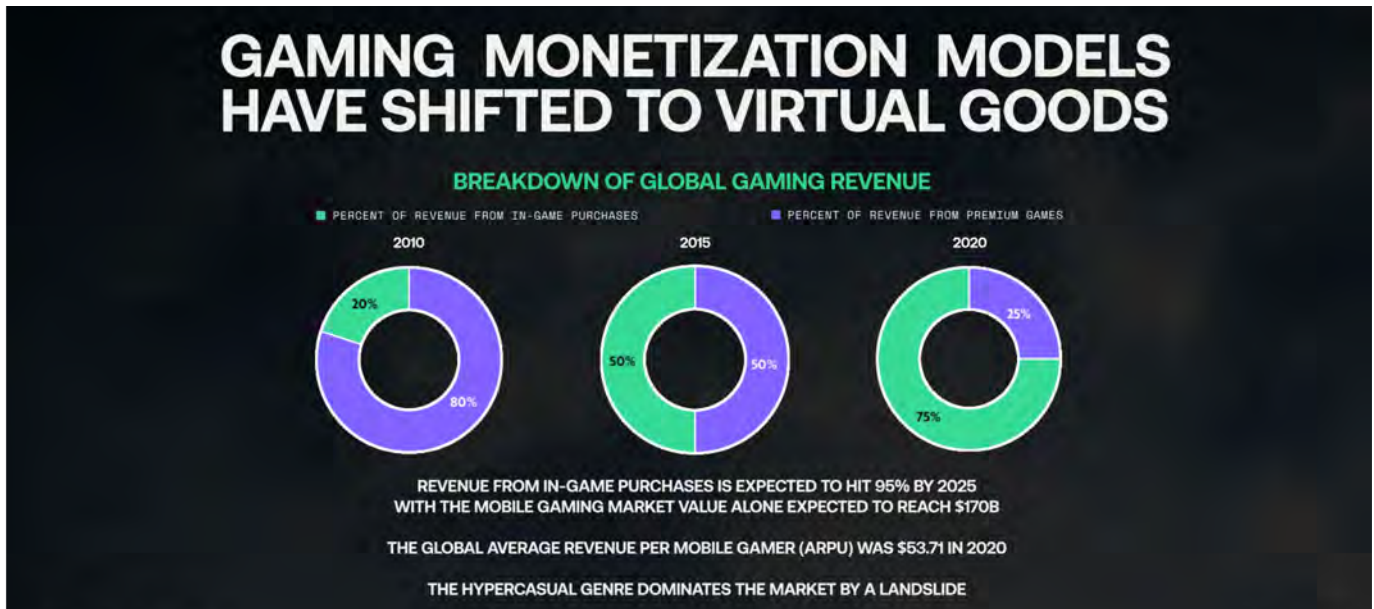
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SPIRIT	SPECIAL 1	SPECIAL 2	SPECIAL 3	ARM L	ARM R	LEG L	LEG R





- Live quest events with evolutive NFT's: Over the course of 8 weeks, we created live quest events which saw users coming to participate in solving riddles and working together to complete interactive quests. After the completion of each quest, the NFT evolved on chain alluding to the possibility of something happening when the quests were complete. These events saw over 51,000 unique visitors to our website, 194,000 page views, and 515,000 clicks, all participants were rewarded with a commemorative NFT which will be usable in upcoming gaming events.
- Guardian 3D files: We have provided fully rigged 3D blender files for all holders of Guardian NFT's, allowing for the content production by community members. We have also partnered with 3D Vault which has seen our Guardians available for use in popular metaverse platforms such as MONAVERSE and OnCyber. Guardian NFT's have continued access as playable characters in NIFTY ISLAND.
- Spotlight feature at NVIDIA GTC 2023: An honourable mention by the team at RTFKT during their keynote speech.

All of this made possible by sheer passion for delivering something truly unique, innovative and with the aim of bringing forth nothing but the best in quality.



Up to now we have focused on laying the foundation in blockchain technology and building a vast list of assets, all with the goal of bringing them to life in our upcoming game: Battle For the Blockchain.

Will you join the fight?

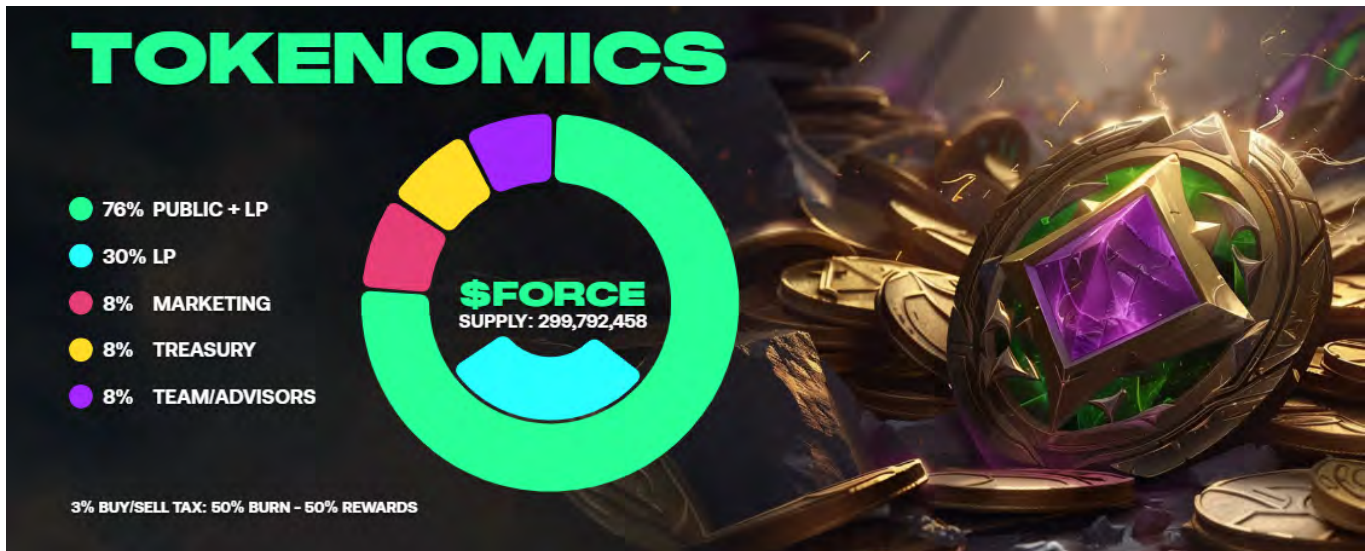


## THE GAME.

Everything we know and love about Card battle games, adapted for the future!

We dare to be bold, we dare to be different. We strive to innovate, and our next phase in development is no different. Clone Force: Battle for the blockchain - Season 1: Gods and Guardians, aims to be the best blockchain native mobile card battle game to date. Taking the core fundamentals that make trading card games extremely popular, and launching it at lightspeed to the next level.

Adopting the core elements of our advances in blockchain technology and implementing them in a seamless and exciting experience for users worldwide. Battle, earn rewards, upgrade, power up, and then battle again.



A healthy tokenomics system is vital to the success of a blockchain native game. With many variables to consider, we must ensure sustainability whilst also being attractive to buyers.

- Everything has meaning: The token supply is 299,792,468, which is also the speed of light. A metaphor for the pace at which we aim to work, and a symbol of hope, if we wish to eradicate darkness from this space, we must become the light.
- Sizable public supply: With 76% of the supply going to public + LP (30%) this creates a more stable tokenomics system. A good amount of liquidity will help with the volatility during trading, buy or sell, up or down.
- 8% Marketing: A dedicated marketing fund to help ensure the success of the token from launch, and much well beyond.
- 8% Treasury: A fund of tokens set aside to only be used in extremely important circumstances that will benefit the token and community as a whole.
- 8% Team: A dedicated set of team tokens, to be used at our discretion but only in very special circumstances with the aim of pushing the project forward.
- 3% buy/sell tax: A tax to help fuel the rewards system in the early stages of development. Upon rewards distribution, 50% will be distributed for rewards and an equal amount will be burnt. In theory offsetting token sell pressure value. Once the game has significant revenue streams we will remove this tax and rely on revenue for rewards ecosystem

We're setting ourselves apart from the competition by bringing a new edge to the ever popular genre. In 'Battle for the Blockchain', the main objective is not for players to fight against each other, but rather, come together as one to fight against powerful enemies in Live global events. Participation in battles will guarantee rewards regardless of your ranking, allowing you to further upgrade your deck and gun for higher placement and bigger rewards. Stepping away from the PVP nature allows us to incorporate the mechanics of play to earn in a way which will never feel unfair to users as rewards will be distributed in relation to your current level, akin to almost every rpg.

Here's how we plan on elevating the card battle game genre.

Fun hyper casual mobile card battle gameplay: First and foremost, Battle for the blockchain will be fun, compelling and easy to understand no matter your age or skill level. Simply enter each live battle event with the deck available to you and participate in defeating a boss enemy alongside all other active players. Earn rewards for your participation, level up, and join the next battle.





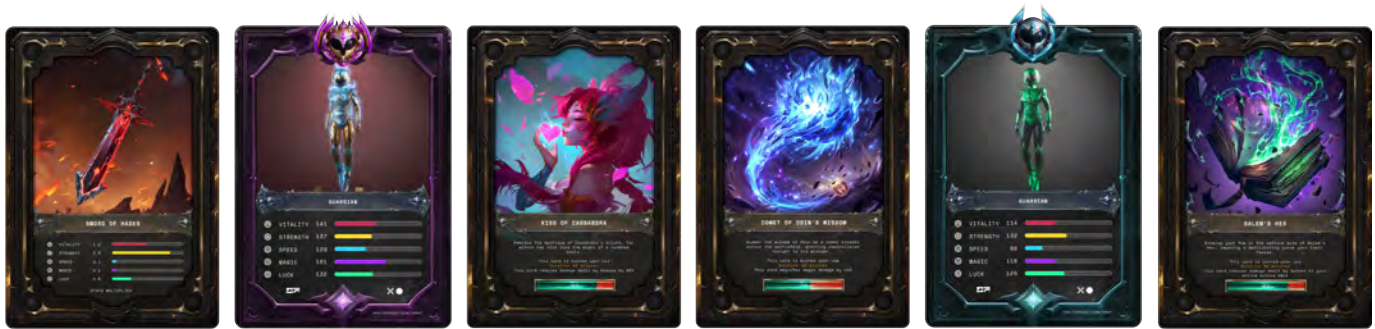
- Evolutive assets: Players will have the ability to customise and upgrade their core collection of cards. This allows player to create an affinity to the assets they are using as they will be putting their time and effort into creating more powerful cards. This is linked to the blockchain assets currently in circulation and holders of such NFT's will be able to use their assets as cards in battle.
- Story mode: People are drawn to being part of a story because narratives provide a sense of purpose, identity, and connection. Within a culture, stories act as the threads that weave individuals together, forming a shared understanding of values, traditions, and beliefs. As each major battle is concluded, a new part of the story is unveiled, bringing a sense of belonging and purpose to all players involved.
- Royalty scheme: Periodically, we will select some of the most powerful on-chain cards that have been upgraded by users and provide them in the store for users to purchase. Users who have been selected will get a 10% royalty on all purchases of their cards. This promotes users to try their best to earn and upgrade their Guardians in the hopes of being selected whilst also rewarding our loyal and core community.



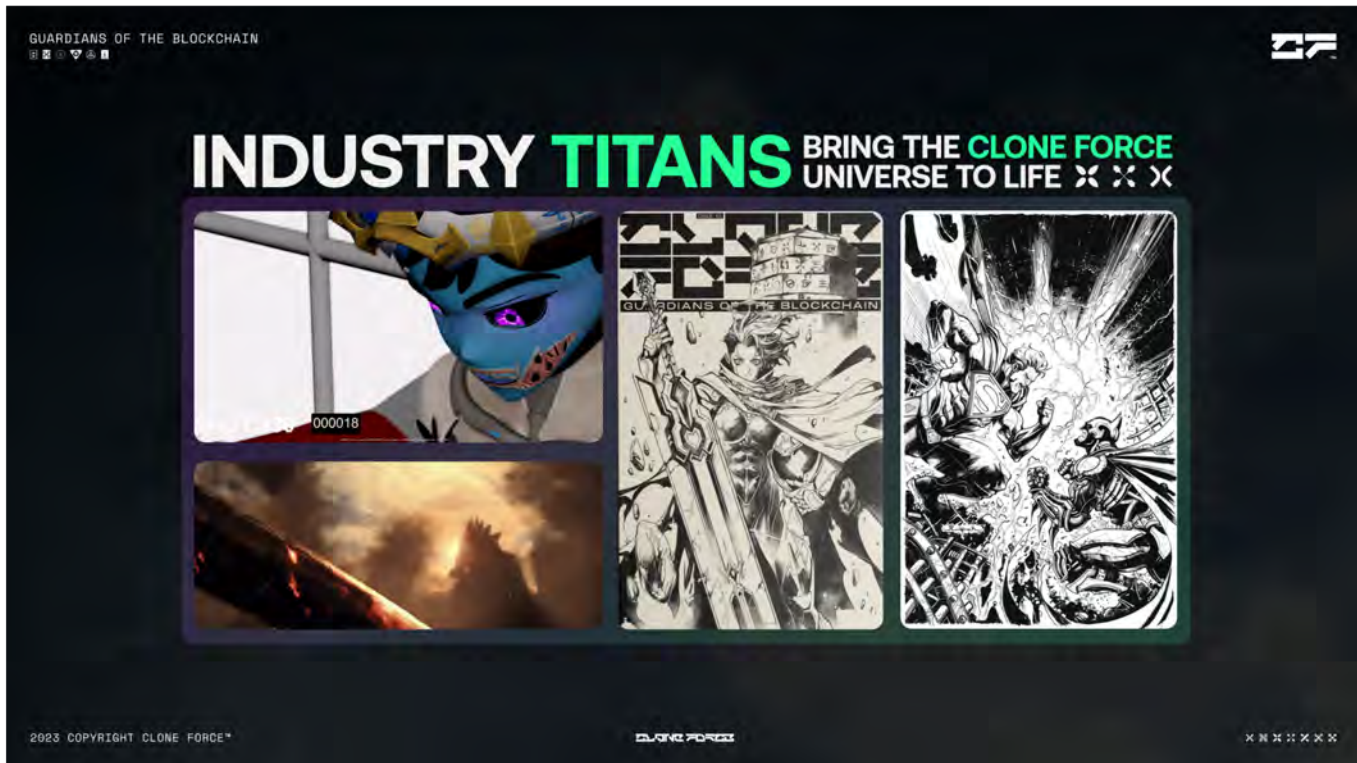
- Inclusive userbase: If players don't hold any of our blockchain assets, they will be presented with an off-chain starter pack which mirrors the progress of our blockchain assets. This way, anyone will be able to participate in battles and earn rewards, fostering a wider community and user base without alienating those that are not blockchain native.
- Target Market: Unlike other Web3 games, our goal is not to be known as a "Web3 game". There will be no blockchain transactions in game. This will benefit the ecosystem in a magnitude of ways. Some of these benefits include having a defence against any ongoing or future blockchain regulations fostering ease of access to a wider audience who are not well versed with blockchain and wallet technology.
- Onramp process: Although there will be no blockchain transactions in game, there will be blockchain data. Regardless of blockchain experience, any user who plays our game and participates in battles will see that they have been rewarded in \$FORCE for their participation via their accounts. This will entice players to learn about the blockchain and how they may be able to claim the \$FORCE they have accumulated to be used in trading or other blockchain tasks. We will provide a safe onboarding process via our website.



- **Play to Earn:** Players can play for free, and earn upgrades and rewards. Once a player has reached a certain power threshold on their assets, they will be given the opportunity to mint these assets and trade them on-chain. Once again fostering a safe onboarding process that requires users to not deploy capital to get involved with the great aspects the blockchain has to offer such as ownership of assets.
- **A sustainable rewards program:** Since there will be no blockchain transactions in the game. All micro transactions and in game purchases will be made in fiat. This allows for the involvement of a global audience whilst allowing us to deploy rewards in a much more sustainable manner. 50% of all revenue from in game purchases will be used to buy back \$FORCE at current market value at the end of each boss battle. These tokens are then distributed as rewards meaning that we will never need to have a token "fund" for rewards and in turn alleviate sell pressure as the value from rewards distributed is not coming from the LP.
- **Utility of \$FORCE:** The token's utility will lie mainly in it's value, but will also be used in 'wager matches' and for trading/bidding on cards in the Clone Force marketplace.



From the digital realm into the physical and beyond: The aforementioned points are the stepping stones to creating an expansive universe that starts with gaming and ends with infinite possibilities. The conclusion of season 1 will see the beginning of physical merchandise such as an official trading card game for collectors and gamers alike, as well as toys, comics, and in time, a licensed TV series. Clone Force taps into Nostalgia whilst also bringing a fresh and unique perspective to the 'super' genre for the world to enjoy.



The aim here is to create a product that exists beyond the realm of web3. We shall remain steadfast and impervious to the volatility that this space can bring, simply by creating a fanbase that exists in all realms. Together. Stronger.

Offer up your arms, and join us in the battle for the Blockchain.

