

# DOMINATION

## LITEPAPER

Last Update: 3rd October 2024



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# 1. WE ARE BLACKMOUTH STUDIOS

As pioneers in the Web3 gaming market, we are deeply committed to innovation and quality in the development and launch of digital entertainment products.

Headquartered in Madrid, Spain, and founded in 2017, Blackmouth Games has grown to be recognized for its excellence and creativity. With the launch of our first IP we aim to capture a significant share of the global gaming market, valued at billions, while also introducing a sustainable game economy through our proprietary cryptocurrency, \$DOMEN. This fosters an ecosystem where players are rewarded for their skill, dedication, and contributions to the community.



The project has been meticulously planned to ensure robust growth and investment returns, with financial projections demonstrating the viability and lucrative potential of our proposal. We invite visionary investors to join us on this thrilling journey, marking the beginning of a new era in interactive entertainment.

Proud members of:



**BLOCKCHAIN  
GAME  
ALLIANCE**

**MADRID GAME  
CLUSTER**



**AEVI  
ASOCIACIÓN  
ESPAÑOLA DE  
VIDEOJUEGOS**



**DESARROLLO ESPAÑOL  
DE VIDEOJUEGOS**

## A. MISSION & VISION

At Blackmouth Games, our vision is to unify player communities into a seamless Web3 gaming ecosystem where traditional gaming meets blockchain innovation.

Our mission is to become the leading decentralized platform, empowering players to actively participate through blockchain technology and User-Generated Content (UGC). We aim to redefine gaming by fostering ownership, creativity, and direct engagement in the gaming experience.

As pioneers in Web3 gaming, we are committed to innovation and delivering high-quality digital entertainment products. With Domination, our flagship IP, we showcase our dedication to creating immersive and community-driven experiences. Players aren't just participants, they are content creators, owners, and key contributors to the evolution of the gaming ecosystem.

By integrating blockchain technology, we're shaping the future of gaming with a focus on player empowerment, ownership, and sustainable game economies. We believe that every player's interaction should have a meaningful impact, and we're committed to building an inclusive, transparent, and value-driven gaming world.

## 2 THE DOMINATION ECOSYSTEM

The Domination ecosystem is a dynamic and interconnected universe designed to offer diverse gaming experiences, IP development, and digital assets, all within a cohesive platform. It spans across various game formats, community-driven content creation, and innovative technologies, making it a groundbreaking entity in the gaming and Web3 landscape.



### ADVERTISING IN-GAME

- Offline merch
- Online merch



### IP DEVELOPMENT

#### NFT COLLECTIONS



### AMBASSADORS NETWORK

Covering several Social Media Channels & Regions

### UGC PLATFORMS

- Digital assets
- Cosmetic contents
- Props and game designs



### GAMES

- First Party Devs.
  - Mobile
  - Consoles
  - Cloud games
- Second/Third Party
  - TON
  - Casual
  - Cloud games



### ARTIFICIAL INTELLIGENCE

### MERCHANDISING

- Offline merch
- Online merch



### E-SPORTS

- Competitions & Teams



### OTHER GAMES

Additional experiences with interoperability among them



### ADDITIONAL EXPERIENCES

- VR
- Digital Assets
- Comics
- Board Games
- Webseries...



### 3. DOMINATION GAME: THE FIRST CHAPTER OF OUR EXPANSIVE UNIVERSE

Domination revolutionizes the multiplayer online shooter experience by seamlessly blending battle royale mechanics with innovative time-based gameplay, all within a Web3 ecosystem.

#### Battle the Clock

Players compete in intense matches where they must not only outlast opponents, but also strategically manage their 5-minute countdown as a critical resource. The gameplay revolves around quick decision-making and tactical engagements.



#### Dynamic Gameplay

Each match takes place within Domes, unique arenas designed to enhance strategic play. Players must adapt their strategies as the clock ticks down, adding an exciting layer of urgency to every encounter.



#### Free2play & GaaS

Accessible gaming experience where our continuous game-as-a-service model evolves around the player, ensuring crisp challenges and lasting engagement.



#### Iconic Graphics and Art

Immerse yourself in a universe where the visuals are meticulously crafted to draw the player into an unforgettable experience.



#### Humorous Undertones:

Injected with a distinctive sense of humor, every aspect of the game is designed to ensure continuous amusement and enhanced enjoyment throughout the player's experience.



#### Exclusive NFTs

Unique in-game assets for players, including character skins, weapons, customization items, and more, that will evolve with each player's experience, creating unique individual builds.



#### User-Generated Content (UGC)

Community involvement is fundamental, co-creating and using dynamic content from players and top creators. It evolves over seasons, incorporating community feedback for continuous improvement and relevance





## 4. THE GAME LORE

“After the cataclysm, survival on the planet was only possible thanks to the domes; force fields fed by a strange mineral found in the depths of the earth, the Domenite. But its scarcity faced those who tried to gain control of it, sparking countless armed clashes in an increasingly divided society. To stop this escalation of violence, the big corporations inaugurated the Dome Games; regulated competitions in which only the strongest will fight to own the Domenite extraction contracts...”

The lore of Domination will be gradually unveiled through different contents, seasons, experiences, and games. It is an opportunity to offer players a way to play and have fun as they uncover the entire story and become part of it.



## 5. CORE GAMEPLAY

Domination offers a rich variety of game modes, including the strategic Deathclock and classic battle royale formats, ensuring varied and engaging gameplay. Players will encounter unique challenges that encourage adaptability and skill development, while User Generated Content (UGC) allows the community to shape gameplay elements, fostering creativity and enhancing the overall experience.

### A. DEATHCLOCK

Deathclock is Domination's flagship game mode, offering a unique twist on the traditional shooter genre by incorporating "Time" as the main resource and threat.

All players will start the game with a Timer (always visible in the UI), that will be reduced throughout the game, when this one reaches 0... the player will be eliminated from the Match.

The game loop consists of players battling against each other while racing against their own ticking clock that dictates their survival. Here's a detailed look at the core loop:

#### **B** Control the Dome

Inside the Dome, players' Timers deplete slower, giving them an advantage over those outside. If a player gets killed, this one will automatically Respawn far from the Dome. Compete to stay inside it and gather time-extending loot to outlast opponents.

#### **A** Race to the Dome

At the start of the match, players rush to reach the Dome while looting essential equipment and resources that will help them survive longer.

#### **C** Outlast & Eliminate

Balance time management and combat as the Dome moves and shrinks. Players with more time have a higher chance of survival. The last player with time remaining wins the match.



## DEATHCLOCK MECHANICS OVERVIEW:

### ♥ PLAYER TIMER - LIFE COUNTDOWN:

Players have a visible timer that represents their life. This timer decreases rapidly when players are outside of a Dome and more slowly when inside.

### ♥ DYNAMIC DOME MOVEMENT:

The Dome moves and interacts dynamically with the environment, forcing players to constantly adapt. Its behavior may vary with actions like movement, shrinking, expansion, or other unique interactions, challenging players to chase it and stay within its safe zones.

### ♥ RESOURCE MANAGEMENT:

Players need to balance their actions between collecting weapons from weapon spawn points, healing at health spawn points, fighting other players, and reaching the Dome to maintain their life timer. Effective resource management is essential for survival.

### ♥ PVP MECHANICS & SCOREBOARD:

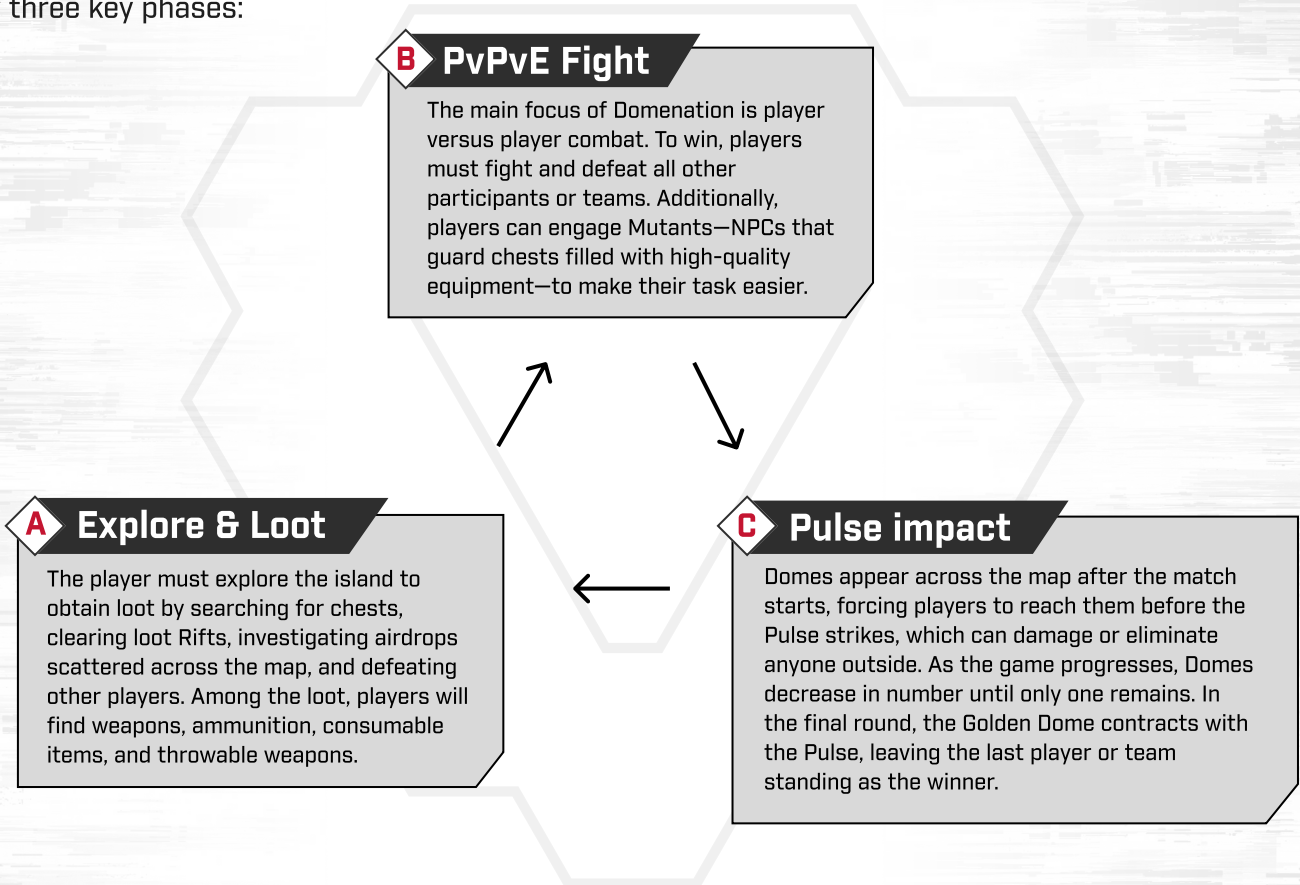
Player-versus-player combat is at the core of the game. Players must fight to survive while staying within the Dome's safe zones. A live scoreboard tracks each player's ranking and kills, fostering competitiveness. Victory is achieved by being the last player standing.





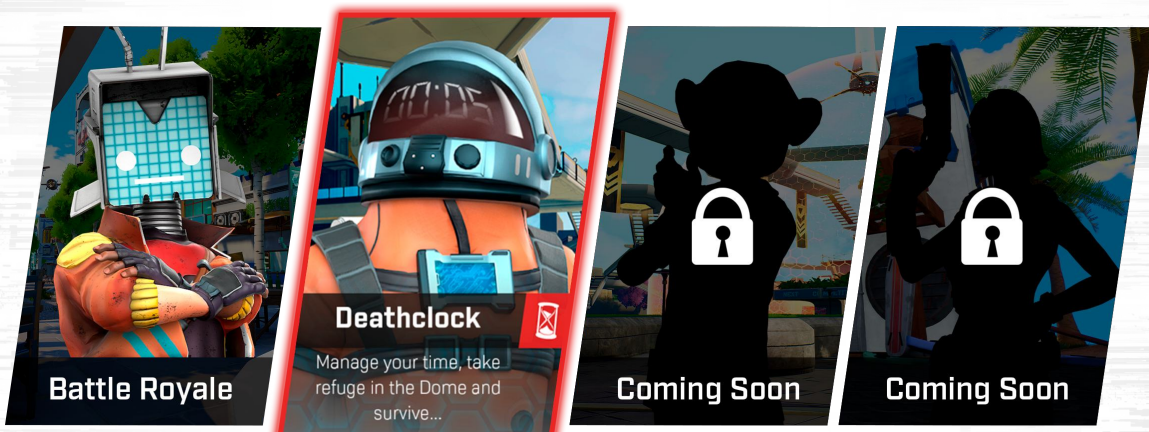
## B. BATTLE ROYALE

Domination introduces a fresh take on the battle royale genre with an innovative core loop, setting itself apart from any existing game and pioneering a new subgenre of shooters. The loop is defined by three key phases:



## C. FUTURE GAME MODES

Domination plans to introduce various game modes such as Free-for-All, Team Deathmatch, Training, and more, each designed to offer distinct challenges and playstyles. Future updates will also integrate User Generated Content (UGC), allowing players to create and share their own game modes, enhancing community engagement, and providing endless possibilities for gameplay innovation.



## D. FRENS

Frens in Domination are more than aesthetic assets; they have a life span that players must manage to collect in-game benefits. Each Fren offers supportive skills, such as time management and tactical advantages, allowing players to customize their strategies throughout the match.

Functioning like “Tamagotchi pets,” Frens can be nurtured and customized in a dedicated menu, increasing their value and fostering player attachment. Over time, their life span decreases, requiring players to invest acquired “Time” to keep them functional.

If a Fren runs out of time, it becomes unusable until players spend resources (like extra Time) to recover it, restoring half of its life span. A dedicated menu displays each Fren’s remaining life span, with the “Time” resource from gameplay used to recharge them.



## E. ENVIRONMENT

Domination features various maps with seasonal versions that evolve over time, enhancing the gameplay experience through diverse biomes and visual themes. Each map will also provide promotional opportunities for both recognized and emerging brands, integrating advertisements seamlessly into the environment.

Map sizes will vary by game mode: the smaller map for Deathclock accommodates around 8 players for intense gameplay, while the larger Battle Royale map supports a greater number of players, encouraging exploration and strategy.





## 6. DOME HUNTERS - TOURNAMENTS

"Dome Hunters" introduces an innovative gameplay mode known as 'compete to win', where access is granted through ticket purchases. This model allows players to showcase their skills in a competitive setting and win trophies, which can be converted into the game's currency, \$DOMEN, providing a real incentive for participation.

Competition Levels:

### ▼ BASIC DOME HUNTERS:

These are the most accessible and frequent, offering moderate prize pools. They serve as the entry point for many players, providing a fair competitive environment with a decent chance of earning rewards.

### ▼ DOME HUNTERS TOURNAMENTS:

A step up in competition, these events feature higher stakes and larger prize pools, held monthly or bi-monthly. They cater to players seeking a greater competitive challenge and offer more significant rewards.

### ▼ THE HUGE DOME HUNTERS TOURNAMENT:

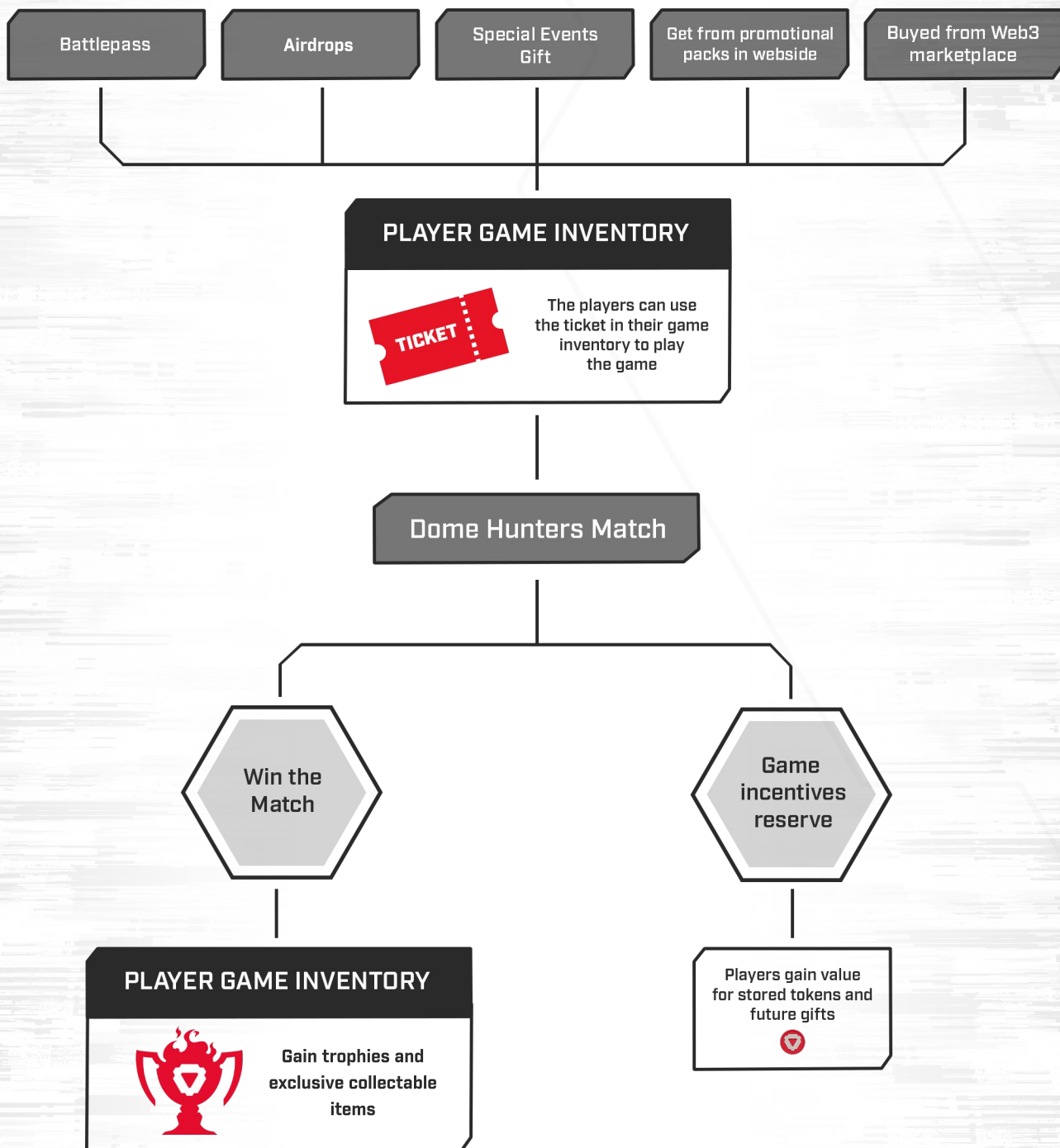
An annual event marking the apex of the Dome Hunters experience with an exceptional prize pool. It is intended as the ultimate challenge in skill and strategy, rewarding the highest levels of competition and achievement.



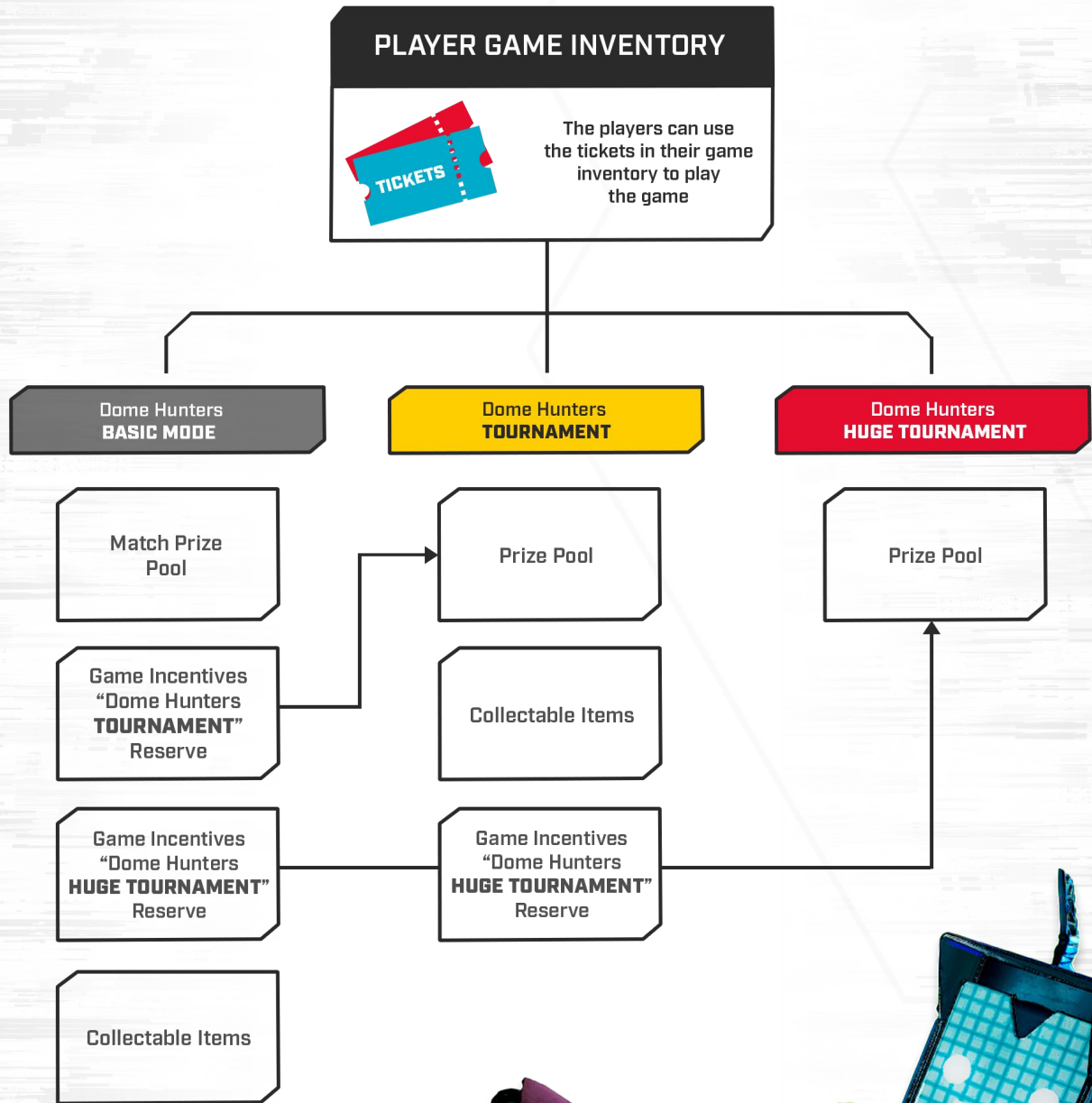


Accessibility is a core principle of "Dome Hunters," with entry tickets obtainable through various in-game progression systems, ensuring that players across the spectrum, from casual to highly dedicated, have the chance to participate.

The game also aims to involve external partners in event creation, broadening the scope of competitions and prize pools. This strategy not only diversifies the competitive offerings but also encourages wider community participation and innovation, elevating the overall gaming experience.



In this game mode, players have the opportunity to collect seasonal items, which can be used as crafting materials to create unique NFTs during each season. This feature highlights the potential future developments for Dome Hunters, showcasing the game's commitment to evolving and enhancing the player experience with fresh and engaging content.





## A. THE BURNT: HIGH-RISK / HIGH-REWARD MODE

"The Burnt" introduces a unique, time-limited event in the gaming world of Domination, available only during a specific period annually.

This mode challenges players to risk their in-game assets, such as their chosen Frens and valuable time, for the chance to win substantial rewards. Time, managed by the Frens, serves as a crucial asset that players can risk or gain to enhance their gameplay in the Deathclock mode. Losing in this event results in the permanent loss of one's Fren, along with other associated accessories (cosmetics), adding a level of urgency and consequence rarely encountered in the genre.

"The Burnt" event invites players into a world where every decision can lead to either extraordinary rewards or devastating losses, ensuring each moment in the game is intensely engaging.

## B. OTHER GAME MODES

In the game, future modes are designed to enrich the player experience across both traditional (Legacy) and blockchain-based (Web3) platforms, with a commitment to regular updates introducing new mechanics for exploration and enjoyment. This strategy is intended to maintain a vibrant and engaging gameplay environment, addressing the desires of a dynamic player base eager for constant innovation and varied experiences.





## 7. EQUIPMENT

Domination's customization assets are all NFTs, including cosmetics and items that provide minor upgrades to Frens. Main customizable assets include Frens, Profile Avatars, Emojis, Character and Weapon Skins, Emotes, and Graffitis, which are classified in different rarity levels:

TIER	RARITY	COLOR
S	LEGENDARY	YELLOW
A	EPIC	PURPLE
B	RARE	BLUE
C	UNCOMMON	GREEN
D	COMMON	GREY

Players can obtain NFTs via the marketplace, as rewards in competitive modes, through seasonal Battle Passes, and by completing challenges. Players manage and transfer their NFTs using the game account or personal wallets.

Upgrading Skins through the “Blacksmith” menu enhances their appearance with new textures, chromas, glow effects, kill trackers, and more. Each upgrade increases both cosmetic appeal and asset value. Players invest resources (scraps, Domenite) to upgrade, with an option to speed up the process using Time/Time Shards.

Assets can be earned through Battle Passes, tournaments, airdrops, and promotional packs, ensuring a variety of ways for players to evolve their in-game presence.



## A. SKINS

Skins in Domination are purely cosmetic items, designed to enhance personalization without impacting gameplay or giving any player an advantage. Players can collect character skins and weapon skins, maintaining a fair competitive environment during each battle. Each skin features the following attributes:

### ♥ RARITIES:

The rarity of a skin determines how often it appears, with rarer skins offering unique customization opportunities. Higher rarity skins also unlock additional levels in the skin progression system.

### ♥ LEVEL:

Skins can level up as players complete matches or missions with them equipped. The maximum level a skin can reach is tied to its rarity:

- **Uncommon:** Max level 1
- **Rare:** Max level 2
- **Epic:** Max level 3
- **Legendary:** Max level 4





## B. WEAPONS

In Domination, players can access a vast arsenal of weapons, each suited for different playstyles and scenarios. The number of weapons players can equip depends on the game mode, with a maximum of four weapons allowed in the inventory.

- **Ammo Types:** In certain game modes, each weapon is limited to one specific ammo type. However, some ammo types can be shared across multiple weapons, providing flexibility in combat strategies.
- **Rarity Tiers:** Weapons are classified by rarity, which influences their power and effectiveness in-game. Rarer weapons tend to offer better stats, making them more valuable assets in battle without compromising the game's overall balance.



## C. COSMETIC ITEMS

Cosmetic items in Domination provide players with various ways to express their style and individuality without affecting gameplay. These include:

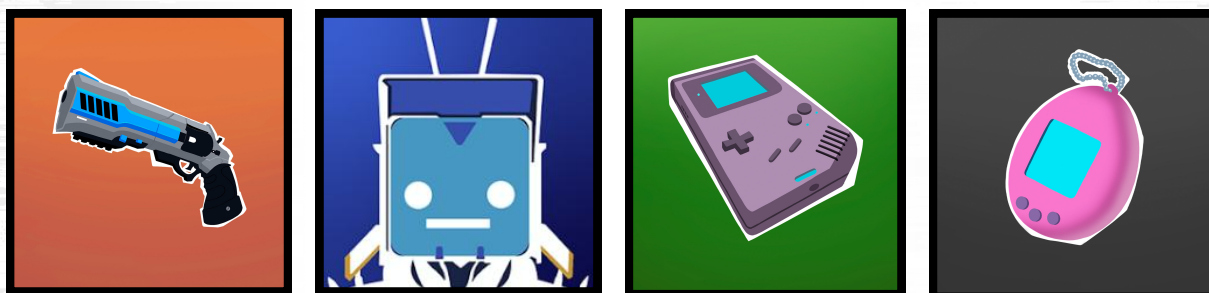
### ♥ GRAFFITI:

Players can customize the environment by printing unique designs on objects during matches. This allows for in-game personalization and a chance to show off creativity.



### ♥ PROFILE PICTURES

Players can select distinct avatars to represent their identity during games, adding a personal touch to their profiles.





## ANIMATIONS:

A range of customizable animations such as Victory Poses are available, allowing players to add flair to their in-game celebrations or interactions with others.



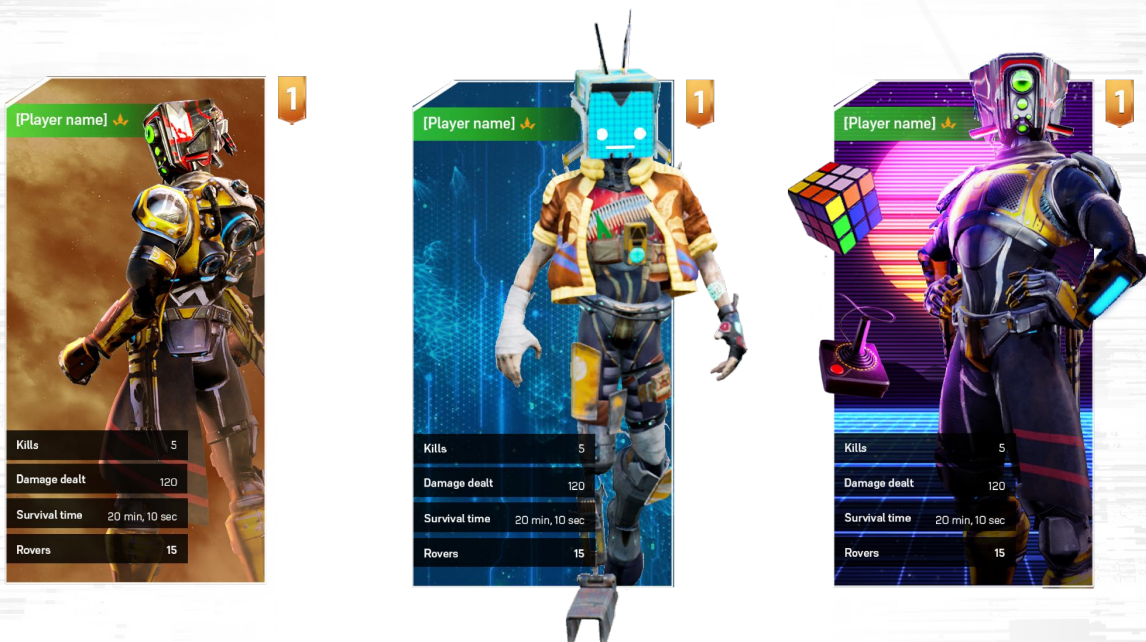
## EMOJIS

Players can unlock and use various emojis during gameplay to communicate or express emotions quickly.



## PLAYER CARDS:

Players can equip custom player cards, which display personal stats and visual customization. These cards are visible to others and offer another level of personalization.



## 8. UGC

Our game ecosystem is set to undergo a gradual expansion, evolving into a versatile, multi-game, multi-platform, and transmedia environment. What's equally important to us is giving our users the chance to actively contribute to and improve their experiences within this vibrant ecosystem. Our vision is to empower users to create and share their content, making it truly immersive and collaborative.

In line with this vision, we're introducing an exciting feature known as "Spaceships." These spaceships will be user-created environments, setting the stage for the next level of multiplayer gaming. They won't just be virtual spaces; they'll be hubs of interaction and engagement, where players can come together, share experiences with their friends, and even take the lead in initiating online gaming sessions. It's all about fostering a sense of community and shared adventure.

Moreover, players will be able to create maps for the different game modes, expanding the possibilities for unique experiences in Domination. By opening the tools for users to design game environments and arenas, we allow for endless creativity within the community.

We're building a community of co-creators who will be able to craft all kinds of customizable assets. From skins and weapon designs to in-game decorations and more, players will have a significant role in shaping the content within the game.

In addition to user-generated content, we're also opening the door to partnerships with brands, developers, and content creators who share our vision. These partnerships will bring new opportunities, fresh content, and innovative ideas to the ecosystem, contributing to the dynamic and ever-evolving world of Domination.

And this is just the beginning. We have a treasure trove of thrilling ideas and innovations that we'll be unveiling in the coming days. The future of gaming is incredibly promising, and we can't wait to embark on this journey with you!



AI-generated examples



AI-generated examples



## 9. COLLECTIBLES

Collectibles in the game are unique in-game items that players can discover during their matches, distinguished by their season-specific designs, making them both unique and sought-after. As each gaming season unfolds, the value and significance of these collectibles grow.

The allure of these collectibles is amplified by their dual purpose. Within the game's current season, they are coveted items, but their true potential is realized as key components for crafting exclusive NFTs related to that season. This transformation allows players to convert their in-game finds into valuable digital assets, enriching the game's economy and making it more dynamic.

Thus, whether players are in pursuit of seasonal collectibles or aiming to craft an exclusive NFT, Domination presents a richly rewarding gaming landscape. Each season introduces new opportunities and challenges, enhancing the overall experience and engagement.



## 10. DOMINATION ECONOMY

Domination's game economy employs a Free-To-Play model, offering NFTs to enhance player engagement. These NFTs can be exchanged on the marketplace, thereby bridging the gap between web2 and web3 players and offering a unified shooter game experience.



### KEY COMPONENTS

#### ▼ PROGRESSION

Players will engage with multiple progression systems such as player level, ranks, and a seasonal battle pass. These will offer milestone rewards of special items and unlock new content in the game.

#### ▼ NFT ASSETS

Upon engaging with the game, players will be rewarded with unique and customizable skins that will have a limited occurrence. Players can also exchange these on our marketplace.

#### ▼ UPGRADES & CUSTOMIZATION

Acquiring a new NFT skin is only the beginning. These skins can be enhanced to provide an array of options that unlock unique benefits and offer aesthetic modifications.

#### ▼ TICKET BASED GAME MODES

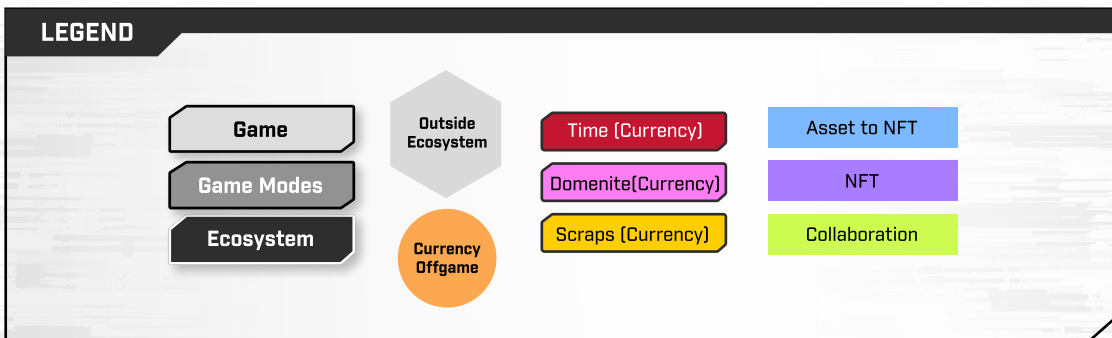
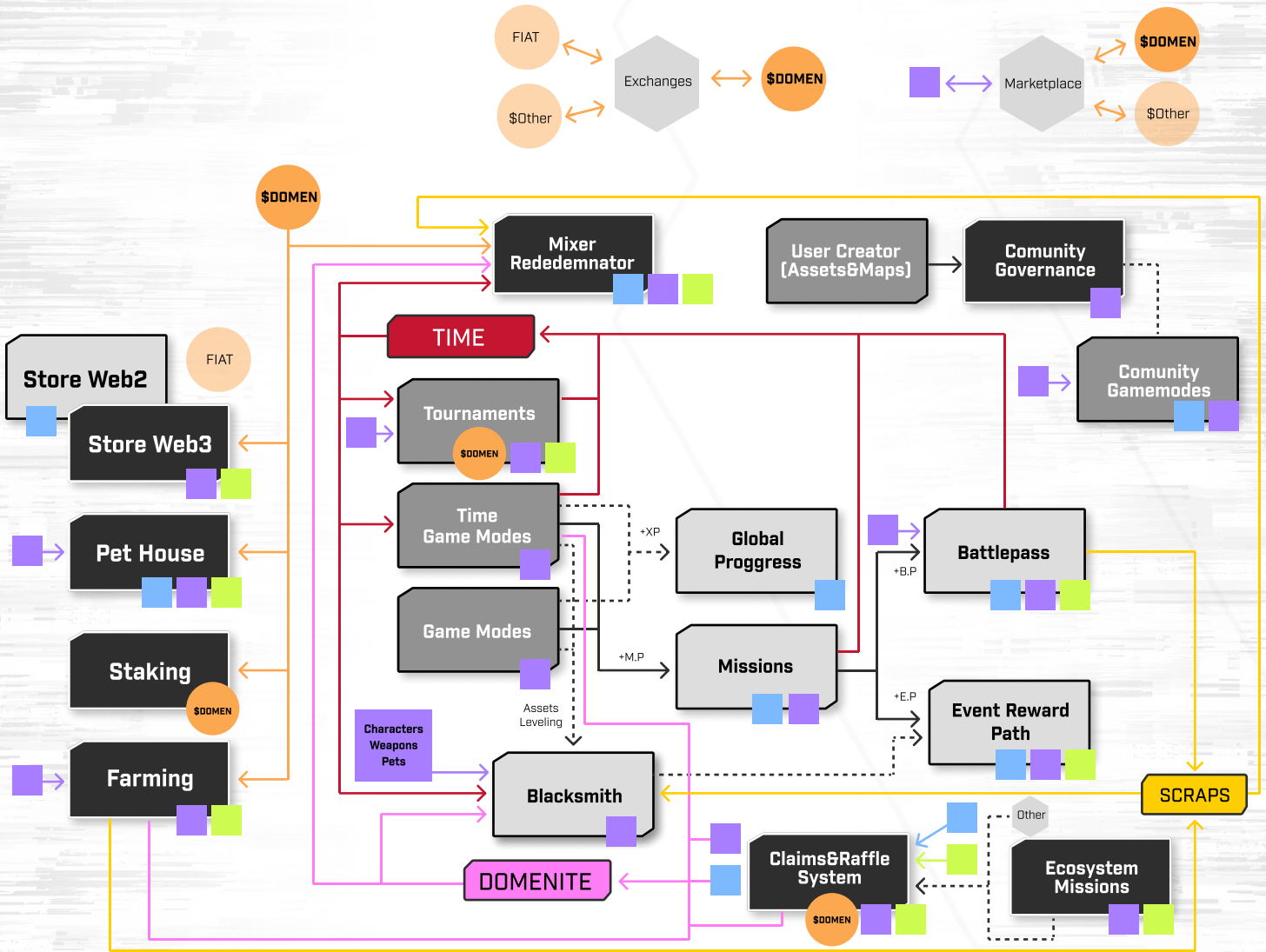
Apart from the regular game modes like Solo and Trio, we will have special events and tournaments which are ticket-based - DOME Hunter. These will offer exclusive NFT rewards that are scarce and valuable.

The economy is built on a foundation of varied in-game currencies and assets, each serving unique functions to enhance the overall gaming experience.



## A. ECONOMY LOOP

The following diagram includes Domination ecosystem and game. \*We keep improving it and there is the possibility of varying a little bit in the future, always ensuring the economy's viability and doing it as easily as possible for community understanding.

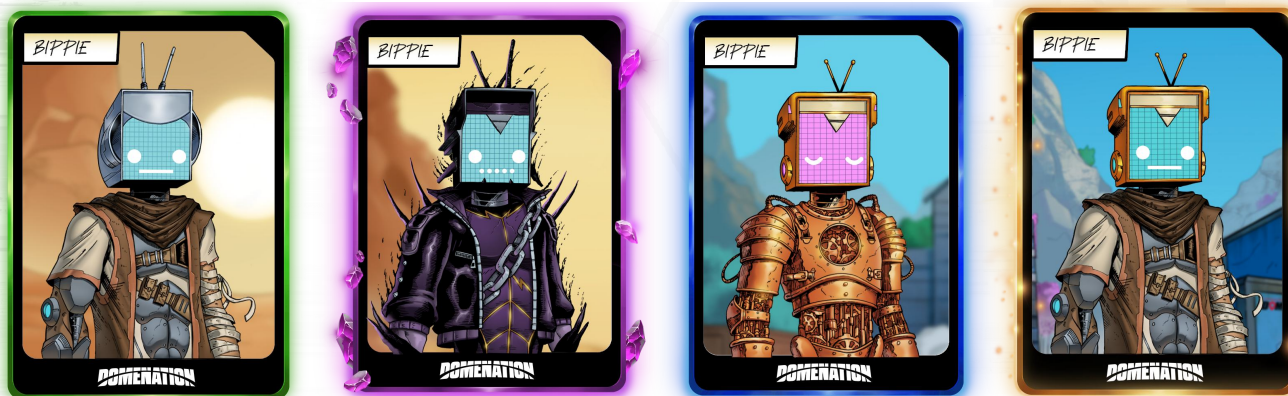


## B. WEB 3 ASPECT

While there is a traditional gaming economy aspect, the Web3 elements are crucial for the ecosystem's economy and its future. These features are aligned with our vision for the future, and we aim to encourage their use to drive full adoption across the community.

### NFTS (NON FUNGIBLE TOKENS)

Enhance the ecosystem by adding value and take the game assets and ecosystem to the next level, granting users full ownership over what they acquire.



#### ♥ EQUIPMENT

Both weapon skins, characters, and pets are considered equipment NFTs in our ecosystem. These NFTs enhance the user experience by incorporating progression techniques, allowing players to feel a sense of evolution and growth as they use their NFTs.

#### ♥ TICKETS

Another type of NFT in the ecosystem is the tickets. These grant users access to exclusive features, such as entry to tournaments, special game modes, or even awesome discounts in the marketplace.

#### ♥ OTHER

After winning a tournament, you can earn trophy NFTs. By participating in special events organized by Blackmouth, you can also receive distinctions through SBTs (Soulbound Tokens). Additionally, resource crates can be redeemed within the ecosystem to unlock certain in-game currencies.



## B. ASSET & TOKEN INTEGRATION

Although NFTs are a key component of the ecosystem, the token is equally essential, enabling users to perform specific actions that enhance their experience within the ecosystem.

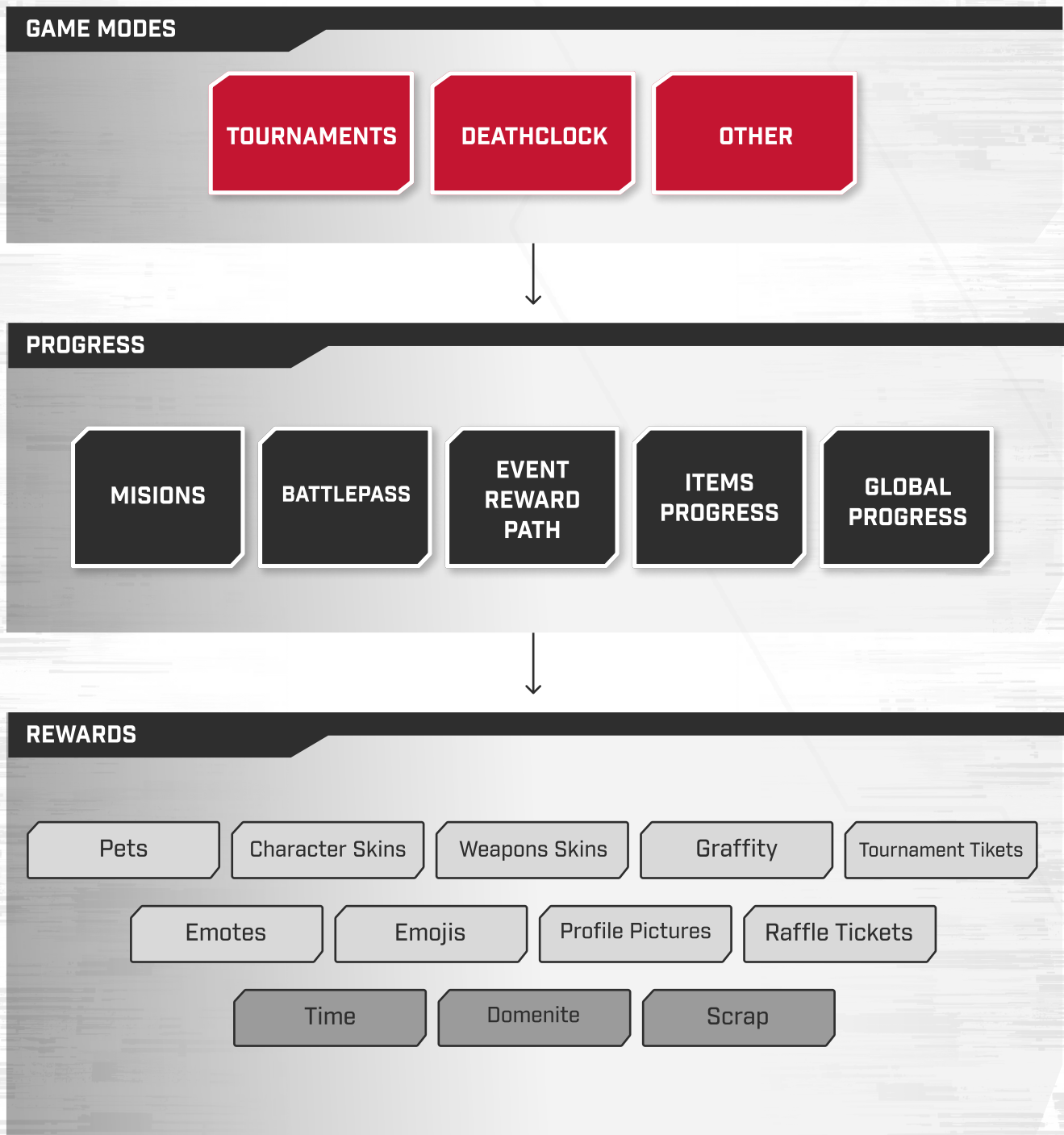
Driving utility and demand by empowering the community

- **In-Game Purchases & Minigames Access:** \$DOMEN is required for acquiring all in-game content, including NFTs, items, and mini-games within the Domination ecosystem.
- **Co-Creators and Content Curators:** Holding \$DOMEN allows users to participate in asset creation and share in the revenue.
- **Cosmetic NFTs with Temporary Deposit:** Users can acquire limited-time cosmetic NFTs with a temporary \$DOMEN deposit. The more \$DOMEN deposited, the faster the unlock, with a portion of the deposit being burned upon completion.
- **Other upcoming exclusive features** are being developed to add even more utility, enhancing the value of the token. Use \$DOMEN for crafting, evolving or obtaining unique NFTs, unlocking a deeper layer of engagement within the ecosystem.



## C. PROGRESSION

Domination has several progression mechanics designed to make the game more fun and give them more chances to obtain rewards. Each of these mechanics has a different goal and will reward players with NFTs.





## D. ACHIEVEMENTS AND MISSIONS

Missions are objectives that players must complete in order to get level points for progression. There may be missions that give away more than just experience points, but also NFT rewards. There will be different kind of missions:

### ♥ DAILY

These missions will appear once a day and only last for 24 hours. They will have tiers depending on its reward and difficulty level, distributed so that there is a bigger amount of low tier missions than high tier ones each day.

### ♥ WEEKLY

These missions will unlock at the start of each week, and will remain active until the season ends. Each week, a new bunch of missions will be unlocked. Most of them will be locked unless the player acquires the premium version of the Battle Pass, although some of them will be available to everyone.

### ♥ EVENT

These missions will only appear during certain events, and they will grant special rewards related to the event they represent.

### ♥ WEAPON EXCLUSIVE MISSIONS

Each weapon comes with missions that level up its skin. These upgrades are purely cosmetic, boosting the skin's visual appeal and value, letting players show off their mastery in style.

### ♥ GLOBAL ACHIEVEMENTS

General achievements where players can unlock awesome rewards.



## E. CLASSIC PROGRESSION

Domination features a traditional progression system where players can level up by completing challenges and missions throughout the season.

### ♥ SEASON PROGRESS

The progression will be seasonal. Once the season ends, the exclusive assets won on that season won't appear during other seasons. The progression depends on missions to unlock points. Those points will make players increase their level during that season. There will be different tiers of progress where there will always be a free seasonal progress.

### ♥ GLOBAL PROGRESS

There is also a general progression system, independent of the current game season, shared across all players. This provides a baseline progression for everyone, ensuring consistent growth and rewards for all users.

## F. WEB3 & NEW PROGRESS METHODS.

As part of our commitment to expanding the Web3 ecosystem, we are introducing new and innovative progression methods that integrate blockchain technology, offering players deeper engagement and exclusive rewards.

### ♥ WEB3 SEASON PASS

The Domination ecosystem will also feature an exclusive Web3 battle pass. This battle pass will be limited to a select few, as will the unique rewards available through it, making it a highly sought-after feature within the ecosystem.

### ♥ COLLAB EXCLUSIVE "REWARD PATH"

Similar to a battle pass but with a much shorter duration, this progression system is designed for specific events, other games within the ecosystem, and exclusive collaborations with our partners.

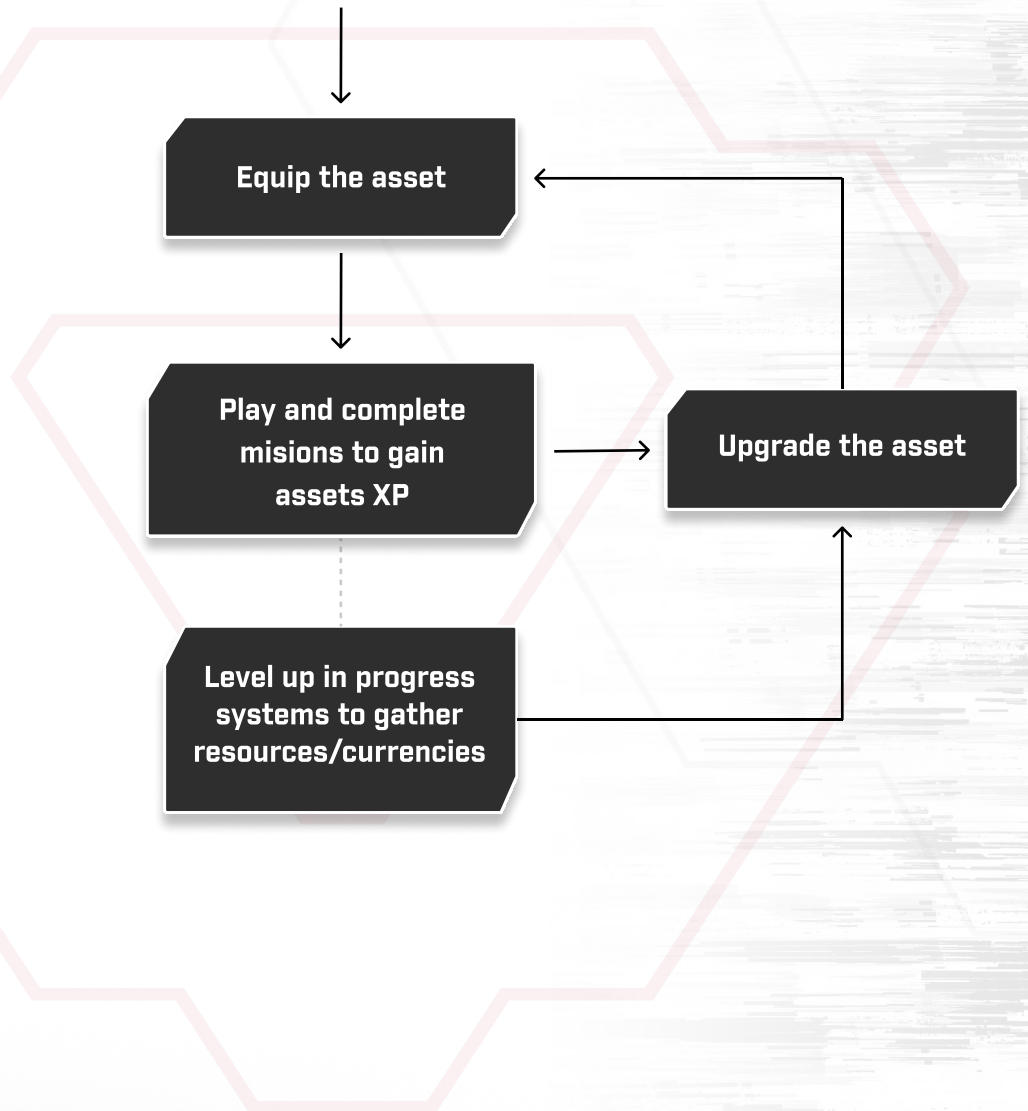


## G. ASSET PROGRESS

In Domination, certain customization elements for the player's avatar, such as character skins, weapons or pets, will have different levels. Initially, every asset starts at level one, but this level can be increased over time. Each asset has a maximum level it can reach, determined by its tier or rarity. For example, an uncommon asset may only reach level 2, while a legendary asset can reach level 5. With each level upgrade, the cosmetic appearance of the asset improves, enhancing its visual appeal.

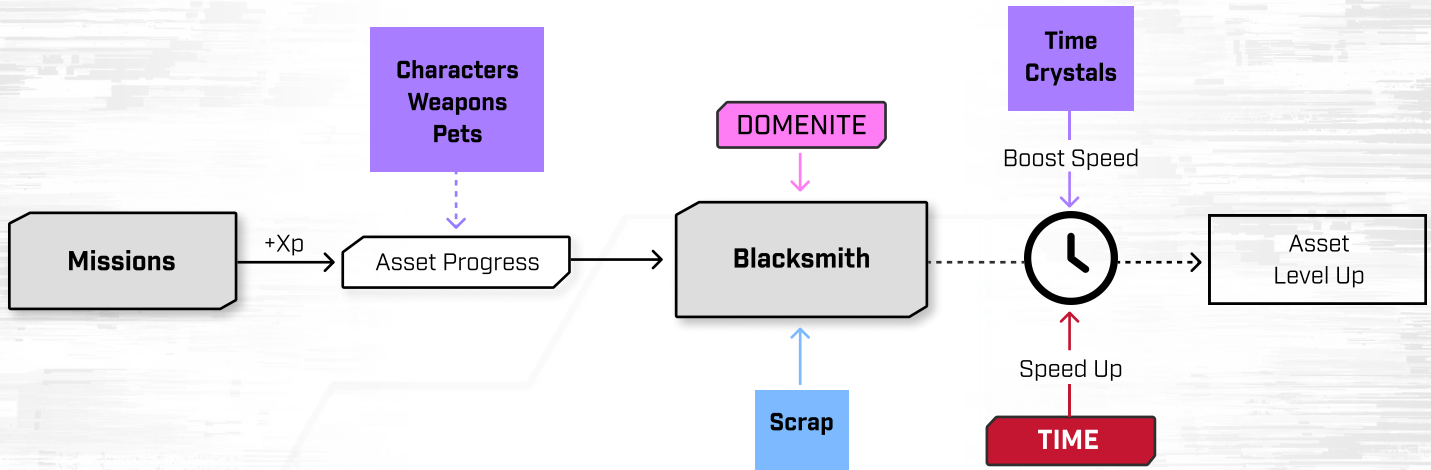


### OBTAIN NEW ASSET



## BLACKSMITH

The upgrade system, called Blacksmith, allows the player to level up Equipment to increase the number of perks it can unlock and improve their visual appearance. In order to upgrade a piece of equipment, different components will be necessary:



### Equipment piece

to be upgraded.



### Scrap:

Ingredients that the player has to collect to be able to level up an equipment piece. Scrap can be obtained through missions or through progression systems (both free and paid).



### Payment:

Any player can upgrade an equipment piece for free, but it is a slow process that takes a long time to complete. The player will be able to pay in order to speed it up and finish it instantly. The amount will depend on the stage of the progress that the unlock is at. The smaller the remaining time is, the cheaper it will be to pay for it to finish the upgrade and there will be some bonifiers to decrease the cost of leveling up.





## H. ECOSYSTEM IMPLICATION

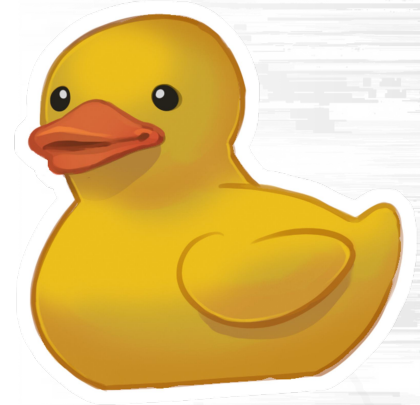
### ♥ MIXER/REDEMATOR

This system allows players to burn NFTs to obtain tokens, create new NFTs, access tournaments, and gain in-game rights or resources. Players can combine season NFTs to create exclusive ones, exchange trophies for \$DOMEN, and use tickets to join tournaments or season passes. In-game currencies like Time, Domenite, or Scrap can be used or burned for raffles, rights, or new assets.

### ♥ PETHOUSE

A system focused on pets with the following mechanics:

- **Breeding:** Create new Frens from existing ones.
- **Crafting:** Collect different fren parts to create custom pets, available only for some season-related Frens.
- **Progress:** After leveling up Frens, players can personalize certain attributes.



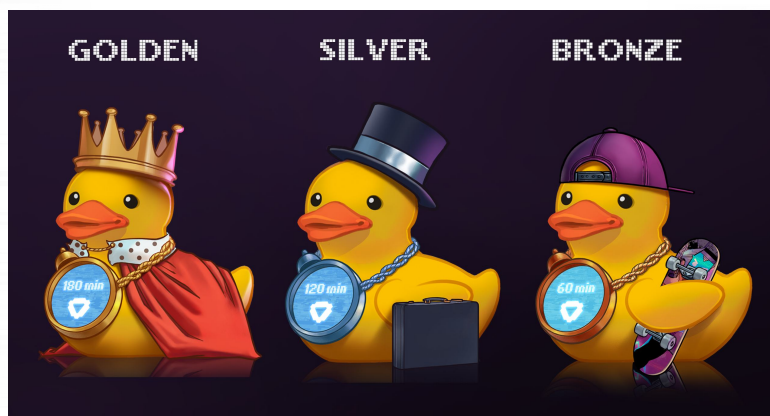
These mechanics require players to use \$Domen, time, Frens, and other in-game currencies.

### ♥ ECOSYSTEM MISSIONS

The ecosystem will also feature a mission system designed to boost the visibility of various projects within the ecosystem while fostering the growth of a community that extends beyond a single game to encompass the entire ecosystem.

### ♥ GOVERNANCE & UGC.

The entire ecosystem will embrace user-generated content, allowing the community to participate in the co-creation of rewards, stores, battle passes, among other features. This will be fully integrated into the ecosystem, providing a platform for submitting content and a governance system for selecting and approving user creations.



## ♥ GAME INCENTIVES/ CLAIM

The ecosystem will include systems to manage the distribution of game incentives among players, ensuring that everyone has the opportunity to win rewards, participate in exclusive tournaments, and more. Alongside the token, there will be a variety of game incentives centered around NFTs. Additionally, the ecosystem will feature an exclusive claims page, where whitelists, mission rewards, and airdrops will be managed. User-generated content will also play a key role, allowing the community to actively contribute to rewards and content, further enriching the overall experience.

## ♥ STAKING/FARMING

Other systems that will fuel the ecosystem's economy are staking and farming. The farming system, in particular, will encourage users to stake their tokens in exchange for unique rewards distributed periodically. These mechanisms will contribute to the long-term engagement and sustainability of the ecosystem's economy.





## 11. TOKEN

Domination (\$DOMEN) serves as the utility game token for Blackmouth Games' operations on the blockchain. The total supply of \$DOMEN tokens is capped at 1,000,000,000 (1 Billion).

The utility of Domination's tokens and NFTs goes beyond conventional applications, offering several key use cases:

### In-Game Purchases & Minigame Access

\$DOMEN is essential for acquiring all in-game assets, including NFTs, items, and access to mini-games within the Domination ecosystem.



### Co-Creators and Content Curators

Holding \$DOMEN grants the ability to participate in asset creation, vote on user-generated content (UGC), and share in the revenue.



### Interoperability

The \$DOMEN token is designed to be interoperable across future Blackmouth Games projects under the Domination IP.



### Cosmetic NFTs with Temporary Deposits

Users can obtain limited-time cosmetic NFTs by temporarily depositing \$DOMEN. More \$DOMEN speeds up the unlocking process, with a portion of the token being burned upon completion.



### Earning & Trading

Players can earn \$DOMEN through various gameplay activities and trade unique NFTs crafted for competitions. They can also personalize assets or participate in staking.



### NFT Acquisition

Players can acquire NFTs by participating in standard and competitive game modes or by completing a variety of challenges.



The utility of Domination's tokens and NFTs goes beyond conventional applications, offering several key use cases:

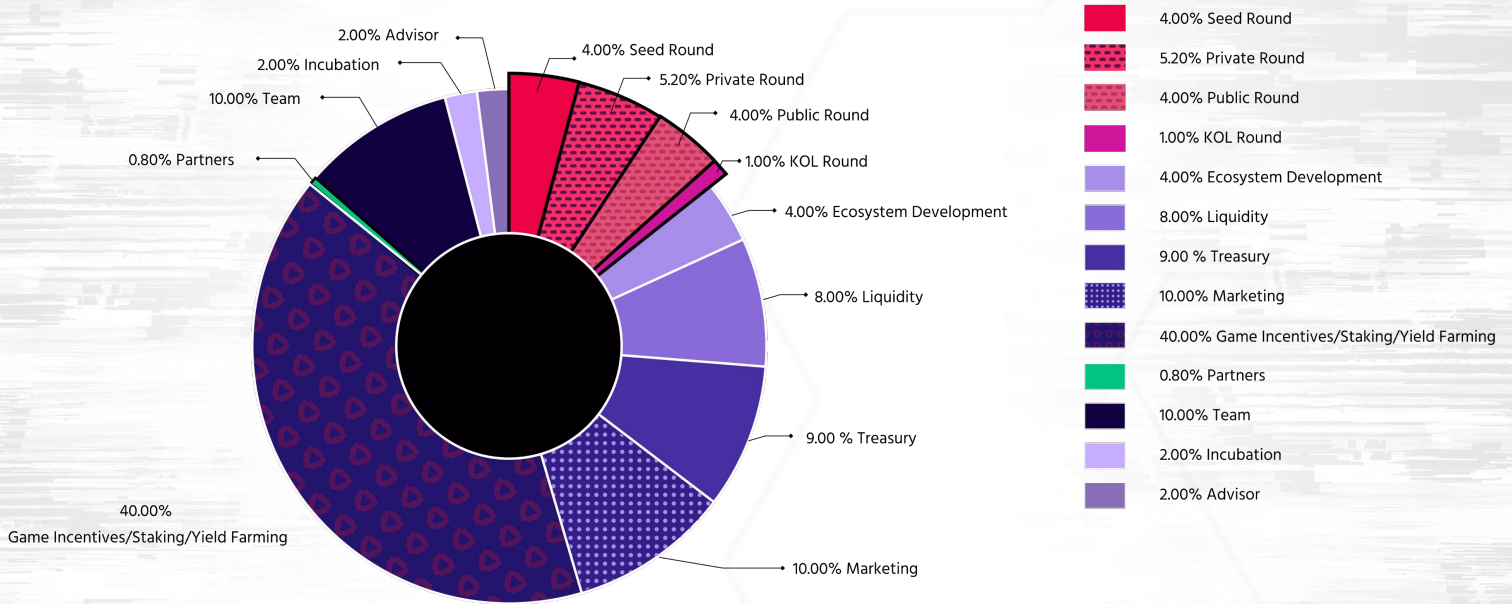
## A. TOKEN DISTRIBUTION & VESTING

Token allocation and vesting structure are centered on the game's community paying special attention to the design of the game economy to guarantee a solid ecosystem.

**TOKEN DISTRIBUTION SCHEME**

	<b>% OF TOKENS</b>	<b># OF TOKENS</b>	<b>COMMENTS</b>
Seed Round	4.00%	40,000,000	TGE 10%, 6 MONTHS CLIFF, 24 MONTHS LINEAR VESTING
Private Round	5.20%	52,000,000	TGE 10%, 2 MONTHS CLIFF, 12 MONTHS LINEAR VESTING
Public Round	4.00%	40,000,000	TGE 20%, 1 MONTHS CLIFF, 4 MONTHS LINEAR VESTING
KOL Round	1.00%	10,000,000	TGE 15%, 1 MONTHS CLIFF, 8 MONTHS LINEAR VESTING
Ecosystem Development	4.00%	40,000,000	NO TGE , 18 MONTHS CLIFF, 24 MONTHS LINEAR VESTING
Liquidity	8.00%	80,000,000	TGE 40%, 2 MONTHS CLIFF, 16 MONTHS LINEAR VESTING
Treasury	9.00%	90,000,000	NO TGE, 12 MONTHS CLIFF, 36 MONTHS LINEAR VESTING
Marketing	10.00%	100,000,000	TGE 5%, NO CLIFF, 36 MONTHS LINEAR VESTING
Game Incentives/ Staking/ Yield Farming	40.00%	400,000,000	NO TGE , 6 MONTHS CLIFF, 114 MONTHS LINEAR VESTING
Partners	0.80%	8,000,000	10% TGE, 18 MONTHS CLIFF, 36 MONTHS LINEAR VESTING
Team	10.00%	100,000,000	NO TGE , 18 MONTHS CLIFF, 36 MONTHS LINEAR VESTING
Incubation	2.00%	20,000,000	NO TGE, 3 MONTHS CLIFF, 24 MONTHS LINEAR VESTING
Advisor	2.00%	20,000,000	NO TGE, 12 MONTHS CLIFF, 12 MONTHS LINEAR VESTING
<b>Total</b>	<b>100.000%</b>	<b>1,000,000,000</b>	





TOTAL SDOMEN TOKEN SUPPLY: **1,000,000,000**

The Following Charts describe the token emission schedule over 120 months



This project has received funding through private equity rounds, allowing us to concentrate on developing mostly full games before launching our token and NFTs. We aim to demonstrate the project's potential to our community through these initiatives.

The cliff and vesting periods are implemented to protect the token's value and promote its healthy behavior in the market.

## B. SMART STAKING

In Domination's gaming ecosystem, there are three distinct staking concepts, each offering unique benefits and mechanics:

### ♥ FORCED STAKE:

This staking process is integral to the game's progression system. It involves a mandatory waiting period for players who wish to level up their skins. This 'forced stake' is activated once players have successfully paid to level up. It's a compulsory step for all players aiming to enhance their assets visually. The skins will only be used for play without having the updated visual. In Frens case, its same as weapons and character skins but adding the possibility of the use that Frens as time bonifiers for the leveling progress.

### ♥ APY-GENERATING STAKE:

Players have the opportunity to engage in a classic staking mechanism, akin to traditional finance, where they can earn an Annual Percentage Yield (APY). This staking is primarily aimed at generating liquidity for the token within the game's economy. It's a way for players to invest and grow their holdings while contributing to the overall financial health of the gaming environment.

### ♥ INTERNAL STAKING WITH ASSET LOCKING:

This unique staking option allows players to internally stake their skins or assets, subjecting them to a maximum limitation. During this period of asset locking, these Assets have the potential to generate exclusive assets, which can be converted into NFTs if the player chooses to do so. This mechanism not only enhances player engagement but also integrates the exciting aspect of NFT creation within the game's framework.

Overall, these staking concepts are designed to enrich the gaming experience in Domination, offering players various ways to engage with and benefit from the game's economy, while also fostering a sense of progression and investment in their gameplay. These mechanics will be gradually introduced over time, rather than being available from the outset, allowing for a more balanced and evolving experience as the game develops





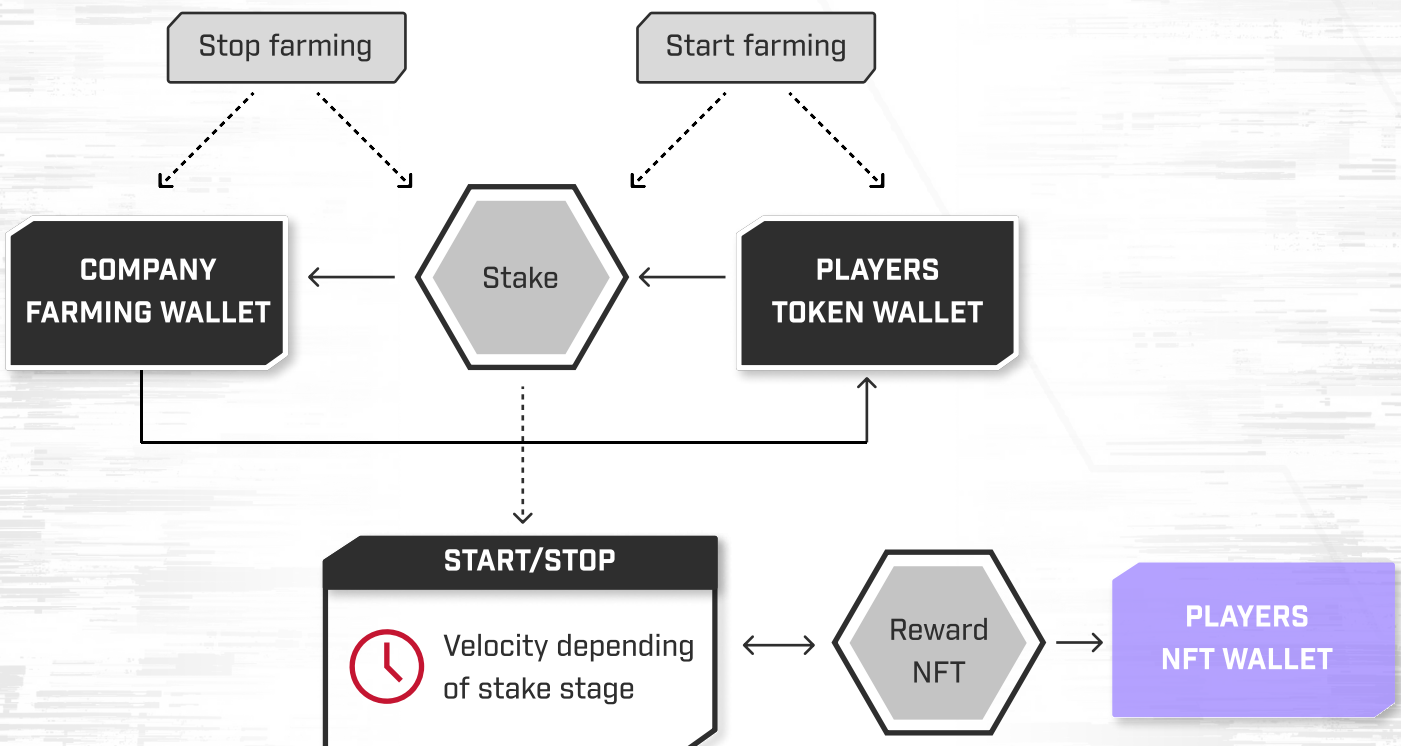
## C. FARMING

The multi-tiered farming system offers users various options. This system is designed to provide diversity in the farming experience, catering to different user preferences and strategies.

In the farming system, there will be several tiers or levels, each with its unique characteristics. Users can choose their desired tier, each offering specific advantages and disadvantages. Each level has specific token allocation limits.

Users participating in this farming system will have the opportunity to farm various items, and the availability of these items will differ across the tiers. The speed of unlocking rewards is directly related to the range of token capacity allowed for each tier. Simply put, a wider range between the minimum and maximum token allocation results in faster reward unlocking.

We believe that this approach will empower our users to make informed decisions about their farming activities, offering a dynamic and engaging experience. While this farming system is still in development, we look forward to sharing further details and progress as we work on bringing this concept to fruition.



## 12. TECHNOLOGY

Domination is built using cutting-edge multiplayer tech, powered by Unreal Engine 5 and AWS Game Tech cloud services. With integrated anti-cheat systems, we ensure a secure, fair, and visually stunning gaming experience.

Unreal Engine 5 provides AAA-quality visuals and gameplay, featuring real-time lighting, world partitions, and advanced animations for an immersive experience across platforms.

AWS Game Tech forms the backbone of our infrastructure, enabling quick scaling, reliable matchmaking, and efficient management of large volumes of player data, ensuring high availability and consistent performance worldwide.



+ Other

## 13. CROSS-CHAIN BLOCKCHAIN TECHNOLOGY

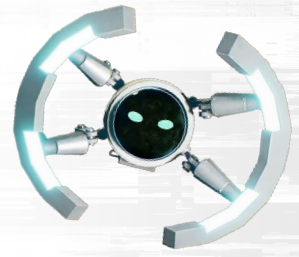
Domination is built with a strong foundation in blockchain technology, collaborating with platforms supporting Ethereum Virtual Machine (EVM). Initially, the \$DOMEN token is deployed on Ethereum and Polygon, utilizing their security, scalability, and ease of integration. Being cross-chain from the start means \$DOMEN will expand to other EVM-compatible chains, enhancing the flexibility for players to stake, trade, and engage with the blockchain economy across different networks. This cross-chain interoperability ensures that users have freedom in managing their assets and interacting with the ecosystem on the chain that suits their needs best.

### A. NFTS AND MARKETPLACE INTEGRATION:

NFTs play a significant role in Domination's ecosystem. Most in-game assets can be transferred from and to the blockchain to create a rich marketplace experience and a way for players to differentiate themselves. These NFTs are not restricted to one chain, reinforcing the cross-chain strategy. Players can move their assets between different blockchains, further boosting marketplace liquidity and creating a dynamic trading experience.

Blockchain technology will be gradually integrated into the game, creating a progressive economic system. Initially, it will focus on enhancing the game through features that connect it to the ecosystem. Over time, blockchain will be embedded directly into gameplay, improving utility and the experience for players and users alike. The game token and the NFTs will be interoperable with the upcoming company developments and partner gaming platforms.





## 14. ROADMAP & VISION

### 2020

- Game conceptualization
- Beginning of development
- Main game systems implementation
- Prototype tested on AWS



### 2021

- STEAM prototype testing phase
- AWS partnership
- Game systems scalability



### 2022

- Graphic engine version update
  - Blockchain partnerships
- Domination website publishing



### 2023

- Full Rebranding and playable Version
- Web3 and Polygon Integration
- Dapp MVP
- Social Media Launch



### 2024

- EARLY ACCESS LAUNCH
- Gold Version Web2+Web3
  - Anti-cheat integration
    - 1st Season Pass
  - Progression System
- Esports Official League/Cross-Gaming collaborations/User Generated Content tests/Brand advertising/Game Ambassadors Program
  - TGE
- NFT LU3K Collection Pre-sale
  - Other NFT collections
  - Webtoon and Comics



### 2025

- Mobile Version Release
- Mobile Operators tests
- UGC alongside community
- New Maps and Modes
- Spaceships
- Livestreaming content
- Advertising Campaigns
- Tournaments & Events
- AI Testing
- New Partnerships
- Domination Merchandising



### 2026

- Launcher for Mobile Games
  - Cloud Gaming
- New Domination Games Releases
  - AI Features
  - Animated Series
- UGC Content Expansion
  - New Transmedia



## 15. PARTNERS

Our trusted partners and investors add great value thanks to their know-how and support, accompanying us in this exciting journey.

### Investment



### Incubations



### UGC



### Grants



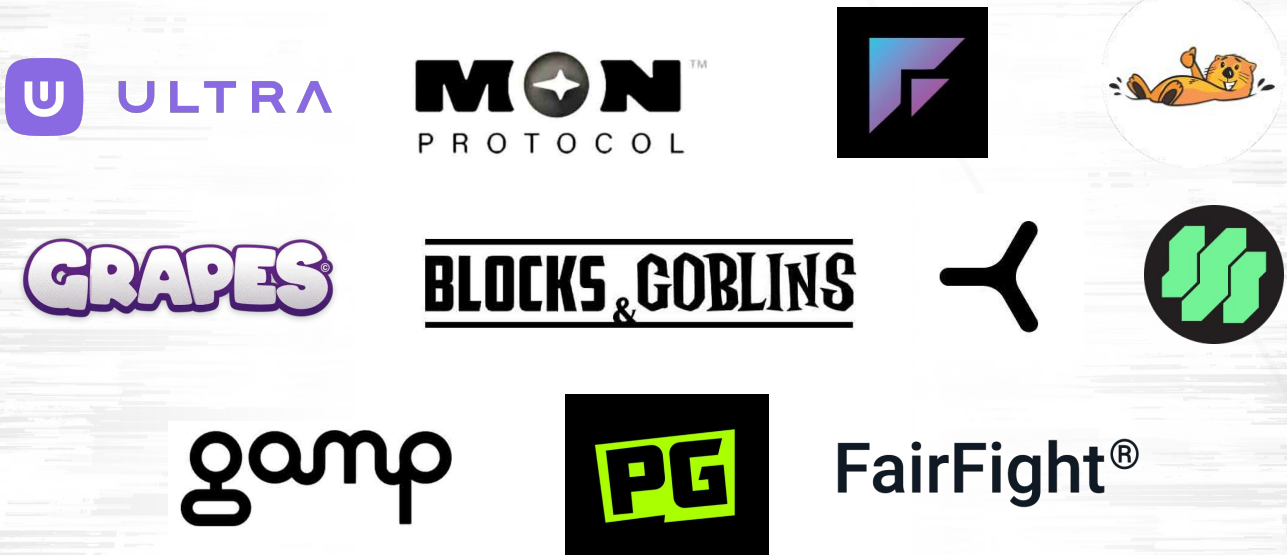
### Public Round Launchpads



### Exchanges



### Other Key Collaborators



From the beginning, Blackmouth Games has also collaborated with more than 18 national and international universities with video game studies programs.



## 16. WHO'S BEHIND

Domination developers are a team made of 'doers' and committed developers; entrepreneurs, engineers, designers, and artists, specialized in multiplayer games, and closely collaborating in partnership with each partner we work with.

The team from Blackmouth Games and Domination comprises committed developers, entrepreneurs, and specialists in multiplayer games, closely working with the AWS Game Tech team



**Joaquin Valverde**

Executive Founder



**Sergio Reyes**

CEO



**Jorge Fernández**

Head of Marketing



**Carlos Peralta**

Head of Studio



**Sergio Checa**

Senior Producer Director

**+15 Devs and Experts**

### A. BLACKMOUTH GAMES

Founded in 2017 and headquartered in Madrid, Spain, Blackmouth Games is at the forefront of Web3 gaming innovation. As a pioneering development studio, we specialize in creating massively multiplayer blockchain games that seamlessly blend the accessibility of free-to-play (F2P) models with the cutting-edge potential of Web3 technology. Our flagship game, DOMINATION, is a testament to our commitment to redefining gaming experiences, offering a unique, player-centric third-person shooter experience set in a rich, post-apocalyptic world. At Blackmouth Games, we are dedicated to revolutionizing the gaming industry, ensuring player empowerment and true ownership in the digital gaming space.



**DOMINATION**



**BLACKMOUTH**