

DOMINATION

LITEPAPER



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1. INTRODUCTION

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.



2. DOMINATION GAME

From Blackmouth Games, we are excited to introduce our first intellectual property: "Domination", first worldwide Bubble Royale.

DOMINATION represents an innovative leap in the multiplayer video game arena, specifically within the Battle Royale genre but with a twist. It leverages blockchain technology to provide an immersive and dynamic gameplay experience, thereby redefining the video game landscape with a Prime-to-Play* approach.

DOMINATION, our flagship title, embodies our commitment to innovation. This free-to-play (F2P) third-person shooter, developed in Unreal Engine 5, sets a new standard for Prime-to-Play video games within the web3 ecosystem. However, DOMINATION is more than just a game; it is a foray into the future of gaming. Set against a post-apocalyptic backdrop, players are thrust into high-stakes battles against both human opponents (PVP) and in-game creatures (PVE), all vying for survival on a dynamic, ever-evolving battlefield. The game introduces unique mechanics and modes, such as the need to seek refuge in periodically appearing domes to escape lethal pulses, providing an unparalleled gaming experience within 12 minutes matches.

By integrating game mechanics both on and off the blockchain, DOMINATION appeals not just to traditional gamers but also to blockchain technology enthusiasts, setting a new benchmark in digital interaction and ownership within video games.



3. DOMINATION: THE FIRST CHAPTER OF OUR EXPANSIVE NEW UNIVERSE.

Domination's unique core mechanic distinguishes it from any other game. Players must find shelter inside domes to survive a deadly pulse that sweeps across the entire map every few minutes. Throughout the match, domes appear randomly in several rounds before each pulse, compelling players to find and use them for protection to progress in the game. As the game advances, the number of domes decreases, escalating the intensity of combat until the final round, where players confront each other in the last remaining dome.

Winning is a formidable challenge; to be the last player or team standing, participants must explore, survive the deadly pulses, engage in combat with other players, and clear mutants' Rifts to secure the rarest and most powerful equipment.

The game introduces innovative mechanics, including the "Bubble Royale" subgenre, characterized by its unique grouping dynamics. These mechanics redefine the Battle Royale experience, emphasizing the strategic use of periodically appearing domes to navigate the battlefield and evade deadly pulses. This inventive approach is one of the key features that distinguish Domination from other games in the genre.



Other mechanics that will set Domination apart from other competitive multiplayer third-person shooters, as well as from Battle Royale games:

Subgenre Pioneer: Bubble Royale:

Redefining gaming by carving a unique niche in the gaming world, Bubble Royale combines strategic survival with dynamic combat to create an entirely new playing experience.



Innovative Mechanics:

Introducing Domes & Pulse Mechanics for a fresh gaming experience.



Competitive Game Modes:

Domehunters' mode provides a distinct compete-to-earn experience in seasonal tournaments. In Single-player quick match mode, face off against 42 players in a survival-focused battle, testing skill and strategy. Triplets mode (Trios Mode) adds an exciting team dynamic, where players form teams of three to outlast and outmaneuver others.



Free2play & GaaS:

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



Stunning 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.



Subgenre Pioneer:

Carving a new niche in the gaming world.



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.



In the pipeline are future additions like spaceships, traps, turrets, pets, new tools, offering fresh strategic gameplay. Our commitment to innovation ensures that Domination is not just a game of today but a dynamic experience that keeps evolving for the future.

Our goal is to provide a seamless and enjoyable gaming experience for all players. That is why Domination incorporates the benefits of Web3 technology while preserving the classic third-person shooter game feel experience. Our Compete-To-Earn layer offers rewards for Web3 players without overwhelming those who prefer a traditional gaming experience. Token and NFT elements are optional, ensuring core gameplay remains unaffected.



4. GAME STORY

“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...”

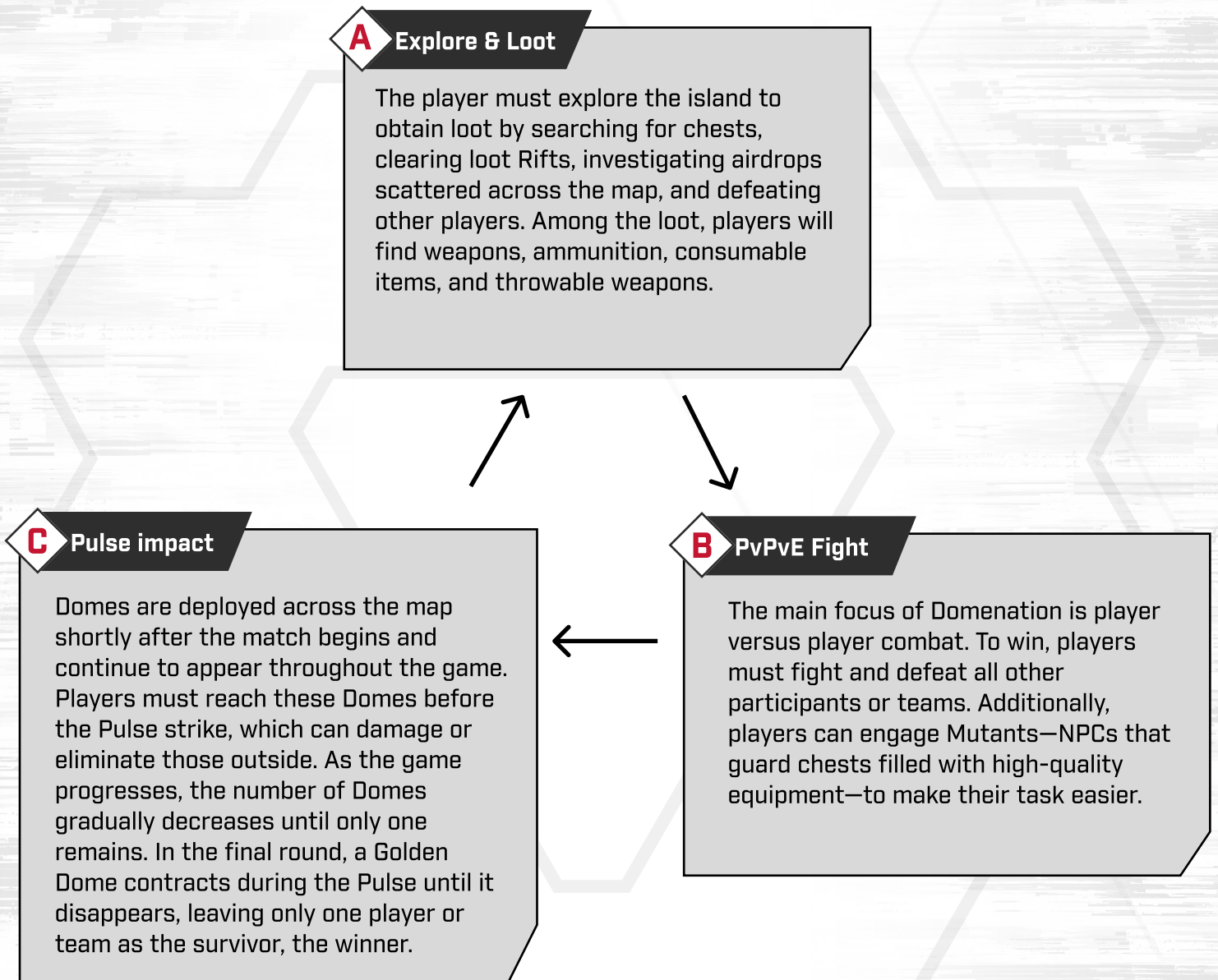
The lore of Domination will be gradually unveiled through different contents, seasons, experiences, and games. It is an opportunity to offer players a way to play and have fun as they uncover the entire story and become part of it.



5. GAMEPLAY

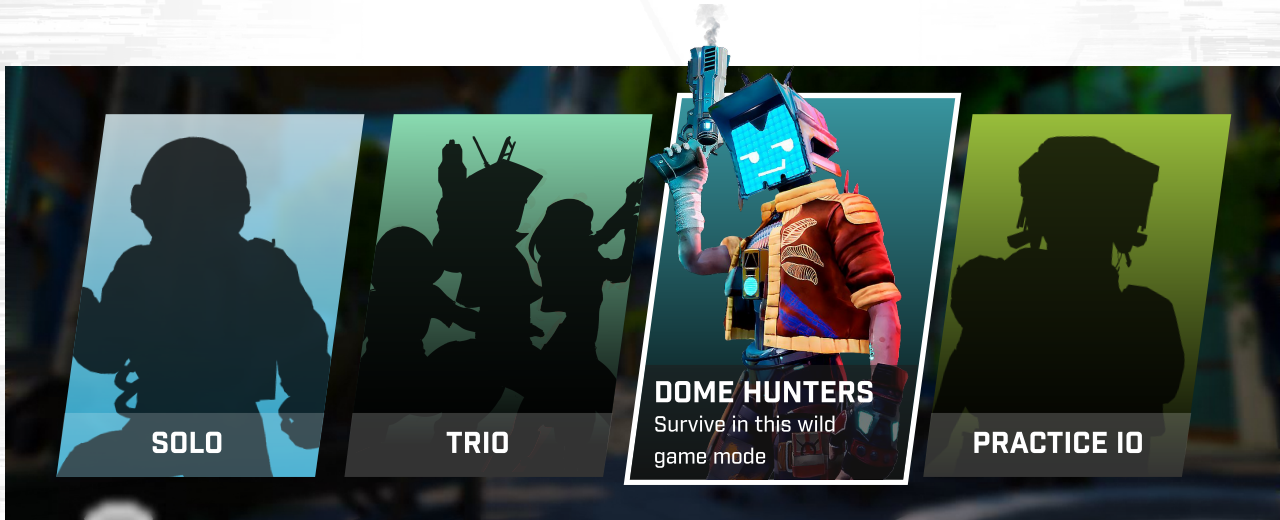
Domination is based on an innovative original mechanic from Blackmouth Games, making it different from any other existing game, even proposing a new subgenre of shooting games.

The core game loop contains a chain of actions that is repeated over and over again during the game. It's the essence of the game's experience.



A. GAME MODES

Domination offers a variety of game modes accessible from a selection menu, including regular and competitive modes, as well as limited-time events. Players can choose to play solo or join small teams in modes such as Quick Match, Dome Hunters, and The Burnt. Looking ahead, we plan to expand our offerings by creating additional modes tailored to our audience. We will continue to enhance and implement improvements, increasingly enriching even the existing modes.



B. RIFTS

Rifts are specific zones on the map where, at each phase of the Pulse, a chest containing equipment may be generated. These chests are guarded by non-playable enemies that players must defeat to obtain rewards. The difficulty of these encounters, along with the quality and rarity of the rewards, increases as the match progresses.



Rifts are strategically located near the sites of upcoming Domes, guiding players towards safety before the next Pulse strikes. To prevent excessive chaos during the game, a minimum distance is maintained between each Rift.

C. ENEMIES

Rifts are populated by enemies—creatures that guard them and the loot they conceal. To access the central chest, players must defeat all the creatures surrounding the Rift. The difficulty level of these creatures varies with the Rift's tier, affecting their appearance and loot, the damage they deal, and the number they spawn in.



shooting enemy



running enemy



grunt enemy

Currently, there are three different types of enemies, which are a Work In Progress. These enemies will be enhanced in future versions of the game.

D. MAP

The land of Domination comprises various biomes, each filled with diverse vegetation and terrain features. These elements can be strategically utilized to craft the plans that will lead you to victory.



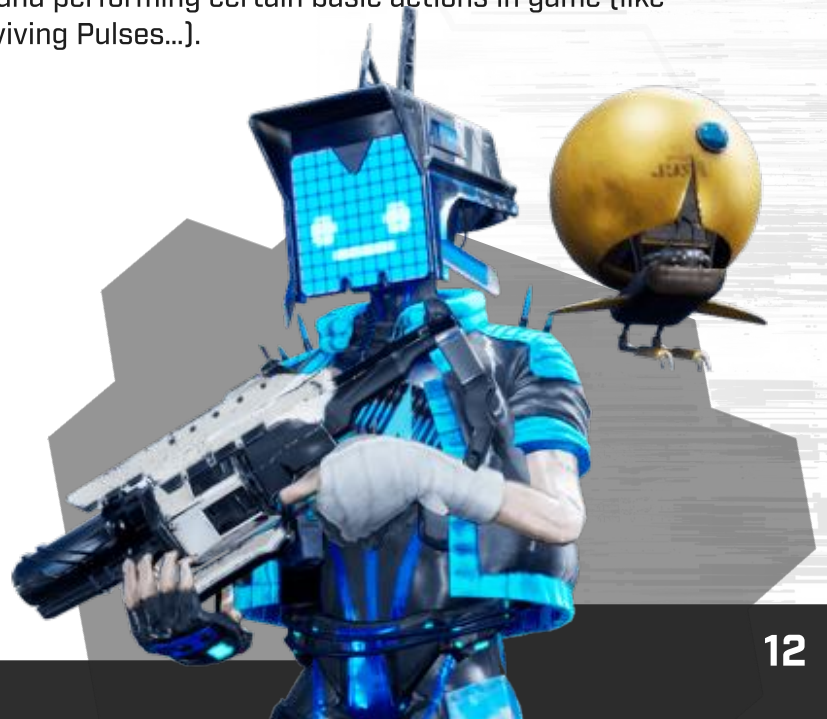


E. PETS

In the near future, we plan to add pet companions to the game which will follow the players during the whole match and give them special bonuses to help them reach the final victory.

These pets will evolve as the match progresses, both aesthetically and mechanically. Their appearance will change making them look more impressive, while the perk they give to the player will also improve.

The player can make them evolve by playing and performing certain basic actions in game (like defeating other players, opening chests, surviving Pulses...).



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:

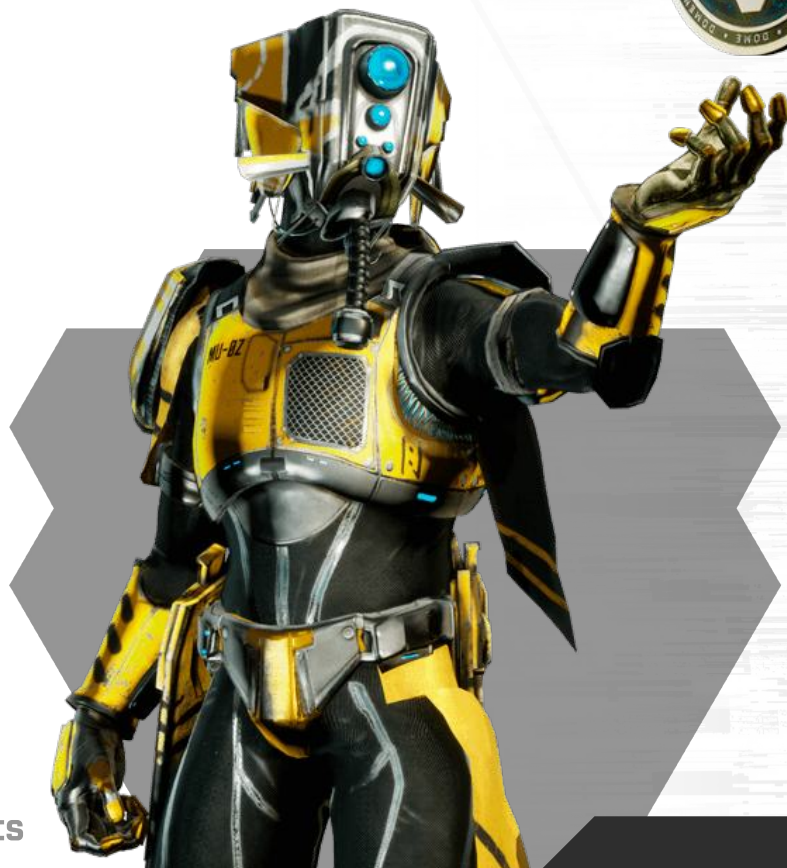
These are the most accessible and frequent, offering moderate prize pools. They serve as the entry point for many players, providing a fair competitive environment with a decent chance of earning rewards.

▼ 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.

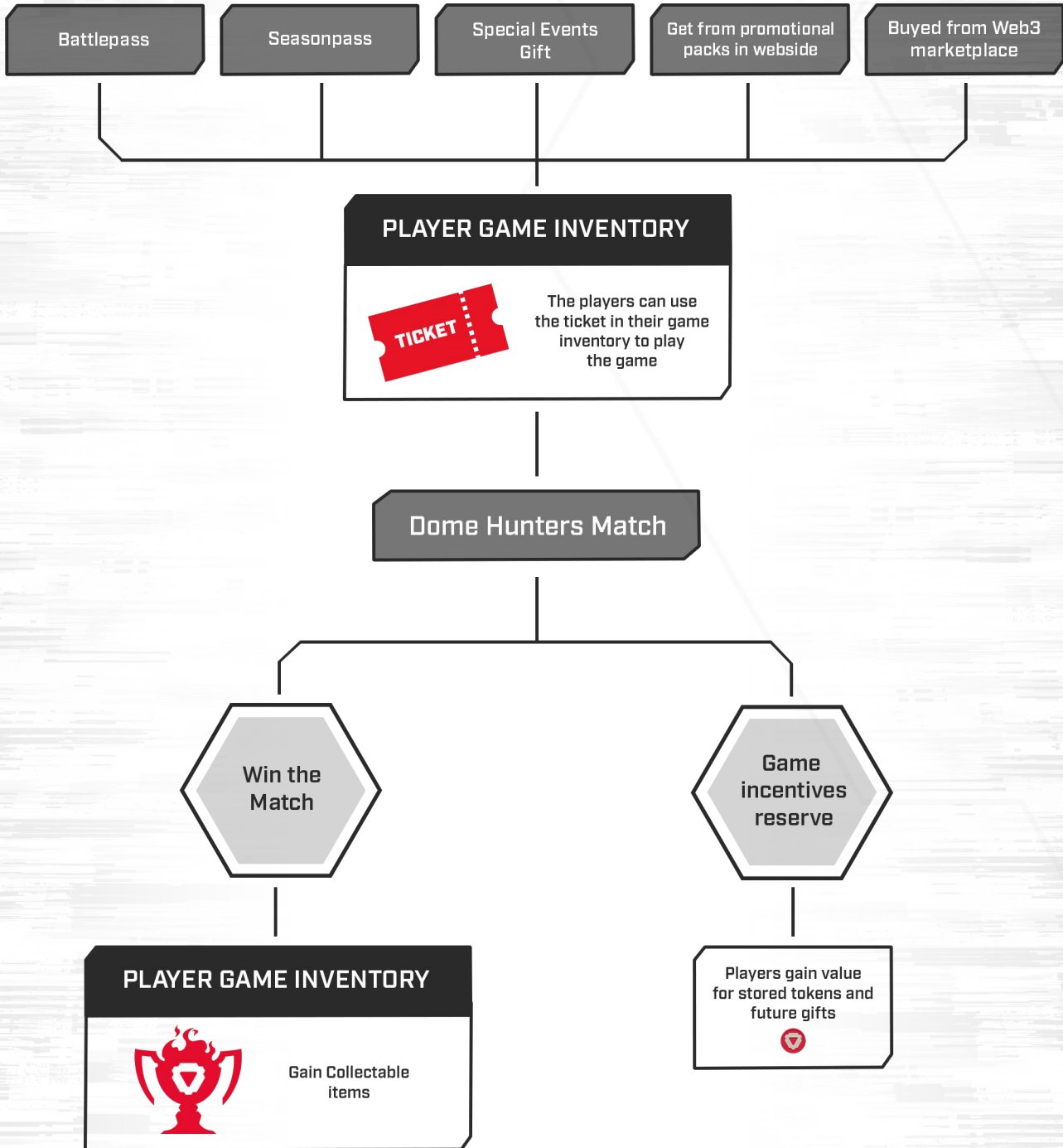
▼ THE HUGE DOME HUNTERS TOURNAMENT:

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.

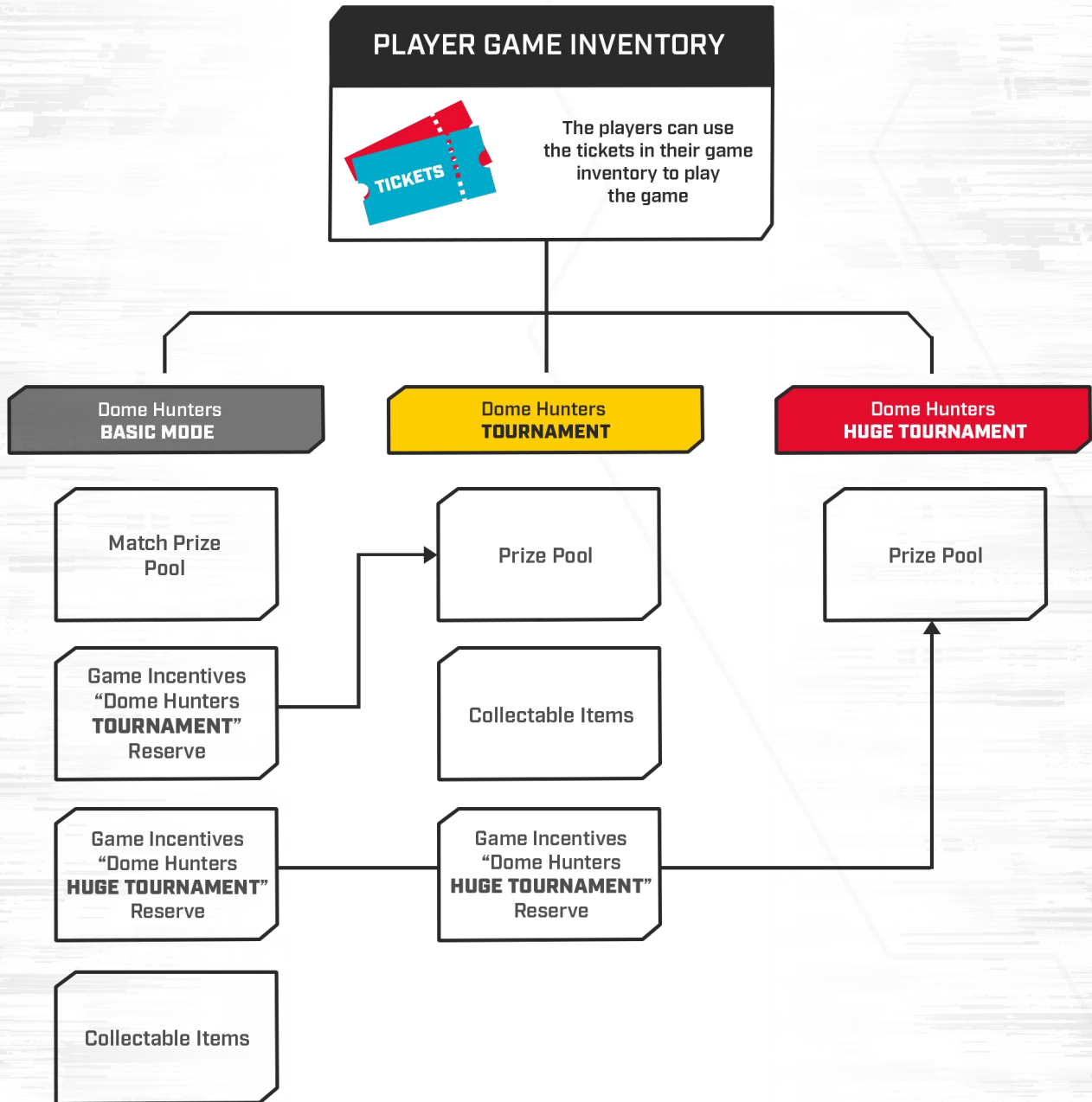


Accessibility is a core principle of "Dome Hunters," with entry tickets obtainable through various in-game progression systems, ensuring that players across the spectrum, from casual to highly dedicated, have the chance to participate.

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

"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 skins and gear, for the chance to win substantial rewards. Losing in this mode results in the permanent loss of one's skins, adding a level of urgency and consequence rarely encountered in the genre. "The Burnt" 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

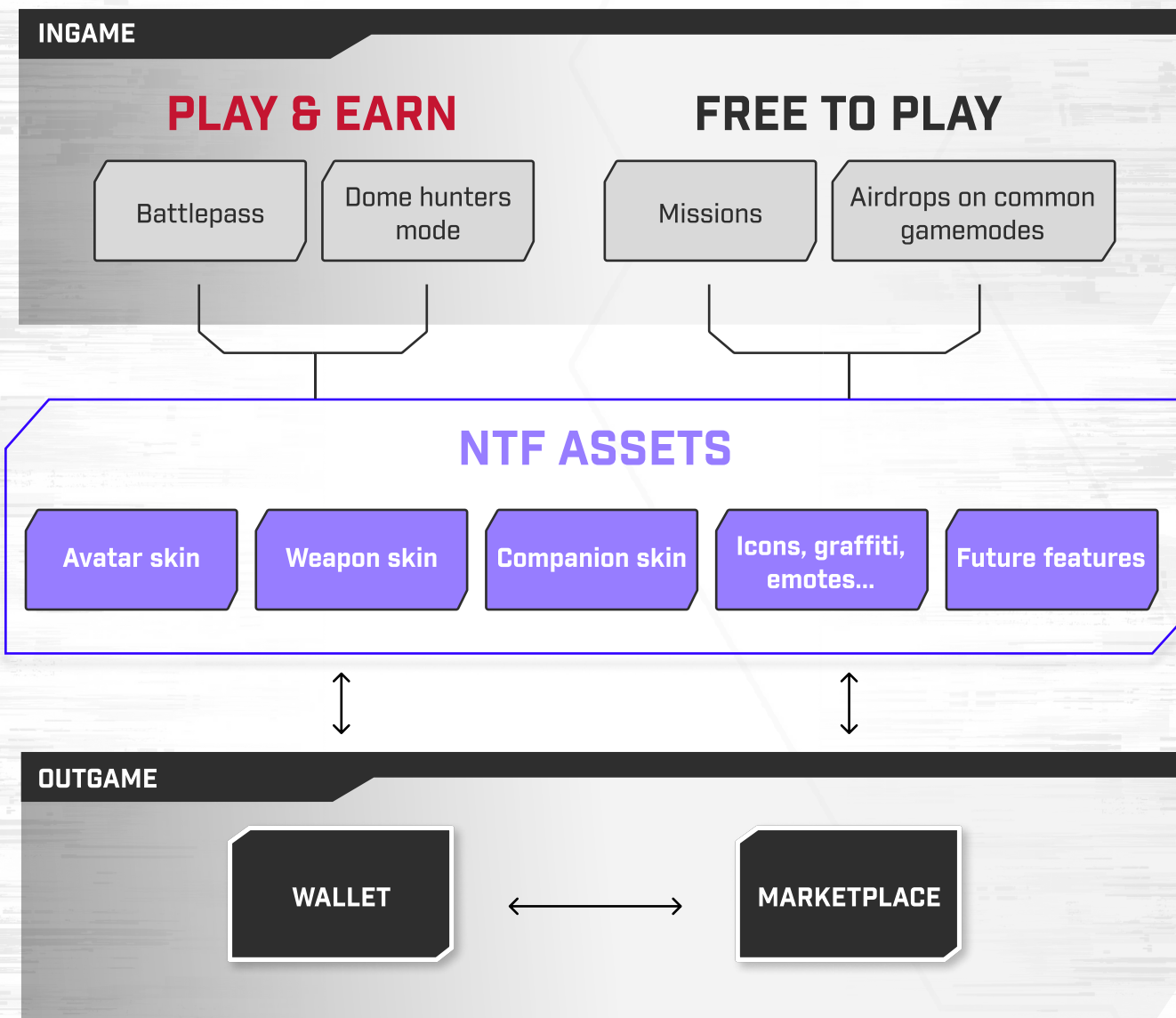
Domination's customization assets are all NFTs. Most of them are cosmetics, although others allow players to personalize their gaming experience by adding minor upgrades to their player and/or weapons. The main personalizable assets are avatars, weapon skins, emotes/animations, and graffiti, among others.

Assets are classified into different levels depending on their rarity:



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

Players can get NFTs at the marketplace, as prizes in competitive modes, through the seasonal battle pass or achieving challenges among others. Players can manage and transfer their NFTs using the game account, exchanges or personal wallets. The following chart shows all the different possibilities to earn and manage NFTs.



There is a wide variety of items that players can play with, interact with and craft. Each one of them has a purpose within the game, both inside [providing advantages and disadvantages to players] and outside [crafting and editing the equipment]. Players will be able to upgrade their skin level to get extra improvement slots and evolve the way their objects look.

Items will be obtainable through the battle pass, airdrops, tournaments, farming, promotional packs, web3, and traditional retail shops and the marketplace.

A. SKINS

Skins are cosmetics items that can give advantages to the player during the game. They can be either character skins or weapon skins. Given Domination's battle royale genre, the advantages received by the player will be minor and situational. We want to maintain the competitive mechanics and gameplay among players during each battle. Every skin will have the following:



♥ LEVEL:

Players will be able to level up skins by playing many matches with them equipped or using them in case of weapon skins. The maximum level of the equipment is linked to the rarity, being the following:

- Uncommon: Maximum level is 1
- Rare: Maximum level is 2
- Epic: Maximum level is 3
- Legendary: Maximum level is 4

♥ PERKS:

Each Equipment will have a perk tree, each one of them divided by levels. Perks in the tree will be generated when the skins are created, being distributed by tiers and being different for each one. Each season, the perk pool will be different, making skins obtained in each season more unique.

Unlike any conventional "skill tree", it differs in the following way:

- Unlock: In addition to having to level up to unlock the skill, a "Materials" currency will be needed to unlock the perk. The cost of "Materials" may vary depending on the perk.
- Waiting time: Once the "Materials" have been paid to unlock the perk, the player will have to wait some time for that perk to work in the game. The player can pay hard-currency to reduce the waiting time.

♥ RARITIES:

More exclusive skins will have a more striking visual appearance and will also have access to more perks.



B. WEAPONS

A wide variety of weapons that can be used in different situations. Players can equip up to four weapons in their inventory, in addition to the locked basic gun slot (Greywing pistol).

Every weapon uses exclusively one ammo type, but each ammo type can be used by different weapons. Weapons have different rarity tiers according to how powerful the weapon is.



C. COSMETIC ITEMS

Cosmetic items in Domination offer diverse personalization options:

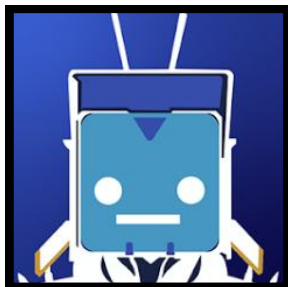
♥ GRAFFITI:

Print unique designs on objects during a match.



♥ ICONS:

Choose distinct player representations for each game.



ANIMATIONS:

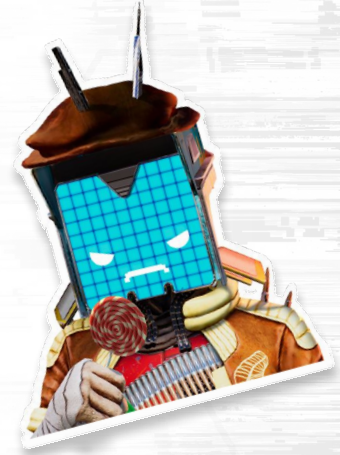
Customize different animations, such as Emotes and Victory poses



Victory pose



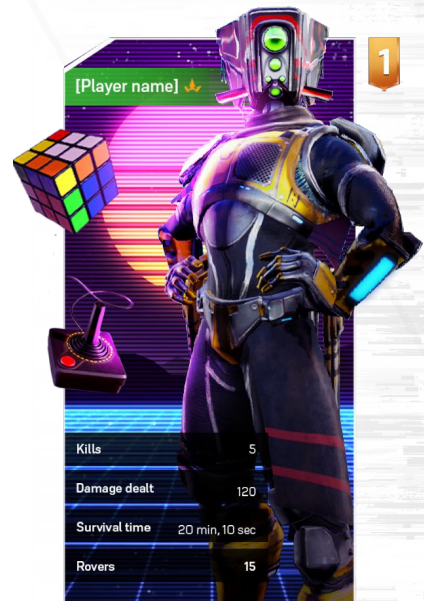
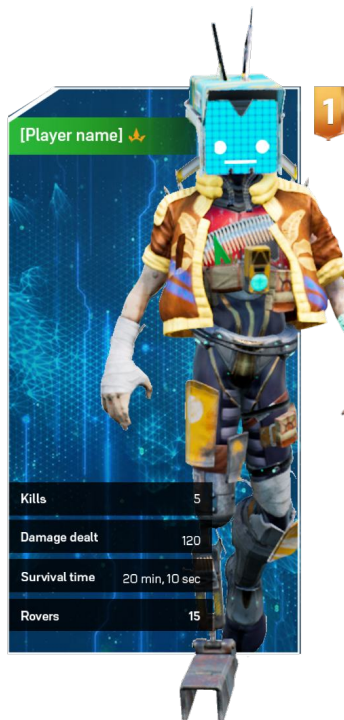
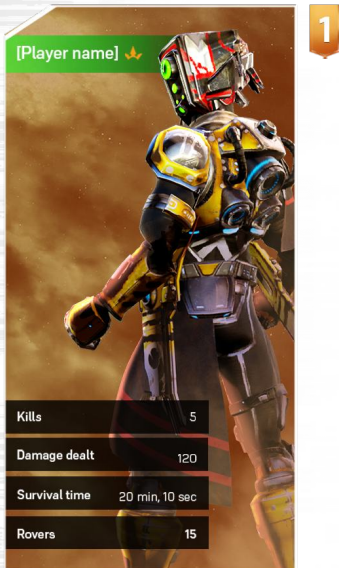
Dance



Emotes

PLAYER CARDS:

Equip cards showing stats and customized appearances.



D. VEHICLES

In the upcoming evolution of Domination, players can look forward to an exciting addition to the gameplay – a diverse lineup of vehicles. These vehicles are not just a means of getting from point A to point B; they're designed to revolutionize the way Hunters experience the game.

First and foremost, these vehicles are geared towards enhancing map mobility. Whether it's zipping across vast landscapes or quickly repositioning within the battlefield, these machines will provide players with unprecedented speed and agility. This newfound mobility will open up a world of strategic possibilities, allowing players to control the flow of the game like never before.

But it doesn't stop at mobility; these vehicles will also extend the combat capabilities of the Hunters. Picture this: engaging in high-speed chases, launching surprise attacks from the back of a fast-moving vehicle, or using specialized weaponry integrated into the vehicles themselves. The introduction of vehicles adds an entirely new layer of depth and excitement to combat scenarios.

In essence, these vehicles are not just modes of transportation; they are game-changers. They will redefine the way players interact with the game world, offering new strategies, tactics, and thrilling moments. The future of Domination is bound to be an exhilarating ride with these cutting-edge additions.



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.

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!



9. COLLECTABLES

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. GAME 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.

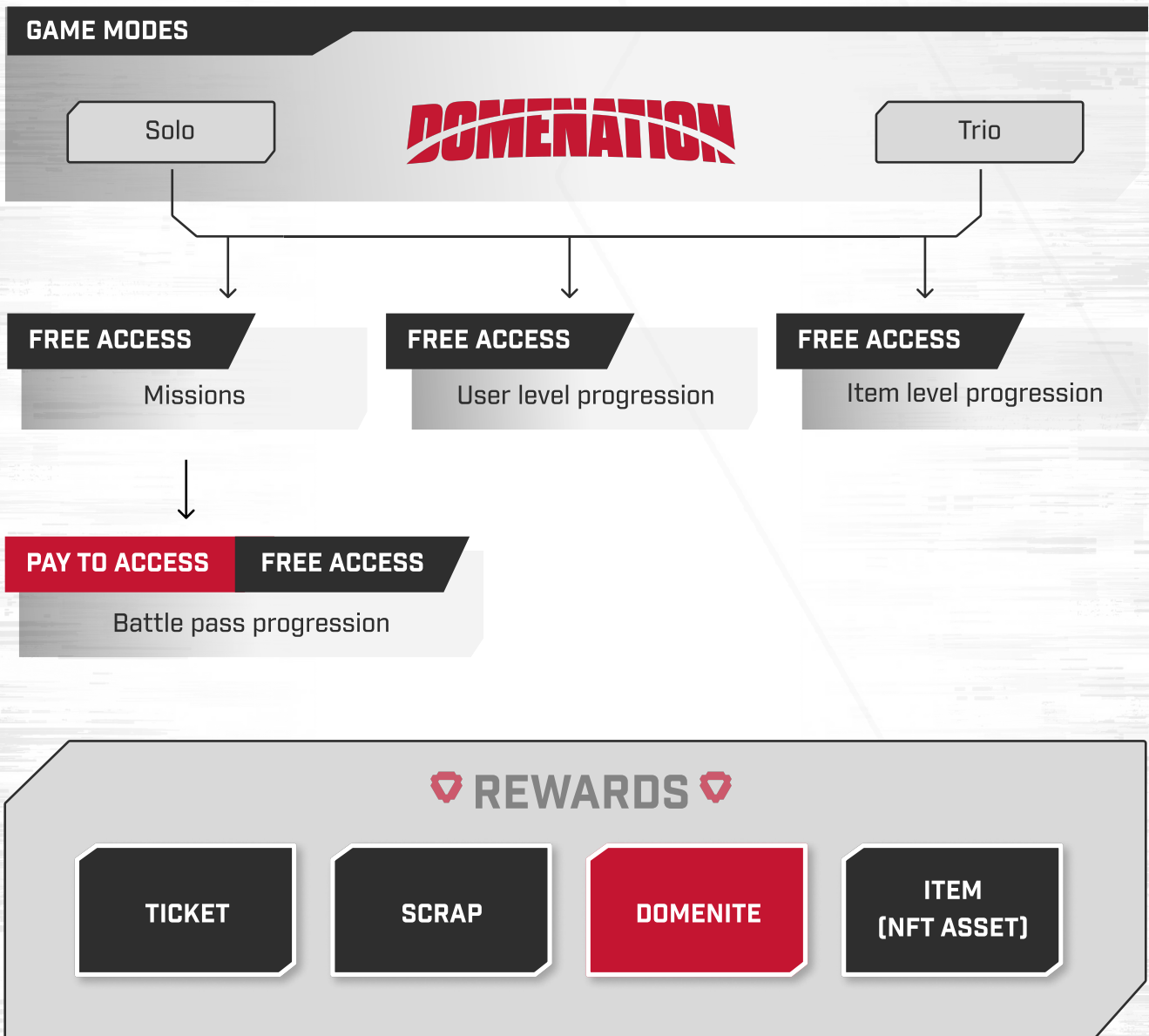
TICKET BASED GAME MODES

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.

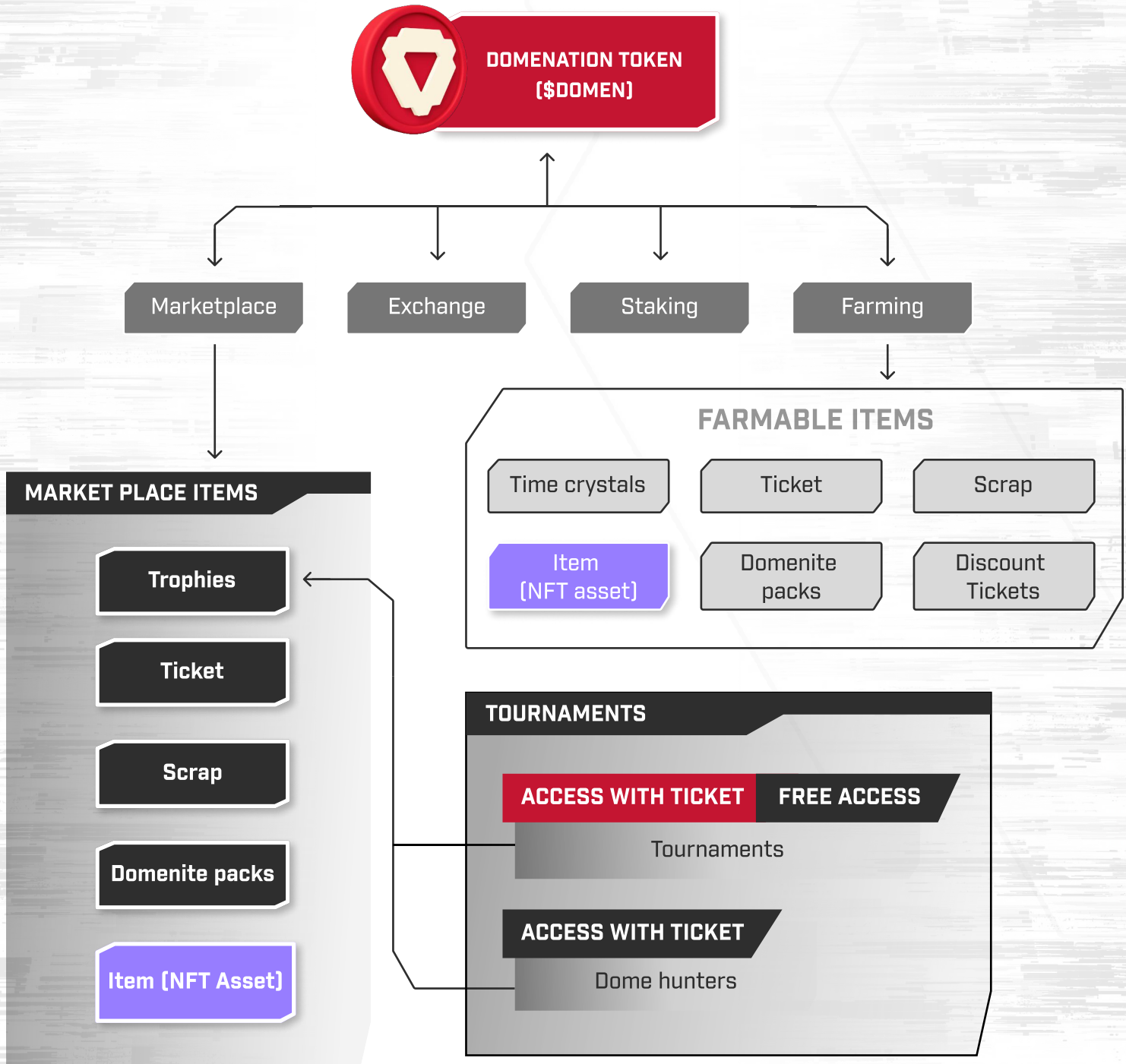
ECONOMY LOOP

Players will engage through different game modes to unlock progression and gain in-game rewards.



WEB 3 ASPECT

By using tickets players can participate in tournaments which grant valuable trophies. These trophies among other items can be traded on the marketplace. Players can also use the \$DOMEN token for staking and farming rewards.



A. 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.

♥ 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:

I Free seasonal progress

Free access for every player. Unlocks some skins, scrap, soft currency and others. Players who don't want to spend money on the game will still obtain rewards if they play enough time and complete missions.

II Premium seasonal progress

Expands the content on the seasonal progress. Shares the same rewards as its free version, but adds newer, better and bigger quantities of content.

III Super Premium Seasonal pack

Includes the premium seasonal pack plus an amount of soft currency, scrap, exclusive skins and gain access to Dome Hunters tickets.

IV Web3 Season pass

B. 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 grant a small amount of Battle Pass points, and some might even drop upgrade scrap. 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. They grant high amounts of Battle Pass points. 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, like icons, graffiti or emotes.

♥ WEAPON EXCLUSIVE MISSIONS:

Each weapon will also have its own set of missions which will imply using it, which will grant players with different upgrades and exclusive skins to show off how good they are with that specific weapon.

♥ GLOBAL ACHIEVEMENTS:

General achievements where players can unlock soft coin (Domenite).

C. ITEM PROGRESS

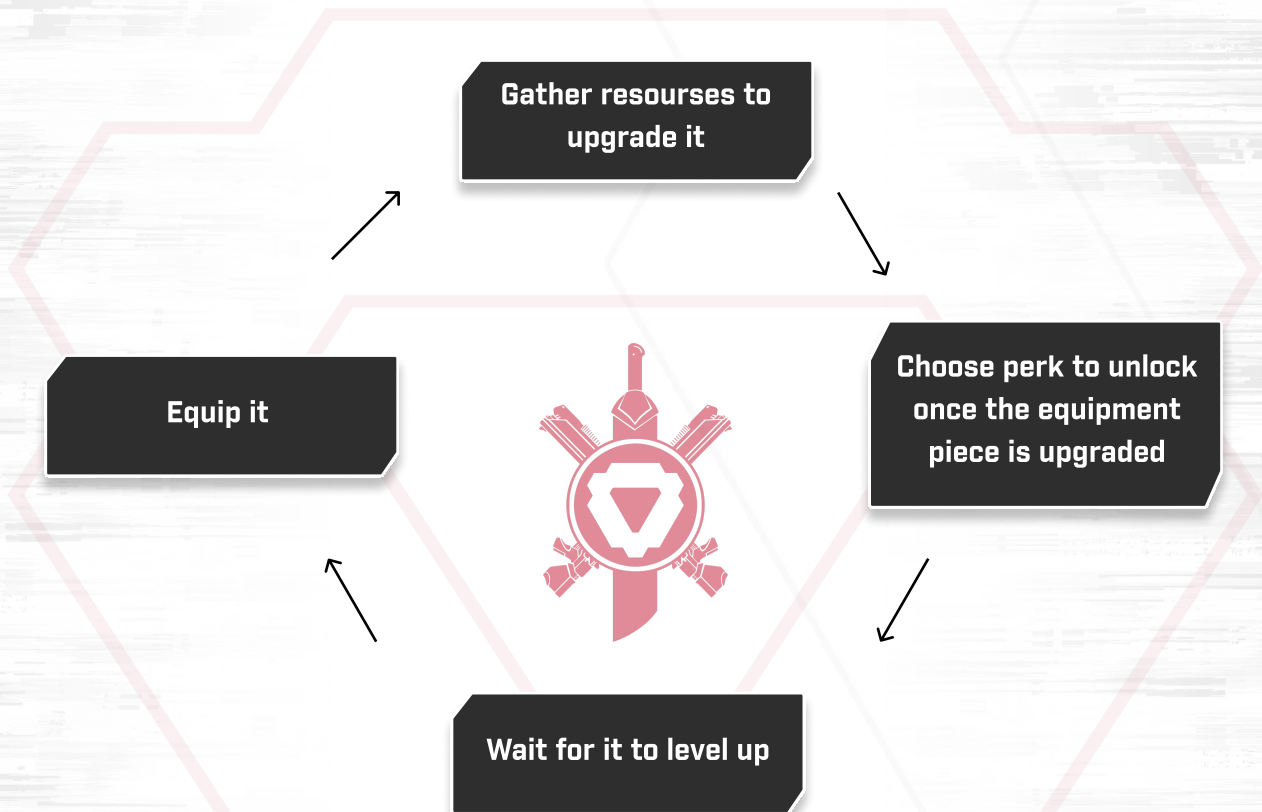
In Domination, some elements used to customize the player's avatar (Such as character skins) will have different levels. At the beginning, every element will have level one, but this level can be increased. Each item will have a maximum level that it can reach, which will depend on the tier or rarity of the item. That is to say, an uncommon item can only reach, for example, level 2, while a legendary item can reach level 5. With each increased level (each skin has a maximum level it can reach), the cosmetic aspect of the item and/or the highest perk tree level will be improved.



By doing this, we allow the player to customize their experience according to their play style, without giving them a huge competitive advantage over users who don't have such upgrades.

In order to obtain a fair gameplay, the player will also have a progression system where he will need to play a certain amount of games in order to obtain the benefits of the objects that have been acquired by other means, for example by buying them in the marketplace. We want to transmit the essence of RPG games where the player must reach a certain level to be able to take their Equipment to the next level.

OBTAIN NEW ITEM



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.



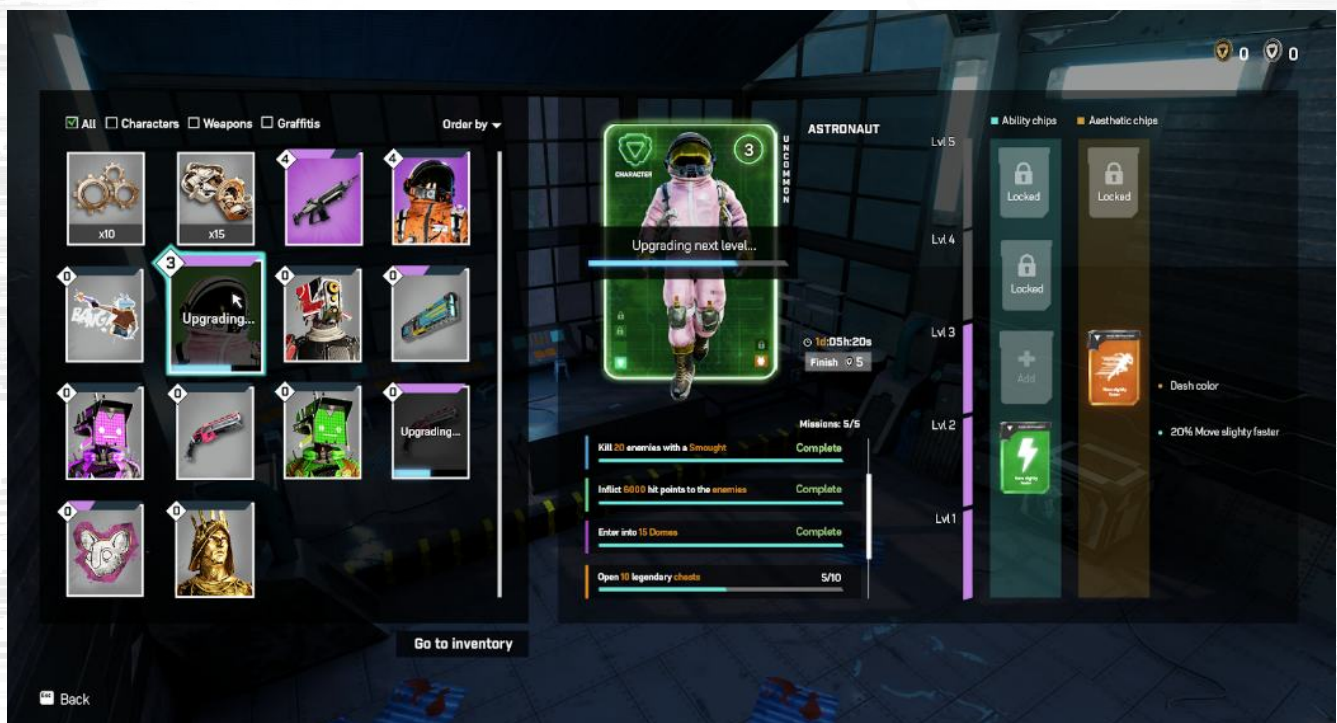
Scrap:

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.



A. LEVELING UP EQUIPMENT

To level up equipment pieces, players will have to play with them selected in the customization screen. It will work a bit different depending on the type of skin:

Character skin:

The skin levels up by using it in a game and completing in-game actions like opening chests, killing other players...



Weapon skins:

Works similar to character skins but the player must have the weapon in question equipped in their inventory in order for it to level up.



Depending on the tier of the equipment piece, the player will have the ability to level it up more or less, and therefore obtain a greater or lesser amount of perk tree upgrades and/or cosmetic changes.

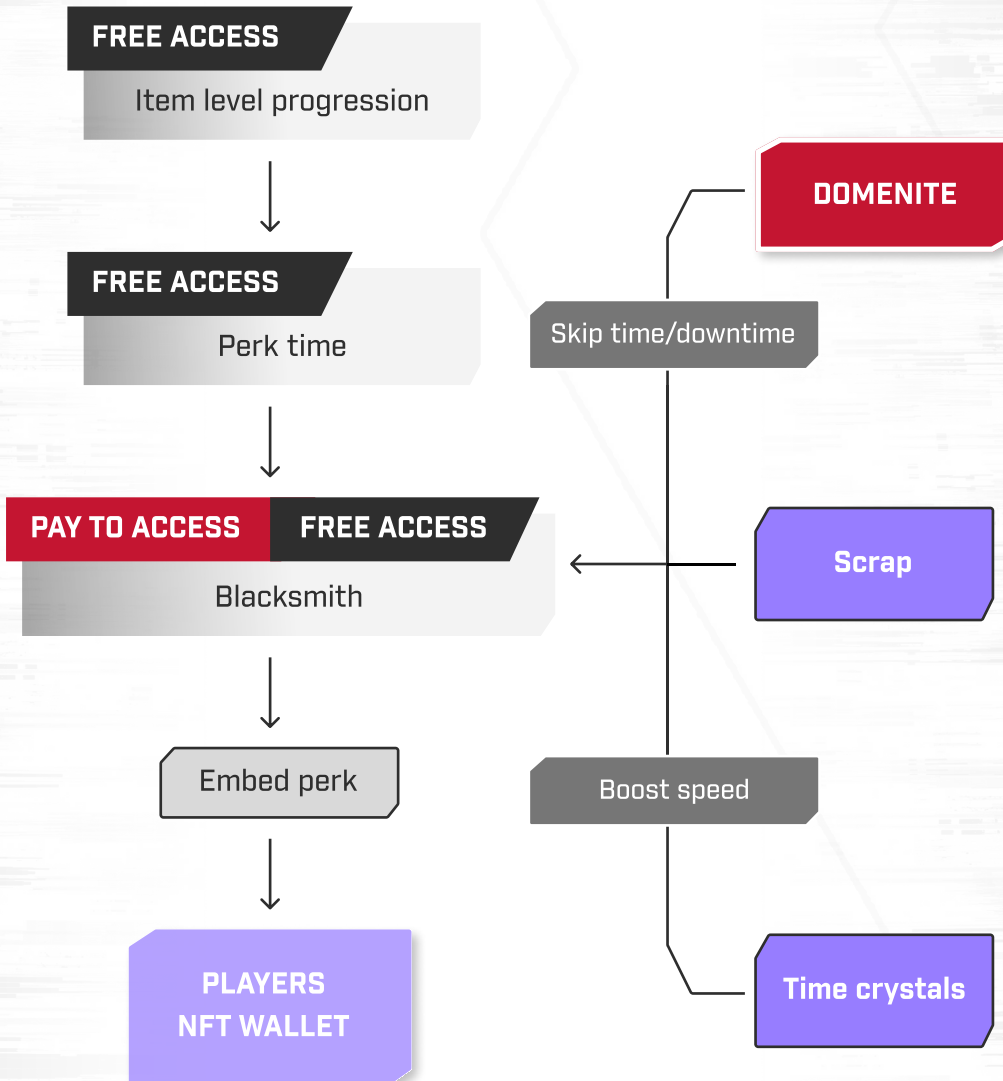
B. PERK TREE

Each skin will have a perk tree, divided in different levels. Depending on the skin's tier, the tree's level will be higher or lower. Once a player levels up the skin, they will be able to pay scrap and embed a perk in the level slot. Embedding a skin takes some time, but it can be shortened by using Domenite or Time Crystals. If at any point the player isn't satisfied with a skin's perk distribution, paying to reset the perks and reselect them will be possible.

With each new level, the skin will also have some sort of visual upgrade/improvement to let both the player using it and other players know in what stage of improvement it is with just seeing it.

C. SCRAP

In Domination, there are some special items which go by the name of Scrap. Scrap is used almost as an ingredient or material to perform item upgrades. Scrap pieces will be obtainable through different methods, mainly daily missions and through progression systems. Scrap might also appear during a game or as a reward after a game.



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 extends beyond typical applications; it has the following use cases:

- ❖ Acquisition of various NFTs that enhance the player experience.
- ❖ Ownership of the tokens grants users exclusive access and privileges.
- ❖ The token is designed to be interoperable across future gaming projects by Blackmouth Games (Under Domination IP).

Players have various opportunities to earn \$DOMEN tokens. They can trade unique NFTs designed for competitions, personalize assets, or participate in staking.

Additionally, players can acquire NFTs by participating in both standard and competitive game modes, as well as completing a variety of challenges.

This diverse approach provides a dynamic and rewarding gameplay experience in the ever-evolving world of web3 gaming.



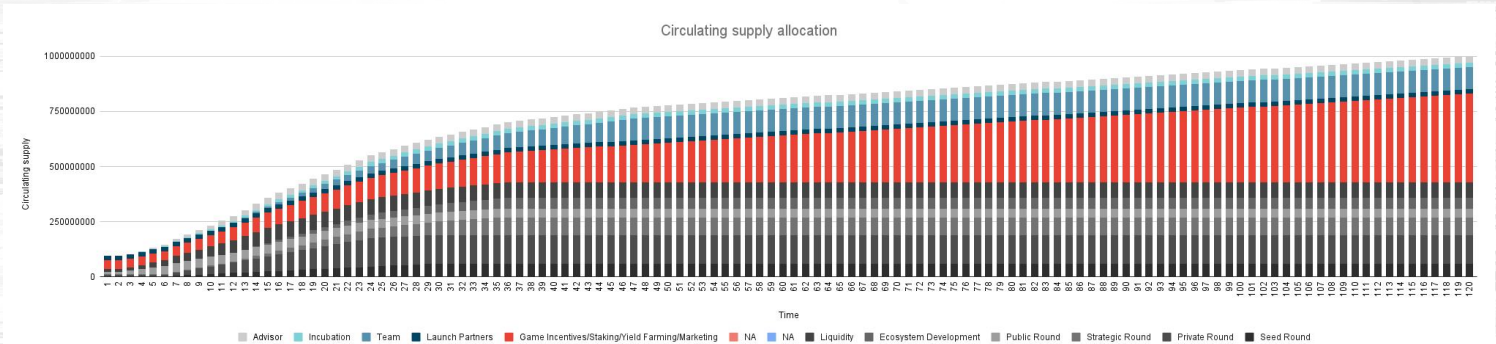
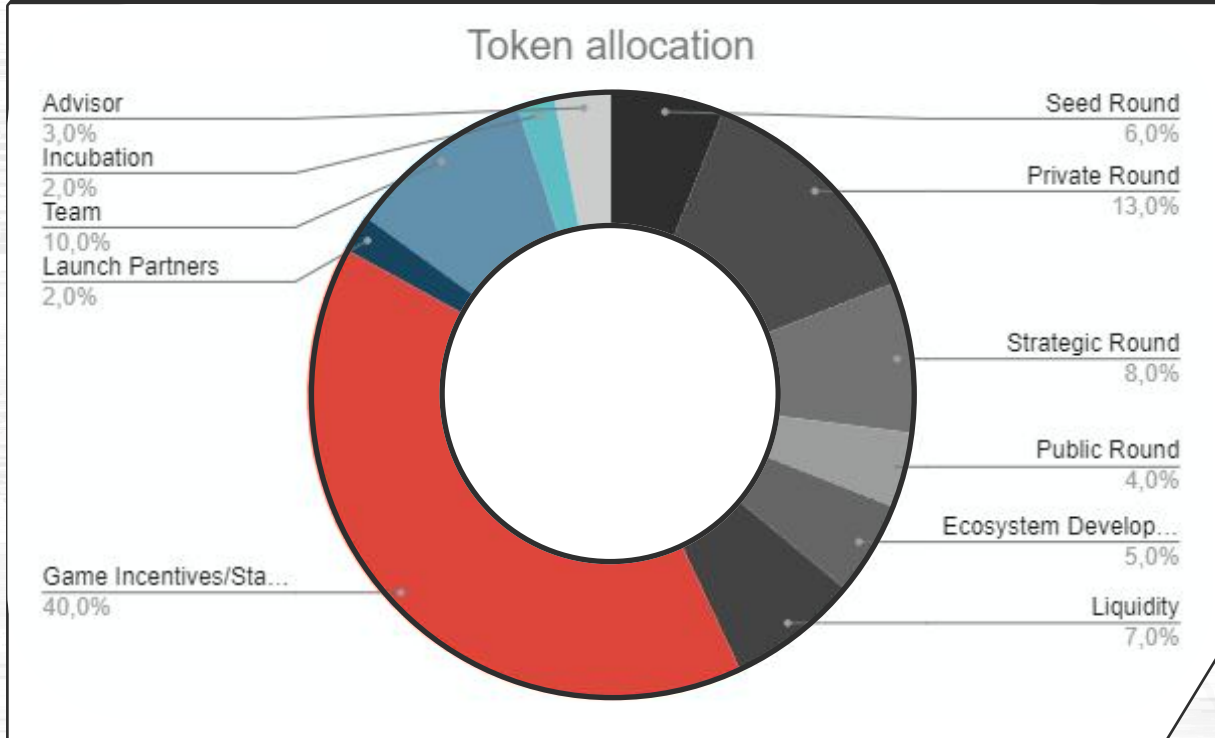
A. TOKEN DISTRIBUTION & VESTING

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

	% OF TOKENS	# OF TOKENS	COMMENTS
Seed Round	6.00%	60,000,000	TGE 5%, 6 MONTHS CLIFF, 24 MONTHS VESTING
Private Round	13.00%	130,000,000	TGE 5%, 6 MONTHS CLIFF, 18 MONTHS VESTING
Public Round	4.00%	40,000,000	TGE 20%, 1 MONTHS CLIFF, 5 MONTHS VESTING
Strategic Round	8.00%	80,000,000	TGE 5%, 6 MONTHS CLIFF, 18 MONTHS VESTING
Ecosystem Development	4.00%	40,000,000	NO TGE , 18 MONTHS CLIFF, 24 MONTHS VESTING
Liquidity	7.00%	70,000,000	TGE 20%, 2 MONTHS CLIFF, 12 MONTHS VESTING
Game Incentives Staking Yield Farming Marketing	40.00%	400,000,000	TGE 10%, 6 MONTHS CLIFF, 114 MONTHS VESTING
Launch Partners	2.00%	20,000,000	100% TGE
Team	10.00%	100,000,000	NO TGE , 12 MONTHS CLIFF, 36 MONTHS VESTING
Incubation	2.00%	20,000,000	NO TGE, 3 MONTHS CLIFF, 24 MONTHS VESTING
Advisor	3.00%	30,000,000	NO TGE, 12 MONTHS CLIFF, 12 MONTHS VESTING
Total	100.000%	1,000,000,000	

TOKEN ALLOCATION



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 embed perks into the skins. This 'forced stake' is activated once players have successfully paid and selected a perk to be embedded into the skin. It's a compulsory step for all players aiming to enhance their assets. The skins will only be used for play without having the perk advantages/disadvantages.

♥ 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 items, subjecting them to a maximum limitation. During this period of asset locking, these items have the potential to generate exclusive items, 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.



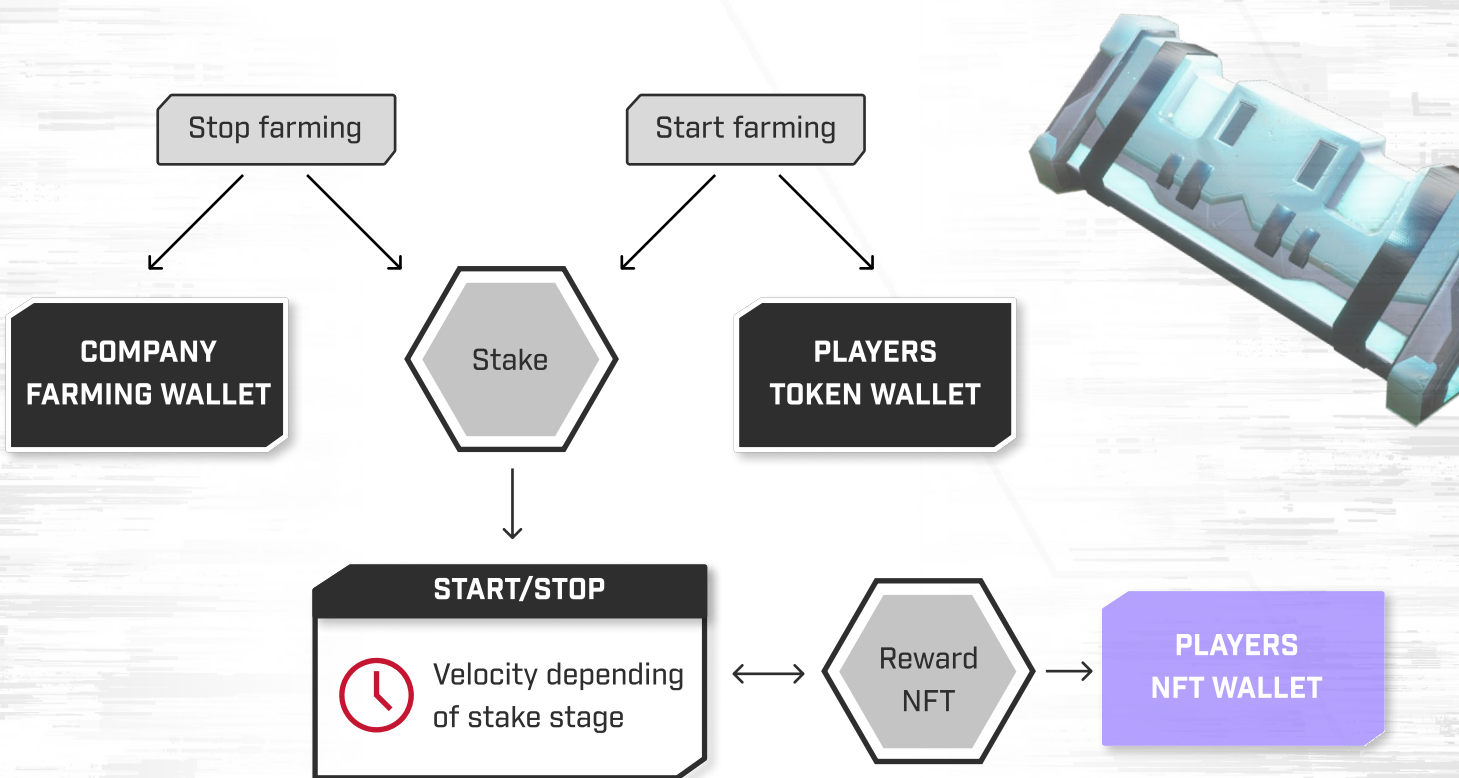
C. FARMING

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.



D. TECHNOLOGY

Domination is a game developed with the newest multiplayer technology, primarily driven by two potent technologies: the Unreal Engine 5 graphics engine from Epic Games and the AWS Game Tech cloud services. We have been utilizing the newest anti cheat system technology as part of this. As a result, the technologies and our experts will provide you with a unique experience in terms of security and graphic details.

The Unreal engine is used for video development for all budgets, from indies to AAA+. As of today, our goal is to work with version 5, which will give Domination a higher quality. Our specialized team will be able to take advantage of the most important features of this version, such as the new lighting system, world partitions, or the incredible improvements in animation.

Amazon Web Services is a collection of services focused on the cloud. From a game perspective, you will find a variety of services too. AWS gives us the technology to scale the servers and match the players against each other with a high level of availability and reliability. A variety of companies in the game industry are working with this technology in order to manage a large number of players. Furthermore, our architects use AWS to manage and store a large amount of the user's generated in-game data.

In the context of blockchain technology, we have collaborated with Polygon, a general-access blockchain platform designed to work with Ethereum smart contracts. Polygon is well-known for its public side chains, high throughput, and scalability. The Domination token, called \$DOMEN, is deployed on this platform and it enables players and investors to participate in our blockchain economy via different means like staking or purchasing game assets.

NFTs also play a big role in Domination. 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. Last, the blockchain is both at the center of the game experience but also not a requirement to play Domination.

Despite being developed on a PC, the team has already begun initial work on making the game portable to consoles and mobile devices.



12. BLOCKCHAIN TECHNOLOGY

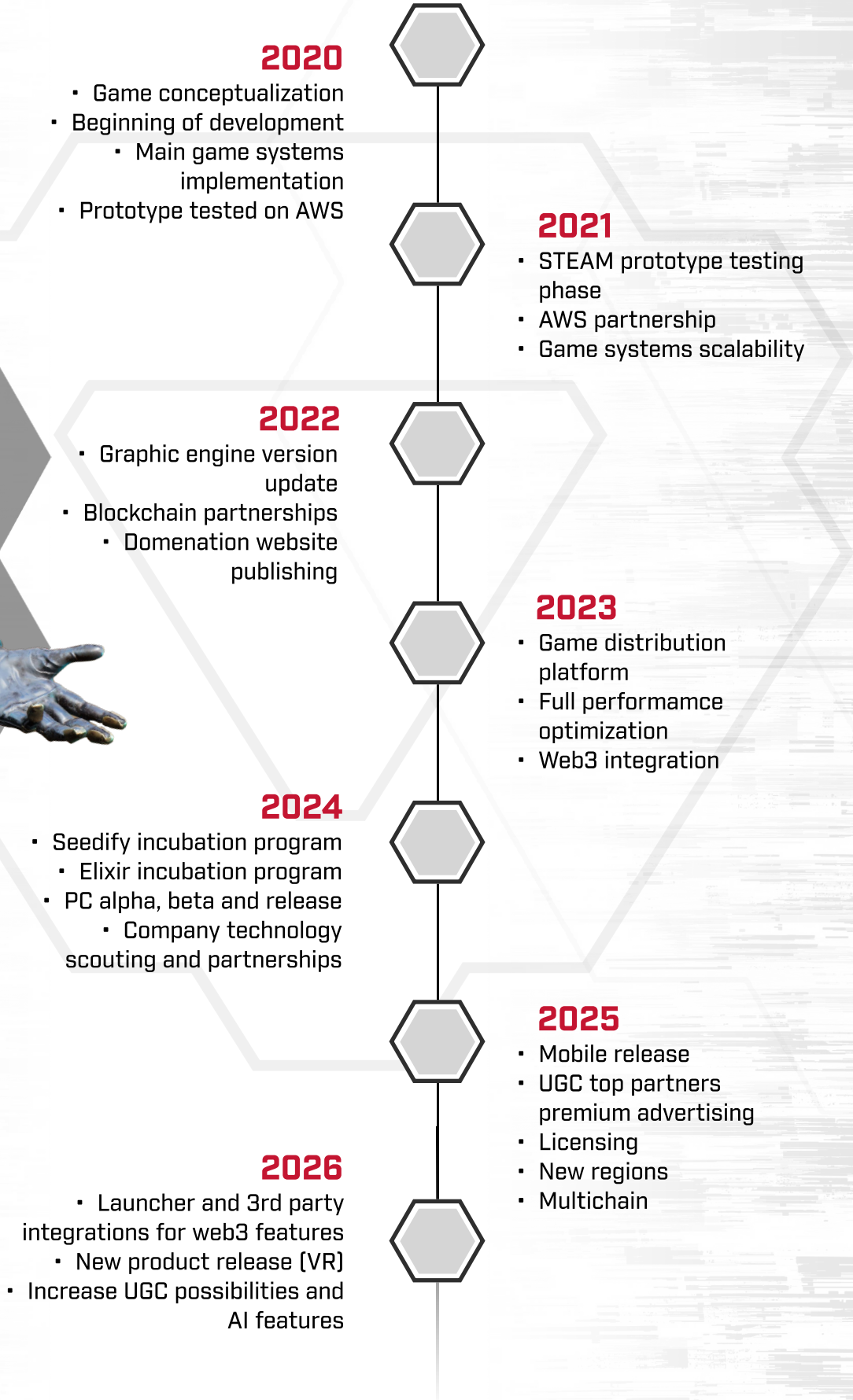
Our mission is to merge the mass audiences of legacy shooter games with Web3 into a single gaming ecosystem.

In Blackmouth Games we believe that web3 is the future of gaming. Blockchain gives developers and users endless possibilities, greater freedom, security and a new gaming experience where being part of the game is now a reality; new models of game evolution based on decentralized governance, players are true owners of the purchased content and aso to trade it freely.

But Domination goes further; the game token and the NFTs will be interoperable with the upcoming company developments and partner gaming platforms.



13. ROADMAP & VISION



♥ VISION

Blackmouth empowers players globally by redefining gaming with innovative, inclusive, and ownership-centric Web3 experiences.

DOMINATION isn't just our first intellectual property; it's a symbol of our dedication to our players and our commitment to innovative, immersive gaming experiences. We believe in creating games where players are more than just participants; they're content owners and active contributors to the gaming world.

Shaping the future of gaming by seamlessly integrating Web3 innovation and community-driven immersive experiences, creating a world where every player's interaction is impactful and valued. We're committed to maintaining honesty and integrity in our content and our collaborations.



14. PARTNERS

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



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

15. 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

CEO & Creative Director



Sergio Reyes

Chief Strategy Officer



Carlos Peralta

Head of Studio



Keerthan Shetty

Head of Web3



Marco Piedra

Chief Technology Officer



Jorge Fernández

Head of Marketing



Sergio Checa

Senior Producer Director

+35 DEVS AND EXPERTS

16. BLACKMOUTH GAMES

Blackmouth Games is an independent development studio focused on Web3 massive multiplayer games.

After an initial stage of learning and R&D, the studio has demonstrated its technical capacity, creating in 2018 one of the first independent Battle Royale systems in Europe, in addition to other complex developments based on the multiplayer technologies of SpatialOS (Improbable), AWS Game Tech (Amazon Web Services) and Unreal Engine (Epic Games).

Domination is the result of a committed entrepreneurial team in close collaboration with some of the key technology providers in the gaming and blockchain industry.

At the end of 2021 and with the support of the Madrid City Council, Blackmouth Games together with Movistar Riders and Voxel School signed the constitution of the largest European project for the development of the video game industry in Spain; Madrid Ingame. To date, more than 60 companies have joined that are committed to the project, including AWS, Electronic Arts, Microsoft, Accenture, Deloitte, IBM, Telefónica, ESL, Mediatonic...



DOMINATION



BLACKMOUTH