AXORIA

BRINGING YOU BACK WHAT YOU ONCE LOVED TO MOBILE!

WHITEPAPER

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MISSION

THE SOLUTION TO WEB3 GAMING

Axoria leverages blockchain and a Play-to-Earn (P2E) model to create a decentralized, player-driven gaming ecosystem.

- **True Asset Ownership:** Players own their in-game assets via blockchain, with the ability to trade or sell them outside the game.
- **Monetization:** Earn real-world value through $AX tokens by completing in-game activities, with future partnerships adding new token rewards.
- **Balanced Economy:** Deflationary mechanisms like token burns manage $AX's supply, ensuring a sustainable economy.
- **Decentralized Governance:** $AX holders participate in game governance, influencing development and updates.
- **Engaging Gameplay:** Nostalgic 2008 Runescape Private Server gameplay meets Web3, where players can quest, battle and earn valuable rewards.

More information on next pages.

MISSION

TRUE ASSET OWNERSHIP

In Axoria, players can obtain NFT items within the game, granting true ownership over their digital assets. These NFTs are tradeable only outside the game, where players can exchange them for $AX tokens.

This system ensures that every in-game item has real-world value. Players can trade NFTs directly with others, but the only accepted currency for these trades is $AX tokens, creating a self-sustaining, player-driven economy.

This new economy bridges the gap between in-game achievements and real-world assets, allowing players to monetize their time and effort in the game through a secure, blockchain-backed marketplace.

MONETIZATION

$AX tokens are the backbone of the Axoria in-game economy, allowing players to turn their progress into real-world value. By completing activities such as quests, slaying monsters, crafting, and trading, players earn $AX tokens as rewards. These tokens hold real-world value; can be traded for ETH or used within the game.

Additionally, Axoria plans to build partnerships with other projects. Partnering projects will pay for promotion within the game, and Axoria will use that revenue to buy back their tokens and distribute them in the Play-to-Earn pool.

This strategy will help boost partner tokens, reduce sell pressure on $AX, and create a more balanced and sustainable economy by introducing new rewards for players while enhancing the overall token ecosystem.

MISSION

BALANCED TOKEN ECONOMY

Axoria ensures the sustainability of its $AX token economy through deflationary mechanisms like token burns and staking. A portion of the game's revenue is used to buy back $AX tokens, which are then burned, reducing the circulating supply and creating scarcity that supports long-term value.

Additionally, staking allows players to lock their tokens in exchange for rewards, including a share of the game's revenue. This encourages long-term holding and reduces sell pressure, promoting price stability. This combination creates a balanced, sustainable economy where $AX maintains value while players and investors can benefit from passive income and in-game rewards.

Together, these strategies ensure that the token's price remains stable, supporting a healthy in-game economy and a rewarding experience for the community.

DECENTRALIZED GOVERNANCE

$AX holders play a crucial role in the governance of Axoria, directly influencing the game's development and updates. By holding $AX tokens, players gain voting rights, allowing them to participate in key decisions such as new feature implementations, gameplay balancing, event scheduling, and future roadmap priorities.

This decentralized approach ensures that the community's voice is heard, making the game's development more player-driven and engaging. Governance proposals may be put forward by both developers and the community, and token holders can vote on these proposals based on the number of tokens they hold.

This system not only gives players a sense of ownership and influence but also encourages long-term holding of $AX tokens, as the more tokens a player holds, the greater their impact on the game's future direction.

MISSION

ENGAGING GAMEPLAY

Axoria combines the nostalgic feel of a 2008 Runescape Private Server with modern Web3 features. Players can take on classic quests, join PvP battles, defeat monsters, and improve their skills—all while earning valuable rewards through the game's Play-to-Earn (P2E) model.

Every in-game action, from crafting to combat, has the potential to generate $AX tokens, which can be traded or used within the game's economy. The familiar gameplay provides a strong sense of involvement for veteran players, while Web3 integration brings new opportunities for earning and trading real-world value.

This blend of nostalgic gameplay and blockchain mechanics creates a fun, rewarding environment where players can enjoy the classic Runescape experience while participating in a decentralized, player-driven economy.

FEATURES

BRINGING YOU BACK WHAT YOU LOVED!

- **Bosses:** Players are challenged to strategize and collaborate in defeating powerful enemies, rewarding them with $AX tokens and rare items for their efforts.
- **PvP:** Players can engage in combat to earn $AX tokens, valuable loot, and rankings, with team-based modes and solo.
- **Skills:** Players have the opportunity to master diverse skills, earn $AX tokens, and participate in a dynamic player-driven economy, with engaging activities, and rare rewards.
- **Quests:** Players can experience immersive questing with rich storylines, challenging tasks, and valuable rewards.
- **Exploration:** Players are able to explore vast environments, uncover hidden secrets, and earn $AX tokens through exciting discoveries and adventures.
- **Monsters:** Players face a variety of NPCs, earning $AX tokens, and valuable items through these challenging encounters.

More information on next pages.

FEATURES

BOSSES

In Axoria, bosses play a crucial role in delivering challenging and rewarding gameplay. Classic bosses like the King Black Dragon, Kalphite Queen, and God Wars Dungeon generals return with enhanced mechanics, while new exclusive bosses provide fresh, dynamic encounters.

Each boss features unique attack patterns and mechanics, requiring players to strategize and adapt. Defeating these formidable foes rewards players with $AX tokens, rare drops, and powerful items, making boss battles a key aspect of the game's progression. Many bosses encourage cooperative play, where groups of players collaborate to take them down, fostering a strong community.

Additionally, special boss events allow players to compete for rewards and recognition, adding a competitive edge to the PvE experience while enhancing engagement within the player base.

PLAYER VS PLAYER

PvP in Axoria offers intense, skill-based combat, where players can earn $AX tokens and valuable loot through strategic battles.

Designated PvP zones like the Wilderness provide varying levels of risk and reward, while special PvP events offer additional incentives such as rare items and exclusive titles. Players can engage in one-on-one duels or team-based battles, with ranking systems highlighting top performers and offering additional recognition and rewards. PvP mechanics include status effects, environmental factors, and special abilities, ensuring dynamic and evolving combat.

Anti-cheating measures are in place to maintain fairness, and community feedback helps shape PvP updates, ensuring the experience stays balanced and enjoyable. This combination of strategy, rewards, and competition makes PvP a core feature of Axoria's gameplay.

FEATURES

SKILLS

Skilling in Axoria offers players a rewarding experience with a wide range of activities from the 2008 Runescape era, allowing them to earn $AX tokens and enhance their abilities. Players can engage in gathering, production, and support skills like Mining, Smithing, and Herblore, crafting valuable items for trade or personal use.

As players progress, they unlock new abilities, recipes, and higher-tier resources, making skilling both challenging and exciting. Rare drops add unpredictability and value to the experience, while a player-driven marketplace supports a vibrant in-game economy.

Regular skilling events encourage community participation, and guilds offer collaboration and rewards. The dynamic environments and continuous updates ensure skilling stays fresh and engaging for all players, with real-world incentives tied to in-game progress.

QUESTS

Questing in Axoria provides immersive experiences with rich storylines, challenging tasks, and valuable rewards, including $AX tokens. Classic quests from the 2008 Runescape era are reimagined, offering both nostalgia and new challenges.

Players dive into epic storylines while earning $AX, unique items, and experience points that enhance their character's abilities. Quests range from simple tasks to multi-part adventures, with rewards based on difficulty and complexity. Some quests require collaboration, fostering community interaction and teamwork.

Axoria also incorporates player feedback to continuously improve quests, ensuring they remain fresh and engaging. The interactive world is filled with hidden secrets, puzzles, and battles that require strategy and skill, with regular updates to keep the questing experience dynamic and rewarding.

FEATURES

EXPLORE

Exploring the vast world of Axoria is a key part of the immersive experience, where players can venture into diverse environments, uncover hidden secrets, and earn $AX tokens.

Rich landscapes, from forests to deserts, are meticulously designed to encourage exploration, with unique music tracks unlocked in new areas. Sailing adventures allow players to discover new islands and coastal regions, expanding the game world. Exploration is rewarded with $AX tokens for uncovering hidden locations, completing achievements, and finding rare items.

Players can also earn unique resources and lore to enhance gameplay or trade for $AX. Regular exploration events offer additional rewards and foster community interaction, making exploration both engaging and financially rewarding.

MONSTERS

Monsters, or NPCs, are central to Axoria, ranging from common wildlife to powerful bosses that offer unique challenges and rewards. Players can defeat monsters to earn $AX tokens, valuable loot, and experience points to enhance their skills.

Beginner monsters like rats and goblins provide easy rewards, while mid-level creatures like hill giants and bears offer greater challenges. High-level monsters, including dragons and demonic creatures, drop rare items like rune weapons. Bosses such as the King Black Dragon and Kalphite Queen test the ultimate player skill, offering significant $AX and rare loot.

Group hunting and PvE events promote teamwork, while dynamic combat mechanics require players to adapt their strategies. Regular updates introduce new monsters, ensuring the combat experience stays fresh, engaging, and tied to Axoria's evolving lore.

USE CASES

BENEFITS FOR EVERYONE!

- **Investors/Holders:** Axoria provides $AX token holders with benefits like profit sharing, potential value appreciation, and exclusive privileges such as governance participation and early access to features. Holders also get discounts and premium content, even without playing, while token burns support long-term value growth.

- **Gamers:** Axoria combines the nostalgic feel of a 2008 Runescape Private Server with Web3 technology, allowing players to earn tokens through quests, PvP battles, skilling, and boss fights, which can be used in-game or traded for real-world value. Token burns, early access to features, and exclusive events enhance the experience, while guilds and exploration offer collaborative and rewarding gameplay. The community also plays an active role in shaping the game's development through governance participation and feedback.

USE CASES

INVESTORS/HOLDERS

Axoria offers valuable benefits for $AX token holders, even if they don't actively play the game.

Holders earn passive income through profit sharing from in-game revenue and can benefit from potential token value appreciation as the game grows. They also gain exclusive privileges like governance participation, voting on game updates, early access to features, and membership in a closed Telegram group with the development team. In-game perks include discounts on purchases and access to premium content, which can be traded or gifted.

Additionally, $AX token burn mechanisms reduce supply, increasing the value for holders and contributing to the ecosystem's long-term sustainability, ensuring continuous development and community engagement.

GAMERS

Axoria blends the nostalgia of a 2007 Runescape Private Server with Web3 technology, offering players the ability to earn $AX tokens through quests, PvP battles, skilling, and boss fights.

These tokens can be used in-game or traded for real-world value, with 10% of earned tokens burned to create scarcity and boost value. Players benefit from access to exclusive zones, events, discounts, and early access to new features. The game features dynamic PvP, diverse skilling activities, and rewarding boss battles, all providing lucrative token earnings.

Collaboration through guilds, exploration, and community-driven content enriches the experience, with token holders able to vote on game updates, ensuring the game evolves with player input.

TOKENOMICS

AMAZING TOKEN MECHANISMS

- **Network:** Ethereum
- **Final tax:** 4% - used for marketing, development and services.
- **Supply:** 100,000,000 $AX (100M)
- **Distribution:**
  - **70%** - Liquidity Pool
  - **10%** - Marketing
  - **10%** - Initial P2E Pool
  - **10%** - Reserves
- **Burning Mechanism**
- **Profit Share**

More information on next pages.

TOKENOMICS

TAX

The tax revenue can be used flexibly for development costs, marketing, buybacks, token burns, or enhancing the earning pool for players. This flexible approach ensures that the game's economy stays balanced and supports the continued growth of the ecosystem.

DISTRIBUTION

Axoria's token distribution will allocate:

- **70%** to the Uniswap liquidity pool, ensuring strong market stability from the start.
- **10%** will be reserved for marketing, specifically targeting KOLs/influencers, with tokens vested and automatically unlocking over time.
- Another **10%** will be directed to the Play-to-Earn (P2E) pool, kickstarting the in-game rewards system for players.
- The final **10%** will be held in reserves, providing flexibility to address future needs such as adding liquidity, boosting the P2E pool, or preparing for CEX listings.

This balanced approach ensures the game's economy remains strong while providing room for growth and adaptation.

TOKENOMICS

BURNING MECHANISM

The burning mechanism in Axoria is vital for maintaining the balance and value of $AX tokens. When players claim their $AX tokens from in-game activities, 10% of the tokens are burned, reducing the overall supply.

Additionally, tokens spent on in-game purchases like skins and cosmetics are also burned, further decreasing supply. This reduction in the total number of tokens creates scarcity, potentially increasing the value of remaining tokens.

By continuously burning tokens, Axoria creates deflationary pressure, driving value appreciation over time. This mechanism encourages player engagement, balances supply and demand, and ensures the long-term sustainability of the game's economy, benefiting both players and investors.

PROFIT SHARE

Axoria's profit-sharing model allows $AX token holders to earn passive income by staking their tokens. A portion of the revenue generated from in-game transactions, including purchases of skins, cosmetics, and items, is allocated to a profit pool.

Staked token holders receive periodic distributions from the profit pool based on the number of tokens they hold. The more $AX tokens staked, the larger the share of the profits.

This system incentivizes holding and staking, providing a consistent return for token holders as the game generates more revenue. As the Axoria ecosystem grows, the profit pool expands, offering increasing rewards to staked participants.
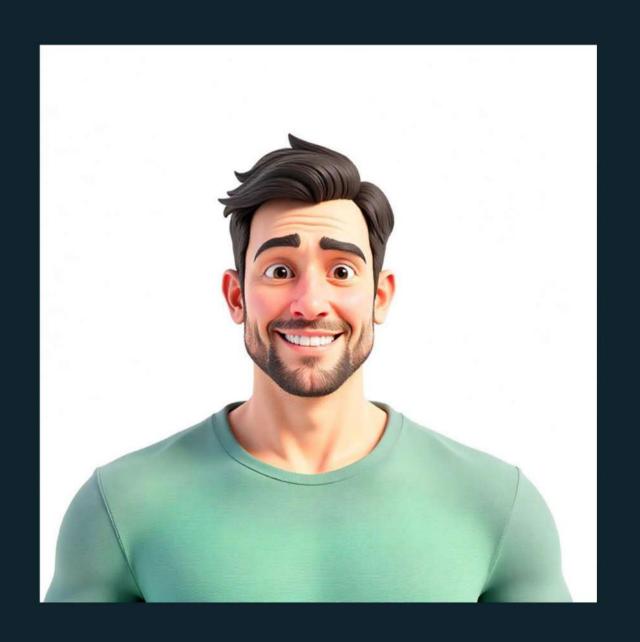
DEVELOPER

A MOTIVATED AND TALENTED DEVELOPER

The lead developer behind Axoria brings a unique and well-rounded background, combining over 15 years of experience across the gaming and business sectors. Starting with a few years in game development, the developer successfully created a nostalgic remake from 2008, demonstrating an ability to craft immersive, engaging experiences. They then transitioned into business software development, broadening their expertise and sharpening essential technical and project management skills.

In the last three years, the developer has fully embraced Web3, mastering blockchain technologies, smart contracts, and decentralized ecosystems. Now, they are blending their gaming experience with Web3 innovation to bring Axoria to life—a game that fuses the nostalgia of 2008 with cutting-edge blockchain technology. Their skills, dedication, and ability to lead a talented team ensure the success of this ambitious project, promising a dynamic and immersive experience for players.

STRATEGY

FROM SHORT TO LONG-TERM STRATEGIES

- **Short term:** In the early stages of the project, earning points will be more challenging, ensuring that the distribution of $AX remains controlled and valuable over time.
- **Long term:** As the project evolves, the mechanisms for earning and distributing $AX will adapt to ensure a sustainable and balanced economy.
- **Reducing sell presure: Axoria** will partner with other projects to boost their visibility while allowing Axoria players to earn their tokens through in-game activities, creating mutual benefits for both ecosystems.
- **Item store: Axoria**'s primary revenue stream will be generated from in-game purchases and the sale of exclusive perks.
- **Partnerships**
- **Merchandise**

More information on next pages.

STRATEGY

SHORT-TERM

In the early stages of Axoria, earning points and $AX tokens will be intentionally more challenging to maintain a controlled distribution and preserve the token's long-term value. By limiting the initial influx of tokens, the project ensures that $AX remains scarce and desirable.

This gradual release strategy also helps prevent early inflation, encouraging players to work harder for their rewards. As the ecosystem develops and more players join, the difficulty of earning tokens may be adjusted, but the initial scarcity sets a strong foundation for token value.

This approach not only protects the in-game economy but also benefits early adopters by maintaining the worth of $AX over time.

LONG-TERM

As Axoria evolves, earning and distributing $AX will adapt to maintain a sustainable and balanced economy. Initially, earning $AX will be more challenging to preserve scarcity, but these mechanisms will be adjusted as the player base grows.

Strategic partnerships with other projects will allow players to earn external tokens, reducing sell pressure on $AX while increasing exposure. The in-game item store will sell exclusive items, generating revenue for Axoria and offering players unique collectibles. Additionally, merchandise like clothes and goodies will provide alternative revenue streams and promote the brand.

Together, these strategies ensure a healthy economy, sustainable token value, and long-term growth for the ecosystem.

STRATEGY

REDUCING P2E SELL PRESSURE

Axoria will partner with other projects to allow players to earn partner tokens through in-game activities, reducing sell pressure on $AX.

By offering alternative tokens as rewards, players have more earning options, decreasing the need to frequently sell $AX. This helps stabilize the value of $AX and preserves its long-term sustainability. For partner projects, this collaboration boosts their visibility to an active player base, driving adoption of their tokens while giving Axoria players access to diverse in-game rewards.

These partnerships create mutual benefits by supporting a healthier token economy for Axoria and increasing exposure for partner projects, all while keeping the $AX supply in balance.

IN-GAME ITEMS STORE

Axoria's primary revenue will come from its in-game item store and the sale of exclusive perks, both designed to enhance the player experience.

The item store will offer a variety of digital goods, such as cosmetics, skins, and unique collectibles, allowing players to customize their characters and gameplay. These items will not only provide aesthetic value but also create a steady revenue stream for the game.

Additionally, exclusive perks, such as access to special zones, early content releases, or premium services, will be available for purchase, offering valuable gameplay advantages.

This combination of items and perks is key to Axoria's financial model, ensuring a consistent flow of income while enhancing the overall game experience for players, without relying solely on token tax.

STRATEGY

PARTNERSHIPS

Axoria will form strategic partnerships with other projects, allowing players to earn external tokens through in-game activities.

This helps diversify the rewards system, giving players alternative earning options and reducing the need to sell $AX, thus lowering sell pressure on the token. By offering these external tokens, Axoria ensures that players can still benefit from in-game efforts while preserving the stability and value of $AX. At the same time, partner projects gain exposure to a large, engaged gaming audience, helping boost adoption of their tokens.

These partnerships create mutual benefits by strengthening both ecosystems, increasing player engagement, and supporting a healthy, balanced token economy within Axoria.

MERCHANDISE

Axoria will introduce merchandise, such as clothes and branded goodies, as an alternative revenue stream that also promotes the brand.

By offering exclusive apparel and collectibles, the game taps into its player base's desire to showcase their connection to Axoria in real life. This generates additional income while strengthening the emotional bond between players and the game. Branded merchandise also serves as organic marketing, increasing brand visibility as fans wear and share their favorite game-related items. Limited-edition drops can further boost engagement and demand.

Expanding into physical products not only diversifies revenue but also enhances Axoria's brand presence both in the gaming community and beyond.

SUMMARY

EARLY $AX DISTRIBUTION

Initially, earning $AX will be more difficult to maintain scarcity and long-term value. This ensures a controlled and gradual release of tokens.

EVOLVING TOKEN ECONOMY

As the game progresses, the earning mechanisms for $AX will adapt to balance the economy. Strategies include in-game item sales, perks, strategic partnerships, and merchandise, which reduce sell pressure and support a sustainable economy.

PARTNERSHIPS WITH OTHER PROJECTS

Axoria will collaborate with other projects, allowing players to earn external tokens, reducing the need to sell $AX, and boosting exposure for partner projects. This helps stabilize the $AX economy while creating mutual benefits.

SUMMARY

REVENUE FROM IN-GAME PURCHASES

The primary revenue will come from the in-game item store and exclusive perks, offering players customization and premium content that generates ongoing revenue for Axoria.

MERCHANDISE

Branded merchandise like clothes and goodies will provide an alternative revenue stream and promote the Axoria brand, allowing players to showcase their support in real life while boosting awareness.

PROFIT SHARING

$AX token holders who stake their tokens will earn passive income through profit-sharing mechanisms. A portion of revenue from in-game purchases and transaction fees is distributed to staked holders, offering regular rewards.

SUMMARY

BURNING MECHANISM

A 10% burn on token claims, in-game purchases and 5% commission on NFT trading reduces $AX supply, creating scarcity and potentially increasing token value over time. This deflationary system supports long-term token sustainability.

TAX MODEL

The final tax on $AX will be 5%. This tax will be used for development, marketing, buybacks, and boosting the earning pool based on the project's needs. Based on primary revenue streams, we can decide to reduce the tax even more.

TOKEN DISTRIBUTION

70% of the total supply will be allocated to the Uniswap liquidity pool, 10% to marketing (vested over time), 10% to the play-to-earn pool, and 10% to reserves for future needs like liquidity, play-to-earn, or exchange listings.

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