



MarbleVerse

Mint your own marble and join the battle

About Us

We are the MarbleVerse Team, formed by highly experienced game developers, visual artists, game designers, business developers and community managers.

The aim of MarbleVerse is to create an ecosystem where players can both enjoy playing the game and use the marketplace to earn at the same time. We worked on an idea that reminded us of our childhood, made us enjoy a friendly competition again and also features the beautiful glass art that all of us admired throughout our lifetimes.

Team



Simulatte
Game Developer



Song
Visual Artist



PiratoSama
Developer



Rex
Game Designer



Ultum
Social Media



Axiquant
Community Manager



Kubelik
3D Artist

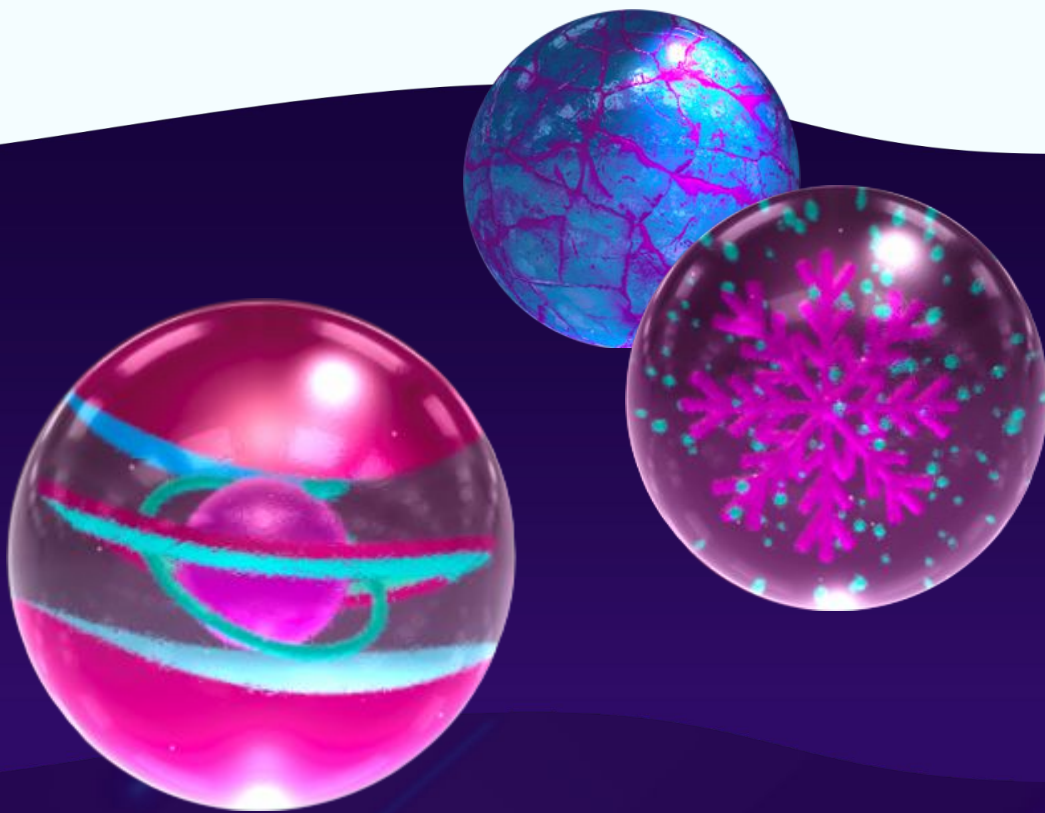


Radier
Advisor

MarbleVerse

MarbleVerse welcomes all into an evolving universe where your marbles race to prove their worth and become more valuable racers. You get your first marble and let it race for you; as it wins races, you will earn too. As you earn more, use your earnings to get rarer, more valuable marbles.

MarbleVerse brings a game where you can enjoy racing, winning, earning and owning beautiful pieces of art with the rest of the community.



General Mechanics

MarbleVerse is a Play-to-Earn game where your marbles enter races to become the ultimate rolling champion. To compete in the races of MarbleVerse, only thing you will need is a Marble. You can get your marble by using your CRO coins (*mint*) or you can purchase one from the Marketplace.

Once you have your Marble, you can enter races and win more tokens by coming on top. With tokens you have earned, you will be able to upgrade your marbles to be able to enter more races, trade in the marketplace and, in the future, bid on races to multiply your earnings.



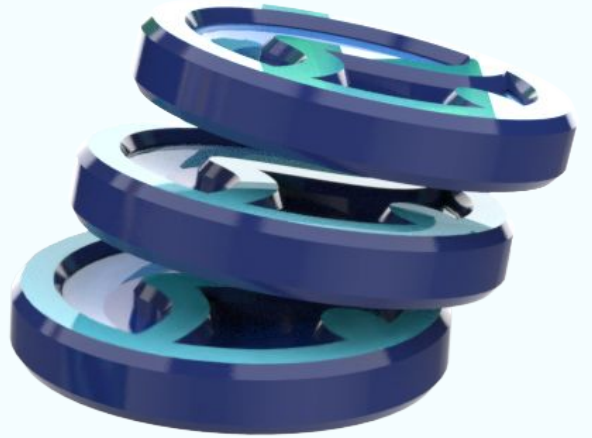
Races



Every Marble in the Marble Races will have the same chance to win a race; watch as your marble clears obstacles, takes tight and smooth turns and knocks other marbles out of the way in its path to glory. A Marble can compete in daily races until its “energy” is drained.

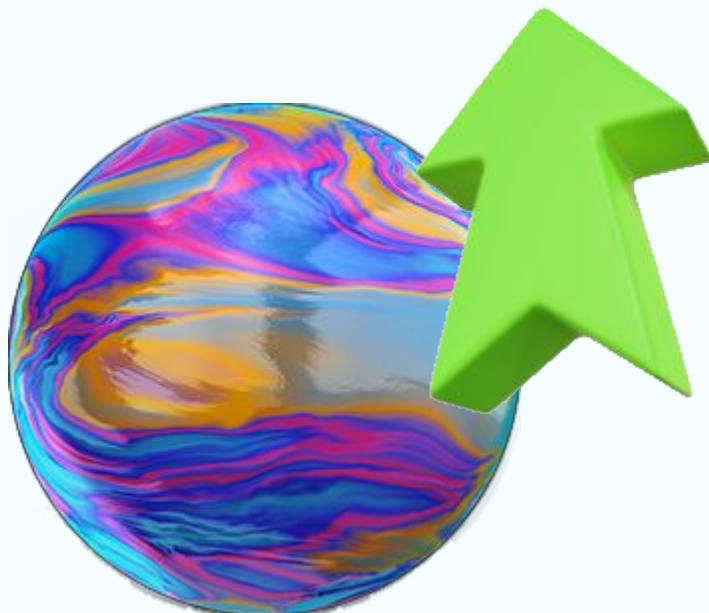
“Energy” is the stamina of your marble. As long as your marble has energy it can compete in races. Once depleted, marbles’ energy will start to regenerate over time. Higher level & rarer marbles will replenish energy faster, which means they can compete in more races.

Rollium



Rollium is the currency of MarbleVerse. With Rollium you can:

- ★ Upgrade your Marbles and participate in more races.
- ★ Buy special items on the Marketplace.
- ★ Participate in event races and win legendary prizes.



Marble Ecosystem

●Minting

First 20.000 Marbles will be Minted for CRO coins (Cronos Coin) and the cost of minting will increase with each batch. Every batch will be comprised of 2000 Marbles (see batch prices below).

Marbles will be in an unrevealed state when they are first minted. These Marbles will be revealed periodically on announced dates.

Minting will continue until 20.000 Marbles are minted.

- 1st batch ~ 80 CRO each
- 2nd batch ~ 90 CRO each
- 3rd batch ~ 100 CRO each
- 4th batch ~ 110 CRO each
- 5th batch ~ 120 CRO each
- 6th batch ~ 130 CRO each
- 7th batch ~ 140 CRO each
- 8th batch ~ 150 CRO each
- 9th batch ~ 160 CRO each
- 10th batch ~ 170 CRO each



Marble Ecosystem

●Buying & Selling

You can either “mint” your Marble or buy it directly from another player from the NFT Marketplace. After 20.000 Marbles are minted, new marbles will only be generated through special events.

●Trading

Players of MarbleVerse will be able to trade their Marbles through multiple NFT Marketplaces.

●Token Cycle

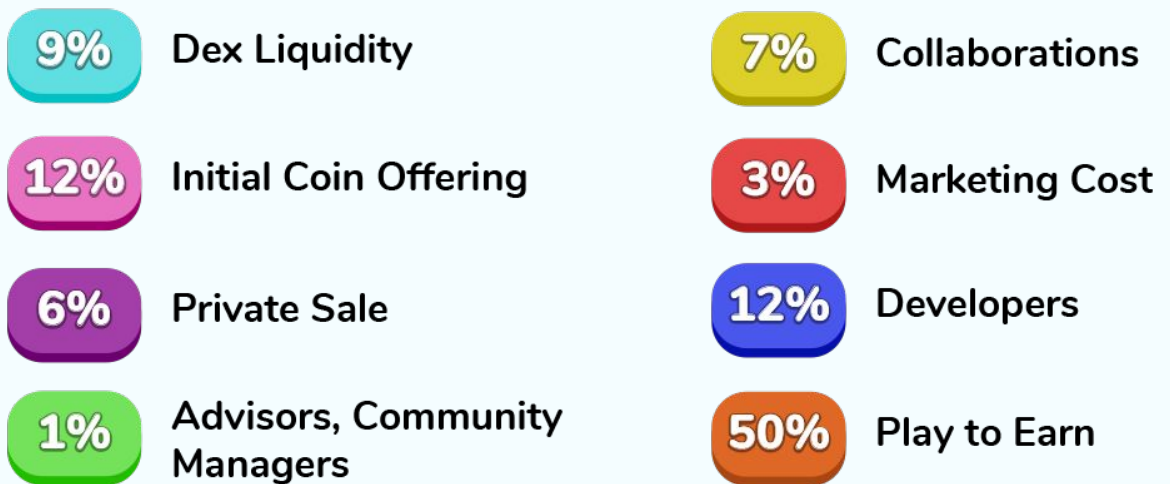
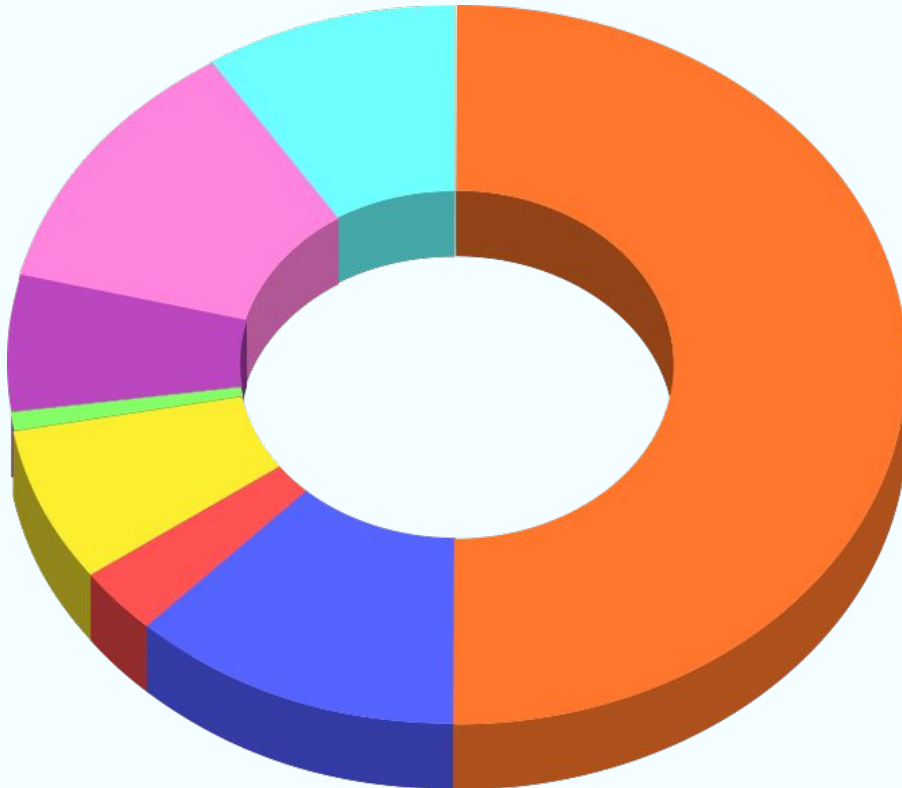
All Rollium invested on Marbles, paid as entrance fees to special events etc. will return to the Reward Pool. This system will create a constantly growing but stable in-game economy.



Tokenomics

100.000.000 Rollium Max Supply

%90 of IDO will go to Liquidity Pool



P2E rewards: Released linearly over 5 years

Developer share: Released over 2 years

Private Sale - ICO: Released over 6 months

IDO

12.000.000 \$RLM will be released on IDO on April 2 2022. Whitelisted users will be able to participate the IDO immediately on our launchpad. After 1 hours, non whitelisted users will be able to join IDO.

Start time: April 2, 7 pm UTC

End time: April 4, 7 pm UTC

Soft Cap: 200,000 \$CRO

Hard Cap: 420,000 \$CRO

For Sale: 12,000,000 \$ROLLIUM

Max Buy: 20,000 \$CRO per wallet

Sale price: 0.035 \$CRO per \$ROLLIUM

IDO Listing Price: 0.042 \$CRO per \$ROLLIUM

Vesting: %25 unlocked Immediately,
%75 will be unlocked over 5 months

After the sale, 90% of the collected CRO will be transferred to \$RLM-\$CRO liquidity pool with an initial value of 0.042 \$CRO per \$RLM.

LP Tokens will be locked for 2 years on a verified token locking platform.



Future Plans

We got a lot of plans for the MarbleVerse. Here's the summary of some of the features we are planning.

- ★ Idle races: NFT owners will be able to join and marbles will race by themselves. **2 weeks after mint**
- ★ Rollium Marketplace, players can use their Rollium rewards to get Special in-game items and even special Marbles. **Q3 2022**
- ★ Community made racing tracks: Players will be able to design their racing tracks that will bring more excitement to the racing field. **Q3 2022**
- ★ Community events: Anyone holding Rollium token will be able to create their own race and even their own tournament. Organizers will be able to customise their racing track which will allow this system to be used as marketing tool. **Q4 2022**
- ★ Community made racing tracks: Players will be able to design their racing tracks that will bring more excitement to the racing field. **Q4 2022**

Technical Details

- ★The MarbleVerse Game is being developed in Unity Game Engine. Game engine will simulate the physics simulation for each race and produce verifiable and immutable results.
- ★MarbleVerse is developed on EVM-based blockchain technology.
- ★For Buying & Upgrading NFTs and transferring their balance to blockchain players will need to sign a transaction with their wallets. But for joining races, watching their racers and inspecting their NFTs, wallet interaction will not be needed.
- ★Players will be able to join and watch Marble Races through the mobile or desktop app without any wallet interaction.

