# AMBER

# A Blockchain-Powered Platform

## for Virtual Worlds

By AMBER DAO

Unite and Create

2022

amber.top

ambergame.top

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## Disclosure

This document does not constitute an advertisement catalogue or other document containing an offer of securities. It is not intended as an offer of securities or an invitation to invest in securities in any jurisdiction.

## Annotation.

AMBER is a NEAR blockchain-based web3 game with different modes and FREE 2 PLAY (PLAY 2 OWN) open-source mechanics for virtual worlds that allows users to directly own their digital assets. Our main mission is to massively introduce web 2 users to web 3 in the form of an interactive multiplayer game.
Ownership is secured through the use of  Smart NFT standards. The virtual world interacts with blockchain protocols and other virtual worlds. Character appearance, clothing, weapons, vehicles, land and real estate are NFT. Assets can be bought, exchanged, sold and staked.

A technology for games and virtual worlds that can build a bridge between any virtual worlds based on a smart NFT standard that can contain different features. This allows products to move from a Web 2.0 to a Web3 experience and be part of virtual worlds and games.

Users play battle royal and other game modes in AMBER, where they can complete tasks and be rewarded with ASILVER tokens. ASILVER tokens can be spent to buy in-game series NFTs or open a mystery chest. These NFTs can be used in other games and virtual worlds using the same protocols and engine also could be sold on the marketplace. Rare NFT and premium features will be selling for AMBER Token.

The genesis virtual world Amber belongs to the community. It is managed through Amber's DAO, which contains an extensive DAO network of users, developers, creators and communities who are rewarded for their contributions through a grant system. The DAO is controlled by the AMBER token.

The AMBER token is fungible and can be traded on an exchange. The token will be distributed according to the tokenomics and token release calendar.

## Introduction

In the digital age, digital property has become an integral part of human life. Even before the advent of blockchain technology, users were spending money to buy digital assets in games, such as weapon skins, characters, etc. This has spawned entire economies based on in-game items that do not affect gameplay, but play a crucial role in a player's identity and status in front of other players. At the same time, there is the problem of centralised storage of player assets on the servers of the game companies as well as the owners of the playgrounds. As these companies also own player accounts, their property to this day is not theirs and is not

protected against account bans or theft. At the same time, it has created an opportunity for a huge number of artists to monetise their creativity through publishing their assets on marketplaces.
The solution is to validate the ownership of a digital object through blockchain transactions and introduce NFT standards into gaming spaces where there is an economy associated with buying skins. These digital assets are stored in decentralised p2p file repositories, eliminating the possibility of centralised CRUD transactions over the files. At the same time, the unique name ( CID ) of each asset confirms that no other such asset exists. The Smart NFT standard allows the user to own and dispose of such an asset directly from their blockchain wallet.

## Game

When creating the Amber universe, we were inspired by the books of Roger Zelazny "Chronicles of Amber" The universe consists of a continuous set of parallel worlds that originate from Amber (the world of order) and the Courts of Chaos (the world of chaos). These secondary worlds are called Reflections - and the closer they are to one of the poles, the more they look like it. Subsequently, this will be reflected in the design of our game and will affect the value of the lands. All game modes symbolise the eternal struggle between peace and chaos. The goal is interactivity and fun in multiplayer play, social interaction and expanding one's horizons.

Amber is a three-dimensional first/third-person online space that includes many game modes, such as:

- Deathmatch — a mode in which teams of players fight each other. The winner is the team that has made the most kills in a certain time or has reached a certain number of kills of the enemy.
- Territory defence — a mode in which there is a territory that you need to capture and keep it under control for a certain amount of time.
- The kill is confirmed — after killing the enemy, a key falls out of him, which must be taken away, thereby confirming the killing of the enemy. The team that collects the required number of keys wins (50)
- Arms race — a mode in which the player, by killing the enemy, receives a new, more advanced weapon.
- The last weapon is a knife. The team that scores the last knife kill is the winner.
- Battle Royale — a mode in which a certain number of players (from 20 or more) land out of a vehicle flying over the playing area. Each player chooses for himself the place of landing and the strategy of the battle. The player lands with a basic weapon (pistol) after which he can find other weapons by searching the play area. The winner is the player or team that remains the last survivor. A characteristic feature of the “royal battle” is the “safe zone” that shrinks as the game progresses: the longer the match lasts, the smaller part of the map remains available to players.

- Open World — is a mode in which players can freely move, chat, share interests, play mini-games and interact with the blockchain environment (buy, sell, transfer, exchange FT and NFT)
- Secret Mode - in development

After each game, the player receives a reward in the form of an in-game utility of the A-silver token. It can be used to purchase serial NFTs. The token is awarded both for a victory and for a specific kill.
We have created a module for unity that allows you to connect to the wallet and download Smart NFT Avatars. The “Customiser” also displays the player's wallet and the Smart NFT Avatars that are on it. By selecting an avatar the user enters the Amber world
Playable characters are divided into 2 types: NFT and non-NFT. NFTs are also divided into several types: serial and unique. Serial ones can be purchased for ASilver accumulated during the game time in the amount of 10,000 Asilver, and unique ones only for NEAR or AMBER tokens.
Non-NFT characters can be played by anyone in guest mode, there is no need to register to play. There is no way for a non-NFT player to earn points or maintain their status, but the entire gameplay remains available (participation in fights, the ability to communicate).

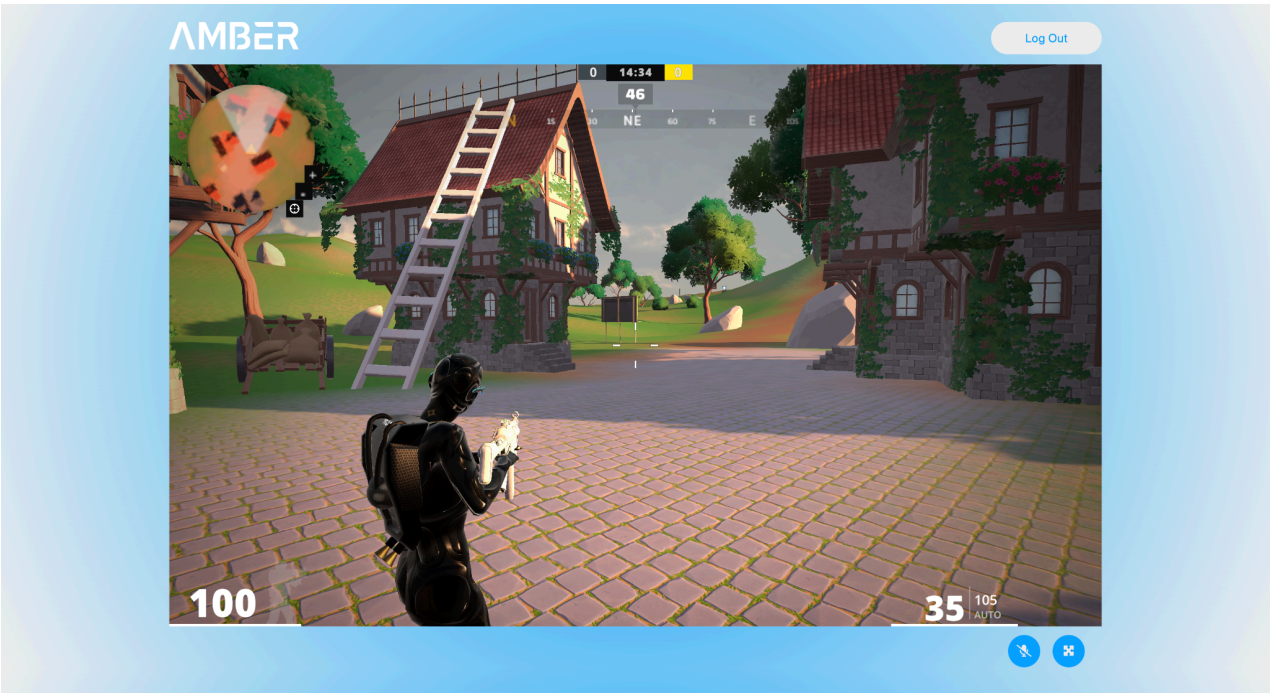
A player who opened a wallet but did not buy an NFT character can also participate in the game, but in addition to rights in non-NFT player category, he/she can already gain experience and A-Silver, having accumulated enough of it, will be able to purchase basic serial NFT characters, weapons, etc. and sell on the secondary market.
A player who bought a unique NFT character gets the opportunity to stake and accelerate the accumulation of A-silver, this character has priority in the secondary market, get the status of a settler and become a member of the game club, and the rarest stream tokens will be sent for a certain amount of time
NFT assets are created by randomly generating objects in accordance with the rarity table.

In the interface, the player will have an already familiar set of functions available with a choice of character, storage of rewards, weapons and vehicles

Weapons will be implemented in different types and calibres, as well as NFT assets that will be released in collections and the ability to change the skin of weapons

For the experience gained in the game, a person increases the level and with each new level the player has the opportunity to attach a special effect to his character. Also inside the map, micro game events will be implemented to earn additional silver.

Having collected 2,000 A-Silver, the player is given the opportunity to open a mystery box, and after that, an additional opportunity to open a mystery box for free, the player can also buy the opportunity to open a mystery box for Amber Gold.




- Two teams appear on the combat map, which participate in the battle against each other.
- Each of them fights for supremacy in the battle.
- The winning team receives a reward in the amount of X Silver Ambers, which are distributed among the players.
- The team that lost also receives a reward, but in the less amount of  silver Amber.
- For each super kill, a person receives separately +10 Silver Amber.
- With an average duration of the game, a person can earn around 1400 Silver Amber per day and 10,000 per week, then the opportunity opens up to spin the mystery box in which you can win a serial NFT-skin or silver. Also players can win the opportunity to spin again for free.
- Having valuable NFT, a person has the opportunity to farm twice as much silver and speed up the cycle of receiving prizes.
- A person can buy different types of land and transport decorations and embody fantasy in his graphic solution.
- Game passes, which work like a subscription that takes a fixed price and is guaranteed to give out prizes during the validity period.These could be NFT, FT and other prizes.

## Ownership

Amber offers a play 2 own model, in which ownership of an in-game item is valued. Items have certain characteristics, such as rarity, visual effects and hidden functions in metadata. In the virtual world of Amber, certain ownership of such items is represented:
- Character looks
- Clothing
- Weapons
- Vehicles
- Land
- Real Estate
- Game Pass
- Various tokens for improvements and crafting.
- Others

The problem with owning digital assets is that the user cannot check if the asset has another owner.
We also need to determine if the digital asset had a previous owner.
This is done using the Smart NFT standard, which allows us to view the transaction history associated with an item and move it directly to the user's blockchain wallet with full transfer of ownership, and store the asset itself in a distributed p2p file storage so that once created, no one can change it, delete it, update it. And at the same time, the digital asset can be sold on any relevant trading platform, transferred to ownership or destroyed, i.e. burned by the holder himself.
Using this method it makes safety using in-game assets and provides new NFT Utilities.

## Smart NFT Avatar Standard

The Game industry needs a standard for playable digital assets that are NFT. Any applications that implement blockchain logic and game creators can benefit from a single standard of playable NFTs. In this way, blockchain-based virtual worlds will finally be able to interact with each other and be called a meta-universe. The difficult transition to Web3 for many game development companies is made possible by a single standard and clear guidelines for their use.
Using the developed module for Smart NFT integration we can easily integrate it in any game using Unity Engine. Also in the near future we will develop modules for other engines. As a result, objects from one virtual world will be present in other virtual worlds, and users will be able to move seamlessly between them.

A single standard will allow different virtual worlds to be independent, creating their own DAO management and currency while merging into a coherent entity without impeding

user movement between them. Smart NFTs with a strict GameFi standard can be sold on all trading platforms that comply with this standard.
By integration with roke.to, we added to Smart NFT Avatars new unique token streaming utilities. For example the rarest Smart NFT AVATAR Alexa model will bring the owner 300N for a year. It would be able to create a front-end to open for every user the ability of token stream directly to NFT holder. Also we would be able to updating the possibilities of Smart NFT Avatars in metadata by progress.

**NFT Utilities**

- 💎 AMBER first settler colony status and become a member of the AMBER NFT DAO - 1 NFT - 1 vote.
- 💎 Enter the private round of our token sale.
- 💎 Rare NFT will get you a prize in the form of streams through the service roke.to: 300N during 1 year - (1 piece), 30N during 6 months - (9 pieces), 5N during a month (155 pieces) to the wallet of the NFT owner.
- 💎 Staking at paras.id
- 💎 Each NFT will bring 2x silver in-game.
- 💎 Use AR technology and show off your property anywhere, anytime.
- 💎 With NFTs, you can play in the real world, and win dance challenges on TikTok.
- 💎 Access to a private game club on Discord.
- 💎 The unique technology of Farming through NFT.
- 💎 Receiving additional income from the secondary land market.
- 💎 Use in other games outside of the AMBER.

## SMART NFT AVATARS

The Smart NFT Avatar is a collection of 8888 unique PFP NFT avatars with a playable 3D model attached that could be used in games and AR/VR spaces. This is the only collection that will allow you to become a member of Dao. Only rare and semi-rare NFTs will have token stream possibilities. All NFTs are randomly generated and have a rarity system which will determine the price on the secondary market: humans - 8799 reptiles - 80 cyborgs - 8 Alexa -1. All clothing is branded with partner company logos.



## SMART NFT AVATARS



**Unique**
Alexa: **1 piece**
Character type: 1
Headwear: 1
Upper Clothing:1
Pants: 1
Footwear: 1
**+ 300N** within one year*.



**Super Rare**
Cyborgs: **8 pieces**
Character type: 2
Headwear: 6
Upper Clothing: 2
Footwear: 1
**+ 30N** within 6 months*.



**Rare**
Reptiles: **80 pieces**
Character type: 2
Accessories: 2
Headwear: 4
Upper Clothing: 3
Lower Clothing: 2
Pants: 2
Footwear: 1
**+ 5N** within 1 month*.



**Common**
Peoples: **8799 pieces**
Character type: 4
Accessories: 12
Glasses: 5
Headwear: 12
Upper Clothing: 5
Lower Clothing: 11
Pants: 13
Footwear: 11

*** NFT owner receives NEAR tokens for a certain period of time via the roke.to service after "Sold Out".**
**By transferring or selling NFTs, you transfer a stream of tokens.**



## Economy

AMBER uses a circular economy approach to create a sustainable economic development of its ecosystem and facilitate the development of partner products.

Our offering includes an economic system with an AMBER blockchain token and an A-SILVER game token. A-SILVER serves as a prize point in the game, the other AMBER token for public sale and acceleration of contributors including DAO and premium in-game assets.

A-SILVER tokens are Amber prize points. As the user takes action, they receive rewards in the form of A-SILVER tokens. These tokens can be exchanged for serial NFTs.

AMBER token is a utility token in which contributors are rewarded for their work. Users pay with AMBER tokens to acquire virtual property. A portion of the tokens is allocated for grants to contributors for their contribution to maintaining the circular economy and generosity platform. AMBER tokens are also used to reward users for certain achievements, such as creating value for the AMBER community.
The AMBER economic system should provide for the use of tokens from various blockchain currencies and fiat systems that can be wrapped or exchanged for A-Gold tokens and used within the economy.

The AMBER tokenomics has the nature of a versioned document and is continually updated in response to changes in the market and according to the needs of the community. Voting for changes to the tokenomics takes place in wiki format and via DAO voting. A token unlock calendar is available in tokenomics.

## Token Utility

AMBER utility token - will be used for the purchase of  Premium packages (game passes, subscription) and Assets in the marketplace. All tokens received as payment are subject to utilisation. Thus, each quarter the number of AMBER in circulation will decrease. AMBER tokens are stored in a DAO and are burned each quarter without being recycled.
Disposal will continue until the supply of tokens is reduced to 50% of the total amount of tokens issued.

Token holders will be known as AMBER residents. Initially, AMBER tokens will be sold during the IDO period.

### AMBER Token provide access to the company's products and services for users

- Proposal in Governance DAO
- Buying/selling NFT assets
- Amber Marketplace
- Crafting NFT
- Skill booster
- Game pass
- Ratings
- Staking

Helps to develop the project's ecosystem

- Token distribution to the main DAO directions of project
- Bounty for contributions to the AMBER
- Voting in Governance DAO
- Projects acceleration

## Tokenomic

For  sale 18% - 16% will be sold in exchange for the support of funds and investors to raise initial capital and further development. 3% of the tokens will be in a public sale for trading on the secondary market. Interest rate distribution, cliffs and vesting will be charged according to the prescribed parameters in the tokenomics and token delivery calendar

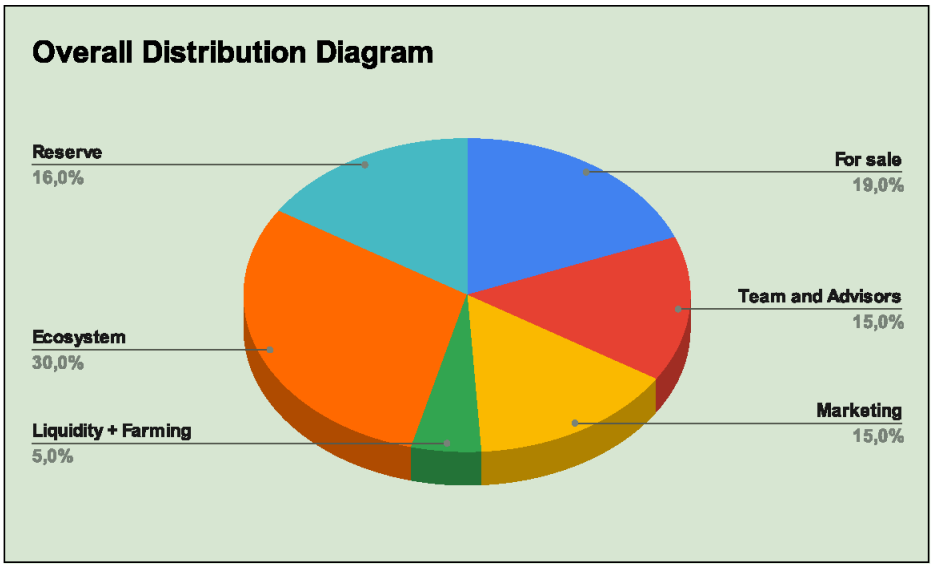
Ecosystem 30% - One of the main goals of A-Gold release is to raise funds to accelerate the development of our products, which involves a lot of work. The bulk of the token flow will be directed into the ecosystem for its development, thus attracting a large number of developers from various fields who will be willing to participate in the development by offering their ideas or accepting tasks and getting rewards for it. Thus allowing the ecosystem to grow and expand.

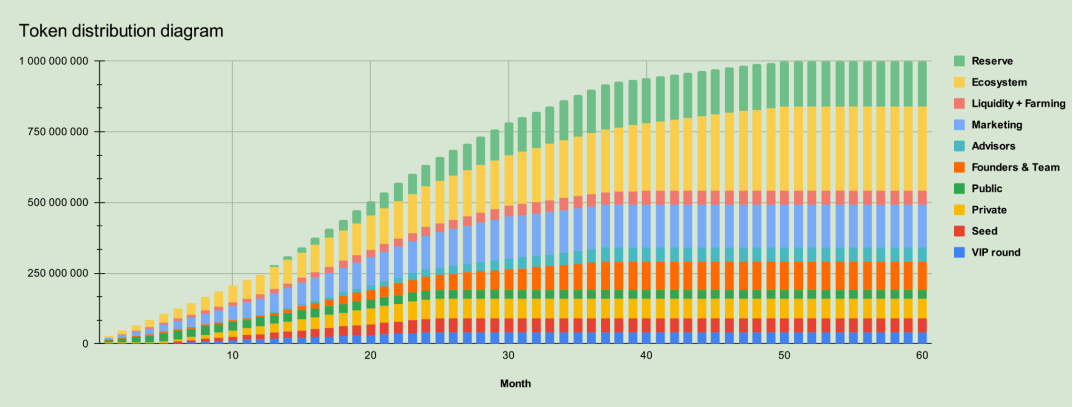
Marketing 15% - will provide resources for a mass marketing strategy and for individual experiments with short marketing actions, holding interest and attracting more users

Founders and advisors 15% - Distributions to founders to advisors as payments for establishing, developing and making strategic decisions for the project

Reserve 16% - 16% of the total raise will go into a reserve where the capital will be stored and used only in emergency situations to stabilise the economy in the market

Liquidity + Farming 5% - A liquidity pool will be created and will allow users to farm tokens using staking. The pool will provide token liquidity necessary for efficient operation and stabilise the market price






## Asset system

FNFT
It is an exchangeable token which is split into several derivatives of FNFT (i.e. multiplications) The user may rent out his derivatives while farming the tokens, but with a limited duration of e.g. 1 month

SOUL
A non-transferable token that has the ability to accumulate can be used to store personal documents, files, keys and experience. This is the kind of NFT which is bound to the user

NFT
Non-fungible token that acts as a digital asset, to which the functional metadata is also linked. NFT is also a trading unit

TOKEN
The token AMBER will be distributed as a reward for contributing to the project in the form of grants and supported within the system economy.  It will also be possible to distribute partner tokens through farming

## Community and Governance

The players and creators of virtual worlds are the AMBER community. Created by the participants themselves, the AMBER community allows an unlimited number of participants to use networking protocols to their advantage for the first time and to become part of a global community. The AMBER Community manages itself. With the ease and simplicity of running a DAO by itself, distributing finances and rewarding itself for contributions, the AMBER community lives harmoniously within its ecosystem, connecting digital products and building new bridges to the Internet where there was no connection before.

Community members can make suggestions to the government DAO, which is nothing more than a conglomeration of other DAOs with similar goals and interests. Thus, the AMBER community has no corporate organisational structure, the community is constantly expanding and the distribution of people resembles a club of interests, they create a DAO together and submit their proposals, then receive grants and achieve their promised contributions, and profit from their virtual worlds.
Through a vote, the consuls confirm or reject participants' applications. Joining the government DAO is also done by voting. In this way, the community is self-reliant and self-governing.

## Mass adoption

Mass Adoption is a subtle introduction of the user to the WEB 3 and the possibility for the developer to easily create their own web 3 game or NFT collection.  Using the module and the API for UNITY, every developer can implement NFT avatars into their game directly from their wallet and also with the help of the guideline any 3 artist can create a collection of Smart NFT Avatars.
suitable for the game to be moderated and sell their characters in the Amber Marketplace.
Based on B2B collaboration with other collections, we have the ability to produce themed collections of NFT avatars. In this way, engaging the audience formed in these communities.
The technology is designed to unite the products and the community for the transition to Web3.
The game is built around fan battles, communication, different mechanics and the ability to develop the game yourself
An easy login process via google login makes it easy to log into the game and create a NEAR wallet unobtrusively.

STEP 1
***WEB 2***

- User Enter without registry
- Playing without NFT
- Only testing without bonus experience

STEP 2

- User Enter
- Google login (A wallet is created on the backend)
- Playing without NFT
- Collect experience and silver
- Buy or win series NFT
- Having a digital property
- Could sold on second market

STEP 3

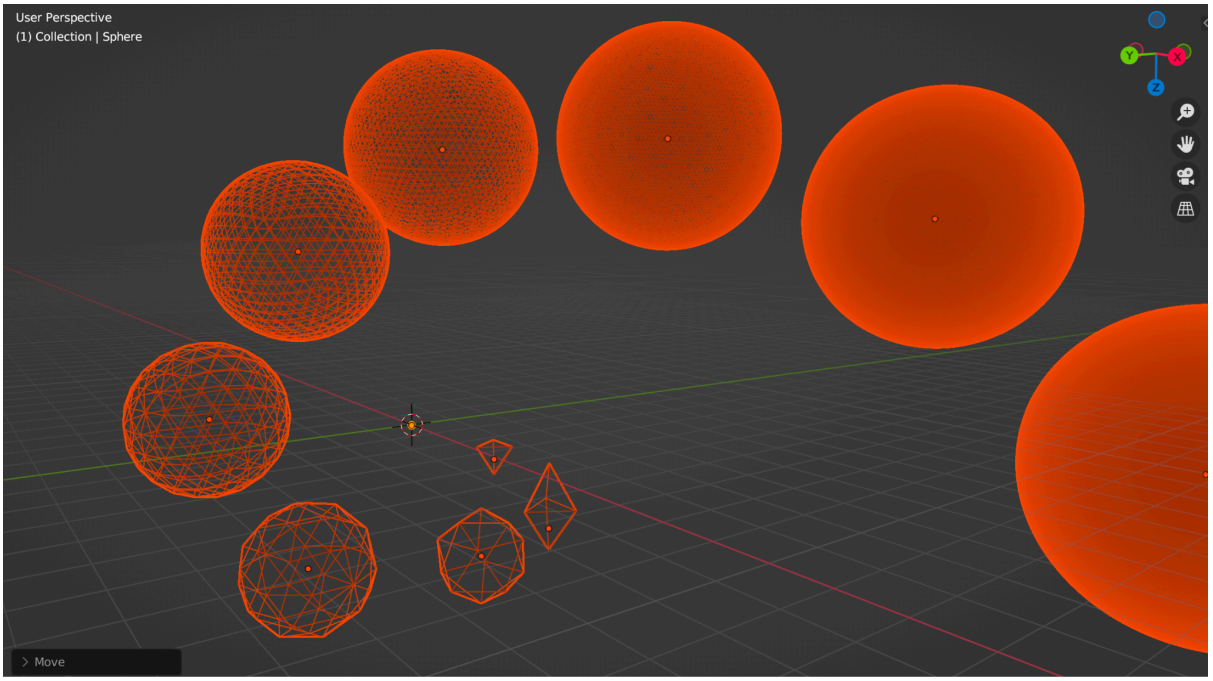
***WEB3***

- User Enter
- Near Wallet login
- Bought valuable NFT
- Official citizen and member of DAO
- 2x in game silver
- More valuable on second market

## Universe Architecture Concept

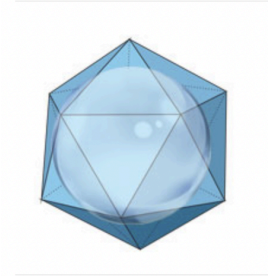
In order to understand the concept of the AMBER metaverse , it is necessary to imagine a point which has XYZ coordinate axes. This point is the first NFT world. It is AMBER.

It is at the centre of the universe and belongs to AMBER DAO.

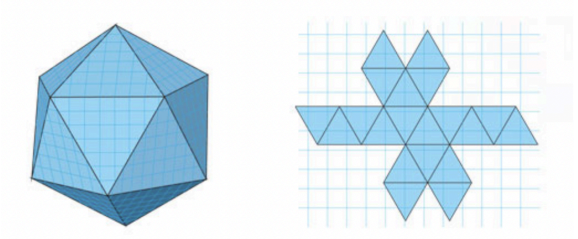



The first three-dimensional body after the point is a tetrahedron - it has 4 vertices, then an okrahedron - 5 vertices, then an icosahedron - 12 vertices, then 42, 162, 642, 2562, 10242, 40962, 163842 vertices.





Each such figure easily fits into a circle and the structure of the universe is similar to the layers of an onion. Each of the points on these figures represents NFT with a price, fixed within one "layer", but increasing towards the "edges of the universe" Value of land is calculated with formula F{n}=F{n+2}-F{n+1} and looks like 0,1,1,2,3,5,8,13,21,34,55 NEAR is "golden ratio" going to infinity, into "chaos". It is similar to reflections in triangular mirrors placed opposite each other, the further away from the source of the reflection, the more bizarre and blurry the shapes go from order to chaos. Each such reflection is an NFT with or without an owner.

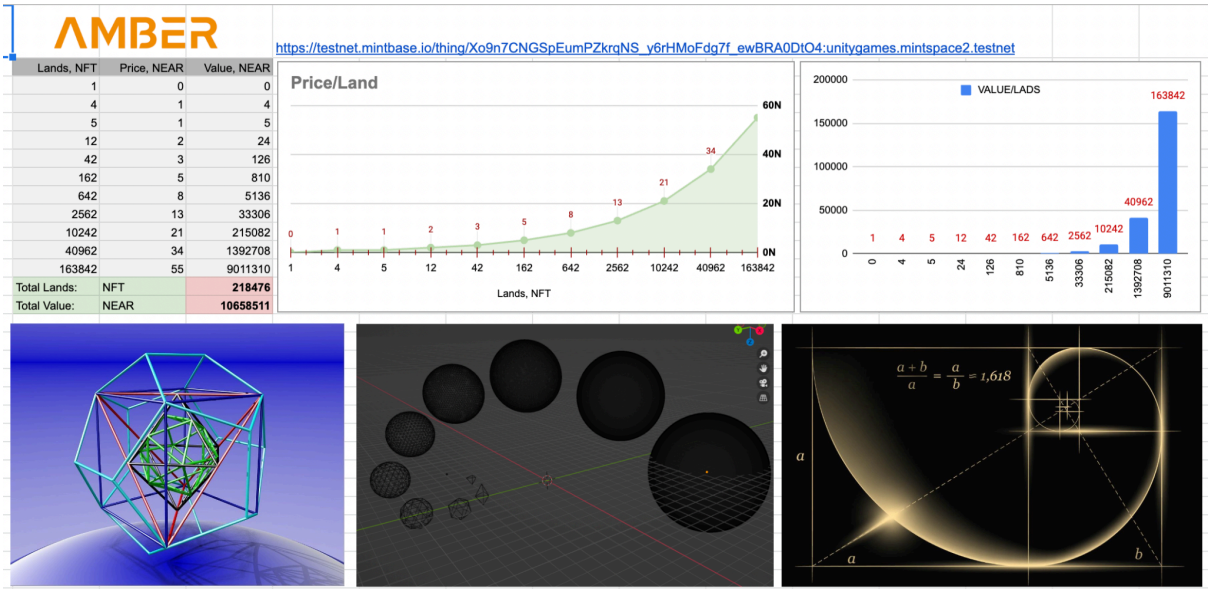


Thus we get 218476 NFT lands with different values, increasing from the centre to the edges.

The owner of each NFT land has the right to 'burn' it, retaining its ownership history, but adding a new 'date', modifying its world with the UNITY engine, or other graphics engines, with fantastic creative and earning potential. All of these lands are linked by SMART NFT AVATARS technology and AMBER token. The owner of the NFT determines the content of his "universe". Creates new SMART NFT AVATARS collections appropriate to his playing style, but using DAO-approved 'rig skeletons'.  The original universe is stored in the IPFS distributed data repository and downloaded to the device by the player.

The AMBER community can make their own modifications to the game mechanics and use their open source developments audited if necessary.

The community of each of these NFT reflections can create their own DAOs.




## Conclusion

Using NFT avatars and their embedding technologies into visual engines, we solve the problem of game asset ownership and multiplatform integration. The solution is to validate the ownership of a digital object through blockchain transactions and embed NFT standards in game spaces where there is an economy associated with the purchase of NFT digital assets, which is the basis of a business model where NFT = ownership.
This creates new mechanics and economics
Play2Own makes it easy for the user to enter the web 3 world, register their first wallet and even get their first NFT by playing. Also through hard work, a player who gets their first NFT can sell it and make a profit. This solves the problem of user misunderstanding of blockchain and its mass adoption.

### Artificial Intelligence

We aim to use Artificial Intelligence technology not only to create game characters and assets faster and more creatively, but also to create entire game spaces based on presets. These can be entire game worlds generated by artificial intelligence and "fixed" as NFT.

## Road Map

### 1 STEP

- Fundraise period.
- Google login (with creation of wallet on backend).
- Android Game.
- Legal structure.
- Licence.
- AMBER Land Smart contract start developing.

**2 STEP**
- Marketplace (start of dev).
- New Mechanics, lands.
- Token issue

**3 STEP**
- Mac os and Windows game.
- NEW NFT DROP (weapons).
- Game Pass system.

**4 STEP**
- Marketplace Launch
- Own Game Server
- WILD!!! Marketing Campaign and mass adoption.

**5 STEP**
- Land smart contract deploy.

AMBER is a Web3 Game based on blockchain NEAR with various of battle modes and FREE 2 PLAY (PLAY 2 OWN) mechanics. Our main mission is mass adoption of web 2 user to web 3 in form of interactive multiplayer game.

The Smart NFT Avatar is a collection of 8888 unique PFP NFT avatars with a playable 3D model attached that could be used in games and AR/VR spaces. This is the only collection that will allow you to become a member of Dao. Only rare and semi-rare NFTs will have token stream possibilities.