

LITLAB GAMES WHITEPAPER

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» WHERE ALL
GAMERS MONETIZE

LITLAB GAMES

WHERE ALL GAMERS MONETIZE

LitLab is the first Esports developer and publisher launching games backed by blockchain technology with a **crypto-based economy**.





THE PROFESSIONAL GAMER

We believe in the **independent professional gamer**.

A player who will be able to monetize his dedication and skill without having to rely on streaming platforms or creating contents as the main way of income, which right now it only applies to a few of the elite influencers.



ESPORTS

We are Esports. We are focused on creating a **World Circuit** with different stops that will forge the new legends and change gamer's lifes.

Our mission is to create games of all genres that generate a lot of emotions among all types of players. We widely open our doors to content creators in order to view and create content through in-game features.



DANYIL SHATKO

CEO | FOUNDER

Former Esports player and coach
(Barça eSports, Valencia CF eSports, ASUS ROG
Army) | Founder of AppGrade.



JAVIER CELORRIO GONZÁLEZ

COO | FOUNDER

Innovation Manager and professor at **Tutellus.io**
Strong background developing tokenomics on digital
projects (BullRun the film, Team Queso Olympo,
Vottun).



TONI CAÑAS

CTO

Strong technical background in computer science and
programming with more than 20 years of experience
(Vueling, Volkswagen and Cirsa)
Unity Team Lead at Zitro Interactive.



MARC OLLÉ

MARKETING LEAD

Specializing in Esports and Gaming, Marc has been
Head of Partnership and Marketing at Esportia and
AppGrade, where he is also co-founder.



JAVIER FLORES

PRODUCER

More than 20 years of experience in digital environments. Worked on Ubisoft (PC & console), MGA (gambling) and Tangelo (casual) Software Program Manager at Wallbox Chargers.



DAVID DE LEÓN

ART DIRECTOR

More than 5 years experience in artistic workflow at video game development. Worked on Hotel Transylvania, Virtway, among others. Winner of Playstation talents awards.



DAVID GARCÍA

GAME ECONOMY DESIGNER

Game economy designer with experience in several published video games accumulating more than 30M unique players in F2P and P2E models.



> ROGER CAMPS
HUMAN RESOURCES

> JOSÉ IGNACIO CARRETERO
BACKEND DEVELOPER

> JORDI MORENO
TECH ARTIST

> MISAEL POLIDOR
FULL-STACK DEVELOPER

> SAÚL MORENO
BACKEND DEVELOPER

> AYAX CAPLLIURE
CONCEPT ARTIST

> JOAQUÍN MORENO
3D ANIMATOR

> RAMON BOSCH
UX/UI

> ALEJANDRO CHECA
UNITY DEVELOPER

> KEVIN CHEN
FRONT-END WEB

> DAVID SEGUER
JUNIOR GAME DESIGNER

> ARFATH KHAN
MARKETING

> MARCOS VIDAL
UNITY DEVELOPER

> MIGUEL GÓMEZ
3D MODELER

> MAX LLOVERA
QA

> ÓSCAR TEJEDOR
PRESS OFFICER

> SAMANTHA PAREDES
MARKETING ARTIST

> CARLOS PICAS
TECH ARTIST





>> WHERE ALL GAMERS MONETIZE



BNB CHAIN



SEEDIFY



DEXTOOLS



DEXT FORCE



CHAINLINK



HACKEN



ELIXIR



DECUBATE



TEAM QUESO



GAMESTARTER



SPORES NETWORK



THE BREACH STUDIOS



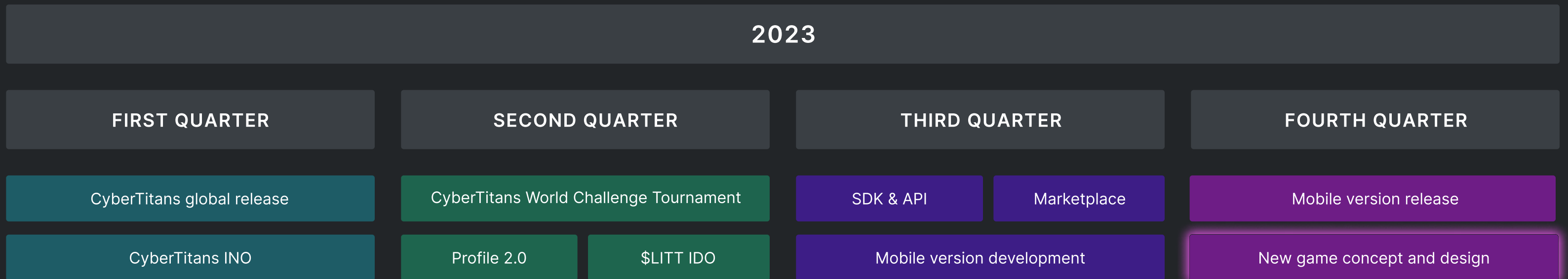
JOEPEGS



ROADMAP

LitLab Games' goal begins with CyberTitans but goes far beyond a single game:

- Creation of a LitLab Games launcher.
- Games within the Titans metaverse with sustainable economy based on zero-sum.
- NFTs compatible with the entire Titans metaverse.



CYBER TITANS



OUR FIRST GAME

CYBERTITANS

GAMEPLAY

CyberTitans is a strategy video game in the auto battler genre.

The action takes place in **4/8-player online games**, where each one forms his team of titans and chooses his own strategy to be the last one standing.

The battleground is made of 64 squares (32 for each player) divided into 8 rows and 8 columns.

There are 2 main types of games:

Quick game and Tournaments.

GAMEPLAY

QUICK GAME

20 minutes games of 4/8 online players where the winners get a prize based on their position.

There will be different ways to play a quick game with \$LITT rewards based on the entrance fee of the game. However, players can play for free in order to try different strategies and earn tickets.



FREE MATCH

Players compete for tickets, only the players of each game will earn them. These tournament tickets will allow players to join competitions (\$LITT or special events) in order to have the opportunity to win prizes.



LITT MATCH

Players pay an entrance with \$LITT in order to fight for more tokens. Games will be divided into a lot of different stake matches in order to suit everyone.

In every level, players will compete against others that paid the same entrance fee. Furthermore, there is an organization fee of 2.5% and also 2,5% of the \$LITT in the game will be burnt.



QUICK GAME | FREE MATCH

*CTT: Challenger Tournament Ticket

PLAYER POSITION	PRIZE	PLAYER POSITION
Top #1	CTT (3)	Top #5
Top #2	CTT (2)	Top #6
Top #3	CTT (1)	Top #7
Top #4	-	Top #8



QUICK GAME | \$LITT MATCH

*CTT (Challenge Tournament Ticket)

POSITION	%	1 LITT	10 LITT	100 LITT	500 LITT	1000 LITT	5000 LITT
Top #1	50%	3.80 + CTT (1)	38.00 + CTT (5)	380 + CTT (23)	1,900 + CTT (66)	3,800 + CTT (100)	19,000 + CTT (200)
Top #2	30%	2.28	22.80 + CTT (3)	228 + CTT (13)	1,140 + CTT (33)	2,280 + CTT (50)	11,400 + CTT (100)
Top #3	20%	1.52	15.20 + CTT (2)	152 + CTT (9)	760 + CTT (25)	1,520 + CTT (35)	7,600 + CTT (70)
Top #4	0%	-	-	CTT (5)	CTT (15)	CTT (20)	CTT (40)
Top #5	0%	-	-	-	CTT (8)	CTT (15)	CTT (30)
Top #6	0%	-	-	-	CTT (3)	CTT (10)	CTT (20)
Top #7	0%	-	-	-	-	CTT (10)	CTT (20)
Top #8	0%	-	-	-	-	CTT (10)	CTT (20)
Burn	2.5% of total	0.20	2.00	20	100	200	1,000
LitLab Fee	2.5% of total	0.20	2.00	20	100	200	1,000

GAMEPLAY

TOURNAMENTS

The structure of the tournaments is a simple bracket with games of 8 players, only the TOP4 players of each game will advance to the next round. This process is repeated until the final round is reached.

The bracket is generated based on the number of players registered in the tournament.

For example, if there are 48 registered players, a bracket will be generated automatically with 8 games in the first round, which will be filled equally (6 players per game).

Tournaments have a starting time, after which no player can register or delete.

The minimum number of participants per tournament is 8 players and, if this minimum is not reached at the start of the tournament, the tournament will be canceled and the tokens will be returned.



GAMEPLAY

CHALLENGER TOURNAMENTS

Challenger Tournaments are daily tournaments in which players can participate and qualify for great prizes by redeeming the CTTs (Challenger Tournament Ticket) or paying the entrance fee. Entry to the tournament costs 100 \$LITT or 10 CTTs and will change based on user amount and community decisions.

All challenger tournaments have always a guaranteed prize and are divided into different tiers:

- **Daily tournaments:** \$LITT of guaranteed prize.
- **Special events:** Tournaments with special and bigger prizes will be organized from time to time.

These guaranteed prize tournaments payout at least that amount of \$LITT. If registrations with \$LITT (no tickets) exceed the guaranteed prize, the extra amount will be accumulated in the total prize pool of the tournament.

Challenger Tournaments have a 2.5% burn and 2.5% fee on the final prize pool and are distributed as it follows:

CHALLENGER TOURNAMENTS

8	9-16	17-32	33-64	65-128	129-256	257-512	513-1024	PLAYERS
3	4	6	8	16	32	64	128	PAID
50,00000%	40,00000%	32,00000%	29,75000%	25,75000%	20,00000%	18,25000%	17,80000%	TOP #1
30,00000%	27,00000%	22,00000%	18,75000%	17,05000%	14,00000%	13,25000%	12,75000%	TOP #2
20,00000%	19,00000%	16,50000%	14,75000%	11,00000%	9,45000%	8,42000%	7,85000%	TOP #3
	14,00000%	12,50000%	11,25000%	8,50000%	7,70000%	7,00000%	6,09200%	TOP #4
		9,00000%	8,50000%	6,25000%	6,00000%	5,62500%	5,07500%	TOP #5
		8,00000%	7,00000%	5,00000%	5,00000%	4,60000%	4,12000%	TOP #6
			5,50000%	4,00000%	4,00000%	3,60000%	3,20000%	TOP #7
			4,50000%	3,17000%	3,12500%	2,65000%	2,32500%	TOP #8
				2,41000%	1,64063%	1,30000%	1,05000%	TOP #9 - 16
					1,10000%	0,7300125%	0,51000%	TOP #17 - 32
						0,45390%	0,317125%	TOP #33 - 64
							0,22000%	TOP #65 - 128
								TOP #129 - 256
								TOP #257 - 512
								TOP #513 - 1024

TOURNAMENTS

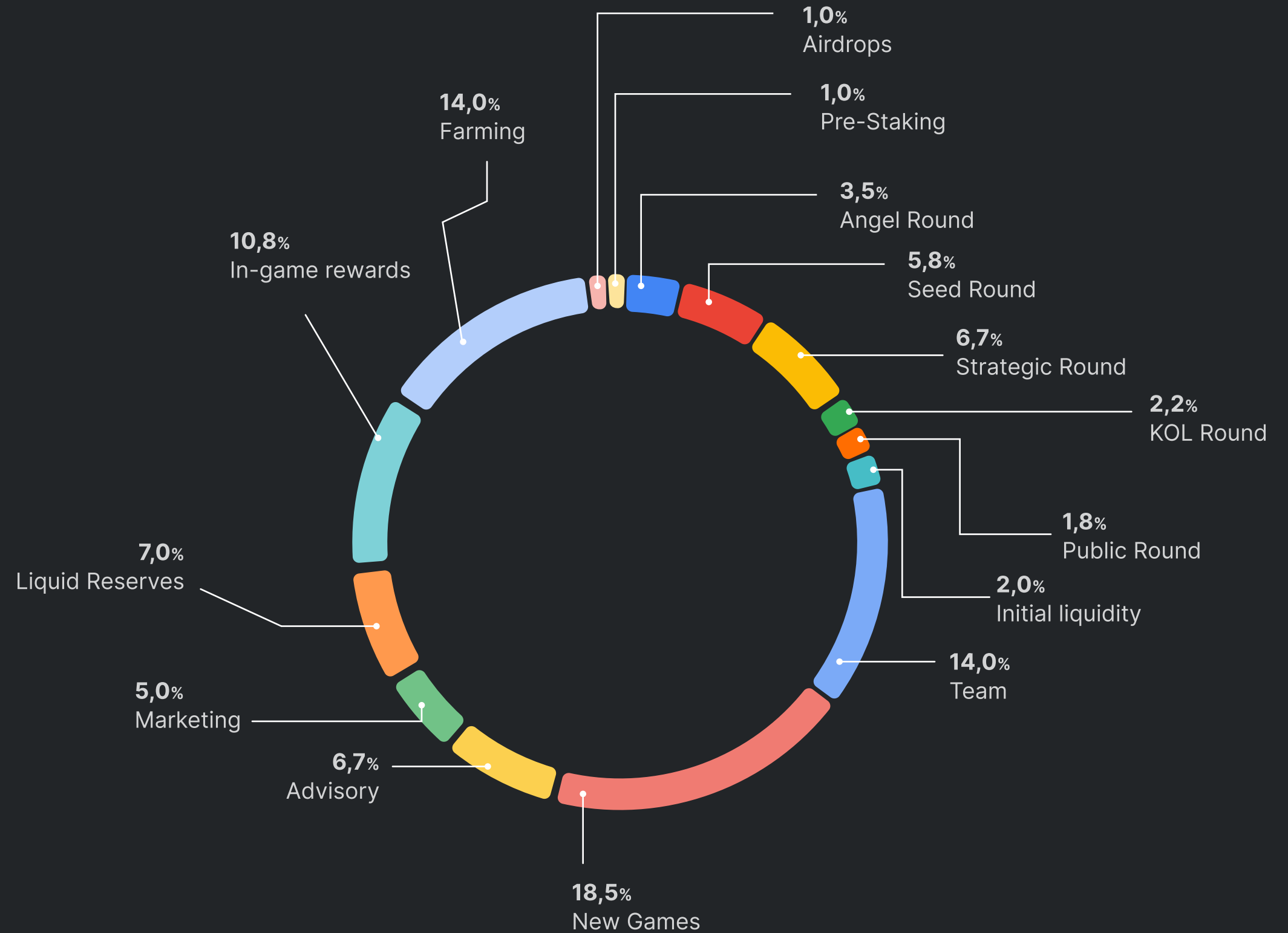
8	9-16	17-32	33-64	65-128	129-256	257-512	513-1024	PLAYERS
3	4	6	8	16	32	64	128	PAID
50,00000%	40,00000%	32,00000%	29,75000%	25,75000%	20,00000%	18,25000%	17,80000%	TOP #1
30,00000%	27,00000%	22,00000%	18,75000%	17,05000%	14,00000%	13,25000%	12,75000%	TOP #2
20,00000%	19,00000%	16,50000%	14,75000%	11,00000%	9,45000%	8,42000%	7,85000%	TOP #3
	14,00000%	12,50000%	11,25000%	8,50000%	7,70000%	7,00000%	6,09200%	TOP #4
		9,00000%	8,50000%	6,25000%	6,00000%	5,62500%	5,07500%	TOP #5
		8,00000%	7,00000%	5,00000%	5,00000%	4,60000%	4,12000%	TOP #6
			5,50000%	4,00000%	4,00000%	3,60000%	3,20000%	TOP #7
			4,50000%	3,17000%	3,12500%	2,65000%	2,32500%	TOP #8
				2,41000%	1,64063%	1,30000%	1,05000%	TOP #9 - 16
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								TOP #129 - 256
								TOP #257 - 512
								TOP #513 - 1024



CYBERTITANS

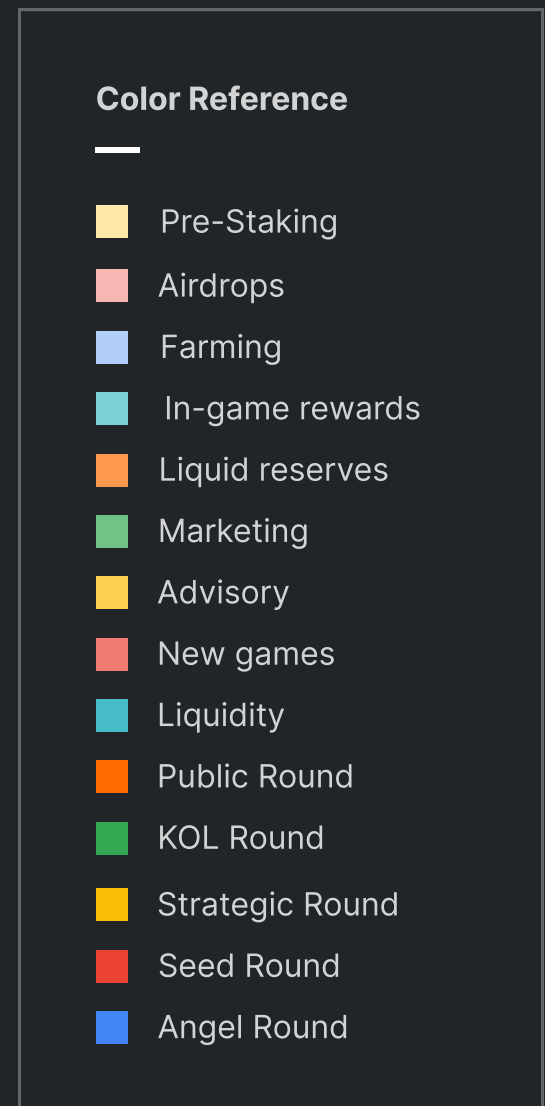
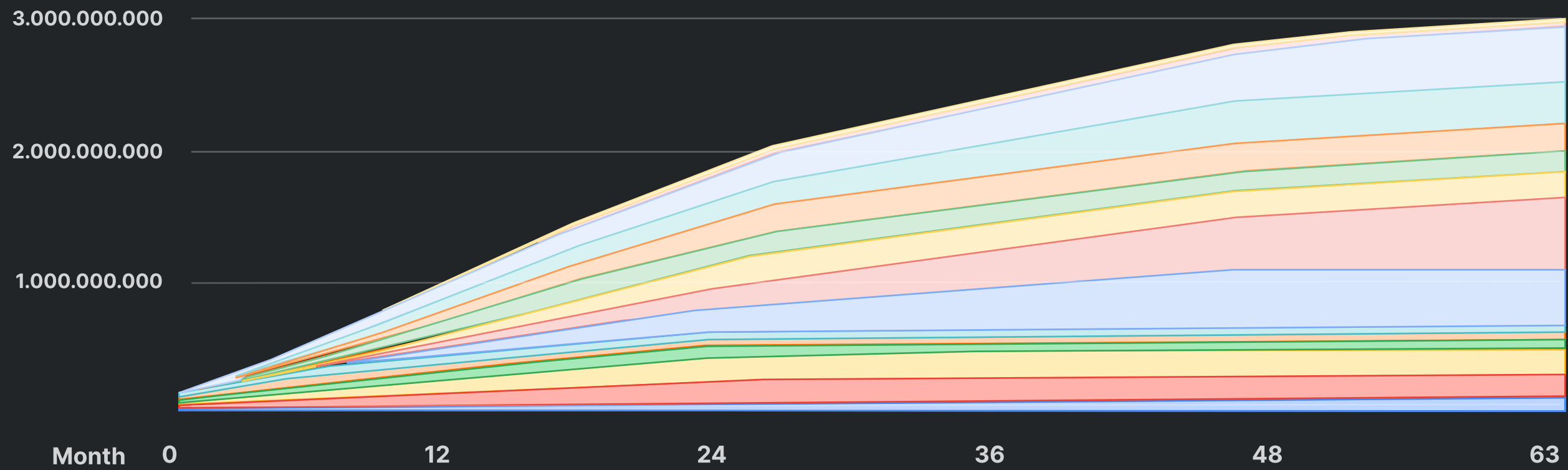
TOKENOMICS

This is how the \$LITT token issuance will remain for the next years. With a total supply of **3,000,000,000 tokens**.



TOKEN VESTING

TOKEN VESTING



TOKENOMICS

DISTRIBUTION	TOKEN AMOUNT	%	VESTING
ANGEL ROUND	105,000,000	3.5%	15% AT TGE, VESTING LINEARLY OVER 36 MONTHS
SEED ROUND	175,000,000	5.83%	15% AT TGE, VESTING LINEARLY OVER 30 MONTHS
STRATEGIC ROUND	200,000,000	6.67%	15% AT TGE, VESTING LINEARLY OVER 24 MONTHS
KOL ROUND	65,000,000	2.17%	15% UNLOCK AT TGE, VESTING LINEARLY OVER 8 MONTHS
PUBLIC ROUND	55,000,000	1.83%	25% UNLOCK AT TGE, VESTING LINEARLY 5 MONTHS
INITIAL LIQUIDITY	60,000,000	2.00%	-
NEW GAMES	555,000,000	18.50%	9 MONTHS CLIFF, VESTING LINEARLY OVER 54 MONTHS
MARKETING	150,000,000	5.00%	VESTING LINEARLY OVER 18 MONTHS
LIQUID RESERVES	210,000,000	7.00%	3 MONTHS CLIFF, VESTING LINEARLY OVER 24 MONTHS
INGAME REWARDS	325,000,000	10.83%	OVER 48 MONTHS
FARMING	420,000,000	14.00%	OVER 54 MONTHS
AIRDROPS	30,000,000	1.00%	15% AT TGE, VESTING LINEARLY OVER 12 MONTHS
PRESTAKING	30,000,000	1.00%	OVER 36 MONTHS
ADVISORS	200,000,000	6.67%	3 MONTHS CLIFF + 24 MONTHS VESTING
TEAM	420,000,000	14.00%	6 MONTHS CLIFF + 42 MONTHS LINEAR VESTING
TOTAL	3,000,000,000	100%	

TOKENOMICS

INGAME REWARDS

In order to create community engagement there is a part (10,83%) of the tokens that will be given away as gaming rewards by being active in the game and interact with the different tables of CyberTitans.

These rewards will incentive different gaming tables, quests, battle pass experiences and for sure new upcoming games! The Win to earn pool will be continuously refilled by LitLab Games in order to maintain the rewards during the whole live of the project.

FREE GAME:

This is the tryout area, where users can practice and play the game for free during the first months while the Beta game is being developed.

\$LITT GAME:

The community table, where players play and earn \$LITT tokens.

A total of **325,000,000 \$LITT** tokens will be distributed between the community.

On this tab, it can be seen the tokens that will be spread, and the daily rewards will be modified based on users activity on W2E:

TOKEN AMOUNT

325,000,000 OVER



FARMING

To boost community engagement and increase the liquidity of \$LITT token, there will be Farming rewards for the users that stake the \$LITT-pair LP token. This LP token will vary based on DEX pools.

The APY (Annual Percentage Yield) will be calculated based on the amount of users and the rewards per time. The tab shows the rewards that will be distributed between the stakers during a total of 48 months:

TOKEN AMOUNT
420,000,000

** Note that this pool will be refilled with ingame fees in order to keep rewards for next video games*

PRE-STAKING BOX

(FOR ELEGIBLE INVESTORS)

In order to reduce the selling pressure from private rounds, a 1% of the tokens (a total of 30,000,000 LITT) will be allocated into a staking box distributed between the whitelisted investors from these rounds, with a vesting of 36 months.

This will incentive the private round investors to keep \$LITT tokens staked as long as possible.

The private investors will be only eligible for the STAKING BOX if they block the total of tokens received, once they unstake any amount of tokens from the whitelisted wallet, they will be no longer eligible for it.

DISTRIBUTION MONTH	TOKEN AMOUNT	STAKE %
MONTH 1 -12	400,000	1,33% P/MONTH
MONTH 13 - 24	800,000	2,66% P/MONTH
MONTH 25 - 36	1,300,000	4,33% P/MONTH

TOKENOMICS

LITLAB GAMES

(TEAM)

LitLab Games games is the publisher behind CyberTitans, in order to keep growing and incentive part of the supply will be rewarded. As we understand that the team is the part of the community that trust the most on the project, the locking period is the highest

regarding all distribution (during 48 months) and without unlock on TGE (there is a cliff period of 6 months).The tokens will be allocated in a multisign wallet with 3/5 signatures to move funds.

DISTRIBUTION MONTH	TOKEN AMOUNT	TEAM %
TGE UNLOCK	-	6 MONTH CLIFF
MONTH 7 - 48	10,000,000	2,38% P/MONTH

TOKENOMICS

LIQUID RESERVES

Liquid reserves will be used to provide liquidity on new CEX and DEX in the future. It will be used also as the wallet to refill W2E and Farming pools.

The reserve will be used based on users' demand and gamers interactions, boosting specific milestones or events such eSports competitions or new season releases.

TOKEN AMOUNT

210,000,000



TOKENOMICS

MARKETING

CyberTitans relies quite strongly on finding the best ways to grow, so marketing becomes a very critical face of the project. There will be a part of the tokens that will be reserved for both KOLs and

eSports (Youtube, Twitch, events...) in order to maximize the growth. We count with Esports experts and people related to videogames market so this strategy will boost CyberTitans.

DISTRIBUTION MONTH	TOKEN AMOUNT	MKT %
TGE UNLOCK	150,000,000	VESTING LINEARY OVER 18 MONTHS

TOKENOMICS

ADVISORS

We count with advisors on different areas like gaming development, eSports, blockchain and growth.

We have combined this game development experience to create, a small but very talented team capable of huge feats. Advisory board can be changed based on the project needs without affecting token distribution.

DISTRIBUTION MONTH	TOKEN AMOUNT	ADVISORS %
TGE UNLOCK	-	3 MONTHS CLIFF
MONTH 4 - 28	8,333,333	4,17% P/MONTH

INITIAL LIQUIDITY

In order to provide liquidity to the ecosystem, there will be a initial pool on PancakeSwap (DEX) and a spot market pair in Coinstore exchange (CEX). We will be listing on more CEX ad DEX as the project goes on.

TOKEN AMOUNT
60,000,000



AIRDROPS

We will be sending airdrops to gaming communities or gamers that come to events, participate in tournaments in Beta phase, some AMAs, giveaways...

TOKEN AMOUNT

30,000,000



NEW GAMES

LitLab Games is not only CyberTitans, we have much more games in our roadmap and for sure we want also to incentive rewards on those video games. This is why we have some tokens blocked until

next games releases. These tokens will be use for on engagement, game acquisition and for sure competitive gaming. This pool could be used in the future to refill Win to earn, Farming or Airdrops on new upcoming video games.

TOKEN AMOUNT

550,000,000



TOKENOMICS

PUBLIC SALE

TGE starting price begins at 0,01\$ per \$LITT through a public IDO. All participants from launchpads will share the same conditions. There is a deal already with Seedify and GameStarter... more will come soon!

DISTRIBUTION	TOKEN AMOUNT	PUBLIC SALE%
TGE UNLOCK	31,666,666	33,33% THE UNLOCK
MONTH 1 - 2	31,666,666	33,33% P/MONTH



TOKENOMICS

PRIVATE ROUND

DISTRIBUTION MONTH	TOKEN AMOUNT	PRIVATE %
TGE UNLOCK	81,750,000	15% TGE UNLOCK
ANGEL ROUND MONTH 1 - 36	2,479,167	2,36% P/MONTH
SEED ROUND MONTH 1 - 30	4,958,333	2,83% P/MONTH
STRATEGIC ROUND MONTH 1-24	7,083,333	3,54% P/MONTH
KOL ROUND MONTH 1-8	7,083,333	10,63% P/MONTH





CYBER
TITANS