

# AQUANEË



---

# 1. Overview

The AQUANEE project is a game ecosystem built on platform blockchain. The AQUANEE ecosystem includes the game project, DEX, and aNFT marketplace. AQUANEE strives to create the most value-driven blockchain game driven by entertainment.

AQUANEE is a world inspired by ocean creatures. All players can hatch and train their pet named AQUA. Players are incentivized through the NEE tokens, which is earned by refining game skills and contributing to the ecosystem. AQUAs can explore the world Only 2-5 can form a combat team before exploring. They can battle against each other in matches held in different seasons or join guilds to venture together. Players can collect their pet AQUAs, train, battle, and ultimately create an AQUANEE Kingdom.

All game item assets and AQUA gene data can be viewed by third parties. The community developers can create their own tools and assets and enjoy unique game experiences in the AQUANEE universe. AQUANEE is a feature blockchain project that brings together social networking, play-to-earn, and multiplayer online gaming.

AQUANEE is set to become the best "Play & Profit" game. Instead of a traditional payment system, players can earn NEE tokens by exploring the AQUANEE world and completing specified missions in the game ecosystem. They can also obtain better AQUA by collecting resources, breeding, or evolving to sell the AQUA as a NFT. To ensure game stability, the initial assets and contracts of AQUANEE will be built based on Ethereum. After the game ecosystem matures, A public blockchain from the AQUANEE team will be developed, assuming majority vote of token holders. With the AQUANEE public blockchain, the players can enjoy lower gas fees and faster transactions per section. They will also allow for more robust partnerships with other blockchains.

The AQDC tokens will be used in the game ecosystem and platform for transactions, loans, investments, and voting (DAO). It will be presented as a multi-chain currency. By issuing and burning tokens, we will balance the overall circulation supply.

The blockchain game ecosystem brought by AQUANEE will provide all players with exciting game experiences and imaginative revenue expectations. This game will become the first product of the blockchain game AQUANEE. More games of different categories will be hosted on this platform in the future.

## 2. Game Introduction

AQUANEE is a real-time Simulated Life Game (SLG) game.

Players get the game by exploring, traveling, destroying BOSS, etc. By breeding and evolving through AQUA, players can get more wealth and value.

save their people from wars battles, and prevent their species from extinction.



Players will start developing in a random water world zone. Before the game begins, each player will start their journey with a special water creature--AQUA (NFT). Players need 2-5 AQUAs to form a combat team, explore the unknown world, defeat enemies, and win world resources.

When exploring a certain area, different random events may be triggered. Players can obtain resource rewards for the corresponding difficulty after completing the unexpected events. Players can obtain more powerful AQUA through breeding, evolution, market purchase, etc., complete emergencies with the greatest possible chance, and win more rewards.

## 2.1 Business Vision

AQUANEE is a real-time SLG game for players. While seeming like another online multiplayer game, AQUANEE leverages blockchain technologies to encourage player adoption and craft positive flywheel effects. In some ways, AQUANEE will allow players to interact with the blockchain but players do not need to learn and master blockchain.

## 2.2 Target Players

AQUANEEs target players can be casual players, professional players, and players that collect NFT collectibles. Our game allows players to collect different AQUAs and battle up to 5 AQUAs at once. Players will receive NEE tokens and other resource items during battles. With the tokens and resource items, players can create new AQUAs by breeding or evolving them. The tokens and resource items can also be used for purchasing survival materials or be sold in the market.



### Target Players

Age:  
Players between  
18 and 40 years  
old

Gender:  
Male: 80%  
Female: 20%

Social Classes:  
People from all  
social classes

### Regions, actions, and psychology

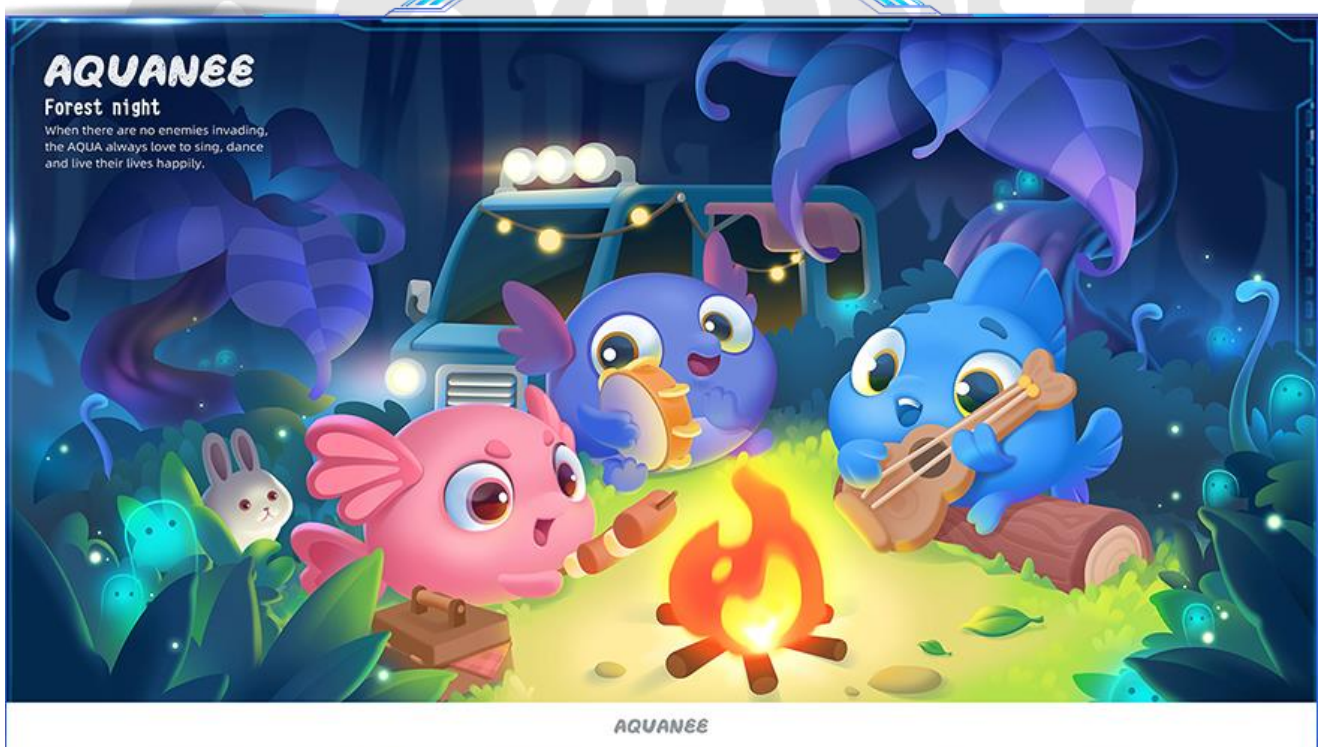
Regions:  
Asia, America,  
Europe, and Africa

Player Types:  
Professional and  
normal players  
20% of them are  
Female

Hobby:  
Young players who  
collect game items  
and artworks

## 3. Game Background

### 3.1 Storyline



Hidden within the deep expanse of the universe, there's a peaceful planet named AQUANEE. Beautiful oceans cover almost all of AQUANEE's surface. AQUANEE is home to intelligent creatures called AQUAs. AQUAs have a unique religion centered around the Sun God, the creator of their world and civilization. Over time, AQUAs have

---

evolved technologically in both infrastructure and advanced weapons. And through collecting resources, fighting invaders, and reproducing, AQUAs build a more robust culture unmatched by nearby worlds.

Pleased with his work, the Sun God blessed AQUANEE again by starting the AQUAs self-awakening. Their resource collection and demonstration of strength have led them to search for legendary temples and shrines to honor the Sun God. Shrines, made to reflect the image and glory of the Sun God, were enriched with silver, bronze, and ivory. Hidden within some, AQUAs began to discover the God of the Sun's energy scepter.

After acquiring the energy of the scepter of the God of the Sun, the energy system inside Sun Temple can be accessed. The center of the energy system is the NEE Force Stone, a gigantic crystal that absorbs and converts sunlight into energy. The sun's energy is collected, enhanced, turned into invisible resource rays, and sent out into the ether.

However, Supremus, an ancient monster who passed through a time fissure, destroyed the NEE Force Stone. All the concentrated energy in the NEE Force Stone was released, causing AQUANEE's spiritual world to collapse. Some AQUAs became spiritual slaves of Supremus and turned dark. To fight against Supremus the brave AQUA heroes followed the guidance of the Elder Scroll. The scroll guided them to search for NEE Force shards. By collecting these NEE Force shards, AQUAs may have a chance to defeat Supremus.

## 3.2 Core Items and Functions

- Force Stones (NEE)

When reproducing, NEE is consumed. The number of NEE consumed will increase as you reproduce more AQUAs; however, the NEE required for each civilization phase is different.

- Force

Force will be consumed every time you explore. The recovery speed of the Force depends on the progress of the civilization stage and the number of AQUAs placed in the territory.

- Ocean Stones

The resources needed for deep-sea exploration to search for decorations.

- Star Power (AQDC)

Before reaching the Universe Phase, all AQUAs can evolve to the next phase. The evolution requires a consumable item [Star Power (AQDC)] and a AQUA of the same phase. The higher the phase, the more [Star Power (AQDC)] will be consumed. After the evolution, the AQUA's attributes will be increased.

---

## 3.3 AQUA

### 3.3.1 Battle Attributes

Each AQUA has 7 basic attributes, including **HP**, **ATK**, **ATK SPD**, **CRIT%**, **CHD%**, **EVA**, **Range**, and **MOV SPD**. Those attributes are decided by its parents' attributes during the reproduction. Genesis AQUA10000, attributes are randomly generated at mint

Here are their definitions:

**HP** – The amount of damage your AQUA can take before it is defeated.

**ATK** – The amount of damage your AQUA can deal through 1 normal attack. The amount will be affected by the target AQUA's EVA.

**ATK SPD** – The speed of each attack and determines the AQUAs' attack order. The higher the ATK SPD, the earlier the AQUA can attack, and the faster the next attack can be triggered.

**CRIT%** - There is a chance that the attack damage dealt when attacking will be increased by x times. The higher the CRIT%, the higher the chance of triggering the critical effect.

**CHD%** -When triggering a critical strike, the multiplier of the damage dealt

**EVA** – When AQUAs are attacked, they have a chance of dodging the attack damage and this attack will be considered invalid.

**Range** – Determines the AQUA's attack range in battles. If the attack range is 2, it means the AQUA can attack the units 2 grids in front of it.

**MOV SPD** – Determines how fast the AQUA can move during battles.



### 3.3.2 Skin Color

Each AQUA has a skin color, and the skin color represents the personality. AQUAs with different personality attributes will counter each other in battles.

AQUAs' skin colors are decided by their parents. After reproduction, there is a chance that an AQUA with rare skin color will be created.

The counter effect of different skin colors is as follows:



### 3.3.3 Characteristics

Each AQUA has 6 body parts: Physique, Limbs, Eyes, Mouth, Headwear, and Back. The combination of each characteristics determines the AQUA's unique appearance. All characteristics are inherited from the parts of the AQUA's parents. The characteristic do not affect the attributes. They will only decide the AQUA's appearance.

## 3.4 How to Obtain AQUA

### 3.4.1 Item Shop

There are limited-edition AQUAs, fish eggs, territory decorations, mystery boxes, and special AQUA gear in the shop. They can help AQUA gain more Force during battles so you can earn more NEE.



### 3.4.2 Reproduction & Evolution

AQUAs can create new offspring by reproduction. The offspring can be used for combat, breeding new offspring, or being sold on our marketplace.

To manage the AQUA herd, reproduction requires a certain number of resources and each AQUA has a limit to the number of times it can be bred. The resources consumed will increase as you reproduce more.

Users can spend a certain amount of AQDC to buy fish eggs. After 7 days of incubation, fish eggs will grow into AQUAs. Newborn AQUAs can join battle immediately.

Newborn AQUAs can become mature AQUAs 3 days after they are born. Two mature AQUAs can reproduce new AQUAs and the new AQUAs reproduced will randomly inherit features like attributes and skins from the last generation of AQUAs. When players own two AQUAs or more, they can use those AQUAs to reproduce. When players own only one AQUA or want it to possess the AQUA attributes it does not have yet, Buy AQUAs in the market and breed them and create AQUAs with new attributes. A mature AQUA can reproduce once every 1 days.

The game is currently separated into 4 civilization levels: Ocean, Land, Sky, and Universe. The 4 civilization levels correspond to the AQUAs of the four civilizations. Using two AQUAs of the same phase can evolve them into the next phase. After reaching the next phase, AQUA's attributes will increase. There is no evolution after the AQUA reaches to Universe Phase. Note: After the evolution, the original NFTs that participated in the evolution will disappear permanently.

LV.1 Civilization World: Ocean. When a player enters the world of AQUANEE, the LV.1 Civilization World will be unlocked by default. After unlocking the Ocean territory, players can reproduce Ocean AQUAs.



---

Players can reproduce up to 5 times with LV.1 Civilization. The more AQUAs you reproduce, the higher the cost.

Breed Count	Breed Number	NEE Cost	AQDC Cost
(0/5)	1	800	20
(1/5)	2	1000	30
(2/5)	3	1400	40
(3/5)	4	2000	60
(4/5)	5	2800	80

After unlocking the LV.2 Civilization World: Land, the AQUAs will live on the land. After unlocking the Land territory, players can use AQUAs of the LV.2 Civilization to reproduce AQUAs or evolve 2 LV.1 Civilization AQUAs into 1 LV.2 AQUA.

Players can reproduce up to 3 times with LV.2 Civilization. The more AQUAs you reproduce, the higher the cost.

Breed Count	Breed Number	NEE Cost	AQDC Cost
(0/3)	1	4000	120
(1/3)	2	5600	160
(2/3)	3	7600	240

After unlocking the LV.3 Civilization World: Sky, the Sky territory will become available. Players can now reproduce LV.3 Civilization AQUAs or evolve LV.2 Civilization AQUAs into LV.3 AQUAs.

Players can reproduce up to 1 times with LV.3 Civilization. The more AQUAs you reproduce, the higher the cost.

Breed Count	Breed Number	NEE Cost	AQDC Cost
(0/1)	1	10400	320

After unlocking the LV.4 Civilization World: Universe, the Universe territory will become available. Players can now evolve LV.3 Civilization AQUAs into LV.4 AQUAs.

The LV.4 AQUAs can no longer reproduce or evolve into AQUAs of a higher level.

If you do not want to use NEE Force Stone for reproduction, you can sell them right away.

AQUAs are separated into four Civilizations, including the Ocean Civilization, Land Civilization, Sky Civilization, and Universe Civilization.

---

Before the AQUA evolves to the cosmic stage, two AQUAs in the same civilization stage can evolve into higher AQUAs in the next stage. The AQUA attribute of entering the new civilization will be comprehensively improved. Each evolution needs to consume NEE Force Stone. With the improvement of the evolution stage, the number of NEE Force Stone required for evolution will increase.

Each new civilization stage will explore different world tasks. The higher the civilization task, the more opportunities for the output of the NEE Force Stone will be obtained.

Evolution level	NEE Cost	AQDC Cost
LV.1	4000	100
LV.2	12000	400
LV.3	28000	1200
LV.4	Evolution is not open	

## 3.5 Territory

Players all have their own territories for their AQUA's residence and Force storage.

Territories are separated into International territories and Private territories. The residence space and Force storage capacity are different for different territories.

The International territories space allocated to the players is limited. Players can buy Private territories to expand.

When the decorations in the territory reach a certain level, the territory will enter the next stage of civilization.

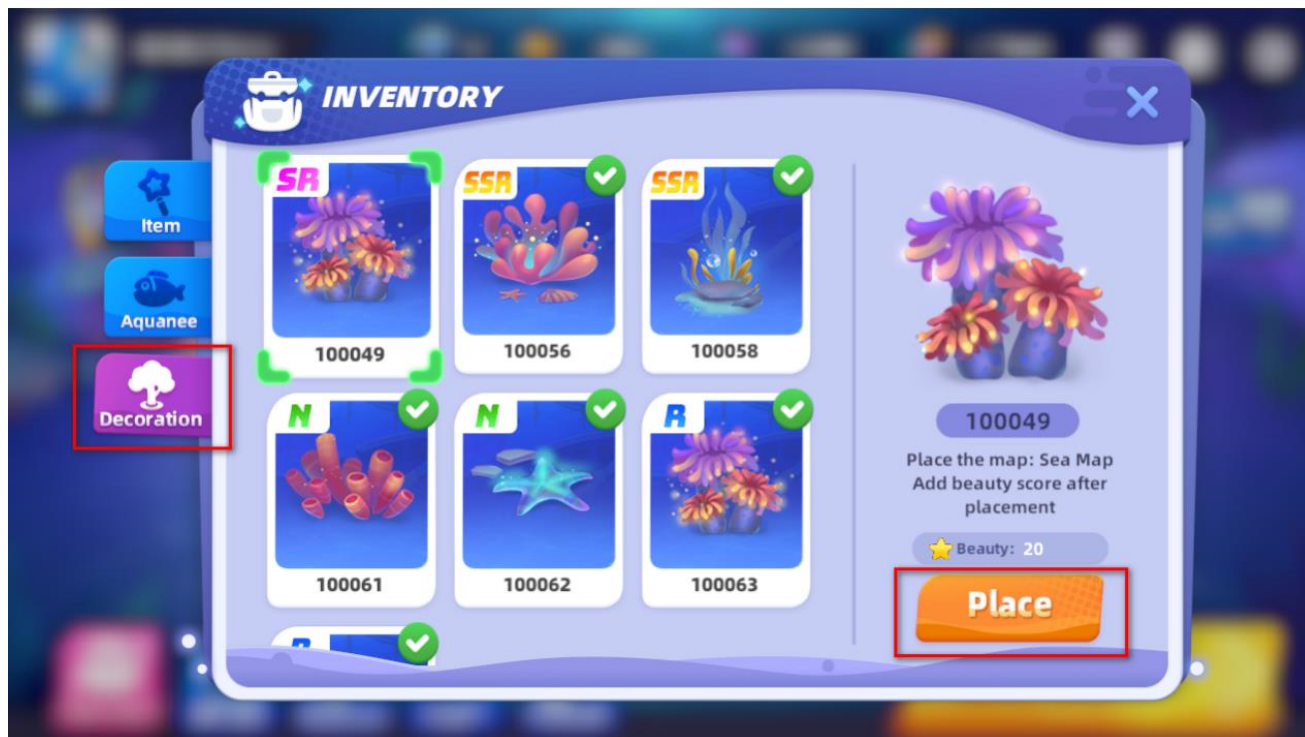
### 3.5.1 International Territories

All players will receive the same amount of International Territories space for AQUA's residence and Force storage.

### 3.5.2 Private Territories

Private territories can expand your AQUA's residence and Force Storage and will unlock a series of exclusive gameplay.

### 3.5.3 Ruin Decorations



There are an array of unique decorations for the territory in the game for players in different stages of civilization. A key feature of the game is buying decorations to decorate your International or Private territories.

Placing different decorations and buildings in each territory will increase the upper limit of Force storage in the territory. Each territory cannot place ornaments and architectural relics indefinitely, because the Force storage of different territories has an upper limit.

## 3.6 Exploration



Most of the in-game resources are from the exploration system. Exploration requires Force to be spent. The results will be randomly obtained from all the exploration events and the corresponding rewards or battle events will be triggered.

After each AQUA hatches, players can send the AQUA to their territory to obtain energy Force. The more AQUA is invested, the faster the Force will be obtained, but there will be an upper limit. With Force, players can start exploring. When exploring, events will be triggered. There are Player vs Player (PvP) and Player vs Environment (PvE) events. Players can also collect game resources like NEE directly during events.

### 3.6.1 How to Explore

By tapping the explore button, an event will be randomly selected from all events. In the team interface, the attack formation and the defensive formation, 2-5 AQUAs can be used to explore.

Each exploration will consume Force.

A certain amount of Force will be consumed when exploring and the Force required for exploring different words is different.



Civilization World	Force Cost
Ocean	12
Land	18
Sky	24
Universe	30

### 3.6.2

## Exploration Events

Exploration events are currently divided into 8 categories and the trigger rate of each event is different.

Here are the results of all events:

Unknown - Trigger one or more other events, or nothing will happen.

Force Obtained – Obtain a certain amount of Force

NEE Force Stone Obtained – Obtain a certain number of NEE Force Stones

Ocean Stones Obtained - Obtain a certain number of Ocean Stones

Trigger 1 PvE Battle – Win the battle for a chance to obtain NEE Force Stones

Trigger 1 PvP Battle – Win the battle for a chance to obtain the Ocean Stones, and the ranking points will be increased.

Obtain Defense Shield – Ranking points will not be lost when you were attacked. The shield will block other people's attacks and will not trigger the battle. (up to 3 stacks, lose 1 stack every time you are defeated)

Trigger Steal 1 Time – Steal Force from other player's territories. It is also possible that no force will be stolen.

## 3.7 Battles

Players have two ways of triggering battles. First, players may trigger PVE and PVP battles while exploring. Second, the ancient beast will invade the territories occasionally, and players can choose to fight and drive it away.

According to their own AQUAs' attributes, and the world rewards will be awarded according to the ranks of battle honors.

### 3.7.1 PVE

There is a chance that PvE battles will be triggered in the exploration system. When triggering PVE battles, AQUA NPC teams of different difficulty levels will be refreshed and players need to battle them. By defeating NPC teams, players can obtain NEE rewards. The higher the difficulty levels, the more the NEE rewards. The difficulty of the NPC matches the player's power.



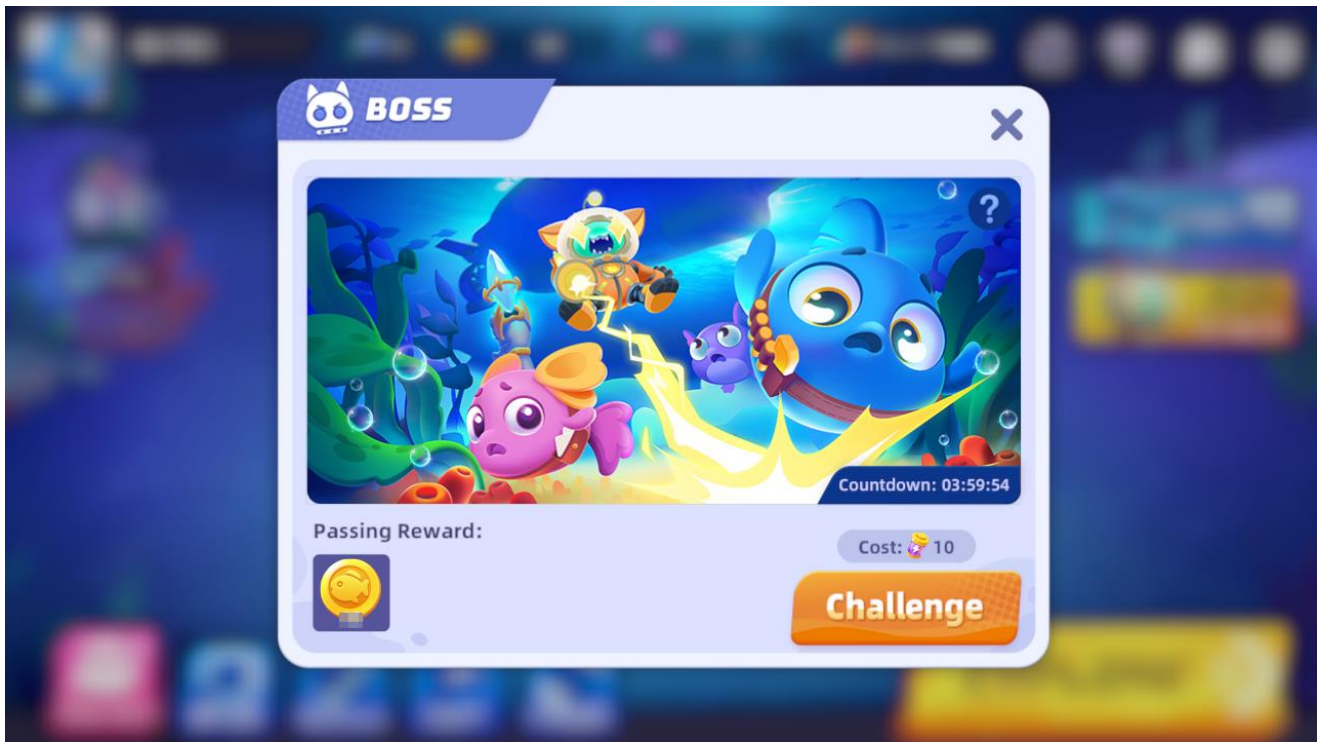
### 3.7.2 PVP

After triggering PVP battles, the system will match players with opponents who have similar rankings. The result of the battle is determined by the formation, strategy, and AQUA power. The system will give some Ocean Stones and ranking points to the winner. At the same time, the opponent will lose a corresponding number of ranking points. The greater the difference in season rankings, the more points earned or deducted the more ranking points will be gained or deducted. However, the point change will not exceed 50 points. However, If the opponent has a shield, the battle will not be triggered, the attacker will be compensated by Ocean Stones, and the defender will deduct 1 shield. The seasonal world ranking will be decided by the ranking points. After the season ends, the rewards of NEE will be distributed based on the leaderboard ranking.



### 3.7.3 Guarding the Territory

The Territory BOSS will invade AQUA territories and try to absorb AQUA's Force. Players can drive the Territory BOSS away. By successfully doing so, players can obtain a certain amount of NEE as a reward.



### 3.8 Formation

Players can set up their teams using the AQUAs they own. There are offensive teams and defensive teams that will help players handle different combat modes. The formation is strategic, and the formation's arrangement impacts the results of the battle.





---

### 3.8.1 Offensive Team

Deploy up to 5 AQUAs to form an offensive team. When players trigger a PvE/PvP battle through the exploration system, this team will be used for the battle.

### 3.8.2 Defensive Team

Deploy up to 5 AQUAs to form a defensive team. When players receive an attack from another player or BOSS this team will be used for the battle.

### 3.8.3 Formation

The battle map uses grids, and the layout is 8x3.

In the 3x3 zone on the left, it is the offensive team's zone. The defensive team's zone is in the 3x3 zone on the right.

After the battle starts, the characters and their positions in the team cannot be changed, so it is essential to set up your formation ahead of time.

Usually, AQUAs with high HP will be deployed at the frontline to absorb the damage. AQUAs with high ATK but low HP will be placed at the backline to deal damage.

## 3.9 Battle Rules

The scoring system is adopted in the battle. 1 point is obtained for killing the enemy's combat unit, and 3 points are received for breaking through the opponent's defense to the bottom of the grids. It should be noted that 3 points are obtained for killing the enemy's combat unit for the first time, and 5 points are obtained for breaking through the defense to the bottom of the grids for the first time. When the combat unit reaches the bottom of the opponent's grids, the ATK of all your combat units will be fully improved.

If either player's grid is completely annihilated or all combat units reach the bottom of the opponent's grids, the battle is over. After the battle, the high scorer wins. If the scores are the same, the defender wins.

The battle attributes are determined by the AQUAs' genes, including HP, ATK, ATK SPD, CRIT%, CHD%, EVA, Range, and MOV SPD. To improve the overall combat effectiveness, put the highest score and radical characteristic AQUAs into battle as much as possible with a strategic formation.

---

## **3.10 Rewards**

### **3.10.1 Initial Rewards of task and battle**

The initial quest reward of the AQUANEE World is 200M NEE. The block reward is 12 NEE/Block. The output will be reduced once in the first month of launch, then every three months, and after 4 times, production will be reduced every year. 20% of the total production is reduced each time period.

20% of the marketplace's sales revenue will be released into AQUANEE's world quests as rewards. The daily sales will increase the reward total of each block and distribution time.

## **4. Game data and Combat System**

The engine used for AQUANEE is below. We use this engine to maximize our players' game experience and the game's mobile compatibility.

### **4.1 Game Engine**

This game uses the Unity3D engine.

Platform Supported: Windows, Mac, Android



## 4.2 In-Game Assets

The core asset in the game is AQUA(NFT). All game behaviors of players are for better and rarer AQUA. Because obtaining rarer AQUA requires NEE to be cultivated, NEE has also been circulated and appreciated with the increase of demand. In addition, NFT of decorations has a certain addition to the resource output of the game, which also leads to the good collection value of decorations.

## 4.3 Gameplay

AQUANEE is an open digital game world. AQUANEE's core team will build the game asset function related to the AQUANEE brand with the community. AQUANEE offers an incredible game experience. The comprehensive ecosystem can draw more players and participants and we can build a wonderful home together.

## 4.4 Statistical Data

Each AQUA has 7 statistical data of basic attributes, including HP, ATK, ATK SPD, CRIT%, CHD%, EVA, Range, and MOV SPD. Those attributes are decided by its parents' attributes during the reproduction.

AQUA's statistical data is determined by 2 variables: its Colour and its Body Parts.

---

## 4.5 Combat System

AQUANEE uses an SLG game's combat system. The target is to eliminate up to 5 of the opponent's AQUAs. Every turn, players must set up their teams strategically to maximize their chance of winning.

Joint Business (Co-op) Risk –here will be some special quests and players must team up with other players to defeat powerful NPCs in the game.

Tournament Battle – Players can enter the tournament to defeat other players and show the AQUAs and gear they own. The tournament has solo matches. The winners of the tournament will receive cash rewards distributed using AQDC Tokens and the tokens will be sent to their wallets.

Guild War – Guilds can enter the tournament to fight other guilds and claim the rewards. There are solo matches or team matches. Players must be in the same guild to create a team.

## 4.6 Game Forum

Players can interact with each other by chatting at places like the Main Hall and Guilds. Players can vote (DAO) or discuss the game in normal zones like the Main Hall.

Game chat is also available during co-op quests or the tournament.

## 5. Project Token Information

AQUANEE is the first to take the ocean as the starting point of the world themed "Pokemon Inspired" SLG blockchain game. AQUAs are minted into NFTs. In the game, players can collect AQUAs and other NFT assets. There will be functions like trading, renting, and auctioning. In the liquid assets of the game, the combination of blockchain technologies, NFT, and GameFi functions will greatly promote the positive development of the game's ecosystem.

Blockchain's decentralization feature also makes DAO possible within the game's ecosystem. It is an interesting feature for the players and investors. Also, the time and effort they pay into this game will become valuable, making "Play to Earn" possible.

### 5.1 Target

With the game's unique style and interesting designs, AQUANEE is extremely competitive on the market. It can share similar digital assets with other games and attract tens of thousands of players. The whole game ecosystem does not require players to have experience in blockchain or cryptography. AQUANEE aims to fully maximize the potential of the blockchain economy while abstracting it from complicated blockchain concepts. Also, the blockchain function can enhance the fairness of the game in many ways. With NFT, players' assets will be protected and the chance of cheater successfully cheating in the game will be lowered. GameFi will help players become real "winners" outside the game while teaching them how to enjoy the game.



---

## 5.2 AQDC Token

AQDC Tokens are used for the game project's ecosystem, including in-game currencies, bets, and game rewards.

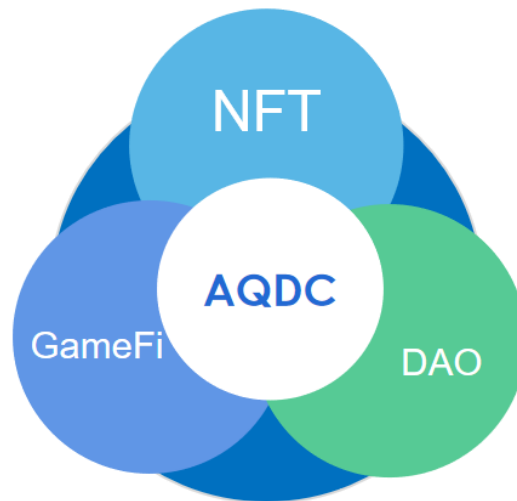


## 5.3 Multi-Chain Token

In the beginning, the AQUANEE project will mainly be based on Ethereum. In the future, the cross-chain part of other public chains will be completed according to the ecosystem's needs, including Ethereum, Tron, Binance Smart Chain, and HECO. AQUANEE will be initiated based on the ecosystem's needs such as lower gas fees and faster transactions per second.

## 5.4 Principles

The AQUANEE project leverages a comprehensive combination of NFT + GameFi + DAO to develop the game and manage the community.



### 5.4.1 NFT(Non-Fungible Token)

In the AQUANEE game, players can breed and evolve their NFT, turning the NFT into assets that can be traded on the market.

If a player creates or owns the original AQUAs, they can evolve 2 original AQUAs into a new AQUA. The AQUAs can be sold as game assets. In the game, NEE dropped during the game will also become the only supply of AQUA (NFT) for reproduction and game evolution. In AQUANEE, there is a NFT evolution cost rule. Two AQUAs can evolve into a new more advanced AQUA.

Evolutionary path: Ocean AQUA – Land AQUA – Sky AQUA – Universe AQUA.

Every time the AQUAs evolve, the current level will be consumed and minted to the new more advanced NFT. In the game, players will own a new AQUA. This rule will create scarcity of AQUA and make the NFT collection more valuable.

### 5.4.2 GameFi

GameFi refers to the decentralized financial aspect of the game. GameFi aims to eliminate all digital financing obstacles for the players. In AQUANEE, players can trade their assets and tokens in multiple decentralized wallets and exchanges. They can also visit the in-game NFT asset marketplace. Also, the DEX features in-game currency exchange. Players can use other digital currencies to buy and sell tokens. At the same time, investing in tokens offered by liquidity providers is also supported in the in-game DEX and AQDC Tokens will be distributed based on the contribution of liquidity providers.

---

### 5.4.3 NFT Marketplace

We will offer players the NFT asset trading on this marketplace. Players can generate revenue through trading and auctioning AQUAs, territories, and decorations. The exchange fee is 5 %. Note: When a player sells AQUAs or other items on the market.

### 5.4.4 NFT Rental Market

This marketplace will also provide our players with P2P Rental and Borrowing Service. Players can rent or borrow their evolved or fused AQUAs, game gear, items, territories, and more.

### 5.4.5 DAO (Decentralized Autonomous Organization)

#### 5.4.5.1 Management

- **DAO Virtual World**

AQUANEE is a decentralized game managed by the community. In this sense, AQUANEE is a decentralized autonomous organization (with DAO as the core). Players have the right to propose, vote, and ultimately decide how the game will be developed in the future. Such management includes but is not limited to game development, game items, reward system, stake system, and more.

- **Complete Decentralization**

The owners of AQDC Tokens are allowed to participate in the management of AQUANEE, including making suggestions and voting regarding the game development. AQDC Token owners who hold but do not pledge their tokens are only allowed to vote on development suggestions proposed by others. They have the right to vote but they cannot make suggestions.

- **DAO Procedures:**

Pledge: AQDC owners can create their DAO agreements on the platform and lend their AQDC to others.

- **DAO Proposals:**

The proposals created will be inspected by the team for their validity, possibility, and development advantages.

The proposals passed will be played and listed on the proposal advertisement board. Other players can vote for them in the game.

---

- **Rewards :**

The proposals that receive enough votes will be implemented and the proposers will be rewarded accordingly.

The voters may receive the rewards they distributed (if available).

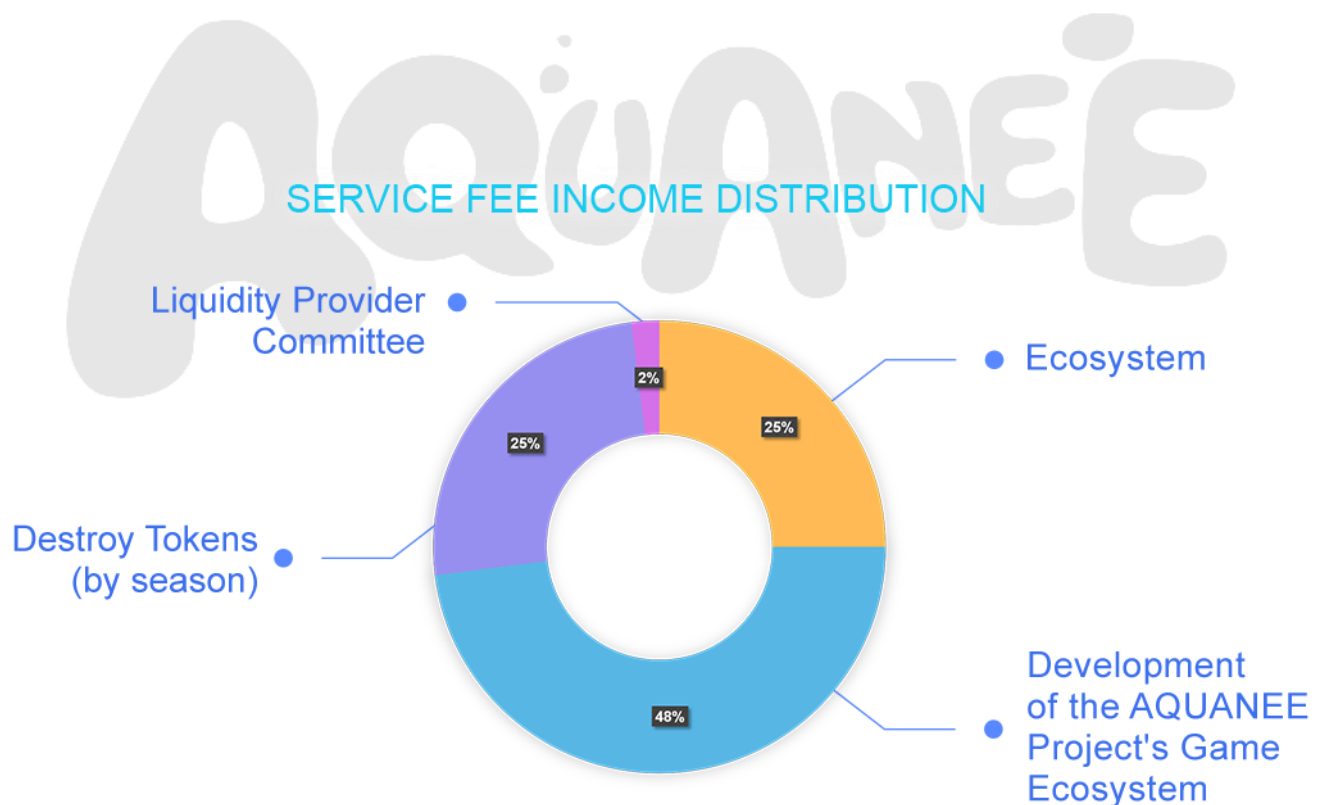
- **Implementation:**

The winning proposals that require development will be handled outside AQUANEE's main development.

### 5.4.6 Source of Income

. The AQUANEE project will generate revenue from the following sources:

0.25% of the transaction total will be charged as a service fee in DEX, the application currency dealer. Here are the distributions of the service fee income:



### 5.4.7 Marketplace

a. When selling or renting NFT on the market, a commission fee will be charged

---

#### b. Marketplace ads

Casual players who list their assets on the marketplace can show the priority list in the "related" project search. A fee will be charged when doing this.

## 5.4.8 ARCHITECTURE

### 5.4.8.1 Blockchain

In the beginning, AQUANEE will be developed on Ethereum to ensure the stability and quick participation of players. After the ecosystem is built, the community will vote to use the AQUANEE public chain to ensure that we can provide the blockchain network with seamless game experiences, fast transactions, and data storage functions.

AQUANEE strives to become the practitioner of decentralized games and further enhance and promote the seamless, cost-effective, and user-friendly game experience of the traditional blockchain.

We will bring AQDC tokens with multi-chain support and in-game NFT (assets).

#### ● Technical introduction

The AQUANEE public chain is a customized and optimized main chain based on Ethereum, and the TPS can reach millions. The optimized public chain has an enhanced DPoS consensus mechanism and supports the digitization and trading of assets other than digital currencies.

AQUANEE will also adopt improved peer-to-peer side-chain technology to support two-way anchoring and mapping of main chain assets to side-chain transactions, and smart contracts compatible with Ethereum smart contracts; support the digitalization of real/virtual world assets, and at the same time have higher security and privacy protection.

#### ● Details

Name: AQDC

Total Supply: 1,000,000,000 AQDC

Initial Circulation Supply: 13000000 AQDC

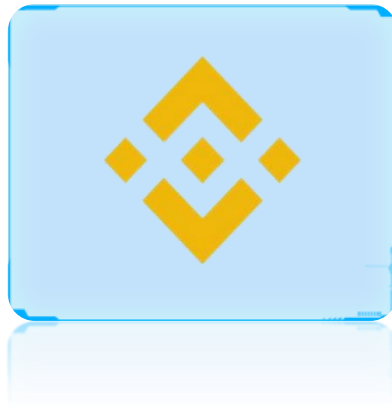
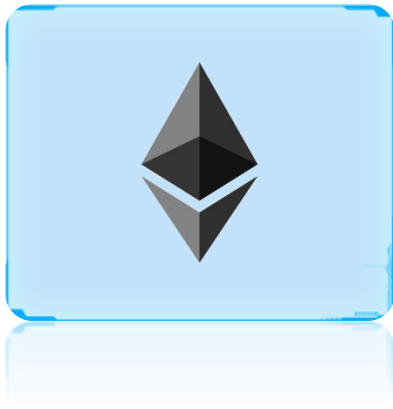
Smart Contract Support: ERC20 and BEP-20

#### ● NFT Details

In-Game NFT (Asset) Type: AQUA, Skin, and Item

NFT Blockchain Support: Ethereum, Binance Smart Chain, Huobi ECO Chain



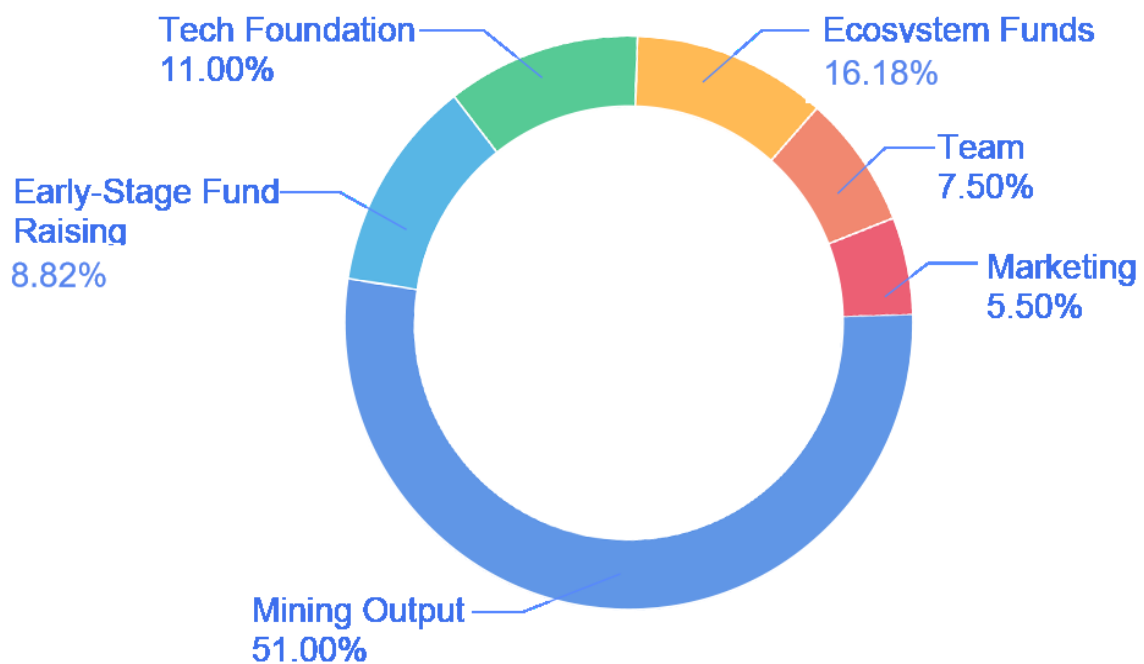


Additional NFT Blockchain Support:

NFT Type: Multiple (Limited-Edition and Standard)

All game projects will not collect or track any private keys. No seed phrases will be entered into the game.

### 5.4.9 Token Allocation



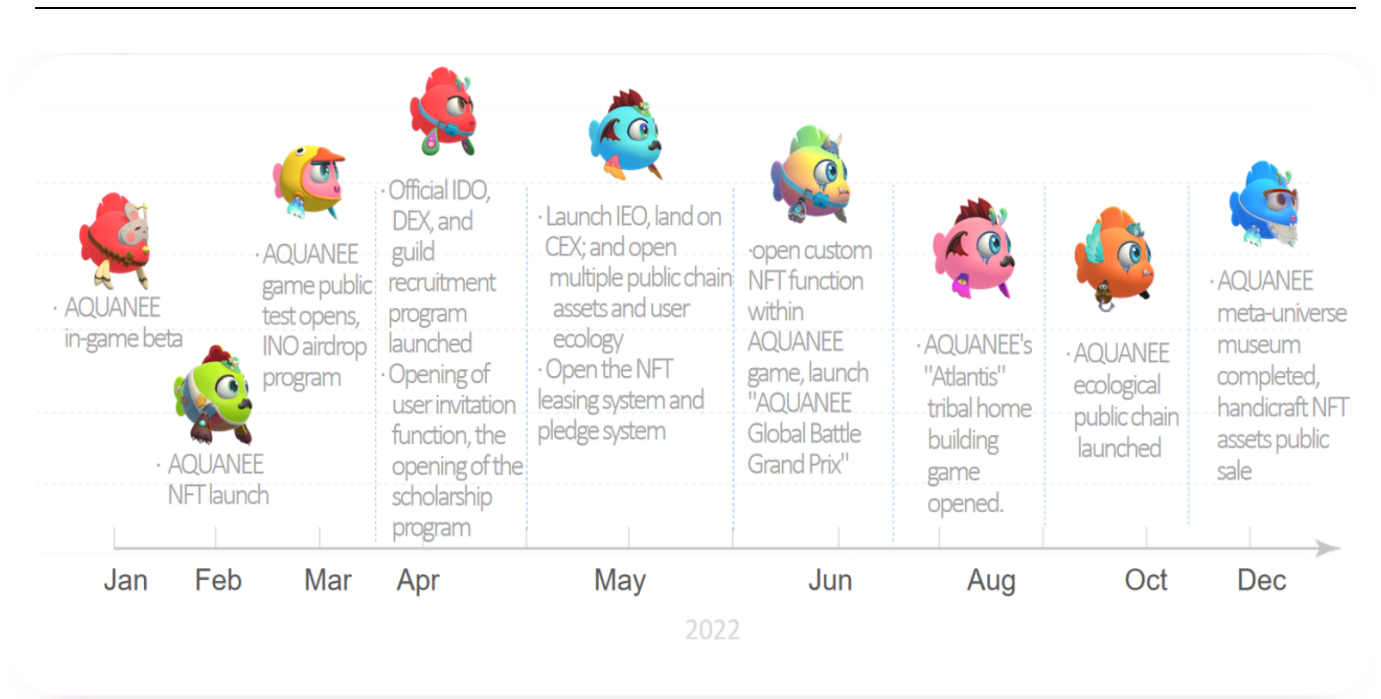
- 11% for Tech Foundation. In the future, the incentive directions of our technology foundation mainly include:
  1. Support more cross-chain agreements
  2. Safety and convenience of cross-chain assets
  3. Improve the efficiency of asset transactions.
- 16.19% for the Ecosystem Fund, which is used for the ecological construction of the game, providing ecological

incentives for game associations and AQUA public chain to the game, organizing incentives for the game DAO, and motivating automatic market makers in DAO and liquidity incentives for token, and global ecological incentive nodes (game associations, competitive competition awards, game player development awards).

	Token Quantity	Percentage
Team	75,000,000AQDC	7.50%
Tech Foundation	110,000,000AQDC	11.0%
Mining Output	510,000,000AQDC	51.00%
Ecosystem Fund	161,809,000AQDC	16.18%
Marketing	55,000,000AQDC	5.50%
Early-Stage Fund Raising	88,190,973AQDC	8.82%

Early-stage Fund Raising		
Seed	25,500,000AQDC	2.55%
Private	29,625,000AQDC	2.96%
INO	3,000,000AQDC	0.3%
IDO	30,000,000AQDC	3%

#### 5.4.10 Road Map



## Statement

This document is intended solely for the purpose of communicating to specific recipients who have asked for information about the program and does not constitute any future investment guidance or a contract or commitment of any kind. By participating in the AQDC Token Distribution Project, participants understand and accept the risks of the project and are willing to personally assume all consequences thereof. The project team expressly disclaims any promise of reward or liability for any direct or indirect losses resulting from the project. The AQDC tokens involved in this project are a cryptographic digital code to be used in transactions and do not represent equity, right to earnings or control of the project.

Due to the many uncertainties surrounding the digital currency itself ( including but not limited to the general digital currency regulation in various countries, fierce competition in the industry, and the technical loopholes of the digital currency itself), we cannot guarantee that the project will be successful, and we admit that there is a certain risk of failure of the project, and the tokens of this project are also at risk of becoming invalid. Although the team commits to working hard to solve the problems that may arise in the course of the project, the future will still be beset by uncertainties caused by policies, thus it is important that the support of and participation in this project should be rational and informed by a full understanding of the risks of blockchain.

The AQDC team has set up a foundation entity in Singapore. All operations are in compliance with local laws, regulations and regulatory requirements. In the event that a matter arises that requires legal advice, it is necessary to confirm the handling through a local lawyer. The AQDC Foundation maintains the non-profit nature of its operations. Users who participate in the AQDC community have the right to hold further AQDC tokens or relinquish them in the future, regardless of whether or not they have acquired them. Holding a token also implies the 16 holder's right to spend and use smart contracts on the AQDC blockchain platform. AQDC purchasers should understand that the AQDC Foundation makes no guarantee or tunneling, express or implied, to the extent required by law.