

# Voxie Tactics



Official Voxie Tactics and Voxies Whitepaper, last updated 9th November 2021



# Disclaimer

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## Legal Disclaimer

The purpose of this **Voxie Tactics** whitepaper is to educate the reader regarding how the Voxie Tactics game will function and how potential players can earn VOXEL tokens and NFTs within the game. It is meant to make participants aware of our plans at **AlwaysGeeky Games Inc.** for Voxie Tactics and the VOXEL Token, including how players will earn rewards, enjoy different game modes and use the marketplace.

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# Introduction to Voxie Tactics

## What is Voxie Tactics

Voxie Tactics is a retro-styled tactical RPG that is heavily influenced and inspired by the vein of classical 1990s and early 2000s tactics games, but with some modern twists sprinkled in and some updated gameplay mechanics to make the game feel both nostalgic and modern at the same time. The game features 2 core gameplay modes - **Exploration** and **Battling**, as well as lots of ancillary RPG gameplay mechanics that you would expect from any Role-Playing Game.

### Exploration

The exploration mode is presented as a story driven experience that will allow the players to freely explore the world of Voxie Tactics and encounter many different types of adventuring experiences as you uncover the backstory of the game and explore the vibrant world. There are many hidden surprises to uncover as you play and explore, and multiple different ways you can approach different problems you will undoubtedly encounter in the world. We look forward to players exploring the world we have created for Voxie Tactics and uncovering the mysteries contained within.

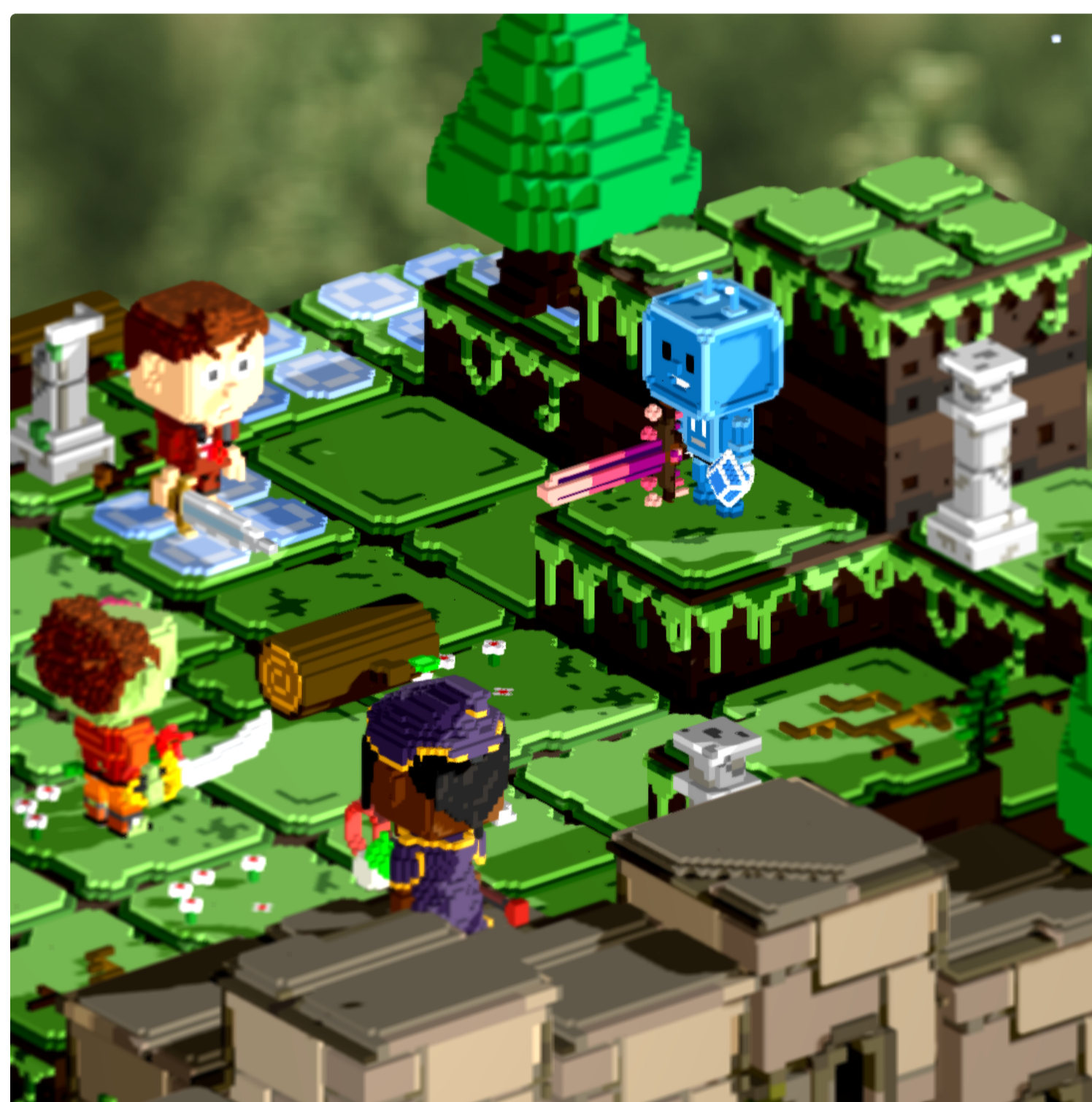


Exploration Mode

### Battling

The battling aspect of the game will take place in specific battle arenas and will be turn-based with characters moving around a 3d tile based map and using their multitude of different actions to try and satisfy certain battle conditions, such as defeating all enemies in a battle. The battle gameplay will be nuanced and complex as it represents an ever growing challenge to your wits, but will be explained to the player in a progressive manner so not to overwhelm new players during the beginning of the game.

Our motto for Voxie tactics is very much **"Easy to get into, but hard to master"** and we have used this motto throughout our development and to make key decisions. Therefore we believe we are presenting our players with complex and deep strategy that will allow them to keep coming back for more and more, but gameplay that is still accessible to all ranges of players.



Battle Arena with Voxies fighting enemies

Players will head into battles with parties made up of anywhere between 2 and 7 Voxies; battling monsters, bandits, evil-doers and even other players in our PVP modes. There are many different tactics and deep RPG strategies that can be employed by the player to overcome the various challenges in battle areas.

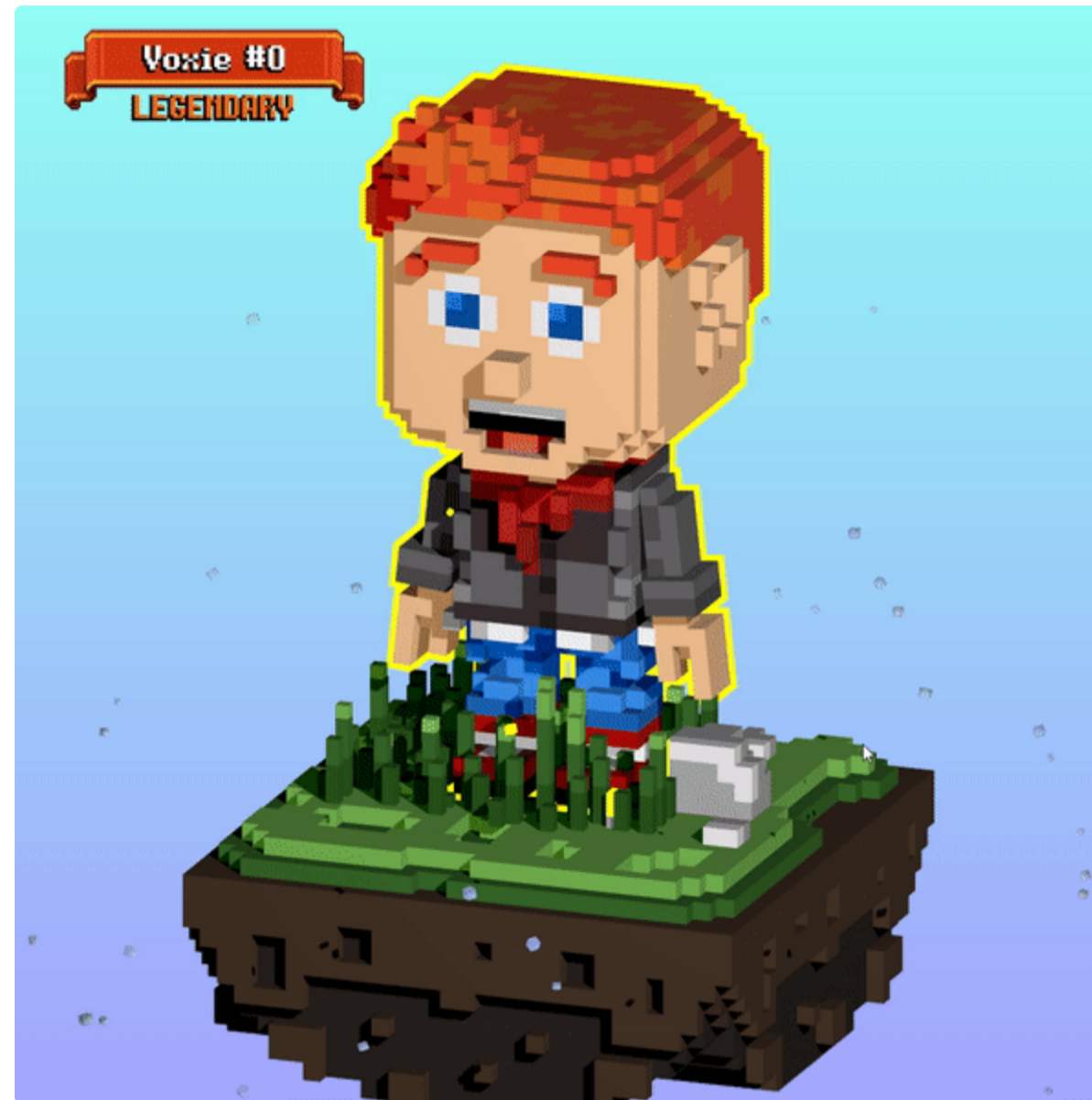
Voxie Tactics is a Free to Play game, but the game allows players to bring their own Voxies character that they own from the Voxies NFT project across into the game, for additional benefits to the gameplay, as well as customize the playable experience tailored to the Voxie characters that the player owns. You can read more about the different mechanisms related to owning Voxies characters in other parts of this whitepaper.



# What are Voxies NFTs

How Voxel NFTs enhance the Voxel Tactics experience

The Voxel NFT project consist of 10,000 genesis Voxel characters with 20 classes, 10 races, 20 Companion types, countless physical attributes and multiple weapons, items and visual cosmetic elements. No two Voxel in the NFT series are the same.



Voxies are cute, collectible 3d voxel characters

Player owned Voxies provide an enhanced playing and earning experience beyond the Free to Play aspects of the Voxel Tactics game and enhance the player experience in the following ways:

- Higher rate of in-game rewards (NFT items and VOXEL tokens) through improved RNG (Random Number Generation) in Exploration mode.
- Having access to certain weapons and items already contained in the NFT token.
- Some Voxies in the NFT series have a companion pet already included, so will not need to find a companion pet in the game to help with certain gameplay elements.
- Some rarer Voxel NFT classes and races will only be available to Voxel NFT holders.
- The original 10,000 Voxel NFTs will be the only ones that can mint (e.g. create) new next generation Voxel NFTs.

You can find the full list of Voxel NFT classes at <https://voxies.io/classes/> and races at <https://voxies.io/races/>.

**i** A player is NOT required to own a Voxel NFT character in order to play either the exploration mode or the PVP arenas. Free to Play players can even earn rewards!.

More information on how players earn rewards and the impact of Voxel NFTs on a player's ability to earn in Voxel Tactics can be found in the section [Earning and Rewards](#).



# Free-to-Play & Play-to-Earn :

Have fun and earn, both at the same time

Voxie Tactics will be free to play for any player who wants to enjoy the game. All players will be able to play, earn and own the VOXEL utility token, as well as in-game NFT items from the game.

It was vital to the team at **AlwaysGeeky Games** to ensure a good balance between Free-to-Play accessibility, while also providing value to players that already own Voxies digital assets.

Players will be able to decide whether they want to use the assets they own in game, or take any of the following actions with their items in our game marketplace:

- Selling
- Trading
- Loaning
- Crafting (infusing their items)

Many of these actions will lead to the player receiving VOXEL Tokens in exchange for items sold, traded or loaned to another player. They can then use received tokens to buy, trade, loan or craft new in-game items. Players can also move their VOXEL Tokens out of the marketplace and into third-party exchanges to convert into another cryptocurrency, or a fiat currency such as US Dollars, Euros, Pesos, and more.

More details on how the Voxie Tactics economy works can be found in the [Earning and Rewards](#) section and the [Marketplace](#) section of this whitepaper.

# Story & Lore



Experience the rich backstory of Voxie Tactics

## Living on the Voxchain

In a world where cryptocurrency realities and gaming tropes are on every adventurer's mind, Voxies will rise and make a stand against third party intermediaries and excessive regulation.

They will embark upon an incredible journey of discovery across all corners of the Voxchain, uniting only the bravest of allies behind the one player who must stake everything to bring about a new world order.

It will be up to the player to unravel the mystery, craft their own fate, and join the DeFiance.





# The Arena (Draft Mode)

The Arena will be made up entirely of free to play stock Voxie characters (12 characters of varying races and classes mixtures) and 24 weapons and items per 'season' which will last between 2-3 months depending on the season. All battles will consist of 3 Voxies versus 3 Voxies with the players battling until all Voxies for one team have been downed and a winner is declared.

In order to enter the Arena the players will pay a VOXEL Token fee where they will have 3 'lives' before being eliminated. The player's goal is to get as many wins as possible before being eliminated from the Arena to get the highest reward tier they can get during a season.

There will be 5 ranking tiers within the Arena and each tier will have a higher reward output than previous (mix of VOXEL Tokens and NFT weapons and items).

Once a player is eliminated they are able to go back into the arena and start the process again at 0 wins in the current tier they ended by paying to VOXEL Tokens to enter the arena again. With the exception being if they reach Tier 5 in which case they will stay in tier 5 and not be eliminated for the remainder of the season. They will take their highest ranking per season as their reward.

The Arena ranking tiers will be set up in the following manner (the tiers are subject to change each season at AlwaysGeeky Games digression):

## Seasonal Arena Reward Tiers:

- **Tier 0** - Less than 5 wins without being eliminated.
- **Tier 1** - 5 wins without being eliminated.
- **Tier 2** - 10 wins without being eliminated.
- **Tier 3** - 15 wins without being eliminated.
- **Tier 4** - 25 wins without being eliminated.
- **Tier 5** - 40 wins without being eliminated.
- **Within Tier 5** - Top 100 ELO scores during the season will be on individual ladder.

Once a player reaches the Tier 5 they will stay in that tier for the remainder of that season and battle other players within that tier on an individual ranking ladder that will either be ranked for top 100 (subject to change depending on total pool of Arena participants) with each ladder ranking in Tier 5 having a slightly higher reward value. Rewards will consist of VOXEL tokens, in-game items, weapons and maybe a few more surprises.

There will be 12 stock Voxie Characters and 24 weapons / items in the Arena available to players to choose from. However a player will only be able to select a subset of the total list at random for this entry into the arena.

The player will be presented with a random selection of half the Voxie characters (6) and half of the items (12) from the total list and they will need to select 3 Voxie characters and 6 items to make up their party for the Arena entry.



Selecting your Voxies and items for the draft arena

The player will use this party for the duration of their time in the Arena until they are eliminated. They will also be given the option after each match to lose one of their lives to 'reroll' the character and weapon options. This would give them another 6 random stock characters and 12 random stock weapons to select a new party. The goal of this is so that Voxie Tactics players get skilled at using a variety of party makeups and character class types instead of focusing on a single 'meta build'.

At the end of each season the Voxie characters and items will be refreshed by the AlwaysGeeky Games team with new Voxie characters and weapon/item combinations.



# Battling

How to defeat your foes

Battling in Voxie Tactics takes the form of turn-based actions, with Voxies moving and taking actions one after the other. Which Voxie character will go first and the general move order are calculated based on each Voxie's statistics as well as other factors in the game. Therefore, it is important to understand the flow of battle to be able to defeat your foes.

## Turn Phases

During each Voxie's turn, there are 3 types of actions a Voxie can take:

- First, a **MOVE** action – This action allows Voxies to traverse the battle map and position themselves strategically to allow for better combat advantages.
- Second, an **ACTION** – This will usually take the form of an attack, a special ability or a spell to gain an advantage during battle. *However, there are some exceptions (such as defending, or other "special" abilities).*
- The **EQUIP** action can be used to switch a Voxie's equipment (armor and weapons) in the middle of a battle. However, this uses up the Voxie's action phase, so they cannot attack in the same turn after switching equipment.

**Note:** Unlike equipment, Voxies cannot change their companion pets in the middle of battle. Whichever pet a Voxie decided to take into battle with them has to remain with them for the full duration of the battle.

There is a turn order toggle in the Options menu that can be used to consult the turn order of the Voxies in battle. This turn order queue will also indicate any skills or actions that are queued up and waiting to be executed.



Turn queue interface

## Facing Direction

During combat, all Voxies face in one of four cardinal directions: north, east, south, or west. The facing direction of a Voxie affects a number of different aspects of battle and have an impact on how successful combat moves can be. For example, melee attacks have a much higher chance of hitting when done from behind, a slightly higher chance of success from the sides, and finally the lowest hit percentage when attacking from the front.

At the end of a Voxie's turn (movement and action phases), the player has the option of choosing which direction the Voxie will face before the next character's turn. Carefully choosing the best facing direction will give a Voxie greater combat advantages.



Selecting the facing direction at the end of a turn

## Damage Types

A number of different damage types and status effects can be applied during battle. The most basic distinction between damage types is that attacks are either **MELEE** attacks, **RANGED** attacks, or **MAGICAL** attacks. Melee attacks must be carried out when directly adjacent to a Voxie, with the disadvantage that the enemy can immediately counter them with a counter-attack. Ranged attacks are carried out over a distance and generally cannot be countered by the target. Finally, magical attacks are special skills and abilities that are "cast" by Voxies.

Many attacks and abilities are linked to an element in the game. These elements augment your attacks and can be useful for doing additional damage or applying special after-effects to a target. An example of some of the elemental types in the game are:

- **Fire**
- **Ice**
- **Lightning**
- **Poison**
- **Holy**

Various status effects can drastically change the outcome of a battle, so players should watch out for these. To become a master of the deep tactical gameplay in Voxie Tactics, understanding the different status effects and how they can alter a battle is paramount. Some examples of status effects are:

- **Haste** – Makes Voxies have their turn phase quicker.
- **Stop** – Stops Voxies from moving and taking actions for a certain number of turns.
- **Stone** – Petrifies a character and turn them to stone.
- **Regen** – Applies a beneficial buff that heals periodically.
- **Frozen** – Encases a target in pure ice, stopping them from acting; any damage shatters the ice.
- **Confusion** – Causes a target to randomly move and attack.
- **Sleep** – Puts a target to sleep until they are awoken to fight again.

## Charging Attacks

Certain attacks and abilities in Voxie Tactics are not instant and take a number of turns to "charge". Obvious examples of this are powerful mage spells, or physical skills that the Voxie needs time to prepare. Players can see the turn time of a spell or ability when choosing which spell to cast or which ability to select during the ACTION phase of the turn.

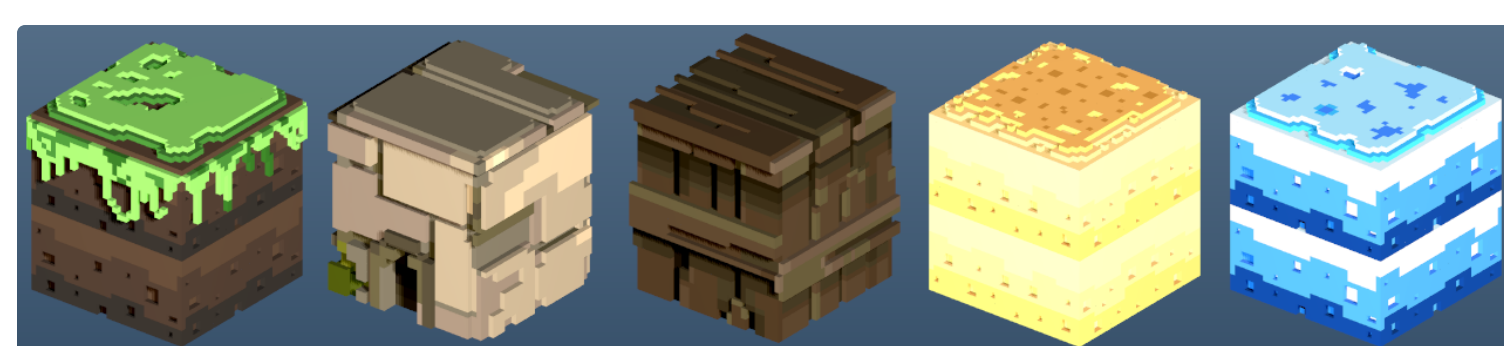


Turn time is indicated in the action menu

Any skill or spell that takes more than 1 turn to execute will be added to the turn queue. When they reach the top of the queue, the effect of the spell or skill will execute. Some spells can be cast either on a targeted character or a map tile. When casting a delayed spell that will take a number of turns to execute, players must be careful to check that the target will still be in the area of effect when the spell will execute.

## Terrain

Certain terrain features and tiles on the map have an impact on the actions that a Voxie can perform. They can also hinder the movement of a Voxie, as well as modify the statistics of actions. A good example of this is that when a Voxie is standing below another character, or on lower terrain, they will usually suffer a penalty when fighting a Voxie on a higher tile. Another example is the existence of elemental enhancements for standing on different types of terrain tiles.



Different tile types provide different attribute bonuses to combat abilities

## Winning Conditions

Each battle in Voxie Tactics has a victory condition that must be satisfied to win the battle. In the most obvious situation, the player will need to defeat all opposing team members to win the battle. However, there are a number of more complex winning conditions that the player must satisfy for certain battles. Some examples are as follows:

- Defeat all enemies.
- Defeat a "boss" enemy character.
- Survive a certain number of turns without being defeated by the enemy team.
- Rescue an NPC character from enemies.
- Reach a certain point on the map with your party.

This list is not exhaustive, and there may be additional victory conditions that the player will discover when playing Voxie Tactics. It is also important to remember that there are some "instant loss" conditions as well, which will cause the player to automatically lose the match if they are met.



# In-Game Stats

Important numbers behind the scenes

Voxie Tactics contains many statistics and numbers affecting gameplay. These stats are important to core gameplay mechanics. Therefore, it is crucial to understand how these statistics affect the different aspects of the game to be effective during battles.

Each Voxie possesses "base stats", which can be boosted by leveling up your Voxie, and also by equipping different weapons and armor in the game. For example, if a Voxie equips a powerful sword, this may increase their strength stat, allowing them to do more damage when attacking.



Voxie stats panel

Below is a brief rundown of each statistic in the game, along with indications of how these affect gameplay.

## Strength

**Strength** is used as the main statistic for figuring how much damage will be applied upon attacking. This affects melee attacks, ranged attacks, or any physical skills (for example, the Ranger's charge attacks, or the Samurai's spin attack).

A number of classes in Voxie Tactics rely heavily on **Strength** as their main stat, such as:

- Warrior
- Knight
- Robo
- Monster

## Dexterity

**Dexterity** is an indication of how flexible and versatile your Voxie is in combat. This can be very useful for classes that rely on precision and strategic advantages in battle, over pure strength. Dexterity is used to figure out the general hit chance and critical hit rates of attacks. It is also used for evasion and dodge calculations.

Classes that use **Dexterity** as their main stat include:

- Ranger
- Hawknight
- Samurai
- Ninja

## Intelligence

**Intelligence** is a measure of how wise the Voxie is. It is used in game to calculate the damage of magical attacks and other magic-based skills (for example, the Samurai's Spirit Slash).

Most mages rely on **Intelligence** as their main stat, but some other classes also require high intelligence, such as:

- Druid
- Priest
- Black Mage
- Necromancer
- Chemist

## Luck

**Luck** is stat that dictates how fortunate a Voxie is. **Luck** can affect multiple different aspects of the game, both in Exploration mode and during battles. For example, a Voxie with high luck may land more critical attacks despite having a lower-than-average dexterity (luck is an additional modifier to critical hits, outside of the base value from dexterity), or even find more rewards in Voxie Tactics.

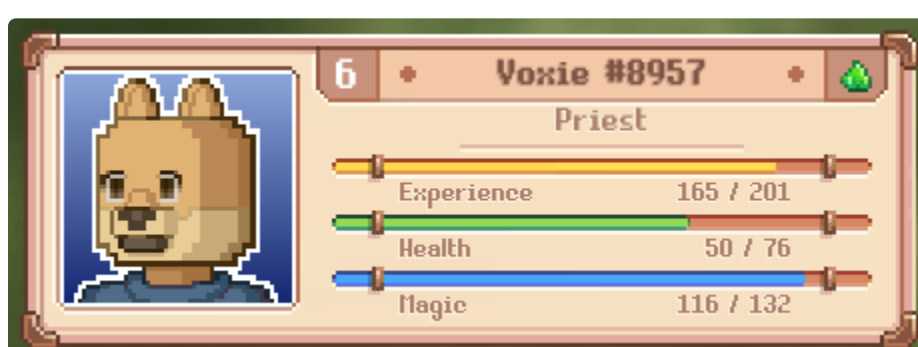
**Luck** is also the main stat used on some classes, such as:

- Pirate
- Bard
- Thief

## Armor

**Armor** is an important statistic which keeps Voxies safe and sound during combat. All Voxies have some degree of armor, mostly augmented by equipping armor items such as a Mage's Robes or a Knight's Shield. Essentially, having a higher armor value is critical in reducing the amount of damage a Voxie will take when attacked by enemies.

## Health and Magic



Voxie character panel with Health and Magic bars

Every Voxie has a base amount of health and magic in Voxie Tactics (HP and MP). Health is used to indicate the life of a Voxie, while magic is used as an energy meter, utilized to cast spells or use skills and abilities. Not all Voxies use magic and their energy meter is different for various classes. Here is a rundown of the different energy meters for different classes:

- **Mages (Black Mage, Priest, etc.)** – MP
- **Warrior, Monster** – Rage
- **Thief, Ninja** – Combo Points
- **Knight** – Honor
- **Samurai** – Focus
- **Robo** – Charge

Different classes have different ways to recharge their skill meter, from drinking an ether potion to restore MP, to Robos having to power down to recharge.

## Knocked Out

Once a Voxie's health reaches 0 during battle, they are knocked out and will not be able to move or take any actions, unless they are raised (resurrected) by an ally during battle. If any knocked-out Voxie is unconscious for a certain number of turns, they are removed from the battle permanently. This can be seen in the form of a countdown timer above the knocked-out Voxie.



Knocked-out Voxie in battle



# Leveling



Improve your Voxies and level up

Much like any traditional role playing game, Voxel Tactics allows players to level up their Voxies and progress through different stages of improvements for their characters. This will help give the player a sense of accomplishments and also form the main backbone of the progression through the game.

During the core gameplay of Voxel Tactics and during battles, Voxel characters will gain experience for successfully completing actions (such as attacking and casting spells). Once a certain threshold of experience is gained, Voxel characters will progress to the next level.



Level up!

The main advantage of leveling up Voxel characters is to increase their base stats and increase the power of their combat abilities, however there are other advantages to increasing their level, such as being able to equip more advanced weapons and items that might have certain level restrictions. For example an axe that has a powerful trigger ability might require a Voxel character to be level 6 or above before being able to use it.

The statistics of a Voxel that are increased with each level up are the following:

- **Health** - HP
- **Magic** - MP (or other energy meter values)
- **Strength**
- **Dexterity**
- **Intelligence**

The **Armor**, **Movement** and **Luck** of a Voxel will not increase when they level up and these stats will need to be increased by other methods (such as equipping better items or other stat augments).

Also it is worth noting that not all classes have the same stat increases for levels. For example a Mage class could increase their intelligence more when they level up, as apposed to a warrior that would increase their strength more.

The level cap of a Voxel in Voxel Tactics is currently set at 20 and there are key milestones during the levels 5, 10, 15 and 20 (*this can be seen in the [Switching Classes](#) page*).

Here is an example table of the increase to a Voxel's stats when leveling up, this example highlights how a **Knight** class might increase their stats as they increase levels:

Level	Strength Increase	Intelligence Increase	Dexterity Increase
1	2	1	1
2	4	1	2
3	4	1	2
4	5	2	3
5	8	2	4
...	...	...	...



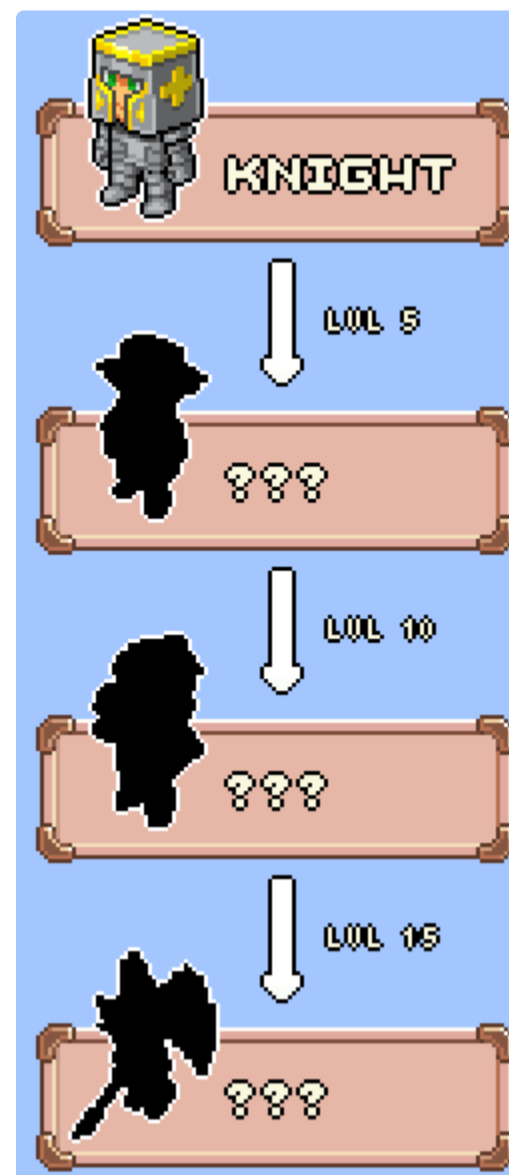
# Switching Classes

## Changing between different Voxie classes

For a nominal VOXEL Token fee in the Voxie Tactics marketplace, players will be able to switch the in-game class for their Voxies. The class change functionality will unlock after reaching certain level milestones. The new class will replace the one currently assigned to the Voxie in game and they will have access to the skills and abilities for the new class.

**Note:** The source Voxie NFT will never change its meta-data and will be traded or sold to other players with the Voxie's original class.

**Example:** A player owns a Knight class Voxie. Once this Voxie character hits certain level milestones (lvi 5, lvi 10, lvi 15, and lvi 20) the owner decides to pay a VOXEL Token fee to change their Knight to the Warrior class. After the class change, the Voxie is represented as a Warrior within the Voxie Tactics environment. However, if the player decides to sell this Voxie on the secondary market, it will be sold as a Knight.



Example class change at level milestones

Class changes in Voxie Tactics are limited to certain groupings. This is to ensure a fair balance and stable population of classes across the game and player base. Classes are restricted to the following groupings for the purpose of class changes:

### Magic Users

- Black Mage
- White Mage
- Priest
- Necromancer

### Front-Line Fighters

- Squire
- Knight
- Warrior
- Ninja

### Utility Characters

- Ranger
- Monk
- Bard
- Druid
- Thief

### Other Classes

- Robots – Cannot change class
- Monsters – Cannot change class

### Special Classes

No other character class can change into the special classes, and these special classes themselves cannot change into other classes:

- Time Mage
- Samurai
- Chemist
- Pirate
- Hawknight

Only Voxie NFTs are eligible for classes changes. Free-to-play Voxie characters that players recruit in the game will not be eligible to change classes. Therefore, if a player wants to play with a certain class in the game, but doesn't possess this class directly with their owned Voxies, they will need to find and recruit the specific class to play them.



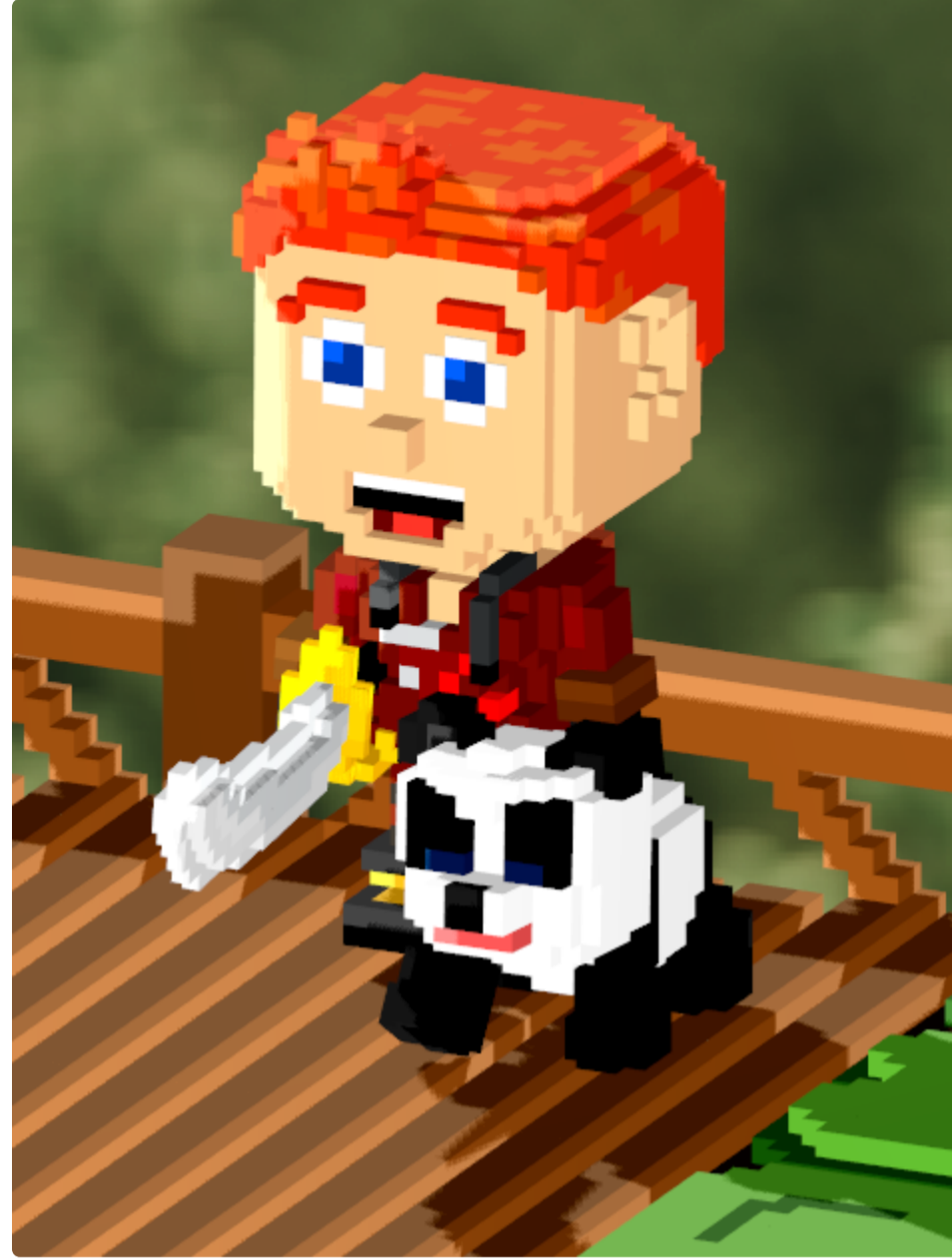
# Companion Pets

Collectible pets in Voxie Tactics

In addition to representing a fun collectible challenge for players in Voxie Tactics, companion pets also provide benefits to gameplay, both in Exploration mode and also during battles.

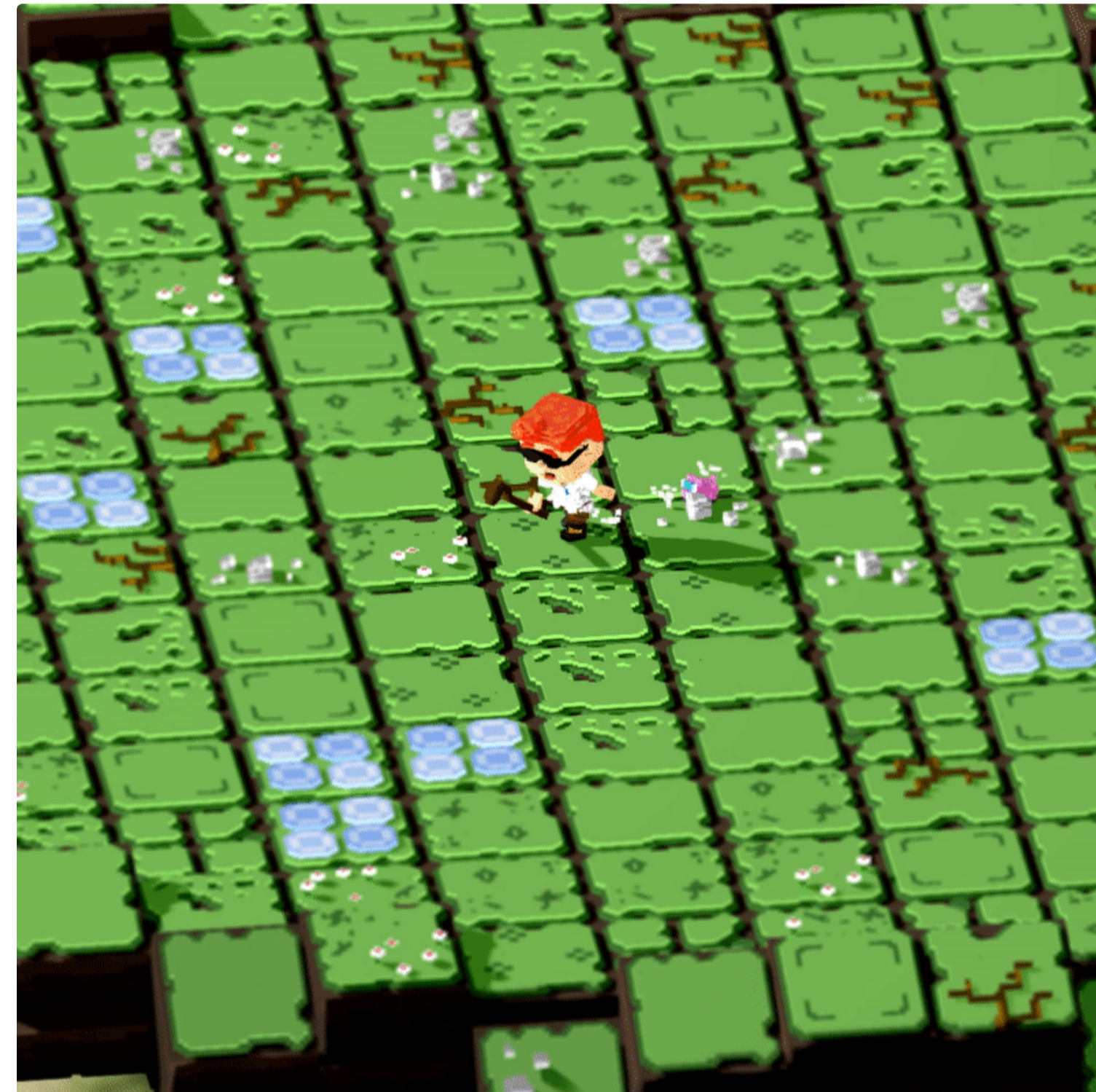
There are currently 20 companion pets in Voxie Tactics. These can be acquired in two different ways: first, by having a pet directly attached to a Voxie NFT character; or second, by finding pets directly in Voxie Tactics during gameplay.

**Note:** There are some exceptional pets in addition to the standard 20, such as the special edition Giraffe Pet or the Golden Pet reward for collecting all pets in the game.



Panda pet companion

Each companion pet will have one unique exploration ability and one unique in-battle ability to assist the player in a variety of circumstances. You can read about all the different pets on the Voxies website: <https://voxies.io/pets/>



Piglet companion following their Voxie

Each Voxie can take a companion into battle with them, assuming the player has acquired enough companion pets for all Voxies in the party. Companion pets are limited to the number of characters in a battle; meaning that if there are 3 party members in a battle, each of them can equip a single companion pet to aid them.



Equipping Companion Pets to Voxies in the Party Roster screen

Every companion pet acquired by the player can be used by any Voxie in the party roster menu, and must be assigned ahead of battle. Players will not need to include the Voxie NFT that contains the companion itself in the party during a battle to utilize a specific companion. The companion pet simply needs to be equipped ahead of the fight to another character that will be used in battle.

**Note:** Unlike equipment, Voxies cannot change their companion pets in the middle of a battle. Whichever pet a Voxie decided to take with them into battle must remain with them for the full battle.



# Weapons and Items

Countless weapon and item varieties

## Weapon & Item Variety

There are hundreds of different weapons and items in Voxie Tactics, with many more being added consistently through the live operations of the game, as well as post-launch. Part of the strategy to win battles in Voxie Tactics is making sure to bring the right weapons to the right fight.

Here are some of the initial weapons and item types players will come across in the game.

## Melee Weapons

- Swords (one-handed and two-handed)
- Axes
- Daggers
- Maces
- Scythes
- Hammers
- Spears
- Katanas

## Ranged Weapons

- Bows
- Crossbows
- Pistols

## Magic Weapons

- Wands
- Staffs
- Magic Artifacts

## Items

- Pendants
- Shields

## Armor

- Helmets
- Hoods
- Chest Armor
- Robes
- Boots
- Gloves

And many more...

## Damage Types and Status Effects

Some weapons and items will come with special elemental damage types and effects. These will tend to be rarer items, or items that were crafted to be infused with a specific elemental damage type.

Here is a brief rundown of the different elemental types encountered in Voxie Tactics:

- **Fire** – Inflicts the Burn status effect.
- **Water** – Has slowing properties.
- **Ice** – Creates the Freeze effect.
- **Wind** – Has additional knockback potential.
- **Lightning** – Shocks enemies, potentially stunning them.
- **Poison** – Inflicts the Poison status effect, which periodically damages the target.
- **Holy** – Inflicts additional damage to the undead.
- **Dark (Unholy)** – Used by necromancers for unholy magic.

Certain targets that are attuned to particular elements will get additional bonus damage or immunity depending on what the elemental type used for the attack.

**For example:** An Ice Titan boss in the Snow/Tundra biome will be immune to ice damage and to the Freeze effect, but will take additional bonus damage from Fire or Burn effects.



A frozen enemy is unable to move or take action

## Rarity Tiers of Weapons and Items

Each weapon and item in the game will be assigned a rarity tier. Rarity tiers can be improved through by infusing damage or effects types in the **Crafting** module.

Rarity will correspond to an item's effectiveness or damage, with rarer tiers inflicting higher damage on average than the lower tier weapons. However, even within the same rarity tier, each weapon will have different damage ranges or stat increase capabilities.

Some weapons and items will be unnamed and customizable through crafting (e.g., Katana, Broadsword, etc.), while others will be named items with specific abilities and effects. Some weapons and items will exist only in very limited quantities, and finding these weapons in Voxie Tactics will take determination and skill from players looking to seek out the most valuable rewards.

## Equipment Slots

The following equipment slots are available to equip weapons, items and armor to Voxies:

- Main Hand
- Off Hand
- Head
- Chest
- Hands
- Feet
- Accessory
- Companion

Players can change a Voxie's equipment in the party roster screen, and even during battles. However, using an **EQUIP** action during a Voxie's turn uses the **ACTION** phase for that turn, and the Voxie that changed their equipment will be unable to take any other action until their next turn.



Equipping new weapons and armor from the party roster screen

**Note:** Unlike equipment, Voxies cannot change their companion pet in the middle of a battle. Whichever pet a Voxie has taken into battle will remain with them for the full battle.

A full list of our current weapons and items will be viewable on the official Voxies website: <https://voxies.io/items-weapons-armor/> once the game is launched and live. Seasonal rewards available for the PVP arenas can also be consulted on the "Items" page of the website.



# PVP



## Player versus player combat

The Voxie Tactics PVP Arenas will consist of 2 PVP modes, called **The Arena** (Draft Mode) and **The Extreme Arena**.

Each mode will have its own benefits and prize structure, allowing players to compete against their friends and other players from around the world to see who is the fiercest Voxie Tactics player of them of all, all while winning amazing rewards along the way.



PVP can be tricky business sometimes

Do you have what it takes to rise to the top of the Voxie Tactics Arenas, or will you crumble under the pressure?

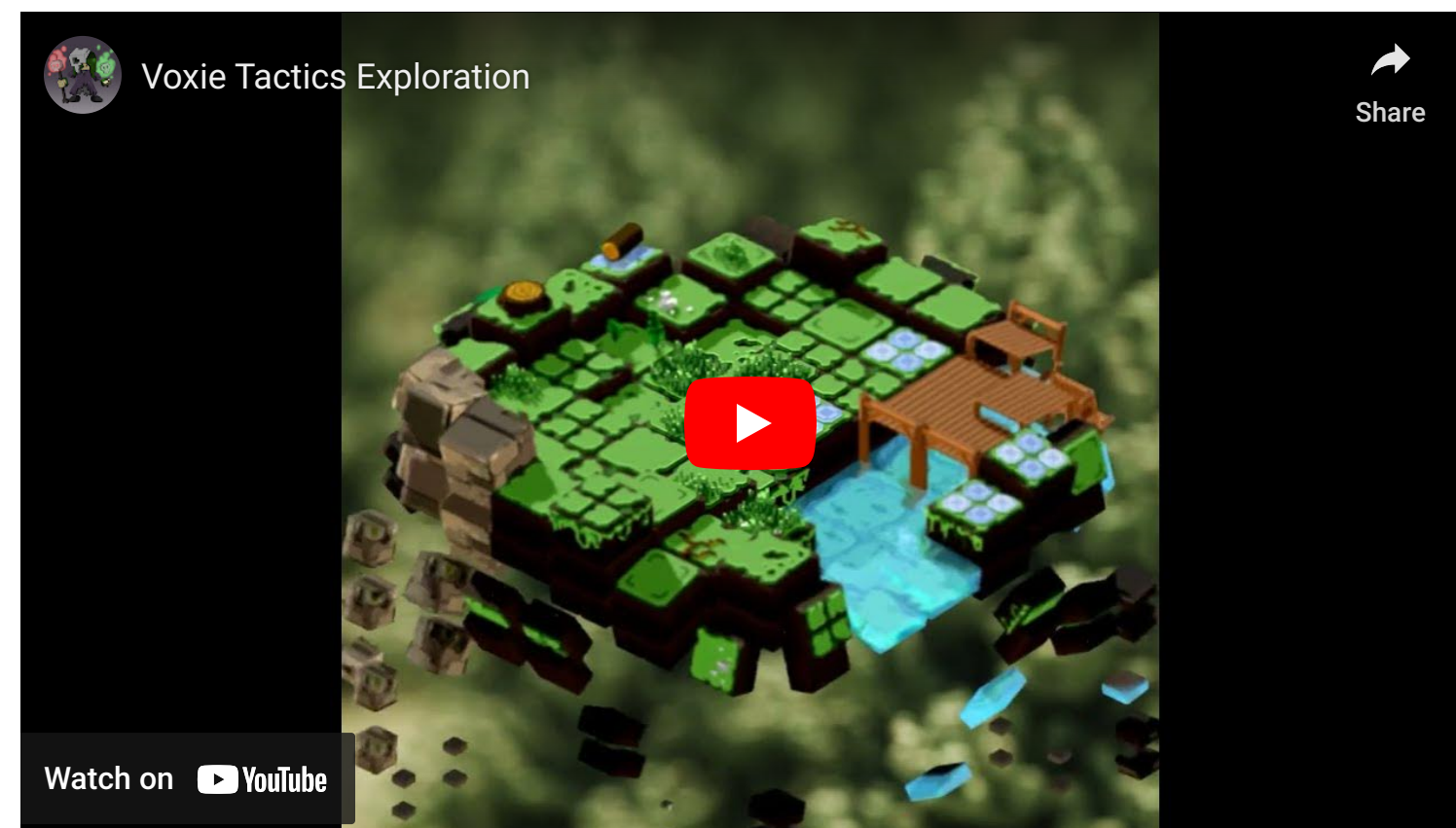
# Exploration Mode



Explore the world of Voxie Tactics

The exploration mode is presented as a story-driven experience that will allow players to freely explore the world of Voxie Tactics and encounter many different adventuring experiences as they uncover the backstory of the game and explore its vibrant world. There are many hidden surprises to uncover as you play and explore, and multiple different ways you can approach different problems you will undoubtedly encounter in the world. We look forward to players exploring the world we have created for Voxie Tactics and uncovering the mysteries contained within.

In Exploration mode, players will traverse multiple locations and play through questlines to explore diverse biomes, monsters and NPCs (non-playing characters). Players will be taking part in battles against computer-controlled monsters and villains to earn VOXEL Tokens and NFT item rewards.



Exploration Mode

## Different Biomes

We plan to expand the Exploration mode of Voxie Tactics as we grow the world and ecosystem, continually bringing new experiences and exciting new places for players to explore. Some of the exciting and vibrant biomes that will be available in Voxie Tactics include:

- Grassy Hills
- Desert
- Snowy Tundra
- Swamps
- Volcanic Mountains
- Cybernetic Realm
- Underground Caverns

# The Extreme Arena



This **Extreme Arena** will be Free to Play and will allow players to use any of the same set of free to play stock characters from the standard arena outlined in the [previous PVP draft arena](#).

In addition to those free to play characters; players can use any items or Voxies that they own at the time of their match including all rarity tiers (Common, Uncommon, Rare, Epic, Legendary and Godly Voxies and weapons).

In this Extreme Arena format a player enters the extreme arena and will immediately fall into one of 5 tiers (see below). Each player's ranking will be impacted by each game they play during the season weighted on number of wins and win / loss ratio. These rankings in the Extreme Arena will be important because they will account for a % of the PVE earn rate for Voxies.

AlwaysGeeky Games will award prizes based on ladder tiers and then to top 100 ELO scores individuals (subject to change depending on the Extreme size). Players will only be battling other players in their tier unless there are no players available in which case the closest ranked player available will be selected by the matchmaking system.



## Seasonal Extreme Arena Reward Tiers:

- **Tier 0** - 1 win during the season.
- **Tier 1** - 5 wins during the season, ELO score ranking for matching.
- **Tier 2** - top 75% during the season (tiers 2-5).
- **Tier 3** - top 25% during the season (tiers 2-5).
- **Tier 4** - top 10% during the season (tiers 2-5).
- **Tier 5** - Top 100 ELO scores during the season (tiers 2-5).

The Extreme Arena ELO score and ranking tier will impact your ability to earn (*see more details in the [Earning and Rewards page](#), for the full criteria impacting your earning potential*).



# VOXEL Token

Learn how the VOXEL Token will be distributed and used in Voxie Tactics

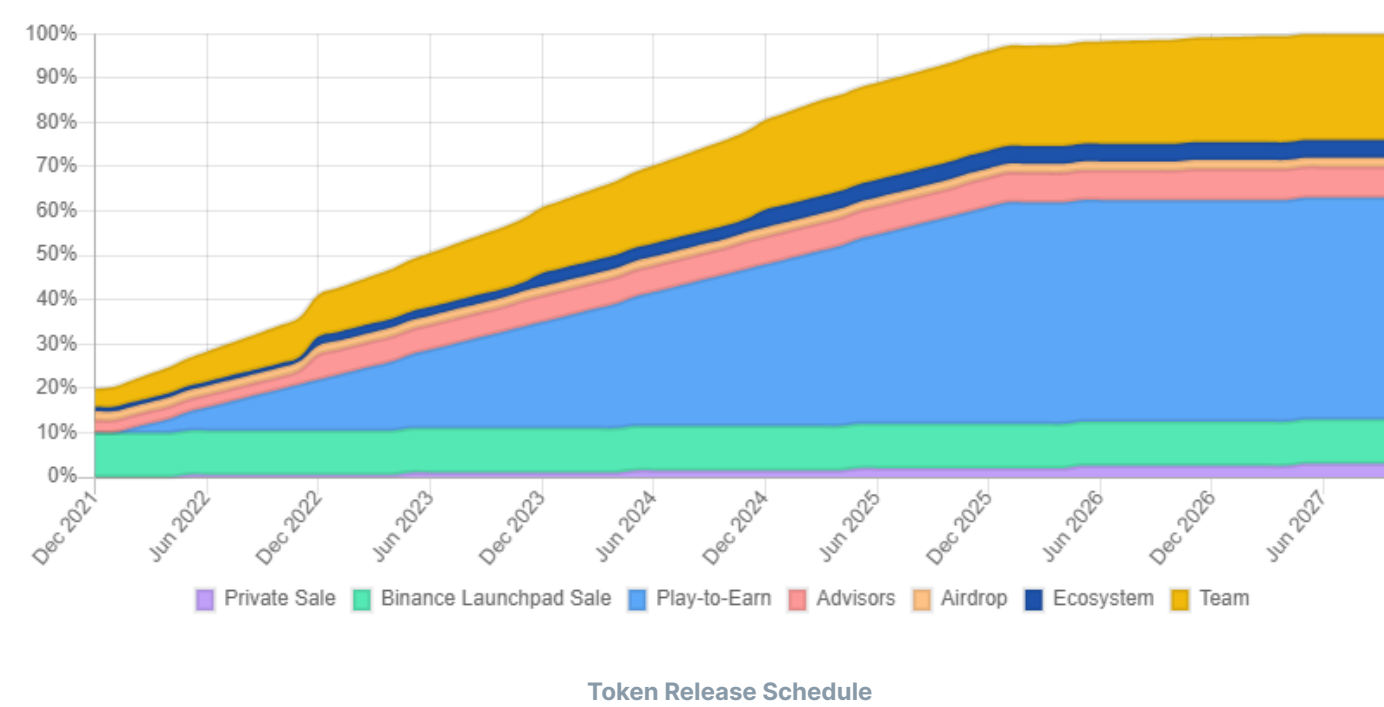
**VOXEL Tokens** (VOXEL) are an **ERC-20** cryptocurrency token. They can be earned by playing the Voxie Tactics game in various game modes, as outlined in the previous sections of this whitepaper. VOXEL Token holders will be able to redeem their VOXEL Tokens for in-game items in the Voxie Tactics marketplace (weapons, armor, consumables, etc.). Holders will also be able to craft items using their tokens and consumable items, as well as use the VOXEL Token to pay entry fees to the Voxie Tactics PvP arenas.

## Token Distribution

There will be **300,000,000 VOXEL tokens** in total and they will be distributed into the following categories:

Category	VOXEL Token Amount	Percentage of Total Tokens
Play-to-Earn Rewards (Q1 2022 – Q4 2027)	150,000,000	50%
Voxie NFT Community Token Distribution (Aug 2021 – Jan 2022)	6,000,000	2%
Initial Public / Private Sale	45,000,000	15%
AlwaysGeeky Games	72,000,000	24%
Advisory Board	15,000,000	5%
Ecosystem & Growth Fund	12,000,000	4%

VOXEL token release schedule



## Play-to-Earn Rewards and Economy

50% of the VOXEL Token allocation will be reserved for in-game rewards when completing quests in exploration mode, and for rising up tiers in the PvP arenas. This allocation is meant to stabilize the Voxie Tactics economy as it grows in the initial release of the game. These allocations will be supplemented and eventually replaced by a percentage of fees earned by AlwaysGeeky Games from Voxies in-game marketplace transactions and Arena entry fees. Tokens will be released according to a set schedule spread out over 5 years, and will scale with the playing community. VOXEL Tokens earned through the Play-to-Earn allocation will be immediately open for use in game, as well as in trading both in game and on the external markets. The AlwaysGeeky Games team will monitor the situation closely to decide whether a 'lock-up period' on earned rewards are needed, depending on overall economy fluctuations.

## Voxie NFT Community Token Distribution

To show our appreciation to early supporters of the Voxies NFT project, AlwaysGeeky Games allocates a weekly allotment of VOXEL Tokens to our holders across 24 weeks, based on how many Voxie NFTs a person owns each week. This distribution method is designed so that early players will have some of our utility tokens as liquidity to use in our in-game economy as soon as the game releases.

Once a week, a snapshot of overall ownership is taken across all unique wallets, and VOXEL Tokens are airdropped to those wallets. Multipliers are applied to all earnings based on the overall rarity of owned Voxies; this rarity attribute is set in the NFT meta-data.

Rarity multipliers are as follows:

- **1x for Common Voxies**
- **1.5x for Uncommon Voxies**
- **2x for Rare Voxies**
- **3x for Epic Voxies**
- **5x for Legendary Voxies**
- **15x for Godly Voxies**

The full community VOXEL Token distribution schedule can be found at <https://voxies.io/voxel-token/>

Please check the <https://voxies.io/wallet> website for your current token allocation amount, and estimations for the future weekly allocation.

## Initial Public / Private Sale

AlwaysGeeky Games Inc. will be launching a VOXEL Token sale ahead of the initial Voxie Tactics game release. This will represent 15% of all total VOXEL Tokens in distribution and will help inject capital into our economy for the start of the game release.

The initial dates and distribution methods for the VOXEL Token sale will be announced in the near future in our community Discord, on social media and other communication platforms. Stay tuned for more information on the initial public listing!

## AlwaysGeeky Games

AlwaysGeeky Games is the video game company behind Voxie Tactics and other future cryptocurrency and blockchain-powered play-to-earn projects. These tokens will be used to incentivize the team and enable growth. Company token allocations are put into a vesting schedule and released periodically over **6 years**. This is in accordance with standard practices for start-up companies with a 6 year vesting schedule for their core team.

## Advisory Board

AlwaysGeeky Games has engaged with thought leaders from different industries across the NFT world, traditional gaming, social media, and more. We have assembled this advisory team to consult on KPIs for the Voxies project and Voxie Tactics game to ensure that we achieve all deliverables on our roadmap. We will also be leveraging their expertise in building a successful start-up company, as well as in brainstorming for new exciting features and content for AlwaysGeeky Games properties, starting with Voxie Tactics. Any excess funds not used toward the advisory board in the first 3 years will be rolled over to future advisors after 2024.

Current List of Advisors as of November 2021 are:

- **Justin Taylor** – Head of Consumer Marketing for Twitter (former head of Social and Marketing at Activision).
- **Jeff Pabst** – Chief Revenue Officer of FaZeClan.
- **Bored Elon** – Crypto Influencer and Blockchain Gaming Specialist.
- **Shreyansh Singh** – Head of NFT and Gaming at Polygon.

## Ecosystem / Growth Fund

The ecosystem fund will be managed by the AlwaysGeeky Games management team and board, and its core purpose is to grow the Voxie Tactics community.

We will be using the funds for the following types of activities, including (but not limited to):

- Rewarding and hiring extended team members (non-core team) such as third-party contractors and player ambassadors.
- Providing the community with giveaways and rewards on social media or by way of contests.
- Bonuses to non-core team members, such as our discord moderators.
- Incentives for other community members outside of the team as rewards for outstanding community engagement and support.



# Earning and Rewards

Earn fabulous and valuable rewards and VOXEL tokens

Players will earn **VOXEL Tokens** and **NFT item drops** at random as they complete quests in the Exploration mode and while out exploring the world. In general, the harder the quest and the more difficult the encounters are during Exploration mode, the more rewards a player will be eligible for. Several other factors also influence the amount of rewards a player will receive in Exploration mode, such as the pirate passive ability to find more treasure, or various pets that enhance the Exploration mode experience. Different biomes will also have reward opportunities unique to each location. This could mean that certain rewards are only available in specific biomes, or even that rewards are balanced differently for each biome.

Some of the biomes that will be available in Voxie Tactics are as follows:

- **Grassy Hills**
- **Desert**
- **Snowy Tundra**
- **Swamps**
- **Volcanic Mountains**
- **Cybernetic Realm**
- **Underground Caverns**

There is also a centralized **Hub World**, which will act as the main entry point into the various biomes in the Voxie Tactics world. Several NPCs will guide players on various adventures, providing help and assistance to new players.



Hunt out sweet plunder and rewards

## Reward Modifiers

Depending on which Voxie NFTs are used during Exploration mode and battles, players will be able to earn different rewards. For example, there are several modifiers to the reward tiers and mechanics. The following aspects will influence rewards:

- **Voxie Rarity** – Higher rarity will have a higher reward rates.
- **Voxie Stats** – Luck stat will have a small impact on reward rates.
- **Equipment** – Such items as the Diamond, Doge Coin, Coin, and Trophy will have a small impact on reward rates.
- **Companion Pets** – The Mini-Dragon companion exploration ability "Hoard Gold" has a small impact on reward rates.
- **Class Abilities** – Pirates get a multiplier on reward rates.
- **A player's Ranking** – Tier and ELO score in the Extreme Arena will affect reward rates.

## Earning in Battles

During the turn-based battles that take place in Voxie Tactics, a player can earn rewards for securing victories.

The difficulty tier of the battle, along with reward modifiers, will determine the overall RNG rate influencing the rewards that a player will receive.

There are numerous victory conditions for battles, such as:

- Defeat all enemies on the map.
- Defeat a particular enemy, or "boss" on the map.
- Rescue a named NPC on the map.
- Survive a certain number of turns without the whole party being knocked out.
- Reach a certain location with all characters alive.

Once players successfully complete a battle, they are given a summary report outlining any rewards received, including both NFT items and VOXEL Tokens. After the battle reward summary screen, rewards are received directly in the account wallet.



Battle Completion Summary and Rewards Screen

If the whole Voxie party is knocked out during a battle, the player will lose the encounter and not be eligible to receive any rewards at the end. There are also several other instant loss conditions for battle maps, such as:

- Certain key characters on your team (or map NPCs) are knocked out.
- The victory objective was not completed within a certain number of turns.
- The enemy team was not stopped from completing a certain action or objective.

If a player is unsuccessful during a battle and loses the match, they will not receive any rewards at the end of the battle. However, they are free to attempt the battle again and come up with better tactics to overcome the battle challenge.



# Marketplace

How to trade, buy and sell your various Voxie Tactics items

Voxie Tactics will have its own marketplace allowing players to safely and securely **buy, sell, loan, trade** and **craft** Voxie assets. This will be represented both through an in-game interface and a web interface on a traditional marketplace website.



Blacksmiths can be used in the game to buy and sell in-game items

## Buying / Selling

Players will be able to buy and sell either in direct sales, private sales, or public timed auctions in our in-game marketplace. We feel that player ownership of items and a player-driven economy is paramount in the newest blockchain-powered games, and therefore we allow players the freedom to fully own, buy and sell their assets as they please.

## Trading

Players will be able to trade Voxie NFTs, in-game items, weapon NFTs and virtual-only items such as consumables or crystals with other players.

AlwaysGeeky Games will use APIs of the most recent sales of the items and an average of the current prices of the items available to determine fee value.

## Loaning

Players will be able to loan their Voxie NFTs as well as their in-game weapons and items to other players, for a fee. They will be able to set the NFTs they want to loan, the loan duration and the loan fee type.

There will be 2 main loan functions to start:

- Loaner charges an upfront fee to the Loanee.
- Loaner charges a % of the VOXEL Tokens earned over the duration of the loan.

## Crafting

Crafting will be used to make create new NFT weapons and items by combining elements and parts of existing items. The purpose of crafting is to allow players to combine their owned assets to create more powerful and better versions of the weapons they already own. Crafting will work by allowing the player to combine elements, materials and base items/weapons, thereby creating new enhanced versions with better damage types, elemental properties and/or new abilities.

See more details in the [Crafting](#) page of this whitepaper

## Class Changes

Changing a Voxie's class will take place by speaking to the corresponding "trainer" in game, or by visiting the marketplace. For more details about class changing functionality, please consult the [Switching Classes](#) section.

## Revenue from the Marketplace

AlwaysGeeky Games Inc. will be charging the following transaction fees in its marketplace.

- **Buying / Selling** – 4% fee of the transaction sale
- **Loaning**
  - Option 1: Loanee pays loaner a fee up front – 4% of the transaction cost
  - Option 2: Loanee pays a % of VOXEL Tokens earned to loaner during the duration of the loan – 4% of the token earned
- **Trading** – 4% of the trade value

We will be using an average of the latest comparable sales and the current floor price using API calls to determine the correct fee.

- Crafting or "Minting" new, next-generation Voxie NFTs: No fee (requires crystals).
- Revenue from **The Arena (Draft Mode)** will be a flat fee for entry and will be announced before the start of each season.
- Revenue from class changes: Flat fee (*TBD*).

## Fee Distribution Breakdown

All fees outlined above will be moved into the treasury smart contracts and redirected into the following areas with **60% of the in-game fees going back to the player economy**.

### Fee Breakdown:

Percentage of Fees	Area of the Business
30%	Replenishing Exploration Rewards
30%	Replenishing PVP Arena Rewards
40%	AlwaysGeeky Games Inc.

# Crafting

Creating new items using your player owned Voxie Tactics items

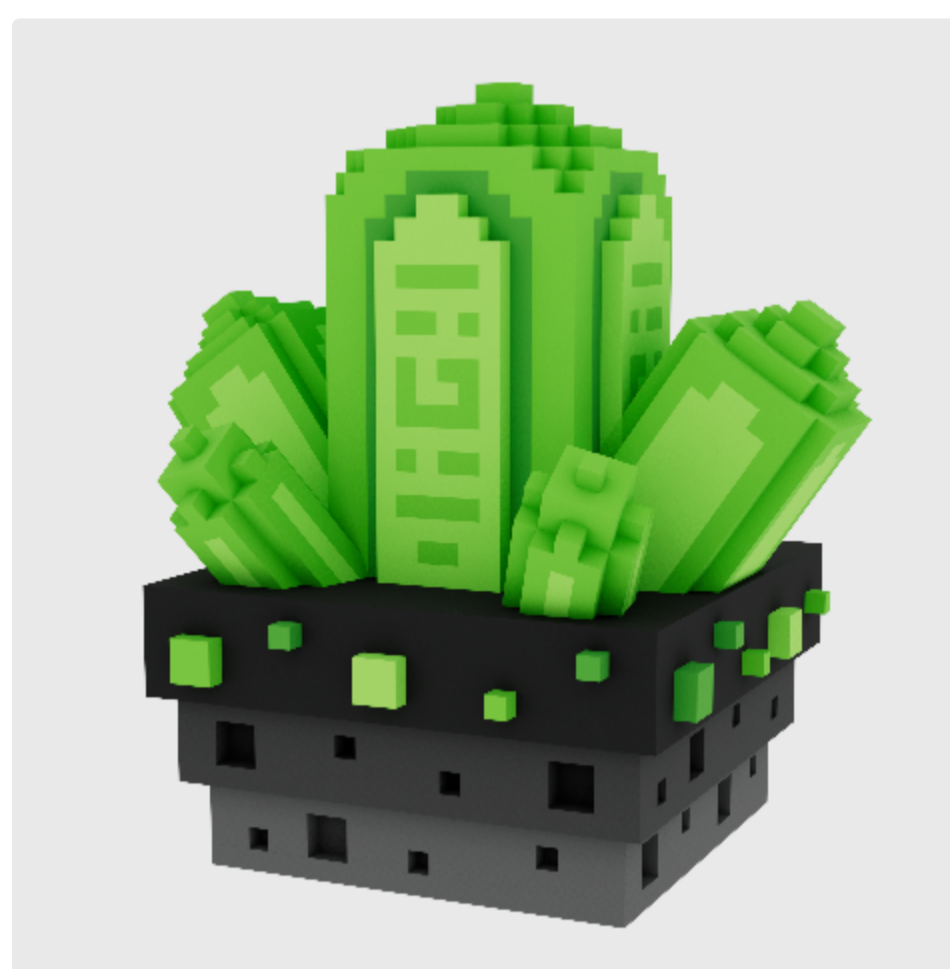
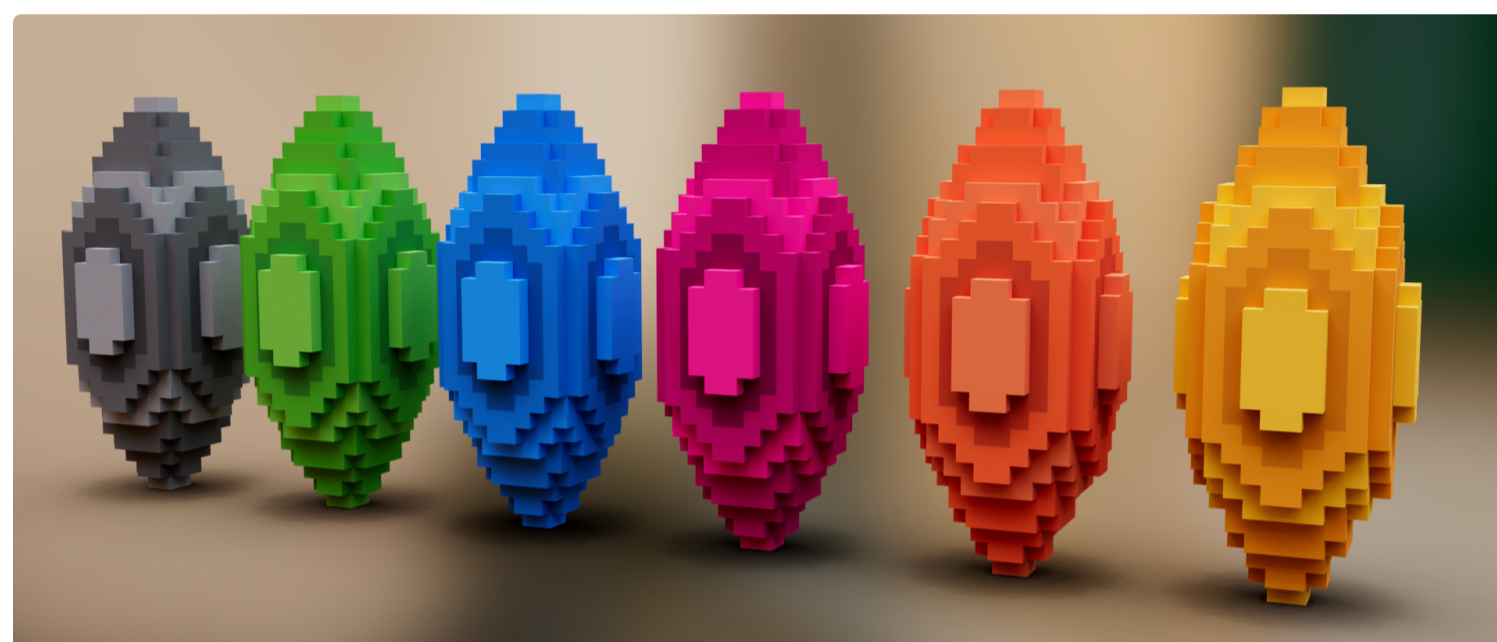
⚠ NOTE: Crafting is coming in a future update to Voxie Tactics and will not be available in the initial 1.0 release.

⚠ NOTE: Crafting is still being designed and lots of details and specifics are under review and subject to change.

Crafting in Voxie Tactics will consist of combining elemental materials with items or weapons, and also combining with a special item called **Crystals** to create a new enhanced NFT weapon or item, with new damage types, elemental effects and/or abilities.

## Crystals

Crystals are the fuel required to complete any infusion or crafting resulting in a newly minted weapon, item or Voxie (see [Recruiting New Voxies](#)). **Crystals Shards** can only be created through destroying items, weapons or elements in the game. Doing so will result in the player acquiring a certain amount of crystals shards depending on the item destroyed and it's properties (rarity, weapon class, power, etc.).



Crystals and Crystal Shards are special items in Voxie Tactics

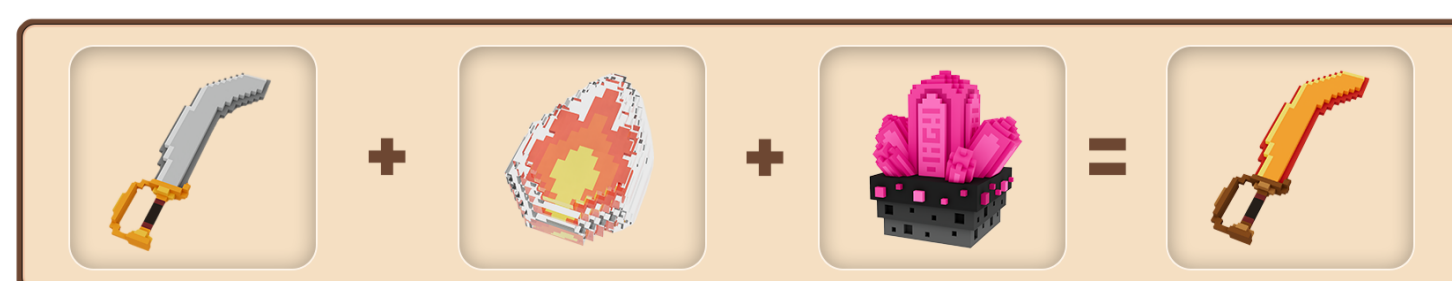
Crystal Shards will be a virtual commodities only and will be the same rarity tier as the weapon/item that was destroyed. Once the player has acquired enough crystal shards, they will be able to combine a certain number of them to produce a Crystal, that can be used for crafting.

✓ The Crystal that is created when combining crystal shards will be represented by an NFT item that the player can then sell and/or trade on the open Marketplace.

**Crafting Example:** A player wants to infuse **fire damage** into a rare tier Cutlass Sword weapon, to infuse it with a fire elemental attack. To do this a player will require 3 things:

- A Cutlass Sword weapon
- An Ember Stone elemental item
- A crafting Crystal

Once the player possesses these items, they can see the in-game blacksmith (or use the browser marketplace) to combine these items and burn the consumables to create (mint) a new cutlass weapon NFT that has the **fire** elemental attack.



Crafting a new elemental attack weapon NFT from crystals and elemental items



# Recruiting New Voxies

Creating new Voxies for future generations of players

NOTE: Recruiting is coming in a future update to Voxie Tactics and will not be available in the initial 1.0 release.

NOTE: Recruiting is still being heavily designed and iterated upon. Lots of details and specifics about the different generations of Voxies are under review and subject to change.

The original 10,000 genesis Voxies can be used to "recruit" (i.e., mint or create) the next generation of Voxie NFTs. In order to create a next generation Voxie NFT, a player will need **Crystals** and a very rare item known as a **Catalyst Stone**.

Note: Only original genesis Voxies are able to recruit new Voxies. Recruited Voxies cannot further recruit new generations of Voxies.

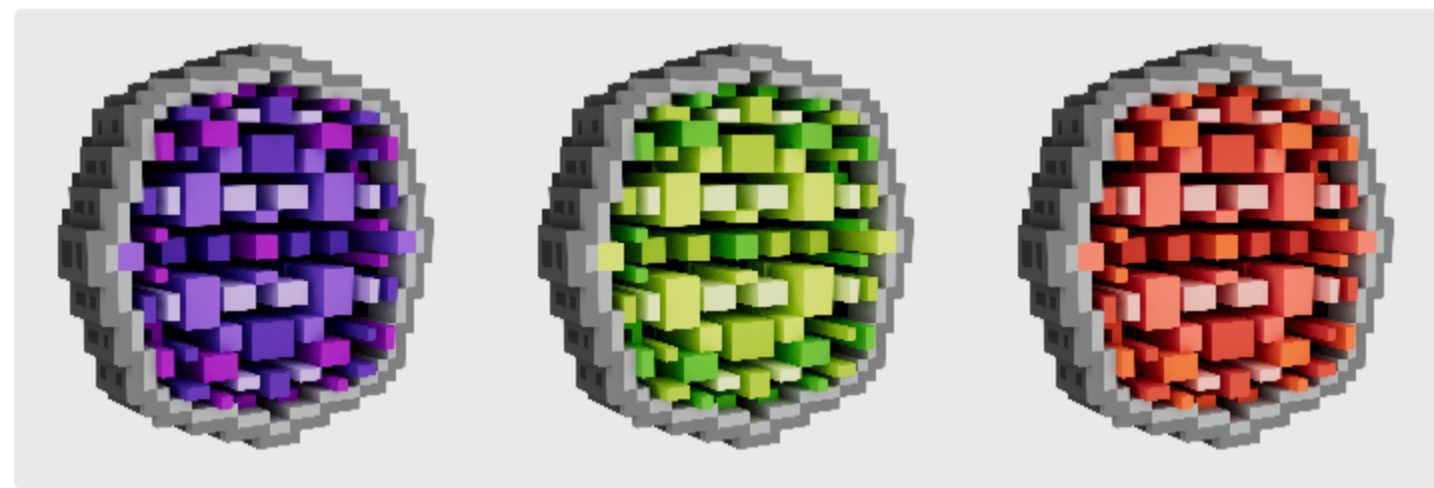
## Minting Process

The following criteria will determine the different traits and aspects of next generation Voxie:

- **Race:** The genesis Voxie NFT's race will affect the next generation Voxie NFT's race by giving a bonus in RNG to the race of the Voxie used to operate the minting.
- **Class:** The Catalyst Stone type will determine the class (*see below*).
- **Rarity:** The type of Crystal will determine rarity, based on RNG. A rare Crystal has the chance to create a common next gen Voxie NFT, an uncommon next gen Voxie NFT and a rare next gen Voxie NFT based on a weighted average (*RNG rates TBD*).
- **Ghost Ability:** 2.23% chance for a next generation Voxie NFT to receive the Ghost ability.
- **Companion Pet:** 19.49% chance of a next generation Voxie NFT to receive a companion pet.
- **Stats, Other Physical Traits and Items:** Will match the percentage of the genesis Voxies and be distributed at random at that RNG rate.

## Catalyst Stones

Catalyst Stones will be elemental NFT items that are very rare and hard to come by in the game, to be used for the sole purpose of recruiting new Voxies. Since Catalyst Stones are represented as an NFT item, players will be able to sell or trade these with other players in the marketplace.



Catalyst Stones used to recruit new Voxies

The Catalyst Stones are split into the following categories:

### Magic Catalyst Stone

- Black Mage
- White Mage
- Necromancer
- Priest
- Time Mage
- Chemist

### Power Catalyst Stone

- Warrior
- Squire
- Knight
- Samurai
- Pirate
- Ninja
- Monster

### Agility Catalyst Stone

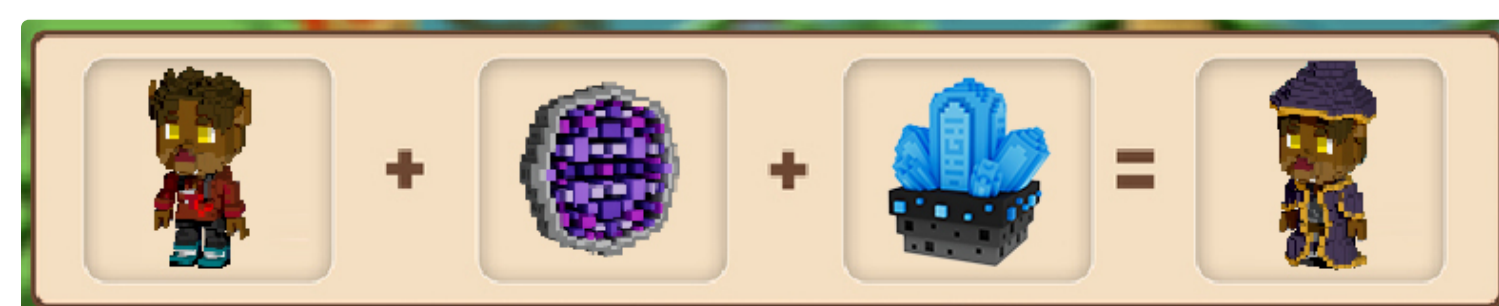
- Hawknight
- Thief
- Bard
- Druid
- Ranger
- Robo
- Monk

When a player owns a stone from one of these categories, they are eligible to mint one next generation Voxie NFT, IF they also have a genesis Voxie NFT AND in-game Crystals. The type of Catalyst Stone will determine the class of the next generation Voxie based on RNG.

During the recruiting process (minting), the Crystals and Catalyst Stone will be used up (burned), while the original genesis Voxie will remain in the possession of the owner.

The Voxie's race will determine which race the next generation Voxie is minted as, based on a weighted RNG table. The crystal rarity tier will determine the rarity of the next generation Voxie NFT.

**Example:** A player has a genesis Voxie from the Fox race, and wants to use it to "mint" a new, next generation Voxie. The player combines in-game crystals with a **Magic Catalyst Stone**, resulting in the following outcome: a new, next generation Voxie with a class taken from the classes listed under the **Magic Catalyst Stones** category (Mages, Necromancer, Chemist, etc.).



Recruiting a next generation Voxie using Catalyst stone and Crystals























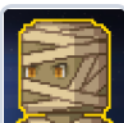




# Team

The team behind AlwaysGeeky Games



## Meet the Team

The team at AlwaysGeeky Games is made up of many creative and talented individuals

 <p><b>AlwaysGeeky</b> <b>Steven</b>     <b>Founder / CEO</b> A passionate games developer with over 15 years of experience in AAA games development.</p>	 <p><b>JustAsh</b> <b>Ash</b>   <b>Co-Founder / CCO</b> Game developer with extensive experience of customer servicing needs.</p>
 <p><b>Ryan Sterling</b> <b>Ryan</b>   <b>CFO</b> Finance background, working with a private equity firm managing their \$3b portfolio across 6 countries.</p>	 <p><b>Billsfan86</b> <b>Jake</b>  <b>CSO</b> Jake has over a decade's worth of experience in sales and marketing.</p>
 <p><b>Mike</b> <b>Mod Manager</b> Mike has over 20 years in IT Systems &amp; Application administration, bringing IT technical knowledge and customer support to the team.</p>	 <p><b>Ali</b>  <b>Game Audio/SFX</b> A relentless serial entrepreneur with 15+ years of experience as an audio engineer. He is most notably known for low-balling Ryan on his dreamloops.</p>
 <p><b>Ben</b>   <b>Marketing and Social Media Manager</b> Helping shape the voice of the brand, Ben Davey heads up our Social Media and Community team whilst working with our influencers and partners...</p>	 <p><b>Moana</b> <b>Game / Narrative Writer</b> Holder of a master's degree in literature with a focus on postmodernist metafiction, nonlinear narratives and hypermedia art.</p>
 <p><b>Kashdan</b>  <b>Composer</b> Versatile Games Composer with 10+ Years experience in Media Composition</p>	 <p><b>Palis</b> <b>Economist and Strategic Initiatives</b> Palis graduated from UC Berkeley with a degree in economics, before spending 8 years in Product...</p>
 <p><b>Gavin</b>  <b>Voxel Artist</b> Senior Voxel Artist with experience across a plethora of high-profile projects in the NFT space. Previously worked with The Sandbox as a digital artist creating unique NFT avatars and assets for the metaverse...</p>	 <p><b>Chop Chop</b>  <b>Web Developer</b> Chop has years of experience building and scaling large web applications, and is a lover of all things web and NFT.</p>

You can learn more about AlwaysGeeky Games on our website:

<https://voxies.io/company-overview/>