

ALL PLANETS ALLIANCE

WHITE PAPER

All Planets Alliance (APA) is a play-and-earn decentralized gaming ecosystem, that leverages blockchain technology to bring the best experience to players and more ways for investors to profit. *APA* is governed entirely by its users and will have several games and other activities spread by multiple planets, where one can play, earn, learn, and create. Most of the games are free-to-play, but there are some pay-to-play games and activities.

Each planet is a different activity – most of them games, but can also be social interaction, education, shopping, arts, and leisure – all intertwined in a single economic ecosystem, with new planets launched periodically. A common and binding story connects the *APA*-Universe and sets the tone and ethos of the community. The main planets will be launched by the *APA* DevTeam and will be connected to the *All Planets Alliance* story, while secondary planets can be about any topic and be launched by anyone, as long as they have the community agreement.

All in-game assets will be Non-Fungible Tokens (NFTs) that can be sold and ownership transferred, and users can cast new NFTs combining pre-existing ones. The game assets can be used in more than one planet, and all of them will be harvested, mined, produced, forged, found, or won by the players and not sold by any central entity. It is then in everyone's best interest to sell and trade those assets, encouraging a collaborative and circular economy.

The in-game economies are separated and protected from the project's token, in a way that gameplay and the players are not negatively affected by market volatility nor bear markets. This brings stability and security to the *APA* gaming universe, which leads to a healthy in-game economy. But the project's token is positively affected by the in-game economy, by mechanisms of buying pressure, thus leading to an increase in the token's valuation.

Because *APA* is a play-and-earn (and not play-to-earn), the game quality and its gameplay will always be our top priority. The earning mechanisms, although built in the core of the *APA*-Universe and a fundamental part of our ecosystem, are not necessary for playing nor to enjoy our games.

All Planets Alliance is governed by its users through a Decentralized Autonomous Organization (DAO) Dual-System: the *APA* MainDAO – that decides every aspect of the project and distributes all the profit to its members; and the PlayersDAO, that decides for everything concerned to the *APA*-Universe itself. Some planets can be governed by their own PlanetDAO that decides for everything of that specific planetary ecosystem. All the profit made by *All Planets Alliance*, whether in-game sales, marketplace fees, land sales, brand partnerships, merchandising, future movie releases, or any other type of profit, will be used to buy the project's token on open-market, leading to an appreciation of the price, and then distribute 100% of the tokens bought to the *APA* MainDAO members.

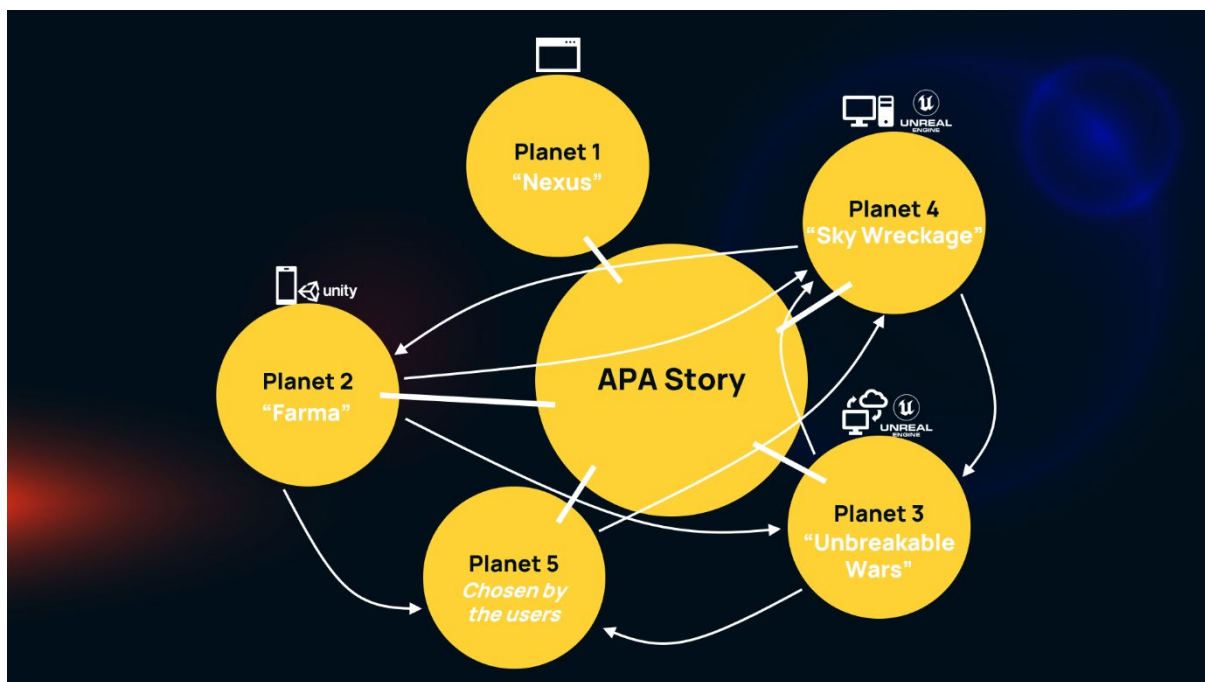
The prime objectives of *All Planets Alliance* are entertainment, profit and education. With that, we aim to create a fun ecosystem of games and empower anyone to be financially independent, despite the place where they live, social status, economic difficulties, or any other social discrimination.

ALL PLANETS ALLIANCE ECOSYSTEM

The *All Planets Alliance* ecosystem, which is called *APA-Universe*, consists of a Multi-Planet Gaming Ecosystem, an Economic Ecosystem, and a Governance Ecosystem, all wrapped-up in the Tokenomics that are the glue that brings the entire *APA-Universe* together.

1. MULTI-PLANET GAMING ECOSYSTEM

It all begins with our story, that sets the tone and ethos for the community. You can read the story's prologue in the next section. Each game, or activity, we'll launch on the *APA-Universe* will be known as a Planet. And because each game is a separate planet, they don't need to be developed in the same game engine, nor have the same graphics requirements or to be playable in the same device. This way, we can have computer AAA-games, high-quality mobile games, and simple web browser games, but they will all belong to the *APA-Universe*, they will all share the same story and more import, the same economic ecosystem. And this way, each planet, each game, can be built to appeal to a different type of gamer and investor.



We will start with 4 planets, 3 of them games. You can find in-depth information in the sections "APA-UNIVERSE MECHANICS" and "THE FIRST PLANETS" of this whitepaper.

PLANET 1 is NEXUS, home to the MainDAO. It's not a game but the DAO's web interface. In here, investors can stake their \$APA tokens to support the project and provide market liquidity. Doing so, they became MainDAO members, collecting liquidity mining rewards for the first 3 years of the project, receiving their fair share of the 100% revenue distribution from the APA Strongbox, and they will be able to vote in all pools and elections.

PLANET 2 is FARMA, a pay-to-play mini game for investors. All natural resources used in all *APA* games are only collected here. A player can buy a landplot, and build some mining and harvesting facilities to collect the resources. Then, the resources are sold to the *APA* Marketplace for profit. They will need tech pieces from PLANET 4 to upgrade their facilities.

PLANET 3 is UNBREAKABLE WARS, a free-to-play strategy turn-based tactics collectible RPG. It's our flagship game, where players can collect the characters from the *APA* story

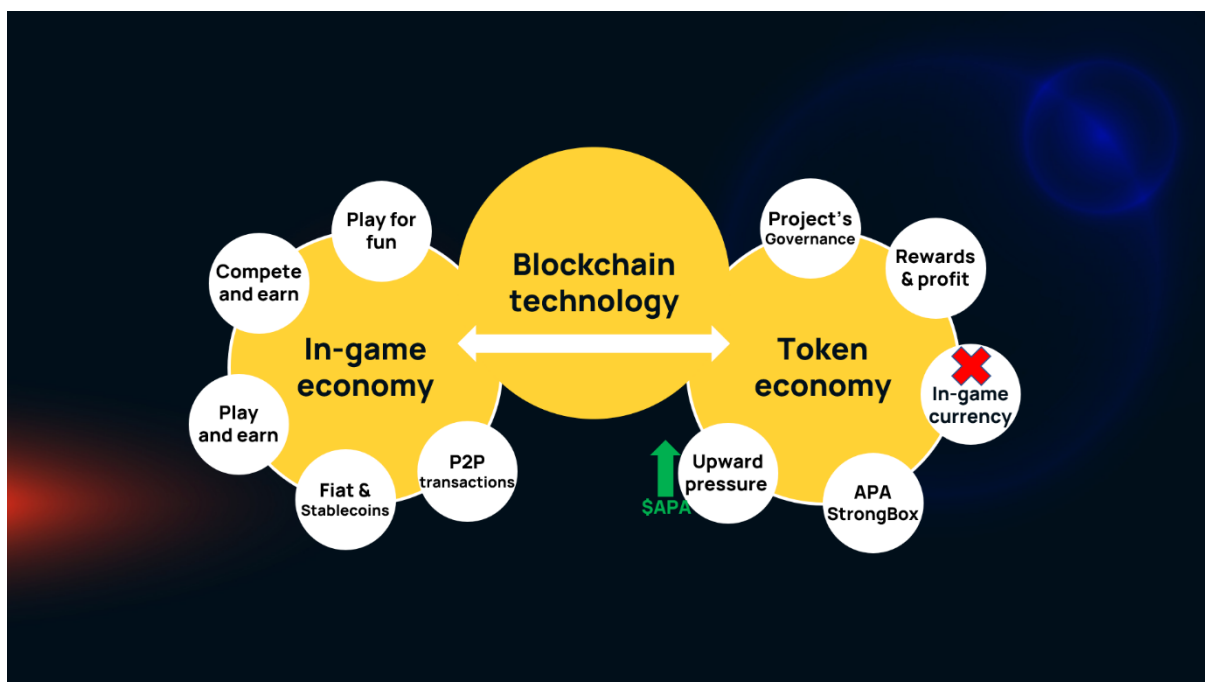
and with them battle other players' teams. The game is built for tournaments and esports, and players will need to buy natural resources from PLANET 2 and tech pieces from PLANET 4, so they can upgrade their characters.

And then PLANET 4, SKY WRECKAGE, is a free-to-play 3D space warship game, where players battle each other to capture adrift tech equipment. They will need natural resources from PLANET 2 and characters from PLANET 3, so they can build and evolve their spaceships.

In the future, each new game will be chosen by the users, and all will need natural resources from PLANET 2 and resources from one or more of the other planets. And they will give a new game asset to the other planets.

2. ECONOMIC ECOSYSTEM

Our economic ecosystem is made of the In-game Economy and the Token's Economy, both connected by the blockchain technology.



Economic Ecosystem

The in-game economy is comprised by all the player-to-player transactions that happens inside the multi-planet gaming ecosystem. On APA there's no 3rd-party entity selling the in-game assets. All in-game assets are won, mined, harvested or crafted by the users, who then can sell the assets at the APA Marketplace to other users. The in-game economy is made up of three different types of players:

- Play-for-fun players, who just want to have fun and enjoy playing the games. They are not interested in the earning part. However, they know that if at any moment they choose to quit the game, because all game assets are NFTs and they own them, they will be able to make some return on the investment they made in the games, by selling the assets. Some of those players will chose a free-to-play model, and some will want to buy game assets from other players that gives them leverage, step up their game, allow for a fast progression, or give them a greater ease in unblocking and upgrade characters;

- Compete-and-earn players, who will try to earn from their gaming skills. Those are gamers that will compete in tournaments and esports, and will try to be the best of the bests, working on their skills' day upon day. The tournaments will have substantial money prizes, specially in the higher tiers. Despite we will have an entry tournament for free-to-play players, to reach the higher tiers the players will need to strategically bought assets from other players to strength their characters.
- Play-and-earn players, who will earn from the amount of time put into the games. They will mine, harvest, collect and won all game assets and then sell them in the APA Marketplace for profit. Because every type of player in the ecosystem (play-for-fun, compete-and-earn, and even play-and-earn) need to purchase game assets and resources to step up their gaming, the players who put in the time and effort, will be well rewarded.

Token's economy

The project's token, \$APA, is a utility token and is used as the governance token, for in-game and liquidity mining rewards, and for the Revenue Distribution profit. But because we have designed the APA-Universe so that the in-game economy is shielded and protected from the token's economy and the crypto-market fluctuations, the project's token will not be used as the in-game currency. The in-game prices are set in stablecoin/fiat. This way, even if the project's token price fall or we have a bear market, the games are shielded and will not be affected, and the play-and-earn players will not lose profit. The problem of build a crypto game around a crypto token is that, in the event of a fall in the token's price, the players will earn much less, they will panic sale their NFT assets, and it will hurt the gameplay and user's experience. Separating the in-game economy and token's economy, the in-game prices will not suffer from the cryptomarket volatility, thus bringing stability to the players and to the in-game profit. Even more, that way players don't need to deal with crypto at all if they use fiat-on-ramp services, which lowers the threshold for non-crypto players to enters the crypto gaming world. But all crypto users still have the option to use their crypto to buy in-game assets.

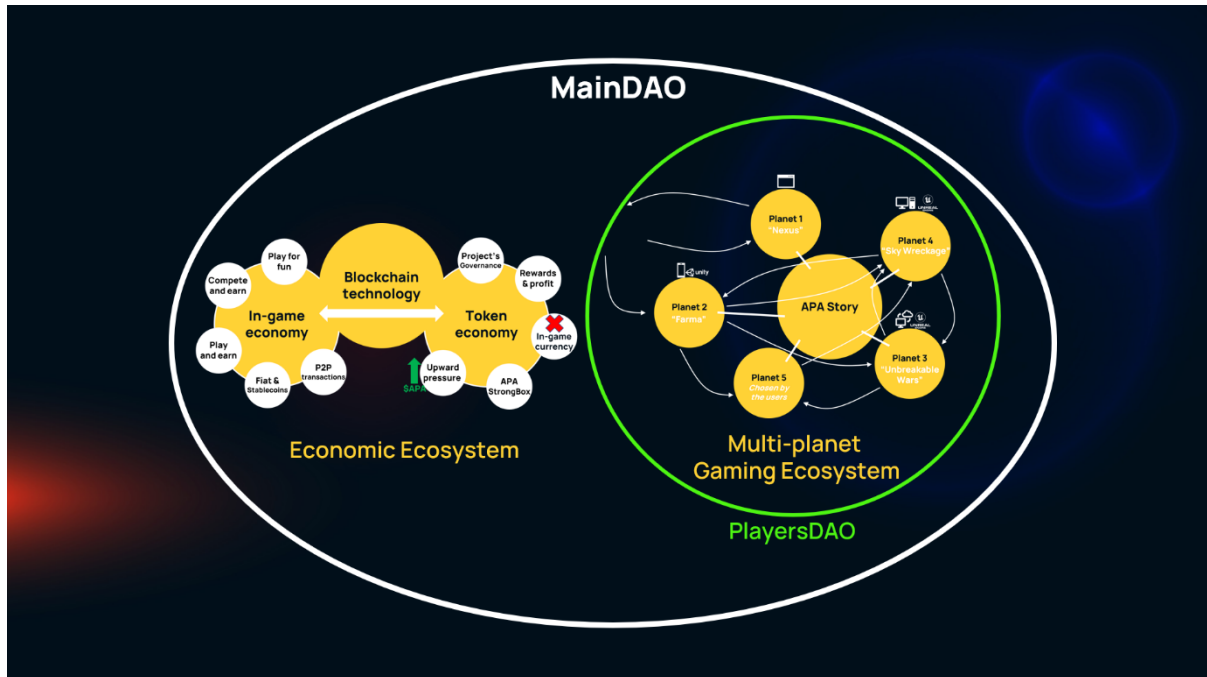
However, the token economy is designed to thrive with the success of the games. 5% of all player-to-player in-game NFT sales, plus 100% of all other kinds of profit (such as land sales), are collected by a smart-contract called "APA Strongbox". Because all those collect fees are in other cryptocurrencies that are not the project's token, the Strongbox will buy \$APA tokens on the open market with those fees, making upward pressure in the token's price. And then 100% of those \$APA tokens bought by the Strongbox are revenue distributed entirely to the DAO members (token stackers).

3. GOVERNANCE ECOSYSTEM

Wrapping both the multi-planet gaming ecosystem and the economic ecosystem, we have our Governance ecosystem, 100% done by the community, through a double DAO system.

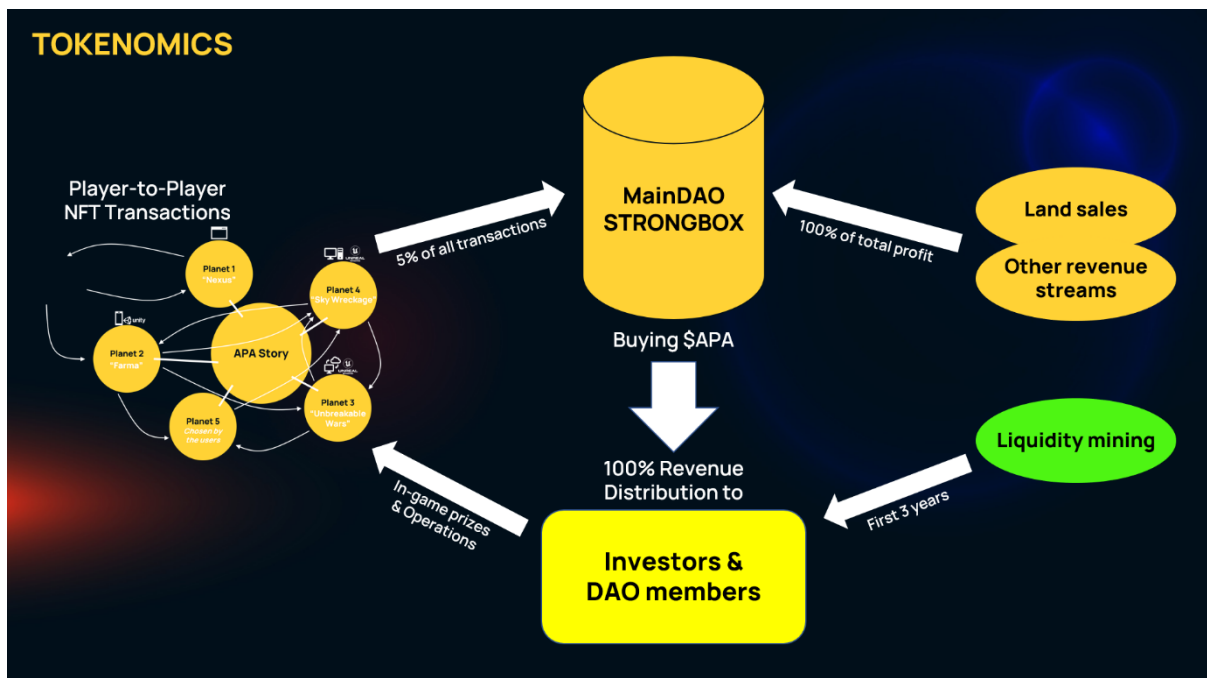
- MainDAO. All users who stake \$APA tokens in the MainDAO official pools will automatically be a MainDAO member. The MainDAO members will vote in all proposals, being them related to the core project, economics, whitepaper updates, or any game related subject like new games, upgrades to the old ones, changes of balancing... everything. Alongside, they will receive liquidity mining rewards for the first 3 years of the project, and revenue distribution from 100% of the APA-Universe profit;

- PlayersDAO. Of major importance for the decentralizing of the APA Governance. It gives voice and voting power to a side of the APA community that maybe has no (or few) \$APA staked: the players. For each active day a player has, he will receive a PlayersDAO token which only allows for voting power. And with them, they can vote in all proposals related to the games.



4. TOKENOMICS

All the above, and much more you can read in the proper "TOKENOMICS" section of this whitepaper, makes our Tokenomics that can be summarized in the following image.



All Planets Alliance is an ancient alliance, forged by the need for survival, and is currently the biggest and oldest economic ecosystem of all known universes. At this moment, we have thousands of planets in our alliance, each different from the others, in an eon's old peace. But it was not always like that...

Once, there was a universe full of life, with billions of inhabited planets. Some with simple life forms, others with sentient non-technological beings, and a lot with full technological power. A lot of these species have space-jump technology, which allows for interplanetary relationships. As such, alliances and wars, invasions and shares were the norm for eons and eons.

Until one day, a mighty and evil force from a different universe arrived. We call them the Uncolored. No planet was strong enough, no species were knowledgeable enough to face that threat. And one by one, the planets start to fall, no one left alive. Afraid and defenseless, planets start to isolate themselves, cut relations to all the others, and flee when they see the Uncolored coming. And for more than 500 years, that was our ancestors' life. And because of that, the life of our universe almost ceased to exist.

During all that period – the Uncolored Age – a brave handful of unbreakable beings from all species decided to fight back. They don't win often, but they cast hope to all the universe and gather knowledge year upon year. In the final months of the Uncolored Age, the billions of inhabited planets were reduced to a few hundred, scattered throughout the universe, alone. There was no hope, and the end was near when it happened. In a coordinated plan, the Unbreakables install and open a star-portal in each planet, moon, asteroid, rock, and spaceship that still existed, all at the same time. All the portals led to the same place - Nexus - an old and forgotten planet, from a species long gone but with a technological power never seen before.

In the face of certain extinction, the leaders of all remaining planets agreed in a coordinated attack against the Uncolored, altogether using all the resources they have, plus the new technology discovered in the Nexus planet. If they were to fall, they fall together, fighting for their Universe.

The battle was fierce, but for the first time the advantage was on their side. Different species, old enemies and new friends, fighting side by side, dying side by side. Not for honor, not for fear, but for their universe and their right to live. And they won.

After the war, after the win, after the farewell to the dead, the living ones share a certainty... alone never again. So, the leaders came back to that planet and forged an alliance of support and eternal cooperation. The biggest alliance ever existed across all universes. And they called it the "*All Planets Alliance*." And this planet, Nexus Planet, is since then the APA Headquarters. A planet with thousands of portals and an eternal flame shining above all, a symbol of unity, perseverance, and hope.

And now we welcome every single one of you to join APA! In APA, there are no boundaries, physical or intellectual. All the planets are open to everyone, and the only imperative is respect. Respect for the others, respect for each one's privacy and beliefs, respect for each planet's culture and rules, respect for the Alliance.

TOKENOMICS

The *All Planets Alliance* main token is \$APA, a utility token. This will be the MainDAO governance token, the Liquidity Mining and Revenue Distributions rewards' currency, and also used as the in-game tournament prizes and other rewards for players. Although the in-game currency for all player-to-player sales and other purchases will be fiat or stablecoins, players who want can use \$APA as well.

In the future, some planets may have their own Planet Token, but only if the MainDAO voted for, and always with a specific function.

TOKEN SUPPLY AND DISTRIBUTION

A total of One Billion \$APA will be minted and distributed as follows:

	\$APA	%	Sale price	What for?
Pre-seed private sale	50,000,000	5.00%	\$0.02	This private funding round has the objective of aggressive growth, fast top team hiring, legal advice, security and servers & software.
Seed Round	100,000,000	10.00%	\$0.10	To boost the game development, team hiring, staking platform, listings, and security audits.
Public Sale	150,000,000	15.00%	\$0.50	The public funding round has two objectives: providing liquidity to \$APA pools & operations; and fund all APA development needs for two years, to ensure a stable situation.
Community Giveaways	5,000,000	0.50%		To promote the <i>All Planets Alliance</i> project prior to launch, with small giveaways, contest prizes and participation rewards to the community.
Team	145,000,000	14.50%		To be distributed to founders, core team, and the first 150 team members
Treasury	150,000,000	15.00%		Locked into the DAO's liquidity pool to receive Revenue Distribution. Only the revenue can be accessed and will fund future game development and in-game rewards. Under the management of the APA-MainDAO.
Liquidity Mining	200,000,000	20.00%		Tokens to be distributed during a 3-year period, to all users who staked their \$APA into the official liquidity pool.
In-game rewards	200,000,000	20.00%		Tokens to be distributed in-game to all players and fund Tournaments and Esports events, for the first 5 years since game launch
TOTAL	1,000,000,000	100.00%		

TOKEN DISTRIBUTION BREAKDOWN

A more in-depth breakdown of vesting can be found [here](#):

	% (of total)	\$APA	Vesting
FUNDING ROUNDS			
Pre-seed private sale	5.00%	50,000,000	12-month linear unlock, starting 1 year after the Public Sale
Seed round	10.00%	100,000,000	
Public sale	15.00%	150,000,000	No lock-up
Subtotal	30.00%	300,000,000	
COMMUNITY GIVEAWAYS			
Giveaways to the Discord community	0.125%	1,250,000	12-month linear unlock, starting 1 year after the Public Sale
Contest prizes	0.125%	1,250,000	
Participation & spread the word rewards	0.250%	2,500,000	
Subtotal	0.50%	5,000,000	
TEAM			
Founders & Upper Management	10.00%	100,000,000	48-month linear unlock, starting 2 years after the Public Sale
Core Team	3.50%	35,000,000	24-month linear unlock, starting 1 year after the Public Sale
Team members	1.00%	10,000,000	12-month linear unlock, starting 1 year after starting to work to APA
Subtotal	14.50%	145,000,000	
TREASURY			
Treasury	15.00%	150,000,000	Permanent lock-up and under the management of APA-MainDAO. The objective is for the entire Treasury to stay locked in the Treasury Pool, only receiving Revenue Distribution, and annually allocate it for game development, team wages, game servers, and in-game prizes. If needed, the DAO can sell some Treasury tokens, never getting below 12.5% of the total token supply. If the revenue is more than needed, it can be added to the Treasury, never surpassing 17.5% of the total token supply.
Subtotal	15.00%	150,000,000	

LIQUIDITY MINING			
Staking distribution	20.00%	200,000,000	Beginning with the Public Sale, the Liquidity Mining rewards will be hourly distributed over a 36-month period, to those who have staked their \$APA tokens into the MainDAO pools. The accumulated funds can be rescued any time beginning 1 year after the Public Sale, starting a 12-month linear unlock right away. Only community giveaways, pre-seed, seed, and public sale tokens can receive Liquidity Mining.
Subtotal	20.00%	200,000,000	
IN-GAME REWARDS			
In-game rewards	20.00%	200,000,000	In-game rewards, Tournaments and Esports prizes for the first 5 years since game launch. Tokens are unlocked when the player receives them. Around 20% will be released non-linearly each year. After that, annual Treasury revenue distribution will allocate funds for in-game rewards.
Subtotal	20.00%	200,000,000	
TOTAL	100.00%	1,000,000,000	

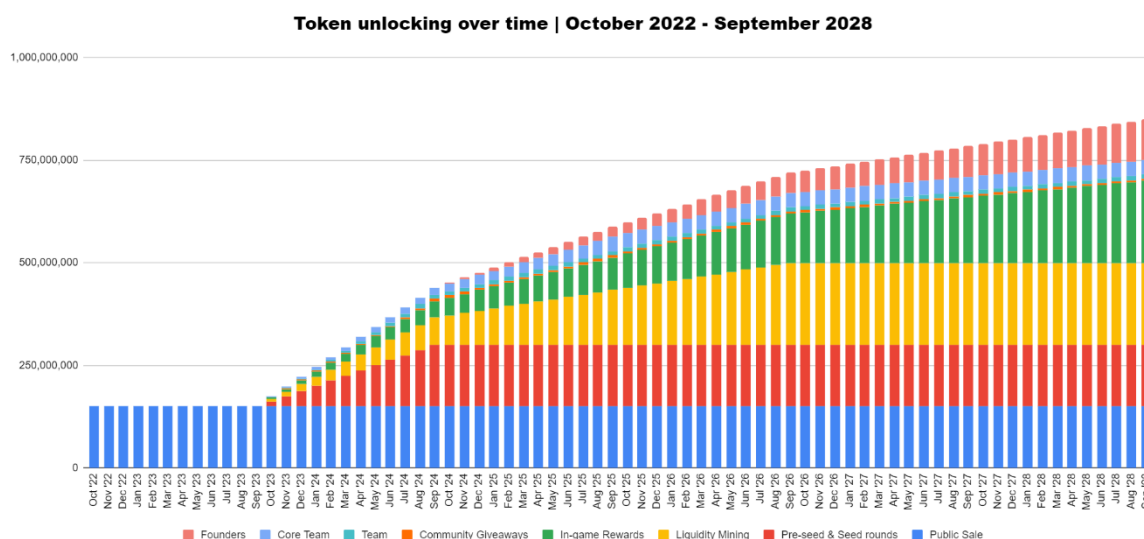
TOKEN VESTING DIGEST

	\$APA	Initial lock-up period	Months of linear unlocking	\$APA unlocked per month	Yield Farming during lock period?	Revenue Distribution during lock period?
FUNDING ROUNDS						
Pre-seed private sale	50,000,000	12	12	4,166,667	Yes	Yes
Seed round	100,000,000	12	12	8,333,333	Yes	Yes
Public sale	150,000,000	<i>No lock-up</i>	<i>Unlocked</i>	<i>Unlocked</i>	-	-
Subtotal	300,000,000			12,500,000		
COMMUNITY GIVEAWAYS						
Giveaways to the Discord community	1,250,000	12	12	104,167	Yes	Yes
Contest prizes	1,250,000	12	12	104,167	Yes	Yes
Participation & spread the word rewards	2,500,000	12	12	208,333	Yes	Yes
Subtotal	5,000,000			416,667		

TEAM						
Founders & Upper Management	100,000,000	24	48	2,083,333	No	No
Core Team	35,000,000	12	24	1,458,333	No	No
Team members	10,000,000	12	12	833,333	No	No
Subtotal	145,000,000			4,375,000		
TREASURY						
Treasury	150,000,000	<i>Permanent lock-up</i>	<i>Permanent lock-up</i>	0	No	Yes
Subtotal	150,000,000			0		
LIQUIDITY MINING						
Staking distribution	200,000,000	<i>No lock-up</i>	12	5,555,556 (average)	No *1	No *1
Subtotal	200,000,000			5,555,556		
IN-GAME REWARDS						
In-game rewards & Tournaments prizes	200,000,000	<i>No lock-up</i>	<i>Unlocked</i>	3,333,333 (average)	No *2	No *2
Subtotal	200,000,000			3,333,333		
TOTAL	1,000,000,000					

*1 - While in DAO's possession. When a user rescues their tokens, they begin a 12-month linear unlock but will receive Yield Farming and Revenue Distribution while still in the pool.

*2 - While in DAO's possession. When a user receives a reward/prize, they are unlocked. The user can then do whatever they want with them, including stake them in the MainDAO pools to receive Yield Farming and Revenue Distribution.



The token distribution and unlock calendar has been carefully thought to promote trust in the project, sustainable growth, decentralized governance, and keep away bad actors and get-rich-fast players. The locked tokens will be secured by an audited smart contract time-lock to assure they can only be retrieved after the right date. To ensure even more confidence in the project by the community, the tokens of the Core Team will have an extended 24-month linear unlock period, and the tokens of the Founders & Upper Management will only start to unlock 2 years after the public sale and will run for an extended four-year period.

FUNDING ROUNDS

All Planets Alliance will have 3 initial funding rounds:

- **Pre-seed private sale:** This is an investors-only sale. We will sell 50,000,000 \$APA at \$0.02, 5% of the total tokens, to partners that can help *APA* achieve its vision. Because they are taking a high risk in a very early-stage project, and will help the Development Team along the way, they have to be rewarded with the best possible deal. This funding round has the objective of aggressive growth with industry's best, fast top-team hiring, legal advice, security implementation and pay for the initial servers and software.
- **Seed sale:** This will be a mix funding round, with some tokens allocated for a public sale and others to a private sale, so we can add more strategic partners that can help the project grow. We will sell a total of 100,000,000 \$APA at \$0.10, 10% of total tokens. The seed round has the objective of boost game development, massive team hiring with industry's best, staking platform, listings and security audits.
- **Public sale:** The final round will be the public sale, open to anyone who wants to invest early in the project. A total of 150,000,000 \$APA, 15% of total tokens, will be distributed unlocked at \$0.50. This funding round has the objective to provide a stable situation, funding all development and operations needed in the first 2 years, including provide the liquidity need for the official pools.

COMMUNITY GIVEAWAYS

A total of 5,000,000 *APA* tokens, 0.5% of the total tokens, are allocated to reward the first members of the *All Planets Alliance* community, build up the community spirit through some contests and challenges, help other crypto enthusiasts to become familiar with the project, and spread the word as much as possible. Those tokens have a 12-month initial lock-up, but can benefit from both Yield Farming and Revenue Distribution during the lockup time. After that, they will have a 12-month linear unlock, on the first day of each month, starting one year after the Public Sale.

TEAM TOKENS

A total of 145,000,000 \$APA, equivalent to 14.5% of the total token allocation, will be distributed to the APA Team and upper management. The tokens of team members, both core and regulars, will have a 12-month initial lock-up period, that will start with the member's contract. After that, the regular team members will have a normal 12-month linear unlock, while the core members will have a 24-month unlock period. The tokens of the founders and upper management will have an extended initial lock-up period of 24 months, followed by a 48-month linear unlock.

APA TREASURY

The APA Treasury will not be a traditional one, where the team or DAO sells the tokens from time to time to fund the project. An initial 150,000,000 \$APA, 15.0% of total tokens, will be locked into a special treasury pool, controlled by the MainDAO, where they will receive their fair share of the Revenue Distribution. The tokens will never receive Liquidity Mining rewards. The objective is for the MainDAO to use the Revenue Distribution accumulated by the Treasury tokens to fund the APA-Universe development, operations, in-game rewards and tournaments prizes. The initial Treasury tokens should remain locked. At very special conditions, the MainDAO can consider to sell or add tokens to the Treasury, but never going below 12.5% of the total token allocation nor going above 17.5%.

LIQUIDITY MINING

To encourage and reward liquidity providers, and also to boost token decentralization, a total of 200,000,000 APA tokens will be distributed through a period of 3 years to those who stake their tokens in the MainDAO official pools. Beginning 1 year after the Public Sale, the accumulated rewards can be rescued at any time starting immediately a 12-month linear unlock from that moment.

The tokens distributed in community giveaways, and the ones bought in the pre-seed and seed funding rounds, will automatically start locked on those pools for a 12-month period, so they can receive both Liquidity Mining and Revenue Distribution from the beginning.

The tokens from the Public Sale will start unlocked, so people can choose what they want to do with them. Those who stake their tokens in the MainDAO official pools will receive their share of the Liquidity Mining and Revenue Distribution.

The team tokens will be held in a separated pool, not receiving any Yield-Farming or Revenue Distribution while locked.

All the other tokens (treasury, liquidity mining, and in-game rewards) will never receive Yield-Farming or Revenue Distribution while in MainDAO's possession. From the moment the users rescue them, they can stake them in the MainDAO pools to receive both Yield-Farming and Revenue Distribution.

IN-GAME REWARDS

An equal amount of 200,000,000 \$APA will be distributed to players through a 5-year period. Some will be giveaway to all players just for participation, others will be rewarded as tournament prizes and Esports competitions. That way, together with the incentive of Liquidity Mining rewards and the Strongbox Revenue Distribution, we will further increase the decentralization of the MainDAO, reinforcing its power and the community governance.

STRONGBOX REVENUE DISTRIBUTION

In *All Planets Alliance*, the total profit is distributed to those who believe in the project and are willing to stake their tokens for a certain period of time. They will become APA MainDAO Members. Along with all the governance power the MainDAO members have, they will receive 100% of all the revenue made by all the games of the APA-Universe franchise.

A smart contract called APA Strongbox will receive:

- 5% of the total transaction value, from all sales made in the APA Marketplace;
- 100% of all in-game fees and purchases;
- 50% of all land sales;
- 10% of all Planet-Token sales;
- 100% of the total profit made from future income sources (like merchandising, rent and leasing, films...)

If the amount received is in \$APA, it will directly be saved in the Strongbox. If the amount received is in fiat or another cryptocurrency, a swap will be made, buying \$APA with that cryptocurrency and saving the \$APA bought in the Strongbox. This will make upward pressure in the token's price.

Then, periodically, all the Strongbox content will be distributed to the addresses that have \$APA stacked in the MainDAO pools, in direct proportion to the amount of tokens stacked and the time they are locked.

LAND SALES

All Planets Alliance will have some planets with land parcels, each with its own purpose. Those land parcels are NFTs and will be, in most cases, sold through a public sale. Each land sale will be explained extensively in its Planet's Litepaper, including function, value proposition, sale value, and conditions. As ever, the Litepaper will have to be approved by the MainDAO, so land sales will only occur with the DAO's permission.

Unless otherwise approved by the MainDAO, 50% of the amount received in the land sales will go to the Strongbox and be subject to Revenue Distribution to the MainDAO members. The distribution of the other 50% will have to be specified in the Planet's Litepaper, and used traditionally for things like team wages, APA and Planets development, and others.

The first and most important land sale will be the one of Planet Farma. All the resources of APA-Universe will be harvested/mined here, so all the profit from the resources' sale will be entirely to those landlords.

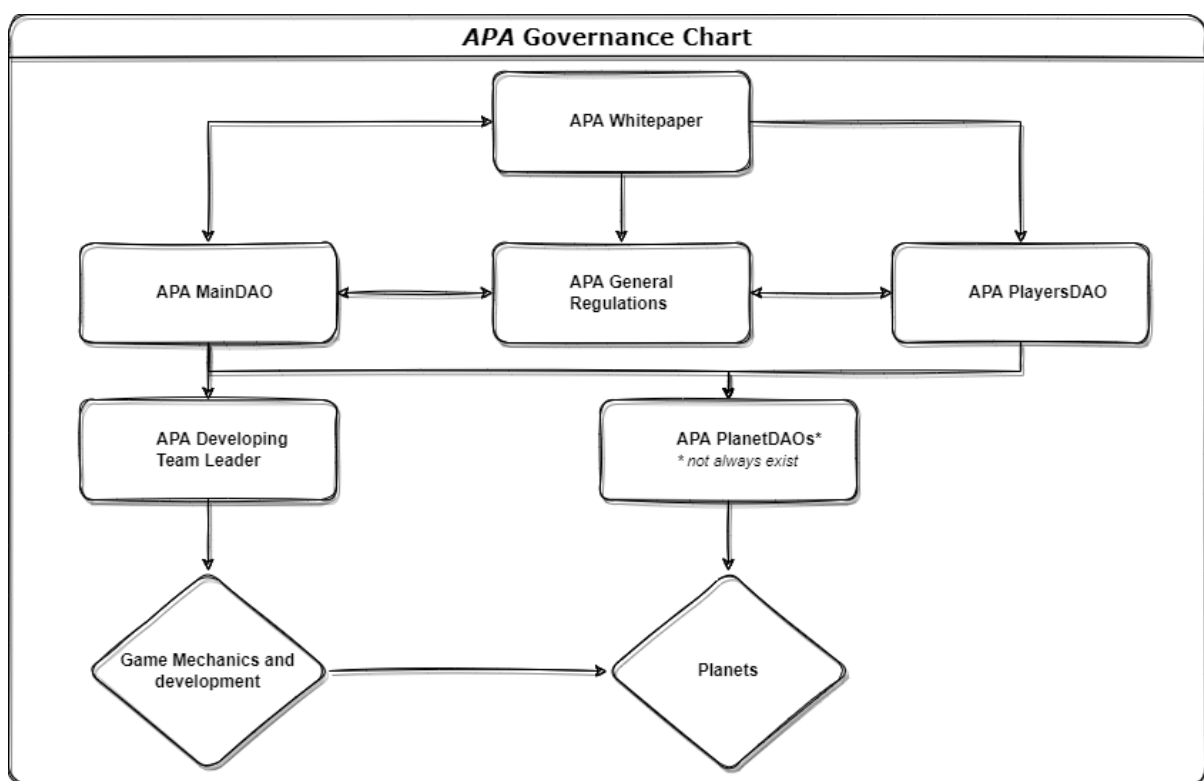
GOVERNANCE

APA-Universe was thought and designed to be 100% governed by the community, with strong decentralization mechanisms influenced by its tokenomics to prevent malicious agents. The central key of *All Planets Alliance* is the improved decentralized community governance by a two-DAO system, that allows the community to follow the project day-by-day, from concept art to final release.

One DAO for players, that allows them to vote for all game-related subjects. And other DAO for investors, where they also vote on all business-related decisions, including financial ones.

A total transparency policy to all APA community is the base-line of our commitment to investors and players. We will do regular updates to the DAOs' members about funds spent, project development, team, and changes to the project roadmap. Along others, financial reports and the annual release of funds to the DevTeam wages and operations are subject to MainDAO's approval.

The APA Governance Chart is the following:



APA WHITEPAPER

The *All Planets Alliance* Whitepaper is the document that sets the ethos for our community: it's the soul of APA-Universe. Therefore, all constituting parts of the APA-Universe must respect its content, and all decisions must try to honor what's in it. The APA Whitepaper can be changed through a New Structural Proposal (or NSP) to change, add, or delete any part, and can only be voted by the MainDAO members. Until the MainDAO constitution, the Whitepaper can be updated by the APA Founders.

APA GENERAL REGULATIONS

The General Regulations is a document approved and updated by both DAOs, which sets the operating rules of APA that are not set in the Whitepaper. The *APA* General Regulations can be changed through a New Improvement Proposal (or NIP) to change, add, or delete any article, and are voted by both MainDAO's and PlayersDAO's members. Until the DAOs constitution, the APA Founders can update the General Regulations.

APA MAIN DAO

The *APA* MainDAO will be the spinal cord of *APA*-Universe and one of the main ways to profit. Its mission is to govern the *APA*-Universe, shaping it as the majority of the members want. Its members are all who stake their \$*APA* tokens into the MainDAO official pools. That way, each member will receive voting power - that can be used to vote in *APA* elections and polls and thus influence the DAO's decisions -, and a share of the Strongbox Revenue Distribution. For the first 3 years, the members will also receive a share of the Liquidity Mining rewards.

Benefits of being an *APA* MainDAO member:

- Vote in all proposals: New Planet Proposal (NPP), New Improvement Proposal (NIP), and New Structural Proposal (NSP);
- Beta-testing first than everyone else all new Planets: both games and activities;
- Help with story-scripting, game mechanics and game balance, for all new and old games and activities;
- Receive a share of *APA* profit through Strongbox Revenue Distribution;
- Receive a share of Liquidity Mining rewards for the first 3 years of *APA*;
- Have precedence for hiring positions.

PLAYERS DAO

The PlayersDAO is of major importance for decentralizing the *APA* Governance system even more. It gives voice and voting power to a side of the *APA* community that maybe has no (or few) \$*APA* staked: the players. Many players will play just for fun, with no profit in mind. Others will play professionally, for profit, but will need to withdraw it every month. In both cases, and the ones in between, those players are a central piece of *All Planets Alliance* Universe, and for it, they should be rewarded and empowered. Even for those who have staked \$*APA*, being an active player has to be of double importance.

Every player will receive one PlayersDAO token for each active day inside *APA*-Universe. Furthermore, those tokens cannot be sold, exchanged, or given away and will be forever tied to that specific account. That way, in some polls and elections explained in the voting section, players with PlayersDAO tokens can vote.

VOTING SYSTEMS

We will use one adaptation of the Instant-Runoff Voting System for every poll, voting, and election that has more than 2 options. In this system, members spread their voting power through the projects/options/candidates they like, in the proportions they decide to, making a rank between the options. That way, members never need to vote strategically

and can always select exactly the projects they do like, ensuring that the winner will always be preferred by the majority. This voting system is much better than the common Plurality one, where the winner is only the biggest minority choice, but may not reflect what the majority wants. Because of the Quadratic Voting implementation, when members spread their voting power by multiple options, they will gain more votes than when they apply their entire voting power in a single option. When there are only 2 options, or when we can just approve or not approve what is being voted, users need to apply their entire voting power in a single option. In all cases, the voting power is the one explained below.

VOTING POWER

If the voting power (number of votes) were equal to the staked \$APA tokens, big wallets would have an unfair advantage and could try to boss into the MainDAO's governance.

To assure proper decentralized community governance and ensure the true autonomy of the DAO, we will use the Quadratic Voting in the APA MainDAO and PlayersDAO. In this system, the voting power is equal to the square root of the \$APA or PlayersDAO tokens used, or put another way, the number of \$APA or PlayersDAO tokens needed to cast a certain number of votes is equal to the number of votes squared. Below, you can find the proper equations:

$$N^{\circ} \text{ of votes} = \sqrt{\$APA}$$

$$\$APA = (N^{\circ} \text{ of votes})^2$$

$$N^{\circ} \text{ of votes} = \sqrt{\text{PlayersDAO tokens}}$$

$$\text{PlayersDAO tokens} = (N^{\circ} \text{ of votes})^2$$

TYPES OF PROPOSALS

NEW STRUCTURAL PROPOSAL (NSP)

The New Structural Proposal, or NSP, is used to change, add or delete a fundamental part of the APA Project: any section of the Whitepaper. Changes to the Tokenomics, the Governance process, the MainDAO operation, the Universe Mechanics, or any other section. Any community member can propose an NSP. Then a discussion channel will be opened in the APA Discord server for this specific NIP, and a 30-day discussion period will be held. After that, the NSP is voted only by the MainDAO members. To be approved, an NSP must have a supermajority of two-thirds of the votes cast, and at least 25% of all \$APA staked should have voted.

NEW IMPROVEMENT PROPOSAL (NIP)

A New Improvement Proposal, or NIP, is the way to implement new features to the existing games and activities or change, add, or delete APA General Regulations articles. Any community member can propose a NIP. Then a discussion channel will be opened in the APA Discord server for this specific NIP, and a 15-day discussion period will be held. The APA Developing Team can extend this period for another 15 days if needed. After that, voting will be held, where both the MainDAO and the PlayersDAO members can vote.

NEW PLANET PROPOSAL (NPP)

A New Planet Proposal, or NPP, is the way to launch new planets (games or other activities) on the APA-Universe. Because of its importance and global implications, it's a multiple-step process with a specific dashboard to be delivered and in-depth regulation in the General Regulations where it states, for example, what type of contents are and aren't allowed. In short, there are two ways for a new planet to be developed and/or launched in the APA-Universe:

1) The APA Annual Planet

Every year, beginning 2024, a new planet will be chosen to be developed and launched in the following year(s). Those are internal projects created and developed by the APA DevTeam, and that will integrate into the APA Story. More often than so, those planets will be games and will be connected to the ones before. That way, one can use the characters, props, and other assets already obtained. Those games will explore the APA-Universe Story or create follow-ups. All the resources for the planet development will come from the MainDAO and the APA DevTeam. Both MainDAO and PlayersDAO will vote for the APA Annual Planet.

2) External Projects

Starting 2025, anyone who wants can propose a new planet, from a single indie developer to an existing game studio. It can be a game, from Indie to Triple-A, or any other activity. Those are external projects developed by the ones who propose them and do not need to integrate into the APA Story. Nevertheless, the project needs to use at least the APA resources to be integrated into APA economics.

After the NPP submission, the project needs to go through a 5-stage process to be approved:

Stage 1 - Community review

After the NPP submission, a discussion channel will be opened in the APA Discord server for this specific NPP, and a 30-days discussion period will be held. During that period, the NPP proponents can make changes as they like to the initial NPP, to consider the community feedback.

Stage 2 - In Depth Analysis

After the close of the 30 days community review, the DevTeam will do a thorough analysis to ensure all regulations were fulfilled and that the project is compatible with the *All Planets Alliance* system. Feasibility of the project, security issues, proposed financing, project members and other verifications will be done. The DevTeam may ask for some changes to the project. If and when the APA Developing Team gives its approval, the project can go to Stage 3.

Stage 3 - Voting Round

If the NPP passes the in depth analysis, the discussion channel will be moved to the Voting section and a new 30-day period will be held, so the proponents can explain as thoroughly as possible the proposal, and answer to all community questions. After that, a voting will be held, where both the MainDAO and the PlayersDAO members can vote. The options will be "Approve" or "Not Approve" (or not voting at all). To pass to Stage 4, the NPP needs to have a simple majority (50%+1) of approval from the votes cast, without a minimum number of votes. This way, we open the doors to minorities and small-niche interests, as long as the majority that voted does not oppose the project.

Stage 4 - Community IGO (not mandatory)

Some projects will not need funding, so they bypass this stage and can start the development immediately. For the others, where the NPP proponents needs funding to develop the project, a Community IGO will be held. The IGO will have its own token that will become that planet governance token. If the fundraising goal is achieved, the project can now start the development and the APA DevTeam will hold the funds raised, releasing them in small tranches as previously agreed. If the fundraising goal is not achieved, the funds will be returned immediately and the NPP archived.

Stage 5 - Final Check

Before implementation in the APA main network, the project will need to be submitted to a final check from the APA Developing Team.

APA-UNIVERSE MECHANICS

All Planets Alliance will have multiple games and other activities, each with specific game mechanics. Every planet will have its own Litepaper that will explain in detail the game or activity mechanics, how it crosses with the APA-Universe, and all the important information.

But there are a number of universal mechanics that apply and will be used across all the planets.

APA MARKETPLACE

In the Nexus planet, where APA Headquarters are, take place the biggest marketplace in the universe - The APA Marketplace. This is the place to buy and sell all the APA-Universe assets. Resources, technology, characters, weapons, armors, and everything else. The sales are made player-to-player, no middleman, and all the in-game assets will be harvested, mined, produced, forged, found, or won directly by the users. The game mechanics will encourage users to a collaborative & circular economy, because they benefit from buying and selling assets and lands from one another. To help bring blockchain gaming to the mainstream, we will integrate fiat on-ramp and off-ramp services as soon as those technologies are available and secure.

INTERCONNECTIVITY OF GAMES AND OTHER ACTIVITIES

All games and activities in the APA-Universe are connected. The resources and materials will be used in all planets, characters of some games can be used into different ones keeping the conquered specs, special assets found or won in a game are valuable for other games.

A good example of this interconnectivity is the first 3 games. In *Unbreakable Wars*, a turn-based collectible RPG, one can win and collect Unbreakable Heroes, but you need resources harvested on *Planet Farma* and the tech collected on *Sky Wreckage*. On *Sky Wreckage*, you can collect technology, but you need the resources harvested on *Farma* and the Unbreakables collected in the *Unbreakable Wars*. And in *Farma*, the planet where all the resources are harvested, you will need tech collected on *Sky Wreckage*.

But you don't need to collect them all by yourself, or even none if you want. You can just win Unbreakables, or just harvest resources, or even just play for fun. And all the other assets you need, you can buy them in the APA Marketplace from other players.

As other games come out, more interconnectivity will exist. Like a new MMORPG game where the characters are the Unbreakables collected in the *Unbreakable Wars*.

FORGING NEW ASSETS

In APA-Universe, one can forge new assets, like characters and props, by combining existing ones into a better or more powerful one. Some initial assets will be NFTs, which will be burned in the process, and the new asset will be an NFT too. For example, one can buy a weapon blueprint and a special NFT with a singular power and forge a real weapon that can be used in games and have the exact same power as the special NFT. Or one can forge a new character, attaching an existing one with a special armor (forged too).

HARVESTING AND MINING RESOURCES

All the natural resources that exist in the APA-Universe are harvested and mined solely by the players on Farma, a giant planet with just 100,000 land plots. Each land plot is an NFT that will be sold, and its owner can build multiple platforms to harvest and mine each of the resources, or lend it and receive a part of the profit. The platforms can be updated and enhanced with technology, so they produce more, and a special type of silos can increase the storage space.

Every day, the land plots will produce exactly 105% of the resources used in the previous day. The total amount of resources will be shared between all the land plots that have a platform for that specific resource, in the direct proportion of the platforms' production levels. So, in the extreme example where only one plot is mining ore, 100% of that day's ore production will go to that player (which is equivalent to 105% of the previous day's ore usage) regardless of production level. But if two land plots are mining ore, with one having a platform with 1x production level and the other with a 2x production level, the first one will receive 33.3% and the second one 66.6% of the total daily production. The general formula for the production sharing is:

$$\% \text{ of Total Production receive by a player} = (P/n) \times 100$$

P - Production level of the player for that resource

n - Total number of production levels among all plots for that resource

A player can choose to harvest and mine all resources in one land plot, just a few, or only one. But each land plot will have a maximum number of platforms allowed.

In the beginning, all silos will have a storage capacity for exactly 24h production. This means that when the player receives the daily production, one has 24h to manually sell it to the APA Marketplace. If the silos were not empty until the following day production sharing moment, that land plot would not receive its share. The player can update the silos to more capacity or lend the land and let other players make the manual transfer for a share of the profit.

Owning and operating a land plot for harvesting and mining resources is one of the most profitable jobs in *All Planets Alliance*. All the resources of the APA-Universe are produced here and can be sold to the Marketplace common pool for profit. One can lend or sell the land plot in the marketplace too.

SEPARATION OF IN-GAME ECONOMY FROM THE PROJECT'S TOKEN

Most of the existent play-to-earn games only values the economic element of the project, forgetting entirely the gamers. They design and balance the game around a crypto-token or NFT collection, forcing all players (investors and non-investor ones) to be exposed to the highly volatile crypto market. This means that people who just wants to play for fun, and are not ready to dive into the crypto world or trading, are forced to learn how to configure a crypto-wallet, how to buy crypto and NFT on centralized or decentralized markets, how to transfer them into the play wallet, how to secure the wallet, and how to don't fall for the increasing number of crypto schemes. And after learning all of that, the gamer can wake up one day just to discover that the token they are forced to buy the day before so they can

play, now only worth half of what they pay for it. It's ok for an investor who understands the risks and what is happening, but not ok at all for a casual player who just want to have fun.

All Planets Alliance solve this problem separating and protecting the in-game economies from the project's token. All in-game purchases, sales, and any other economic trades have their prices set in fiat, and the transactions are made in stablecoins or fiat-on-ramp. That way, the in-game prices won't suffer from the crypto-market volatility, thus bringing stability and security to the players and the game economy. Even more, players don't need to deal with crypto at all if they use fiat-on-ramp services, which lowers the threshold for non-crypto players to enters the crypto gaming world. Nevertheless, players who want can pay in cryptoassets.

Because 5% of all player-to-player sales, and 100% of all other kinds of profit, are collected by the APA. And because almost all of that profit will be in other currencies that not the project's token. The total amount is used to buy the project's token on the open market, making upward pressure in the token's price, and then distribute it all to the DAO members.

This way, players are protected and, if they want, just need to focus on the gameplay itself, providing stability and security to the project, and bringing consistency for players and in-game investors. Off-game investors will double profit, not only by selling the bought tokens, but also by receiving 100% of the APA revenue distribution. And the project's token can be freely traded, suffering market oscillations, without risking the player's experience nor the gameplay and gaining value if the APA in-game economy is healthy. But in the event of a fall in the token's price or a bear market, the games are perfectly shielded and will not be affected.

THE FIRST PLANETS

All Planets Alliance will start with four planets in the first year, three of them games, released throughout the year. All the games will have amazing graphics and gameplay, but they will not be traditional triple-A games. That's because we want to launch the games and start the *APA* economic ecosystem as soon as possible. That way, we can have a fully operational economy, MainDAO, PlayersDAO, and an active and large enough community, when we hit the first year of operation. After that moment, users will choose exactly what they want the next game to be, and if it is a triple-A game we will be fully prepared to deliver.

PLANET #001 - NEXUS

Nexus Planet is the center of the *All Planets Alliance*. In there, we have the *APA* Headquarters, the *APA* Marketplace, and the Portals field. In the future will be other areas.

APA Headquarters is the home of the MainDAO. In here, investors can stake their \$*APA* tokens to support the project and provide market liquidity. Doing so, they became MainDAO members, collecting liquidity mining rewards for the first 3 years of the project, receiving their fair share of the Strongbox Revenue Distribution, vote in all *APA* polls, contribute to the *APA* development and see all stats regarding *APA*-Universe.

The *APA* Marketplace is where all the assets of the games and activities are sold: characters, resources, technology, weapons, armors, and all the other NFTs.

The Portals' field is a place where an eternal flame is always lit, and all the portals to all the Planets are. As new planets are launched, their respective portal will show up in the field. To travel to a planet, a player only needs to go through the portal.

At launch, *Nexus Planet* will just be the *All Planets Alliance* website. But the goal is to evolve into a 3D VR-Ready virtual world. Where every user has its own avatar and can interact with others and do all the above actions more engagingly and interactively. Over time, other social activities will be added to *Nexus Planet*, so it can become a true hub to the *APA*-Universe.

PLANET #002 - FARMA

Planet Farma is a mini game for investors, and where all the natural resources used in all the *APA* Planets are harvested and mined. *Farma* is divided into 100.000 land plots that users can buy and then build mining and harvesting facilities to collect the resources. Then, the resources are sold to the Marketplace common pool.

Some operations are automated and don't need the players to step up, but the system always needs daily action from the users. For more information about the resources' distribution, please read the "Harvesting and Mining Resources" section above. To upgrade the mining and harvesting facilities, players will need tech pieces collected on PLANET 4, or buy them in the *APA* Marketplace.

PLANET #003 - UNBREAKABLE WARS

After the battle where the Uncolored were defeated, the survivors of all APA Planets wanted to honor those who fought and fell during the 500 years of the Uncolored Age, so they were never forgotten. They reconditioned an abandoned planet and hosted a tribute to their heroes, a game where players can collect virtual avatars of the Unbreakable heroes and the Uncolored villains that fought during the wars and battle them.

PLANET 3 is home to our flagship game. The *Unbreakable Wars* is a free-to-play strategy turn-based tactics collectible RPG, that simulates the APA story and the battles between the Unbreakables and the Uncolored. It's an intergalactic game played by all the APA planets. The teams are diversified, with members of different races and planets making synergies.

Players will collect the several characters of the APA story. Each character is an NFT and have a set of stats, like speed, health, armor, damage, among others. And two or more battle abilities, that could be attacks, defenses, or special powers which enhances other characters' stats. Then, the player can put together teams and battle other's players teams.

The battle itself will have a big component of tactics. Depending on their turn meter, the characters will play one at a time. In a character's turn, one can select the enemy to hit and the ability to use. There will be characters who can taunt and others who can hide; there will be a possibility of blocking enemies' abilities and reducing their turn meters, among many others. This makes it possible for inferior squads to take down superior ones if they play it well enough.

The strategic part of the game is revealed in the day-to-day actions. Because the game is built specially for tournaments and esports, players will need to take long-term decisions about characters unblock and upgrade, to ensure the best possible teams for the upcoming tournaments. To upgrade the characters, the players will need natural resources from PLANET 2 and tech pieces from PLANET 4. The assets can be collected by the player in the other games, or bought from other users in the APA Marketplace. When the *Forging* is implemented, one can forge weapons, armors, and other special mods into an existing character, creating a new (and probably unique) character NFT. At any moment, the player can sell the characters on the Marketplace.

A variety of different game modes will be available, such as the *Hero's Journey* (where each character can enhance its powers through a set of battles that simulate the real ones where that hero fought), *Historical Battles* (where players can use multiple squads that battle multiple enemies at the same time), *1-on-1* (battles where players can fight with other players' teams), *Challenges* (where players can test the better squads configuration to overtake special battles), *Guild Wars* (where players can join a guild and help defeat other guilds), and *Special Events* (that present new characters and prizes). But the most important ones will be the *Championships* (where one can try to be the Unbreakable Wars champion) and different types of *Tournaments* (including weekly, monthly and big esports) that will have substantial prizes to win.

On PLANET 4 we have Sky Wreckage, a free-to-play 3D space warship game where players battle each other to capture adrift tech equipment. The place where the APA forces stood up to the Uncolored army was in the orbits of a dead stellar system. And all the wreck ships from both sides were left there, forever floating. That stellar system has become an amazing open sky treasury where hunters can snatch all sorts of technology and sell them in the APA Marketplace. But that zone is a deadly trap, with strong magnetic storms, temporal distortions, flying wreckage, old defense systems still online, and many other dangers. Scientists discover a way to open temporal-safe bubbles in the area, big enough so hunters can send their Rogue-bots in there. But with one catch, the bubbles start shrinking as soon as they are created, and the Rogue-bots can only be teleported out after a specific amount of time. Since prizes are high, several hunters send their bots simultaneously. But because there are only a small number of tech pieces available in each bubble the Rogue-bots need to fight each other while evading the other dangers, to catch some tech and survive until they can be extracted.

There are several areas on the system, each with different difficulties. The harder the area is, the better the prizes. Because of the exciting and unpredictable aspect of the activity, and its potential of profitability, it become an addictive game to many in the entire universe.

Multiple game modes will be available too, like one-against-all, teams, 50:50, among others. To repair and upgrade their Rogue-bots and Cargo-ships, players will need natural resources from PLANET 2 and characters from PLANET 3. Like explain above, the assets can be collected by the players in the other games, or bought from other users in the APA Marketplace.

PLAY, EARN & INVEST

Wrapping all the above we can say that in APA-Universe there will be 3 paths a player can choose inside the games, plus 2 paths just for investors, all based on real economic theory. Players and investors can pick just one of the main paths, or any mix of them, for a gameplay tailored to each one:

- 1) Play-for-fun and entertainment. Because our games will always be top quality, both in graphics and gameplay, players can choose to "just" play;
- 2) Compete-and-earn, from the gaming skills one has. These players will practice over and over again, upgrade their characters to top tiers and pay for enhancements, with the objective to participate in the gaming tournaments and earn the prizes attached;
- 3) Play-and-earn, from the amount of time put into the game. These players will be market makers, mining/harvesting/finding/earning all the game assets that the other players will buy;
- 4) Invest in the APA ecosystem, in a passive way. Passive investors are the ones who stake their tokens in the official pools, earning revenue distribution from 100% of the ecosystem's profit, and for the first three years the liquidity mining rewards too.
- 5) Invest in the APA ecosystem, in an active way. Active investors are the ones who buy land plots where all the natural resources used in the entire APA-Universe are harvest/mine.

THE NEXT STEPS...

Around the public sale we will release *Nexus Planet*, so investors can begin their journey. In the first year after that we will be working on grow the community and the team, make all the security audits and launch *Planet Farma* and the *Unbreakable Wars*.

In the second year we will focus on team growth, stabilizing operations and launching the *Sky Wreckage*.

In the third year, we will launch the *All Planets Forge (APF)*, a planet where anyone can forge new NFTs for in-game props, and the first games will continue to be improved.

After that, the new planets and the major updates of the existing ones are subject to the MainDAO and PlayersDAO approval. And because every member can propose new planets and improvements - and not only the APA Dev Team -the next steps will be decided by the community. This is the major strength of the *All Planets Alliance* proposal: the APA metaverse will be exactly what the community wants it to be.

Nevertheless, we have a very strong vision for the APA future, and we will share it with the community as we move forward. And at least until we have other games already launched that can fill in the roles of the first three games in the APA ecosystem economy, the initial games should continue to be improved because they are the APA-Universe backbone.

ROADMAP

