



VORTEX
WHITEPAPER
V1.02

THE PROJECT

We are the first Crypto project to innovate and use the NFT's within an eco-system with many different games, but in the same universe.

With the system Play-to-Earn-NFT, we avoid the traditional system "Play-to-Earn", inflationary and unsustainable. We create a healthy earning system, where 80% of NFT's are conquered and only 20% are sold by the company. The players are able to sell their NFT's inside of the marketplace.



CROSS-GAME-NFT

Vortex Games is the first Cross-Game-NFT with a blockchain technology, where all players are in the same universe, where characters and items can be conquered and used in many different kind of games!

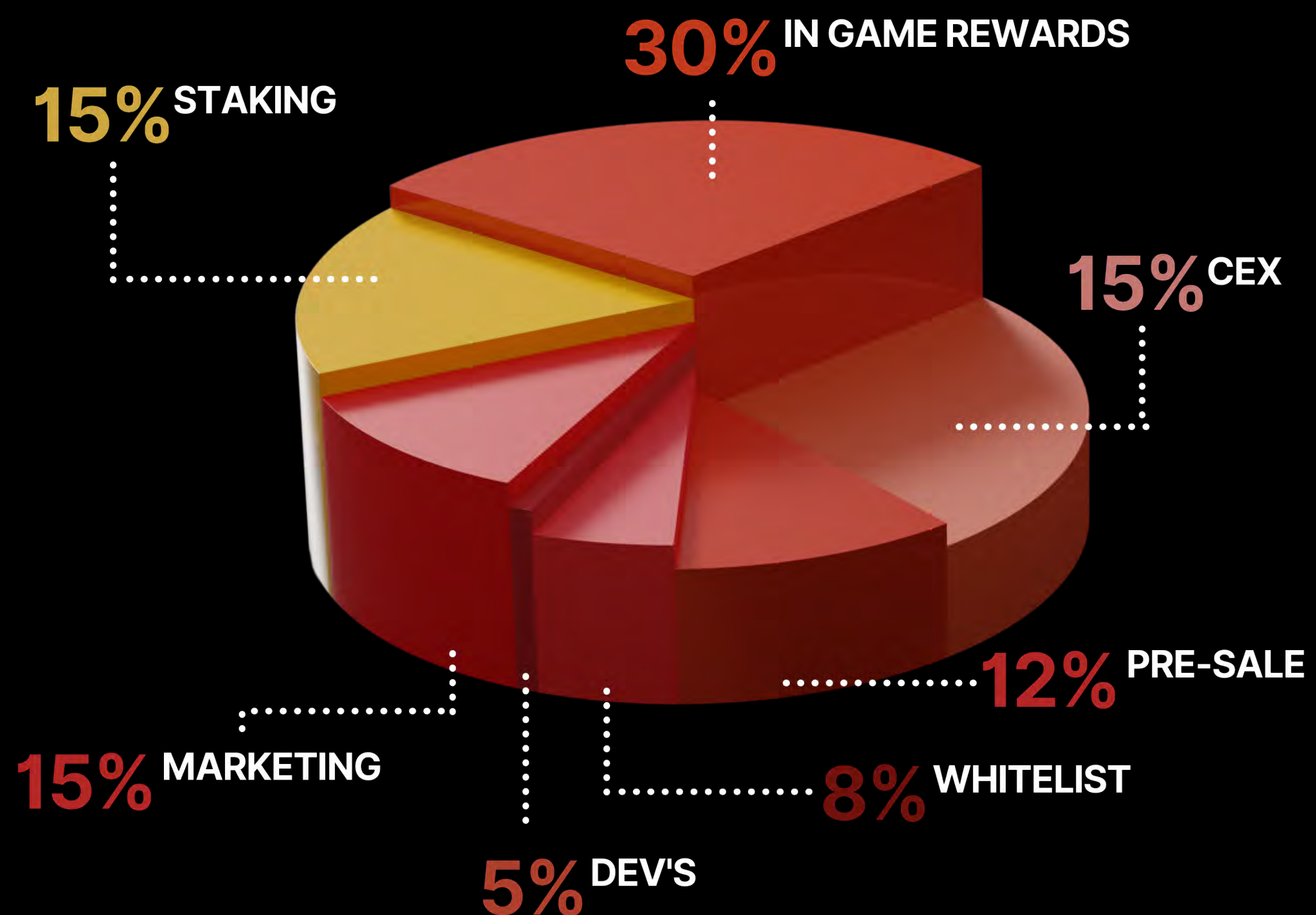


VORTEX
GAMES

TOKENOMICS

TOTAL SUPPLY: 1.000.0000.0000

TOKEN'S NAME: VORTEX



- * CEX: 0.5% of tokens will be added one time each semester for 15 years.
- * DEVS: Tokens will be unlocked 0.125% in each trimester for 10 years.
- * STAKING: Part of all marketplace transactions will be send to a staking wallet.
- * PRE-SALE: 12% will be distributed monthly using fractions of airdrop of 16.6666667% for 6 months.



PRE-SALE

PRE-SALE

- * 14 thousand NFT's will be on sale for \$200 each. These NFT's will have utility inside the game and they will give access to an airdrop bonus of 1.333,333336 coins during 06 months.**
- * Launch Price: \$0.01**
- * Whitelist: 1000 NFT'S will be sale at the price of \$100 each
These NFT's will have utility inside the game and they will give access for an airdrop bonus of 1.333,333336 coins during 06 months.**



CONCEPT

Vortex Arena is the first game of the company Vortex Games. It's a game with a blockchain technology but with real fighting.

The game has scenarios full of obstacles and challenges where the players can have fun with their allies and enemies, while can earn NFT's and sell them in the marketplace.

Will launch for PC, Android and IOS in 2023.





VISUAL

The game have different layouts, from Aztec ruins to futuristic and post-apocalyptic scenarios.

The characters have styles and elements from different time and dimensions. Within the game can be found Aztec Orcs, owl's humanoids and futuristic elves or even, who knows, cyberpunks.

There are no limits when space-time and different dimensions are found in the same game.

HISTORY

A mighty mage, called Uphy, in order to find a warrior worthy of his treasure, cast a spell, creating runes and sent them to different dimensions and times.

When these runes are found, a direct portal to the World of Uphy are open, and there, all dimensions and times have merged into the same planet.

Warriors who find the runes are sent to this world through this Vortex Portal and they will have to fight to conquer a fraction of the treasure.

The story will serve as a hook for new content and expansions.



GAMEPLAY

BATTLE ROYALE

TOWER DEFENSE

DEATH MATCH

RUNE GRAB



GAMEPLAY

BATTLE-ROYALE

10 players will be send to different locations in the same map and the goal is to be the last survivor. During the game, resources are dropped randomly on the map, collecting these resources could be crucial for survival.

DEATH-MATCH

The game last 10 minutes and during this time the main goal is to kill as many enemies as possible. When a hero dies he will return to his base and revived after 15 seconds. The team with more kills at the end of the time, takes the victory. At the end of the game, a list with the players figures will appear with number of kills, damage dealt and damage taken.

GAMEPLAY



TOWER DEFENSE



Choose a team to defend your tower while trying to destroy the enemy tower. Build strategies, set traps or stealth to try to reach the enemy tower without being seen. In this game mode anything is possible.

RUNE GRAB



In this game mode, up to 10 players will play together split in two teams up to players and they will try to keep their runes on their power, while other players will try to steal it from them. The player who has the rune will get a buff of speed, health and defense. Once 10 runes is grab by any of the teams, a countdown will start and the team needs to keep them in order to win.

LEVEL DESIGN

AZTEC MAP



SERVER

SERVER

The game will have a TCP-based main server, that we will call MS (MainServer). MS will receive players, authenticate and manage transactions between players and marketplace, as well as chat, friends and guild. It will also establish connection with servers of game logic, let's call LS (Logic Server).

When a player enters a battle, he will be asked to connect on LS along with his team and enemies. LS will have a limit of 100 saddles and 1000 players. These servers will use UDP to talk with the players and they will do the damage calculations, movements, etc. A virtual player with collider will be added inside of LS, so it will be done there as a collision checks with hit and skills.

SERUER

SERUER

Protocol: TCP

Max Connections: 4,294,967,295

Specifications: linux 16gb - 256gb ram, SSD 512GB

Features: connect with database, authenticate players, validate transactions, manage chat, friends list and guild (clans), manage LogicServers.

Pro dev notes: the MS must send the game mode to LS, together with the IP of the players per team or individual. Also the relevant details of each player (all information which adds statues to players, hero ID and it's status, equipment in use, enchantments, etc).

SERVIDOR

TECHNICAL DATA

LogicServer:

Protocol: UDP

Max connections: 1000

Specifications: 32GB ram Linux server, 512GB SSD

Features: instantiate arenas and players, manage position, check collisions, movement speed, calculate damage, kills, respaws, count kills and total damage and sync everything with the clients in the room and with the MS at the end of the game.