



## WHITE PAPER

Teleport into the Crypto-World of Ultera,  
a Sci-Fi Play-To-Earn NFT MMORPG



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## [1] INTRODUCTION

The lights from my old LED screen were glittering. Here I was, as I do every day, sitting on this same worn out chair, in front of my main computer. The only room in my apartment was austere, with a simple sofa, a sanitary block, and a desk, where my various machines, my only friends, were proudly seated. That was enough for me.

With a soft gesture, I grabbed the Energix Can with my left hand and carried it to my mouth, while my other hand was tapping the touch keyboard. In a primary choreography, my index finger slid to the right while leaning against the chair, relieved. My program was over.

My name is Jared, and I'm a coder in the Crypto-World. I'm from a planet called Ultera. We call it Crypto-World today, but it wasn't always like that. Don't get me wrong, although my planet looks strangely like yours, we are not of the same world...

Come and join me, and I'll show you a world far beyond you can imagine...



ULTERA rose from a passion for the world of **Blockchain and Cryptocurrencies** associated with an interesting idea: a counter-utopia of a world fully governed by Cryptocurrencies.

The game takes place in 2185. **Banks have fallen** and the Crypto-World of Ultera is now ruled by malicious **Crypto-Corporations** willing to achieve anything in order to rise their power. Far from an utopia, here is a merciless Crypto-World ; **Ultera!**

ULTERA introduces the player as a character evolving in this futuristic world **inspired by the universes of Science Fiction / Cyber Punk**.

The uniqueness of ULTERA lies in its **persistent world of more than 1000 Billion areas to explore**; a technical feature made possible by the association of the **latest technologies** with the science of pseudorandom.

ULTERA is a "**Multi-Gameplay**" **Role Playing Game** where every single players will be able to find its place, **from the passive player** preferring to stay at home mining to generate profit, **to the most active player**, never stopping to explore this endless world to achieve missions, meet friends, or even find some rare artifact to discover ancient secrets!

**WEB 3.0 and Blockchain technology** are fully integrated to ULTERA to provide an amazing "**Play-to-earn**" experience.

The player is finally allowed to **own its Gaming Experience** as it deserves it and earn from it, thanks to various **NFT and Digital Token**.





## [2] MARKET QUICK LOOK

ULTERA Online connects 2 fast growing and popular markets which are the Video-games and Cryptocurrency Industries.

In addition, **Play-to-earn** ecosystem and **Metaverses'** enthusiasm constantly create amazing connections between those 2 sectors.

In this section are provided a quick analysis resumé of those major industries; **Video-games, Cryptocurrency & NFT, Metaverse & Play-to-earn.**

The **sources** used as references are **accurate and recent** at the time this White Paper is released and can be found at the end of this document.

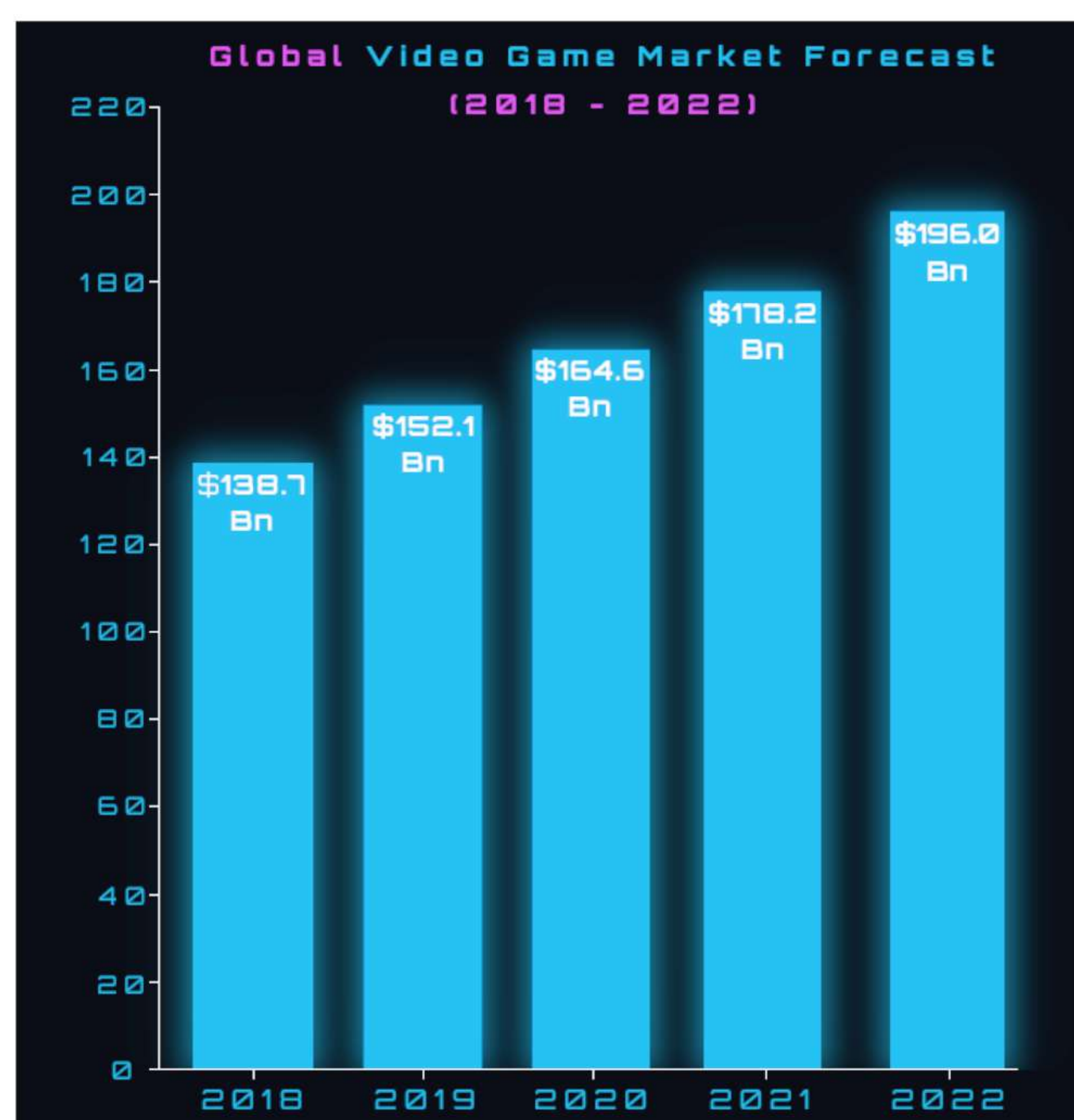


## [2.a] Video games industry

As we surely all know, the **video games popularity**, which were already very well anchored, has incredibly rise those past years, **boosted by technology improvements and the recent sanitary crisis**.

While we stayed at home, some of us, as already **converted players**, had the possibility to manage our time in a way we were able to have **more time for entertainment**, including video-game. Meanwhile, and you might recognize yourself into this, some of us just started to become what we call a **gamer**.

**Numbers** are talking from themselves, **people need to escape, imagine, wonder**, and video games take now a place of choice in our lives.



(source: GamingScan / NewZoo)



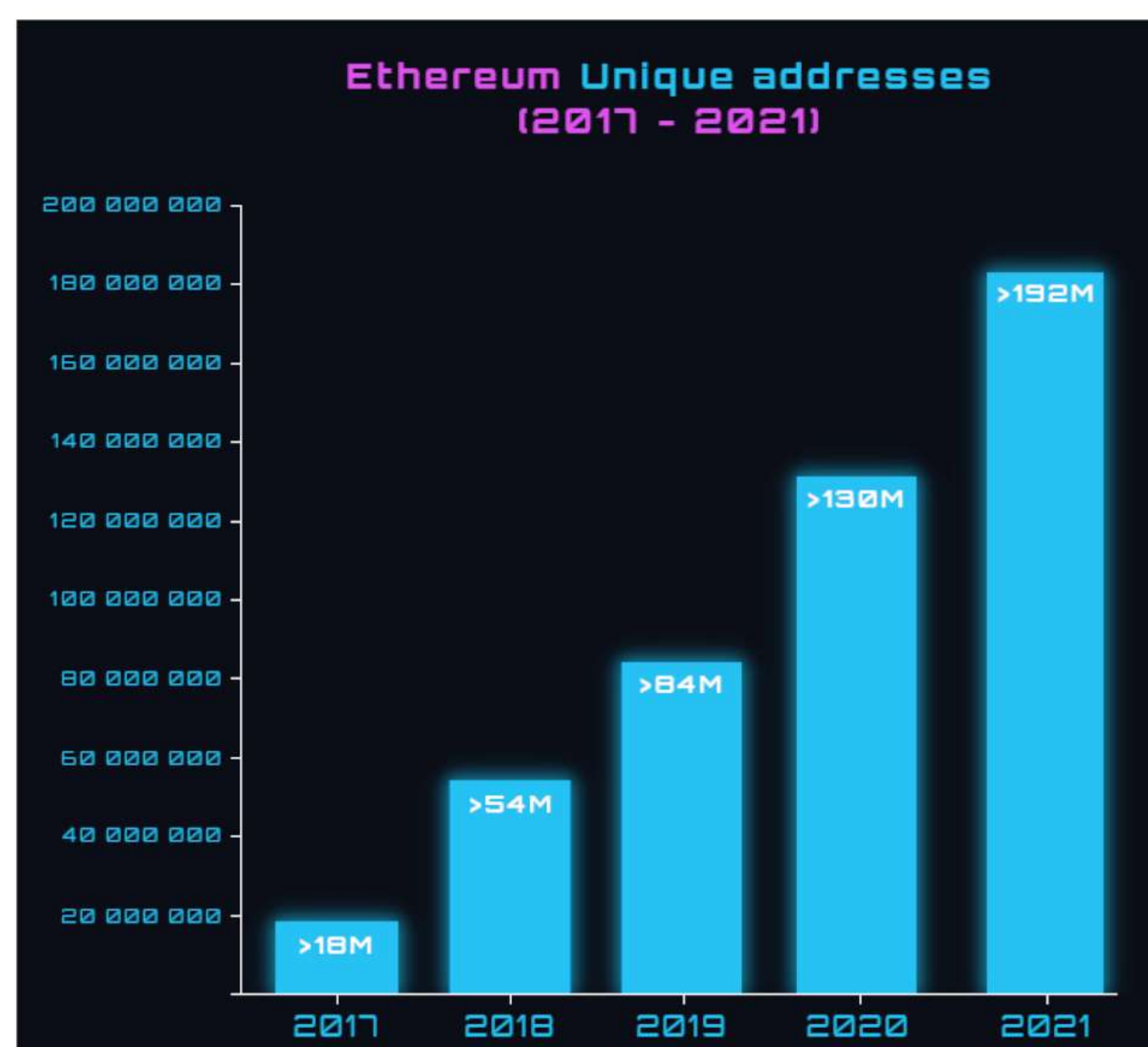
## [2.b] Cryptocurrency & NFT industry

Created in 2009, the Bitcoin (BTC) has initiated an unprecedented revolution, propelling, year after year, the crypto-currencies as a decentralized and viable financial solution.

The Ethereum, 2nd world crypto-currency in term of capitalization, added Smart-Contract features, allowing anyone to create amazing decentralized applications, using the benefits of a solid, secure and trustfully infrastructure.

Beside of that, the possibility of creating (minting) NFT (Non-Fungible Token) opened the big door to the numeric property, especially useful to the gaming industry.

So while Artists are selling digital version of their Arts, we, as a gaming company can now use a powerful tool to make one of our gamer's dream come true: the true ownership of our gaming experience, and that's priceless.



(source:  
Etherscan)



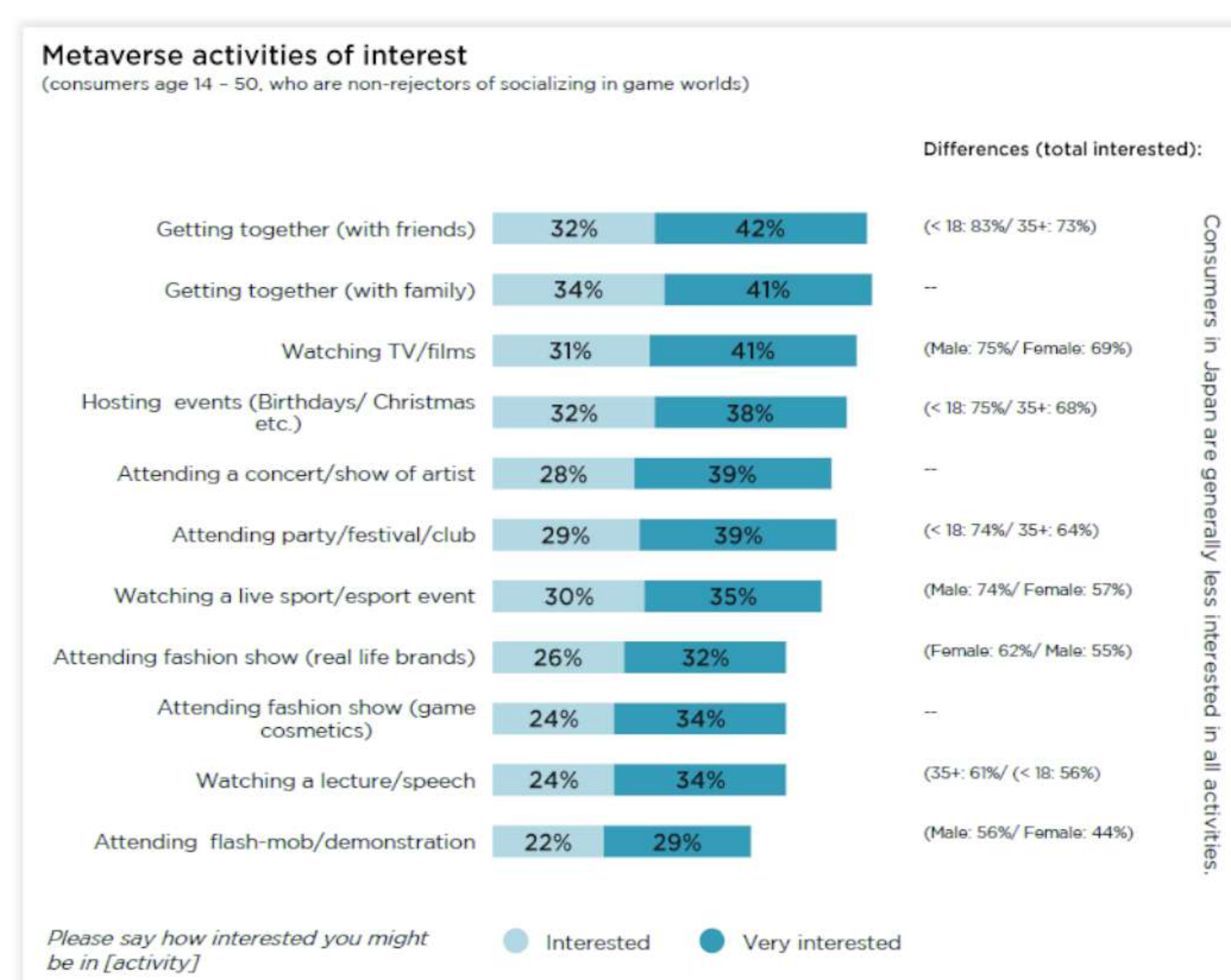
## [2.c] Metaverse & Play-to-Earn

The word “**Metaverse**” is on everyone’s lips ever since the Facebook leader’s announcement that it was “**the future of the Internet**”.

Nevertheless, it is important to note that **by its definition**, a Metaverse represents a “**Virtual world in which people interact**”. We know that nothing is invented and that **the Metaverse already exists since even before the advent of MMORPGs** in the years 1990/2000.

ULTERA online teleports the player into a world as vast as ours, and **the satisfaction of interacting with it** through exploration or any other action can only be stronger.

The **Gamefi ecosystem** allows us to further intensify these emotions by bringing direct influences on the player’s reality thanks to the features of **Play-To-Earn**; the hard work of accomplishing a mission, or the long-term effort to acquire quality equipment is really rewarded through the **NFT**, and the **native token** of the game (**WOHWUR**).



(source:  
NewZoo)





## [3] CAREFUL CONSIDERATION

### [3.a] FRAUD

Since its beginning, cryptocurrencies are often associated with fraud, especially because of the usage of black market and the anonymity of transactions used by malicious persons.

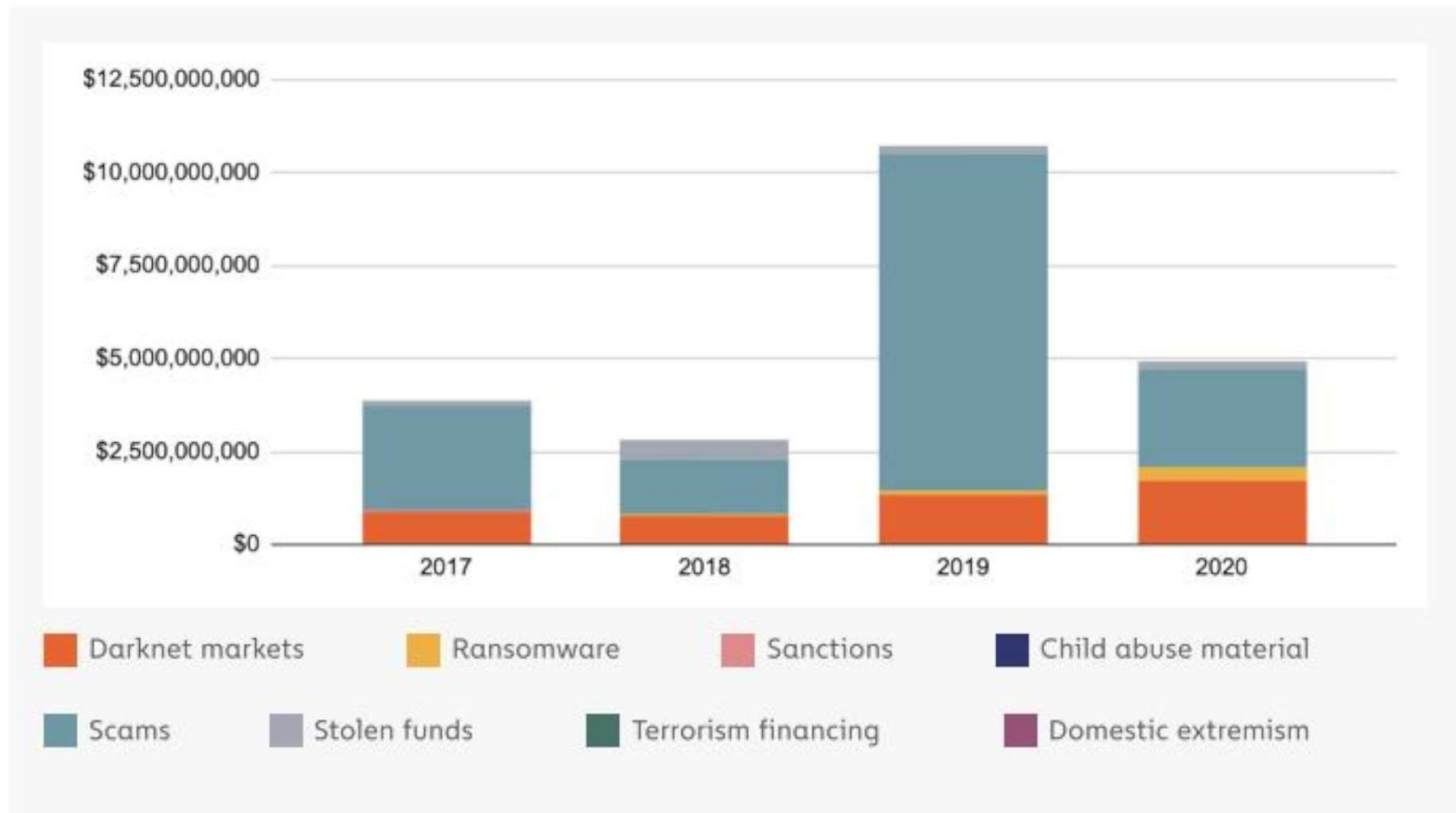
Fortunately, in a few years, many actors (social media, companies, sources of knowledge) have led to help people understand how the whole crypto-currencies system works and in this way lower this bad reputation.

Anyway, especially knowing the power of cryptocurrencies, we need to pay particular attention to details in any project in order to reveal a potentially fraudulent scheme and not to be fooled by this.

Indeed, while amazing decentralized application projects are presented to a public audience, some of them are only here to steal money from people, playing with their enthusiasm and lack of attention.



## Total cryptocurrency value received by illicit entities | 2017 - 2020



(Source: Comparitech)

Even if it's not the purpose of this document, we authorize ourselves to give **one simple piece of advice**:

"Always **verify the sources** and the **seriousness** of a **project**, especially if it looks too good to be true"



## [3.b] TECHNICAL DIFFICULTIES

### [3.b.1] POLYGON AS LAYER-2 SOLUTION

Building a game on the **Ethereum Network** gives the wonderful opportunity to **add a realistic aspect to the gameplay**. Indeed, while traditional games provide an ephemere gaming experience, decentralized game allow the player to be able to **really own some of its gaming assets and experiences**.

As presented in [2.b], the enthousiasm about Ethereum, NFTs and Decentralized Applications (Dapp) has led to a **significant congestion of the Ethereum Network**. This resulted in 1 major issue; **transaction fees**, the fees you have to pay for sending a transaction, are **too high** that it became nearly **uncompatible with a smooth gaming experience**, where the player potentially have to submit **numerous transactions while playing**.

Fortunately, **alternative solutions**, called **Layer-2 solutions**, have been implemented to avoid this issue. We have chosen one of them, **Polygon**, to support our **decentralized requirements**.

Polygon enables developers to build decentralized applications with **fast and low fees transactions** while security is preserved.



### [3.b.2] Playable on old devices

ULTERA online is developed for all web browsers, using native libraries and WebGL, assuring a compatibility of >99% on Desktop and >97% on Mobile (source: Caniuse).

A certain interest is brought to the optimization of the game in order to improve the overall performances.

### [3.b.3] An amazing World to build

One of the major complexities is to be able to generate a world of which the size is nearly similar to the Earth.

This has been possible thanks to the smart and genius usage of pseudorandom number generators. (source: Wikipedia)





## [4] ULTERA ONLINE - ECONOMY

### [4.a] The WOHWUR as Native Token

WOHWUR is the native token of ULTERA online. It will be used to purchase any NFT content related to Ultera Online game, like, among others:

- Purchase & upgrade NFT Housing & House's equipment
- Purchase & upgrade NFT Vehicles
- Purchase & upgrade NFT Player's Equipment
- Mint NFT Trading Card from a level 15 in-game trading card.





## [4.b] The NEUTRA as game currency

In order to facilitate the gameplay, the NEUTRA will be used as the game currency.

With NEUTRA, players will be able to:

- Find and purchase common items (one energy drink for the road?),
- Pay in-game fees (ie. apartment rental, Energy, means of transport, mercenary, etc).
- Upgrade a trading card up to level 15.
- Any other useful in-game transactions.






## [4.c] Game Ecosystem

### [4.c.1] Mercenary System

The overpopulation of the cities making it impossible to maintain order, a decree was established in 2122 allowing any citizen to do justice in the context of mercenary missions.

The Mercenary Order was then created to govern the application of laws while regulating the creation and performance of mercenary contracts in all sectors.

|             | <div>  <b>MERCENARY SYSTEM</b><br/>                     How players can compete and cooperate in-game!                 </div> |                                   |                                |                             |                 |
|-------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------|--------------------------------|-----------------------------|-----------------|
|             | Visibility                                                                                                                                                                                                       | Playable by                       | Claimable by                   | Average time                | Average rewards |
| Personal    | Individual to the player                                                                                                                                                                                         | The Player                        | The Player                     | SHORT<br>(minutes to hours) | SMALL           |
| Local       | All Players in the concerned section                                                                                                                                                                             | Up to 10 players in concurrency   | First player(s) to complete it | SHORT<br>(minutes to hours) | SMALL           |
| Continental | All players in the continent                                                                                                                                                                                     | Up to 100 players in concurrency  | First player(s) to complete it | MEDIUM<br>(hours to days)   | MEDIUM          |
| World       | All players in the Crypto-World                                                                                                                                                                                  | Up to 1000 players in concurrency | First player(s) to complete it | LONG<br>(days to weeks)     | BIG             |
| VMP         | All VMP Leaders                                                                                                                                                                                                  | Up to 10 VMP in concurrency       | First VMP(s) to complete it    | MEDIUM<br>(hours to days)   | BIG<br>(shared) |

-> Mercenary missions can be on behalf of Corporations, individuals or players  
 -> Displayed times and rewards are on average. Any kind of Mercenary mission can take any time and give any reward.  
 -> Some Local, Continental, World & VMP Mercenary missions can be completed by multiple players / VMPs

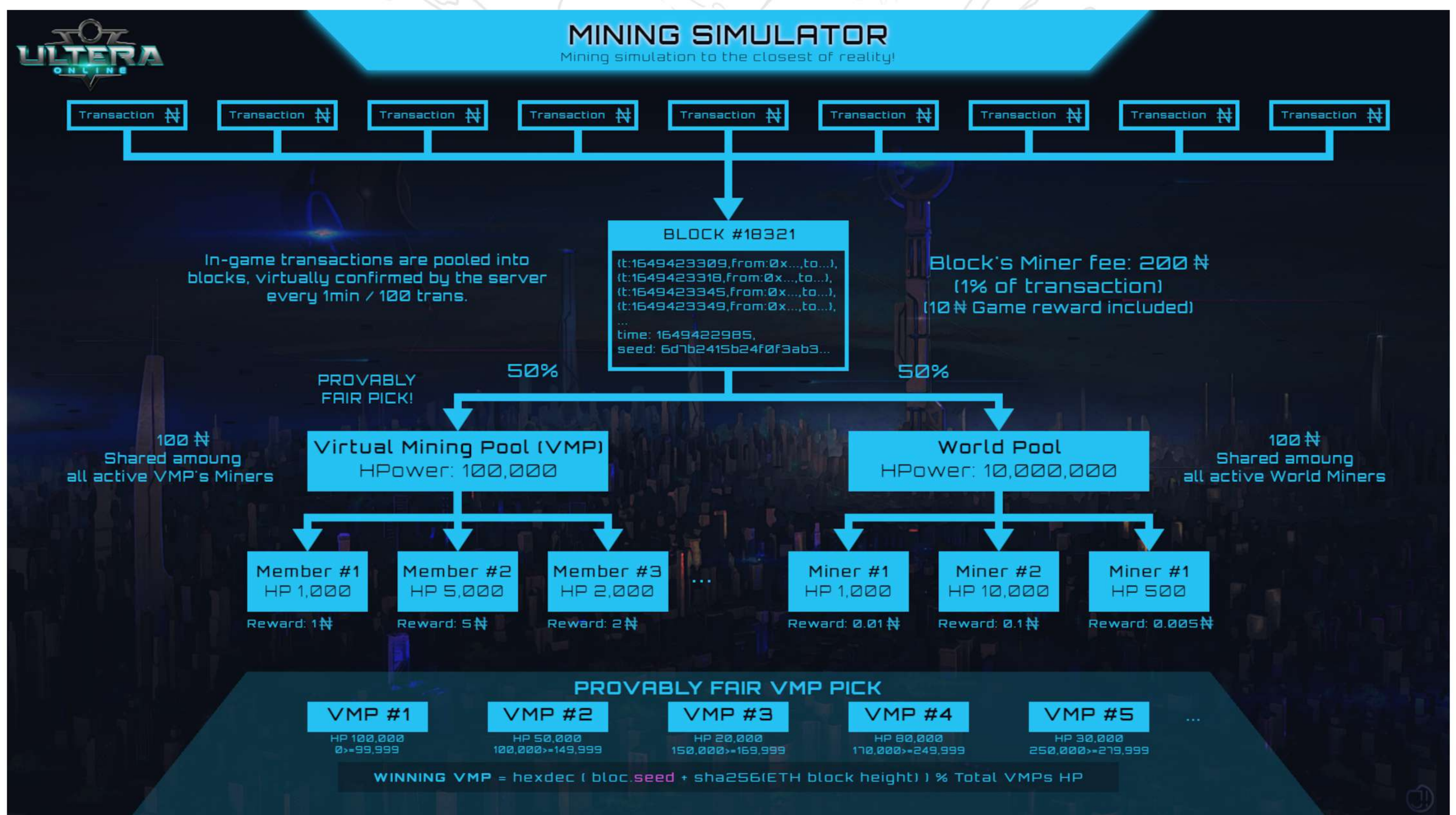
(This schema can be found in full page mode at the end of this document - Annex 1)



## [4.c.2] Mining & Blockchain Simulator

A Mining Simulator Game shouldn't exist without its dedicated in-game Blockchain.

In addition of giving an amazing reality feeling to the game, this “Blockchain in the game” feature will allow to avoid cheat while rewarding the players, depending on their Mining equipment and Virtual Mining Pool affiliation.




(This schema can be found in full page mode at the end of this document - Annex 2)



### [4.c.3] Ecology actions

Our planet, the **Earth**, truly **deserves** our attention. By Building a game that will require numerous computing resources, we really wanted to **limit our environmental impact** by **counter-balancing** it with **Charity / Ecologic actions** in the Real World.

The **players** will then be able to **accomplish ecologic actions** in **Ultera** which will directly impact what our company can (and will) **do for our planet**.

| <div>  <b>ECOLOGY SYSTEM</b><br/>                     How players will influence the climate in-game while helping the Earth!                 </div>                                                                       |                                                                                  |                                           |                      |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------|-------------------------------------------|----------------------|
| Actions                                                                                                                                                                                                                                                                                                       | Player's Reward(s)                                                               | Eco-Activist Bonus                        | Ecology Pool         |
| Collect polluting waste<br>( INSTANT )                                                                                                                                                                                                                                                                        | Some junk to recycle<br>+ % chances to find valuable items                       | Energy partially refilled<br>+ Mind Bonus | 10 ₪<br>per Kg       |
| Participate in a demonstration<br>( 1 - 6 Hours )                                                                                                                                                                                                                                                             | Eco-reputation<br>+ Eco-message dropped around the area during the demonstration | Energy Cost / 2<br>+ Mind Bonus           | 10 ₪<br>per Hour     |
| Plant a tree<br>( 1 Hour )                                                                                                                                                                                                                                                                                    | Eco-reputation<br>+ Your tree will grow time after time                          | Energy Cost / 2<br>+ Mind Bonus           | 10 ₪<br>per Tree     |
| Build a Birds' Shelter<br>( 2 Hours )                                                                                                                                                                                                                                                                         | Eco-reputation<br>+ Your Shelter will attract birds                              | Energy Cost / 2<br>+ Mind Bonus           | 20 ₪<br>per Shelter  |
| Atmospheric analysis<br>( 1 Hour )                                                                                                                                                                                                                                                                            | Eco-reputation<br>+ Climate report                                               | Energy Cost / 2<br>+ Mind Bonus           | 10 ₪<br>per Analysis |
| -> The Eco-reputation will lead to various in-game bonuses and titles.<br>-> The Atmospheric analysis bring some interesting information about the current area's climate situation.<br>-> Ecology Pool will serve to Charity / Ecology actions in real World (ie WWF, Green peace, Climate Foundation, etc.) |                                                                                  |                                           |                      |

(Non-exhaustive list)

(This schema can be found in full page mode at the end of this document - Annex 3)

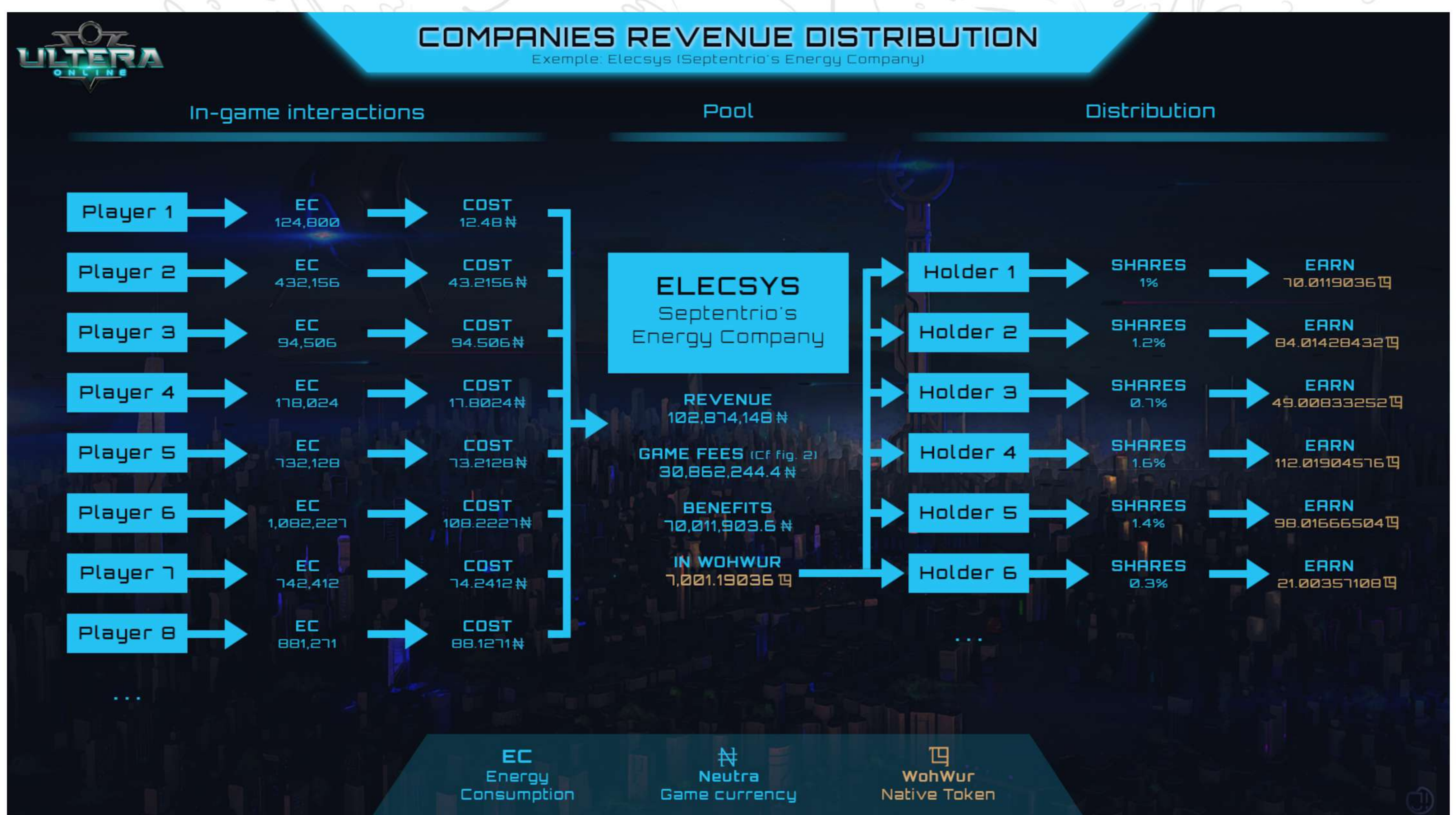


#### [4.c.4] Industries' Shares and Royalties

Ultera's **Corporations** are numerous and varied. The player will have to **interact with them** because of the “**close to reality**” effect that we want to create within the game.

There are 5 main industries; **ENERGY, INTERNET, TRANSPORT, FOOD & DRINKS** and **CRYSTALS**, The industries are **represented on the continents of Ultera**, totaling **33 Mega-Corporations** all over the World.

Each corporation represents 10,000 shares in the form of a DAO token (1 share = 0.01%) giving decision-making power to their holders.




(This schema can be found in full page mode at the end of this document - Annex 4)



Each industry has many interconnections with the others, which creates interesting dependencies.

Those interconnections are called "Game fees".

Fees will alter the Industry revenue, while 15% are dedicated for Mercenary missions on behalf of corporations and 5% are dedicated to an Ecology pool.



**COMPANIES INTERCONNECTIONS & FEES**  
Companies interconnections & Game fees per industry (30% of revenue)

|               | Energy | Internet | Transport | Food & Drinks | Crystals | Mercenary | Ecology |
|---------------|--------|----------|-----------|---------------|----------|-----------|---------|
| ENERGY        | -      | -0.1%    | -2%       | -0.1%         | -7.8%    | -15%      | -5%     |
| INTERNET      | -7.3%  | -        | -2%       | -0.2%         | -0.5%    | -15%      | -5%     |
| TRANSPORT     | -3.4%  | -0.1%    | -         | -0.5%         | -6%      | -15%      | -5%     |
| FOOD & DRINKS | -1.2%  | -0.1%    | -7.6%     | -             | -1.1%    | -15%      | -5%     |
| CRYSTAL       | -2%    | -0.1%    | -7.3%     | -0.6%         | -        | -15%      | -5%     |

-> Mercenary fees will be redistributed to players thanks to Mercenary missions on behalf of the Industry's corporations.  
 -> Each fee reversed to an Industry will increase its following month's revenue.  
 -> Ecology fees go to the Charity & Ecology pool until the threshold of 50M IQ is reached, then Ecology fee will be removed.

(This schema can be found in full page mode at the end of this document - Annex 5)



## [4.c.5] House Rental System

To own at least one apartment in one of the world cities of Ultera is the gateway to the game.

Submerged by private rentals, the Hotels have gradually disappeared during the 21st century.

The world of Ultera now has an ingenious seasonal rental system allowing players not to find themselves on the street during their many trips.

Renting appartments is a great way to generate an interesting passive income.

## HOUSING / RENTAL SYSTEM

Buy appartments in the glorious Cities of Ultera, for living or rental.

|         | - Buy price | - Rent price per month | - Surface             | - Well-being | -6H sleep in a level 1 bed  | -1H rest in a level 1 sofa | -6H sleep in the street |
|---------|-------------|------------------------|-----------------------|--------------|-----------------------------|----------------------------|-------------------------|
| LEVEL 0 | 30-110 ₮    | 3-11 ₮                 | 3-11 m <sup>2</sup>   | 0.03-0.11    | -130-160 energy recovered   | -62-67 energy recovered    | < 180 energy recovered  |
| LEVEL 1 | 120-200 ₮   | 12-20 ₮                | 12-20 m <sup>2</sup>  | 0.12-0.2     | -163-192 energy recovered   | -67-92 energy recovered    | < 180 energy recovered  |
| LEVEL 2 | 210-340 ₮   | 21-34 ₮                | 21-34 m <sup>2</sup>  | 0.21-0.34    | -196-242 energy recovered   | -73-80 energy recovered    | < 180 energy recovered  |
| LEVEL 3 | 350-590 ₮   | 35-59 ₮                | 35-59 m <sup>2</sup>  | 0.35-0.59    | -246-332 energy recovered   | -81-95 energy recovered    | < 180 energy recovered  |
| LEVEL 4 | 600-800 ₮   | 60-80 ₮                | 60-80 m <sup>2</sup>  | 0.60-0.80    | -336-1008 energy recovered  | -96-108 energy recovered   | < 180 energy recovered  |
| LEVEL 5 | 810-1200 ₮  | 81-120 ₮               | 81-120 m <sup>2</sup> | 0.81-1.2     | -1011-1152 energy recovered | -103-132 energy recovered  | < 180 energy recovered  |

- > Players / Investors will be able to buy NFT appartments in the various cities of the World of Ultera.
- > Rental of an appartment can be on a weekly or monthly basis, ₮WOHWUR price is paid at the beginning of the rental.
- > Energy is required to complete any physical actions, while Mind is required for intellectual actions. Well-being also improve the Mind recovery.
- > An appartment for rent can have specific equipments which will increase its rental/sale value.

(This schema can be found in full page mode at the end of this document - Annex 6)



## [4.c.6] Ultera Trading Card Game & MOBA

The Trading Card Game ULTERA TCG was invented by the game designer Tery Momjoba in 2162. In just a few years, ULTERA TCG became a planetary phenomenon and it is to this day the most played game in the world. A few years later, a MOBA game arrived.

In ULTERA online, players will be able to collect the cards of this famous game and turn them into NFTs! Competitions are held all over the world where players, combining strategy and Deck-building, will compete for many rewards!



### ULTERA TCG & MOBA

A Trading Card Game and MOBA Game inside ULTERA online for more fun and competition!

**Collect!**

Collect cards in-game!



**Level up!**

Level up any of your cards to level 15



**Claim!**

Claim your NFT with WOHWUR tokens!



**Play & Earn!**

Select the NFT of your choice and play with it to TCG and MOBA games!

Get in-game Bonuses and Earn passive income from the NFTs you hold!

-> Dozens of cards to Collect in-game and IRL!

-> Each NFT is unique in colors and stats thanks to an amazing DNA / Generation system!

-> Play the Trading Card Game at a table with friends thanks to the Board Game version!

-> Play the MOBA (Multiplayer Online Battle Area) Game and earn in-game cards with the ULTERA-connect feature!

(This schema can be found in full page mode at the end of this document - Annex 7)





## [5] ULTERA ONLINE - TECH SPECS

### [5.a] Game engine & WebGL

ULTERA online game is developed using last Web technologies and the famous game engine Phaser.

Phaser is a powerful 2D game framework used for making HTML5 games for desktop and mobile. It is a free software developed by Photon Storm. Phaser provide both Canvas and WebGL renderer internally and can automatically swap between them based on browser support. This allows for fast rendering across desktop and mobile. It uses the Pixi.js library for rendering.

Phaser allows fast and efficient development and facilitate many of the Web3 integrations required by ULTERA online, while offering a High-quality rendering and an optimized usage of the player's computer resources to improve the overall performances.

ULTERA online is a 2.5D Isometric game, which virtualise a 3D rendering by using isometric projection associated with High-resolution graphics, while being less resources-consuming in order to provide an amazing gaming experience to all players, even with a non-gaming computer.



## [5.b] Blockchain interactions

Blockchain interactions will be handled using numerous **ERC721 & ERC1155 smart-contracts'** methods.

The usage of the best **Web3 libraries** upon the **Layer-2 Solution Polygon** allows ULTERA online to provide a **smooth gameplay**, even with multiple contacts' call per day.

In addition, the **low-fee required by the Polygon Network** make the game more accessible, even for the smallest purse.

Here are some **exemples of Main Blockchain interactions**:

- **Buy Neutra with Wohwur**
- **Purchase NFT Apartment, vehicles & Equipment**
- **Rent an apartment** for a limited period of time
- **Claim an NFT Card**
- **Claim Wohwur rewards from Corporation's shares**
- **Withdrawals of game earnings in Wohwur**
- **Create a Mercenary contract in-game**
- **Participate in certain price-pool competitions or tournaments**



## [5.c] Game portability

While the Web Game ULTERA online is the main starting goal, **Windows and Mobile (Android/iOS)** versions will be developed using the **UNITY Game Engine**.

Unity is a Cross-platform game engine, which highly optimised the development time as **only 1 main application development with a few technical adjustments** is required to provide **PC, Android and iOS** version of the game.

The 3 versions of the Game; Web, PC and Mobile will be **based in the same World** and only 1 account is required to play all. The players will be able to interact with others, regardless the version of the game they are playing, as well as it will be **possible to switch from one version to another depending on the player's situation** (At home, travelling, etc.).





## [6] ULTERA ONLINE - GAMEPLAY

### [6.a] Short Lore

We are in the year 2185... Banks have fallen... The world is ruled by Crypto-Corporations...

Neutrino Corp, legacy of the Prescient Empire, lead the way. With its Neutra, the World cryptocurrency mainly minable by its facilities, this malicious corporation has taken the power upon finance. Enslaving the World with capitalism, Neutrino Corp and its agents try to bring back the infamous Prescient Empire...

And it's in a desperate dance that everyone is living, searching for their own place, seeking some mercenary missions for a few Neutra in order to pay the bills...

But in this chaos, some of us are... let's say, different. I'm one of them, member of an organization called the World Wide Unity. This secret organization has one purpose; to give back freedom for people.

We have created a cryptocurrency called "WohWur", minable by anyone, while been untraceable by Neutrino Corp's agents. We fight for this cause, will you join us?



## [6.b] Crypto-World

The player evolves in The **Crypto-World of Ultera**. It represents **an alternative world**, more precisely a distant world, **200 years ahead of the digital age** we all know.

Then follows **a futuristic and ultra-industrialized world**, with big megalopolis. As said earlier, the banks have fallen and the world is then **governed by a multitude of Crypto-Corporations** each greedy for power and control. **Neutrino-Corp**, headquartered in **Null City**, has a very large share of the world's capital, thanks in particular to **its famous cryptocurrency**, the Neutra, which is reputed to be the only available cryptocurrency in the Crypto-World...



(This schema can be found in full page mode at the end of this document - Annex 8)



### [6.b.1] An Endless World to explore

Most of the interest of ULTERA online resides in **an amazing exploration experience**. Because numbers sometimes speak louder than words:

- The **World map** is **16000 Km X 11200 Km**
- The **smallest area** a player can explore is **5m X 5m** (0.5m X 0.5m if the player is inside a structure)
- Doing the math, this represents **7 168 000 000 000** different areas to explore!
- If a player decide to **explore 1 area per second**, it would take it a little more than **227 295 years to achieve its quest** (it would certainly be nearly the same if you decide to explore everywhere in Earth anyway ^^).

To **facilitate the exploration processes**, players will be able to use numerous **means of transport**; their own **vehicle** (true ownership as NFT) or any **public transport**.



(Early development preview)



## [6.b.2] Continents & Urbanism

Lots of researches have been performed in order to create a World the most realistic as possible. We truly want the player to be teleported in Another World; immersion is at the core of gameplay.

The Crypto-world of Ultera is separated in 7 continents:

| Continent | Septentrio | Terrapacem | Mediotera | Vermaria | Referrae Islands | Meridianam | Quotera |
|-----------|------------|------------|-----------|----------|------------------|------------|---------|
| Capital   | Keryssia   | Pacem      | Null City | Coletan  | Referendum       | Ark City   | Boridis |

There are **numerous cities** all over the Crypto-World of Ultera, thousands!

Nevertheless, **each city has its own local economy**. The **world** being **persistent**, we must not forget that this is also what players do as the game goes on.



(Early development preview)



### [6.b.3] Geography

The Crypto-World of Ultera has **different geographical areas** that we all know about the real world; **mountains and reliefs, rivers/lakes/ponds/beaches, oceans and seas**, etc. It also contains several **important historical zones**.

It's up to the player to **explore the infinite Crypto-World of Ultera** and **discover all the treasures and marvels** it can reveal...

### [6.b.4] Environment & Ecology

Far from the heavily urbanized areas, the Crypto-World of Ultera is **full of lush and exotic vegetation & creatures**. The fauna and flora **play a dance full of colors** and sometimes hide precious treasures... By exploring this world, **you may discover some of its secrets...**

### [6.b.5] Major technological advances

With **200 years of technological advance**, The Crypto-World of Ultera is experiencing **impressive and exciting technological advances**; **teleportation, Hyperloop transport, cybernetics, nanotechnologies, world scanner**, and even **consciousness back-up!**



## [6.c] Character Classes

At the beginning of the game (after register), the player will have to **choose 1 of the 5 classes of character**; The Hacker, The Miner, The Mercenary, The Corporatist or The Eco-Activist.

Each class has its own **specificities** and gives **Pros/Cons** in different useful game characteristics.

Each character are **available in 3 variations**: Male, Female and Droid.

The Class choice will **somehow lead the way the player will start to play**: Starting missions, Game orientation and so on.

While playing and in **very specific circumstances**, Player's choices might lead to a class change.





## [6.c.1] The Miner

The Miner is specialized in Cryptocurrency Mining. It is not the best fighter in combat, but its great intelligence allows it to imagine an amazing mining system, always more complex, optimizing the Mining performances of its mining equipment.

Miner is careful and conscientious and knows how to defend itself against intrusions attempts from any kind of hacker.



| ATTRIBUTES & SKILLS |    |
|---------------------|----|
| <b>ATTRIBUTES</b>   |    |
| Stamina             | -2 |
| Strength            | -2 |
| Agility             | +1 |
| Perception          | +2 |
| Intelligence        | +3 |
| Charisma            | -2 |
| <b>SKILLS</b>       |    |
| Mining              | +3 |
| Cryptography        | +1 |
| Hacking             | +1 |
| Programming         | +1 |
| Discretion          | +1 |
| Electronic          | +1 |



## [6.c.2] The Hacker

The **Hacker** is **specialized** in **hacking** any kind of computing equipment. For personal or professional reasons, it's capable to **hack computers and remote networks** to obtain lots of information.

**Legally or not**, the hacker has chosen its main life purpose. Of course, **to hack a hacker won't be easy**, because it knows very well how to **protect itself**, regardless it is in real life or inside the internet.



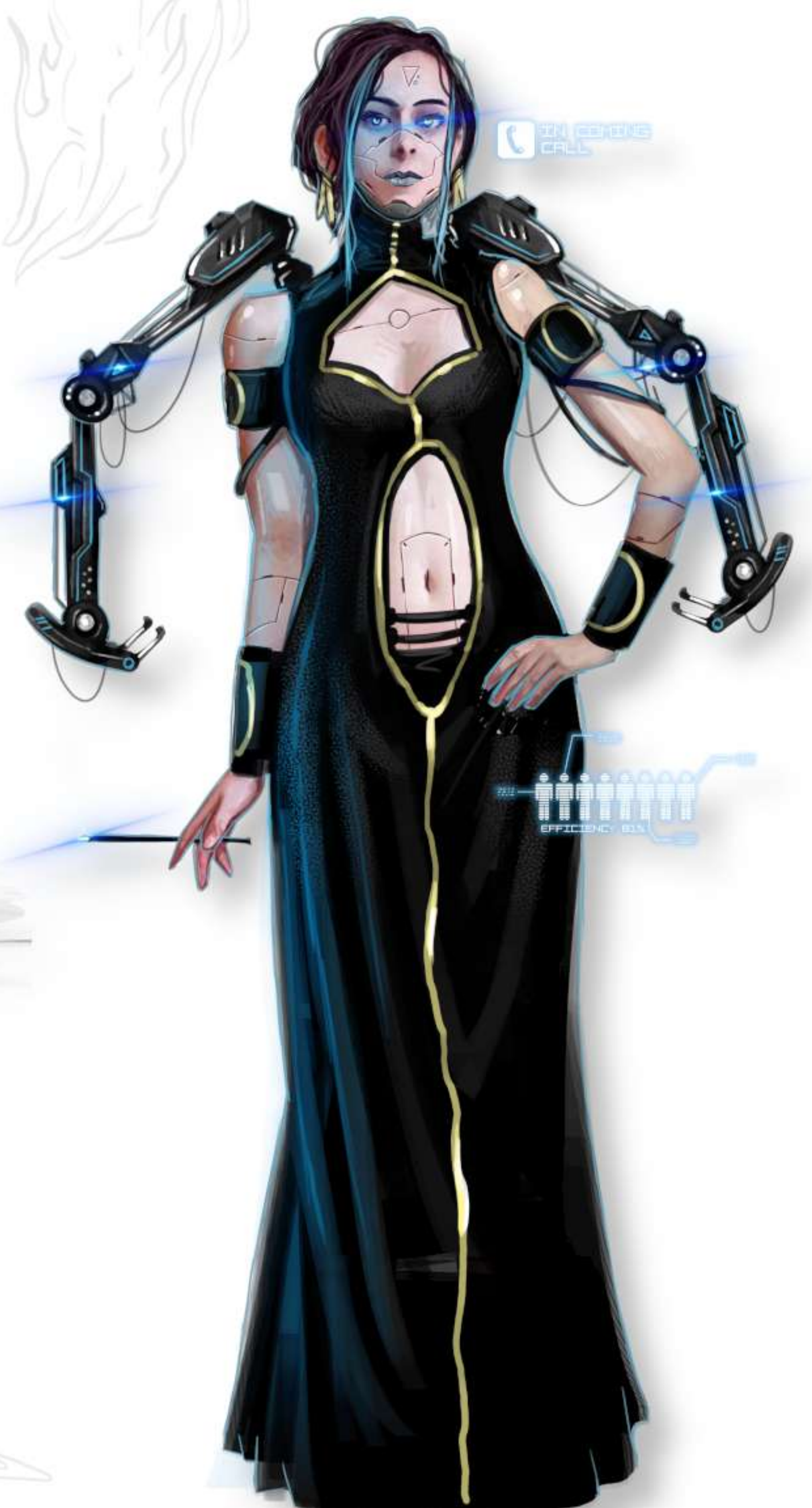
| ATTRIBUTES & SKILLS |    |
|---------------------|----|
| <b>ATTRIBUTES</b>   |    |
| Stamina             | -2 |
| Strength            | -3 |
| Agility             | +1 |
| Perception          | +3 |
| Intelligence        | +4 |
| Charisma            | -3 |
| <b>SKILLS</b>       |    |
| Mining              | +1 |
| Cryptography        | +1 |
| Hacking             | +3 |
| Programming         | +1 |
| Discretion          | +1 |
| Electronic          | +1 |



### [6.c.3] The Corporatist

The **Corporatist** is a strong supporter of its corporation. The **economy** has no secret to it, and it has very **great business capabilities**. It usually believes in a stable and ordered World.

Its main objective is to **generate profit** at all costs, and it knows how to do it! Corporatist often **hire** various **mercenaries** to achieve their goals.



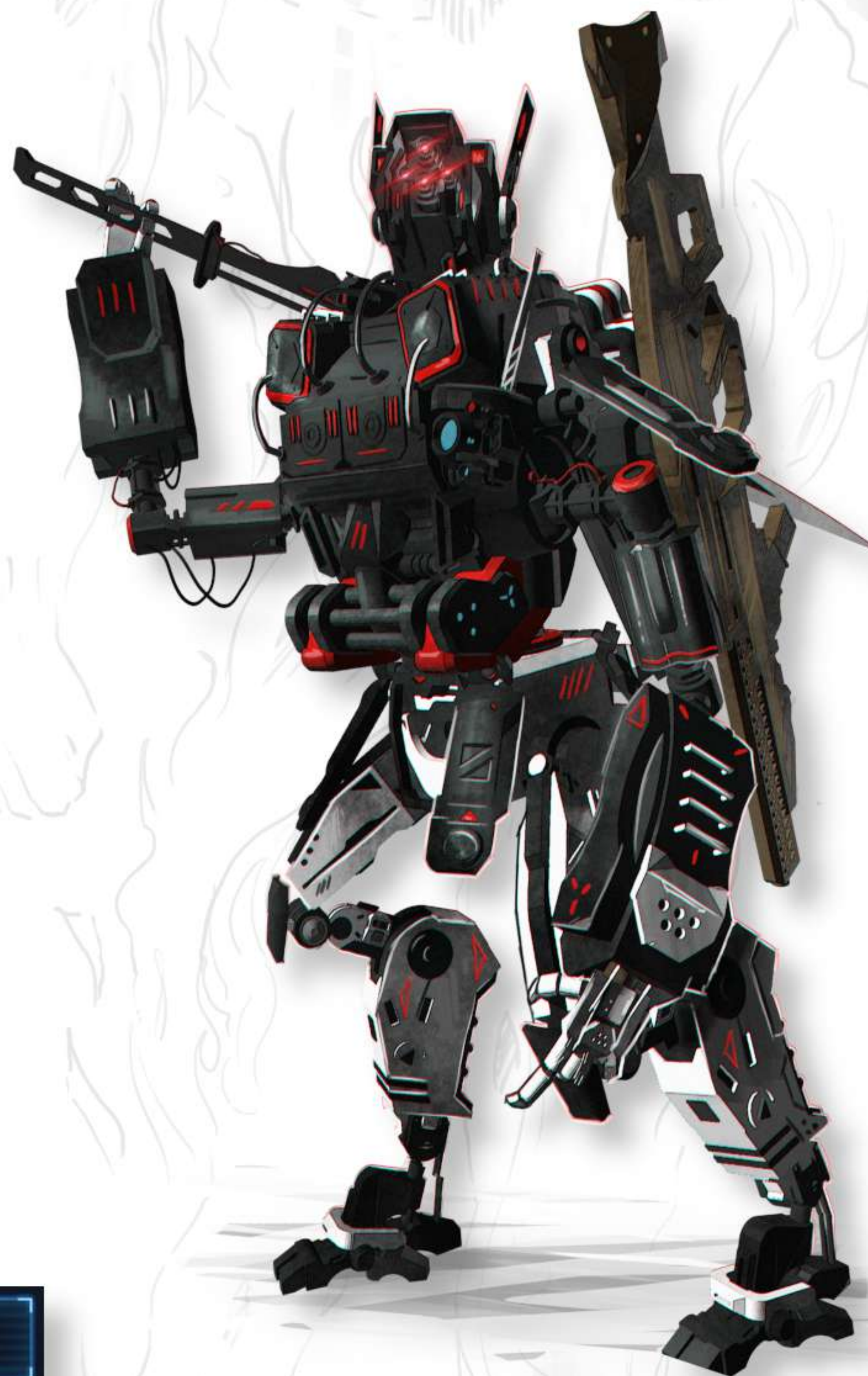
| ATTRIBUTES & SKILLS |    |
|---------------------|----|
| <b>ATTRIBUTES</b>   |    |
| Stamina             | -1 |
| Strength            | -2 |
| Agility             | -2 |
| Perception          | +1 |
| Intelligence        | +1 |
| Charisma            | +3 |
| <b>SKILLS</b>       |    |
| Mining              | +1 |
| Cryptography        | +1 |
| Business            | +3 |
| Fire weapon         | +1 |
| Light weapon        | +1 |
| First aid           | +1 |



## [6.c.4] The Mercenary

The Mercenary carried out various missions on behalf of corporations and wealthy individuals. He is in very good physical condition.

The missions entrusted to it are **varied**, and **not always legal**. But the success of one of them assures the Mercenary an income in Cryptos far from being negligible!



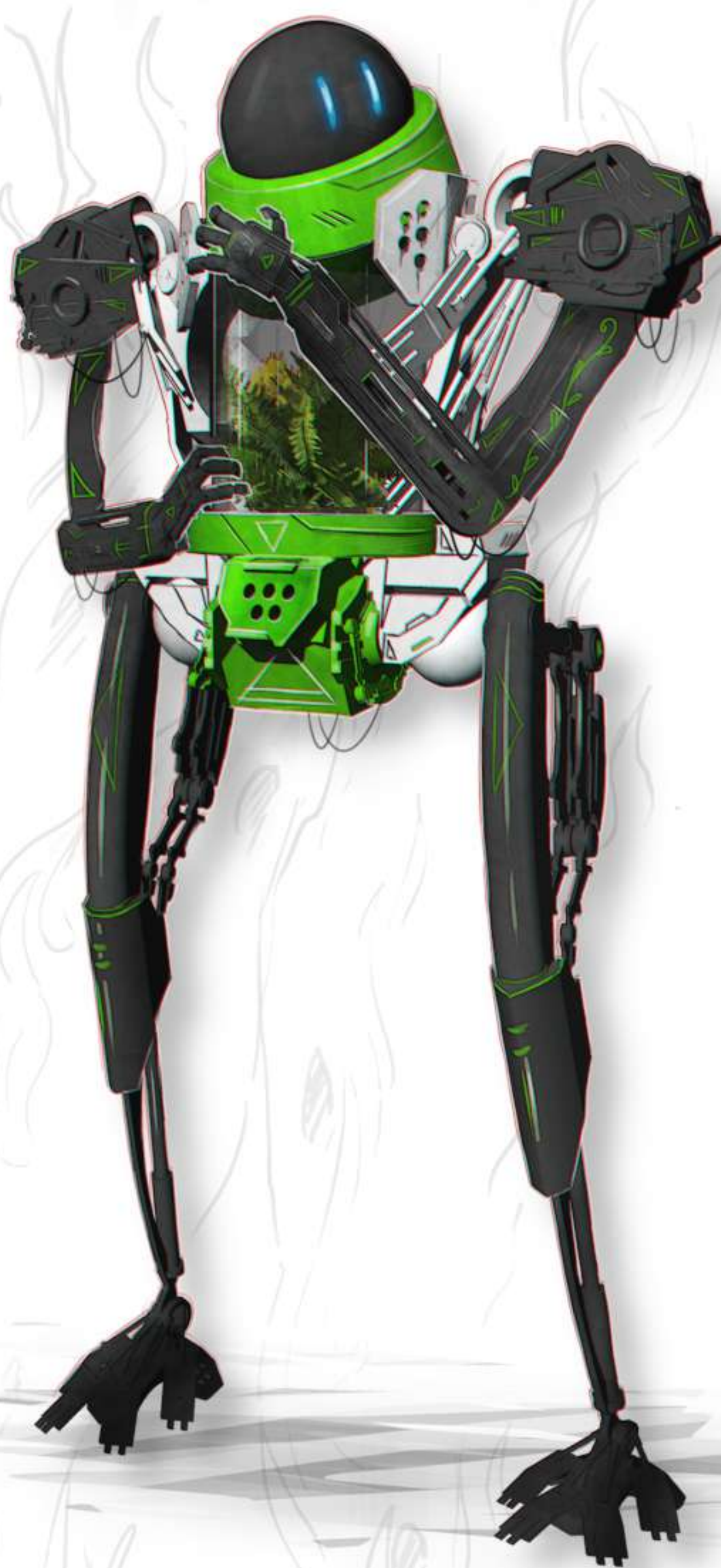
| ATTRIBUTES & SKILLS |    |
|---------------------|----|
| <b>ATTRIBUTES</b>   |    |
| Stamina             | +3 |
| Strength            | +2 |
| Agility             | 0  |
| Perception          | 0  |
| Intelligence        | -3 |
| Charisma            | -2 |
| <b>SKILLS</b>       |    |
| Fire weapon         | +2 |
| Light weapon        | +2 |
| Discretion          | +2 |
| Environment         | +1 |
| First aid           | +1 |



## [6.c.5] The Eco-Activist

The **Eco-activist** makes his life a permanent struggle to **preserve the planet of Ultera**. The climate changes of the last 2 centuries have seen the emergence of **unprecedented ecological disasters**.

Thanks to powerful **knowledge**, the Eco-activist can implement **many actions** in favor of the preservation of the **planet!**



| ATTRIBUTES & SKILLS |    |
|---------------------|----|
| <b>ATTRIBUTES</b>   |    |
| Stamina             | +1 |
| Strength            | +1 |
| Agility             | -1 |
| Perception          | -1 |
| Intelligence        | +1 |
| Charisma            | -1 |
| <b>SKILLS</b>       |    |
| Fire weapon         | +1 |
| Light weapon        | +1 |
| Discretion          | +1 |
| Environment         | +3 |
| First aid           | +2 |



## [6.d] Various ways to play

In Ultra Online, players will be able to play in different ways so everyone can find its own purpose of playing.

### [6.d.1] An Exploration Game

The players can simply explore the world and collect artifacts & items in order to understand some Ultra's secrets, or just for chilling.

### [6.d.2] A Role Playing Game

The players play fictive characters with their own characteristics and evolves in an open world, the role-playing game is very present.

Their different choices will dictate their orientation and evolution within the game. The characters will gain experience, improve their skills and reputation, as the game progresses.



A mysterious rune found into the Graat Mountains...



### [6.d.3] A Mining & Life Simulation Game

ULTERA online helps the player to **understand how Cryptocurrency mining works** while playing.

Players will therefore be able to have a **Mining Workshop** and **possess different machines to mine Cryptocurrencies**, but will also have to **manage** their expenditure on equipment and power consumption in particular.

In addition and not at least, ULTERA online is a complete **life simulation game** where players will be able to own their **apartment**, move with their own **vehicle**, **explore a Crypto-World of billions of areas** and so much more!

### [6.d.4] A Survival / Craft Game

The player will have to **feed**, **get some rest**, **learn how to survive** when traveling across the world! There is **so much to explore**, but it can be dangerous!

Along with their missions, players will be able to **find many stuff and equipment**. They can go to their workshop and **enhance it**, **recycle** any items in primary resources, and even **craft amazing unique items**!



(Early development preview)



### [6.d.5] A Tactical Turn-based Game

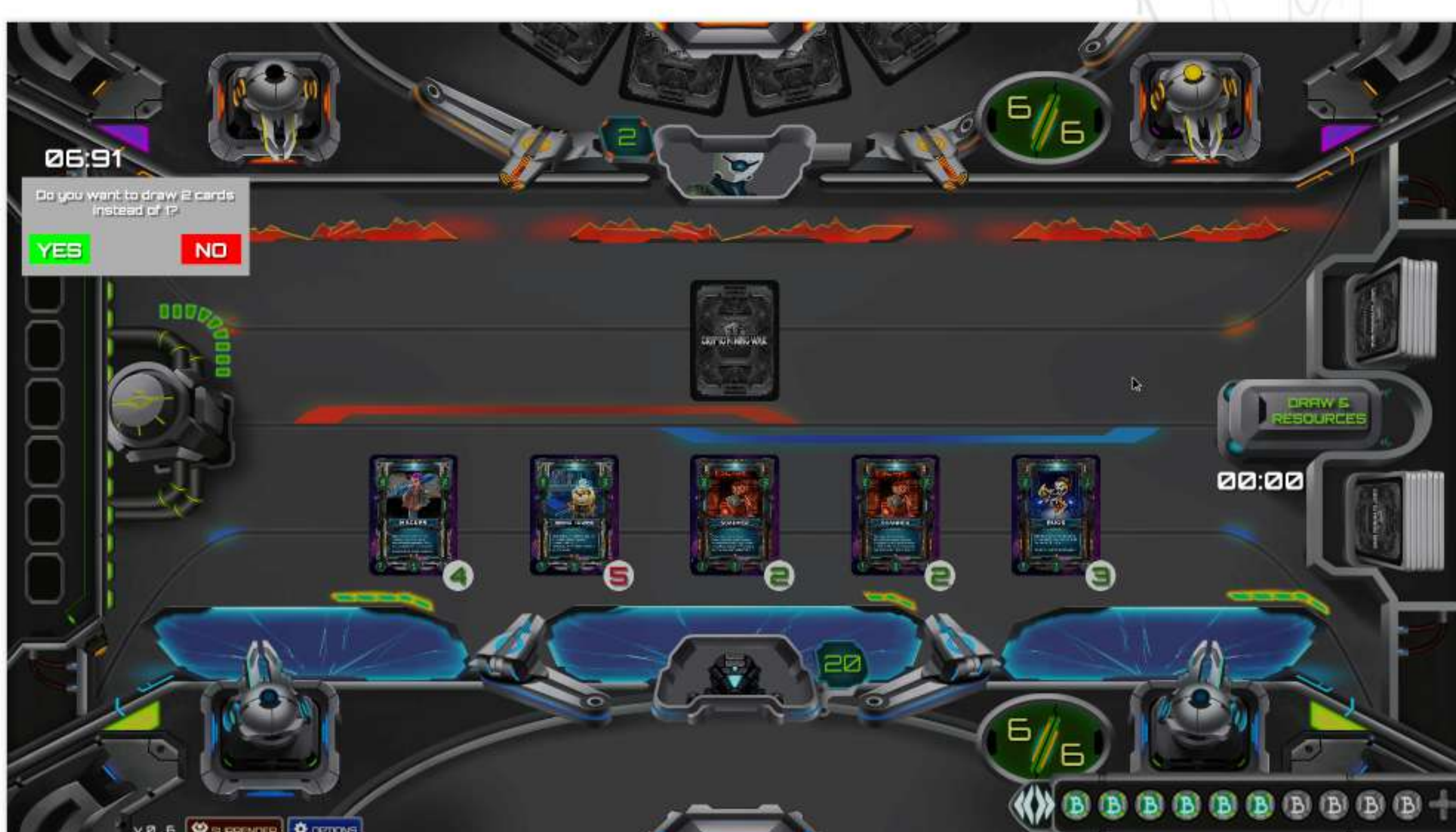
During missions, players will be able to play a **tactical turn-based game**.

Controlling their character on a **map**, they will have to use carefully their **Action Points** in order to defeat their enemies and complete the missions.

### [6.d.6] A Trading Card Game

The game also revolves around a Trading Card Game: **ULTERA TCG**.

**Each card** has its own game features and may be used differently when **fighting cards with other players**.



(Early development preview)

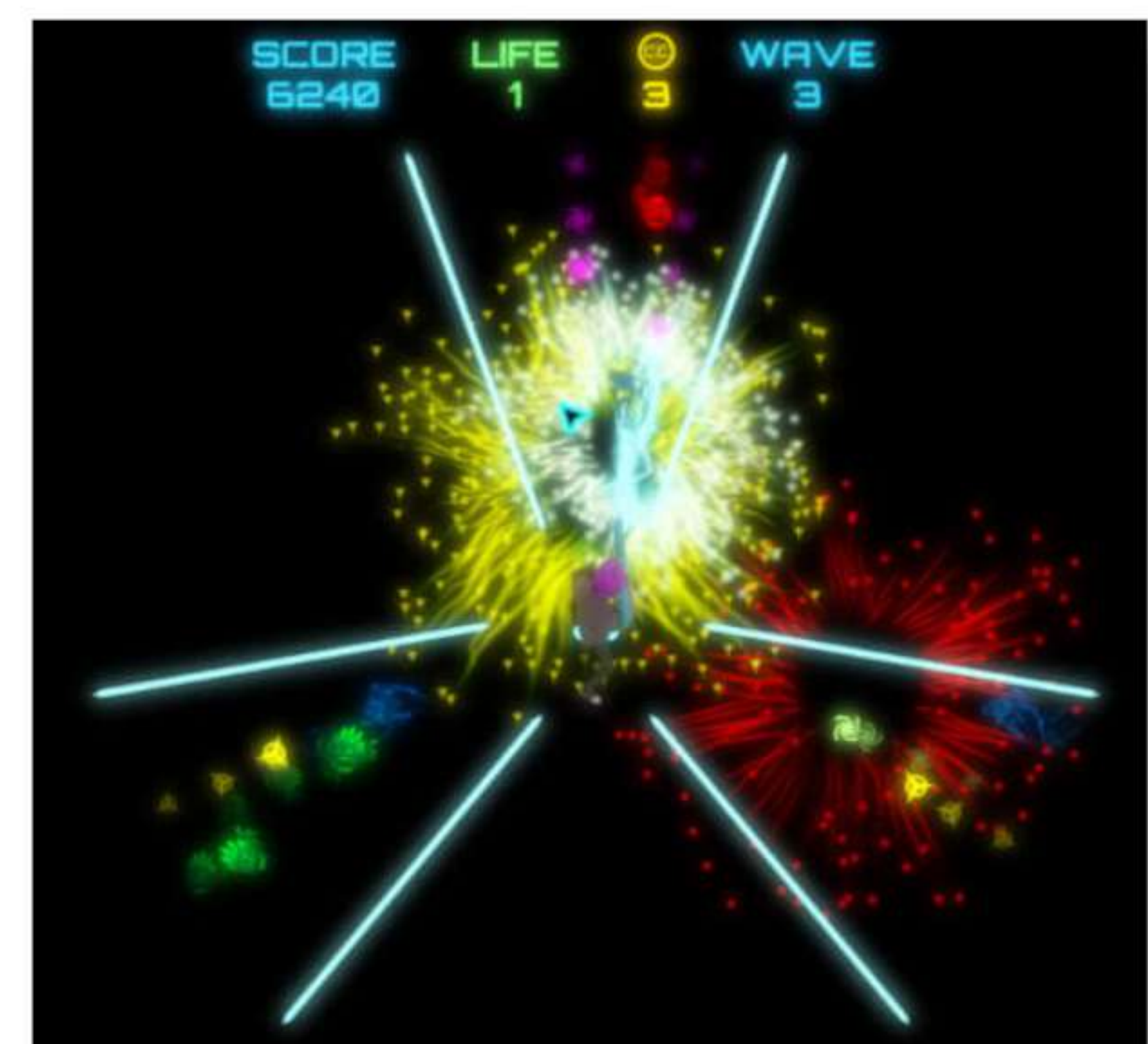
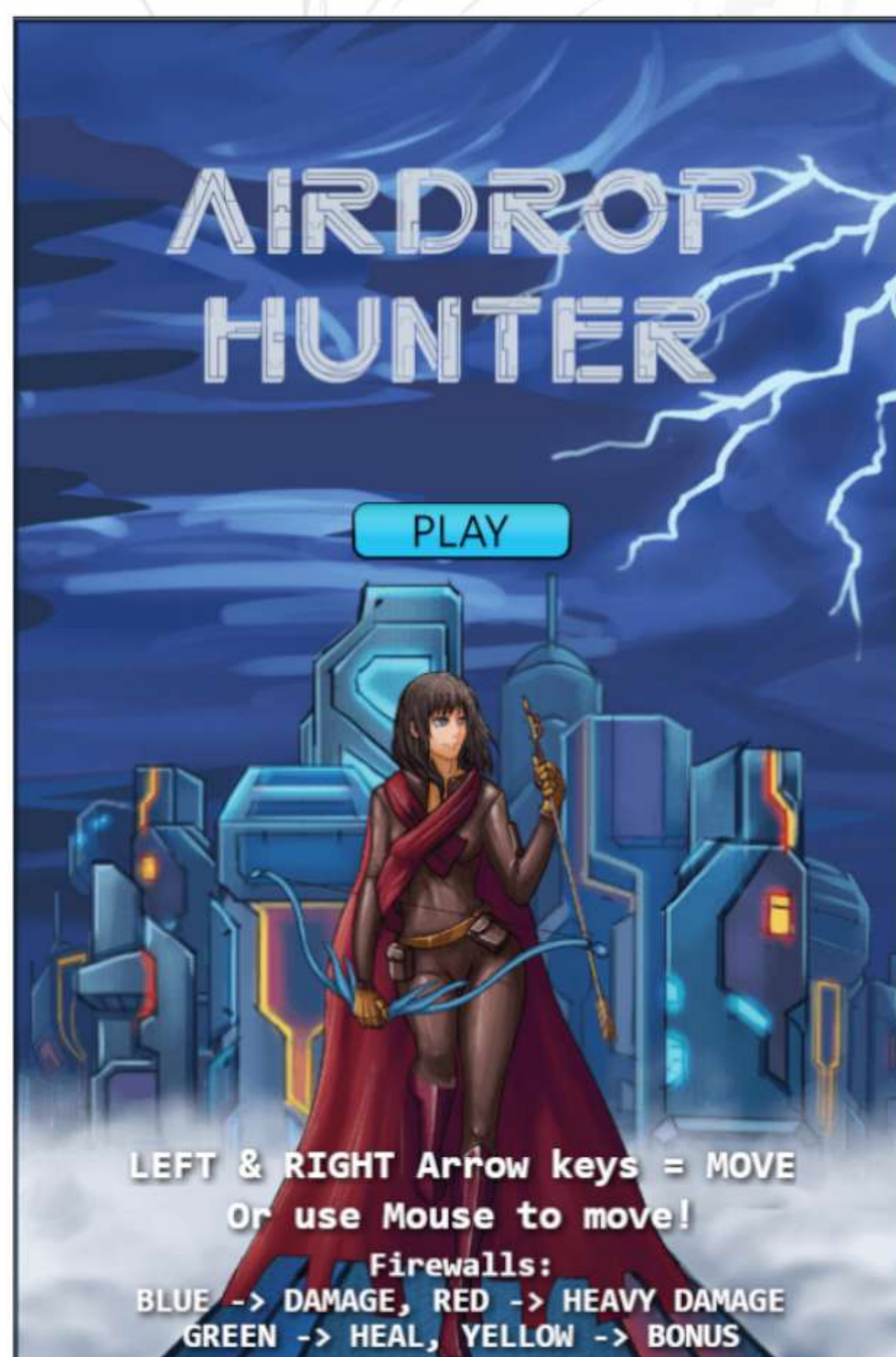
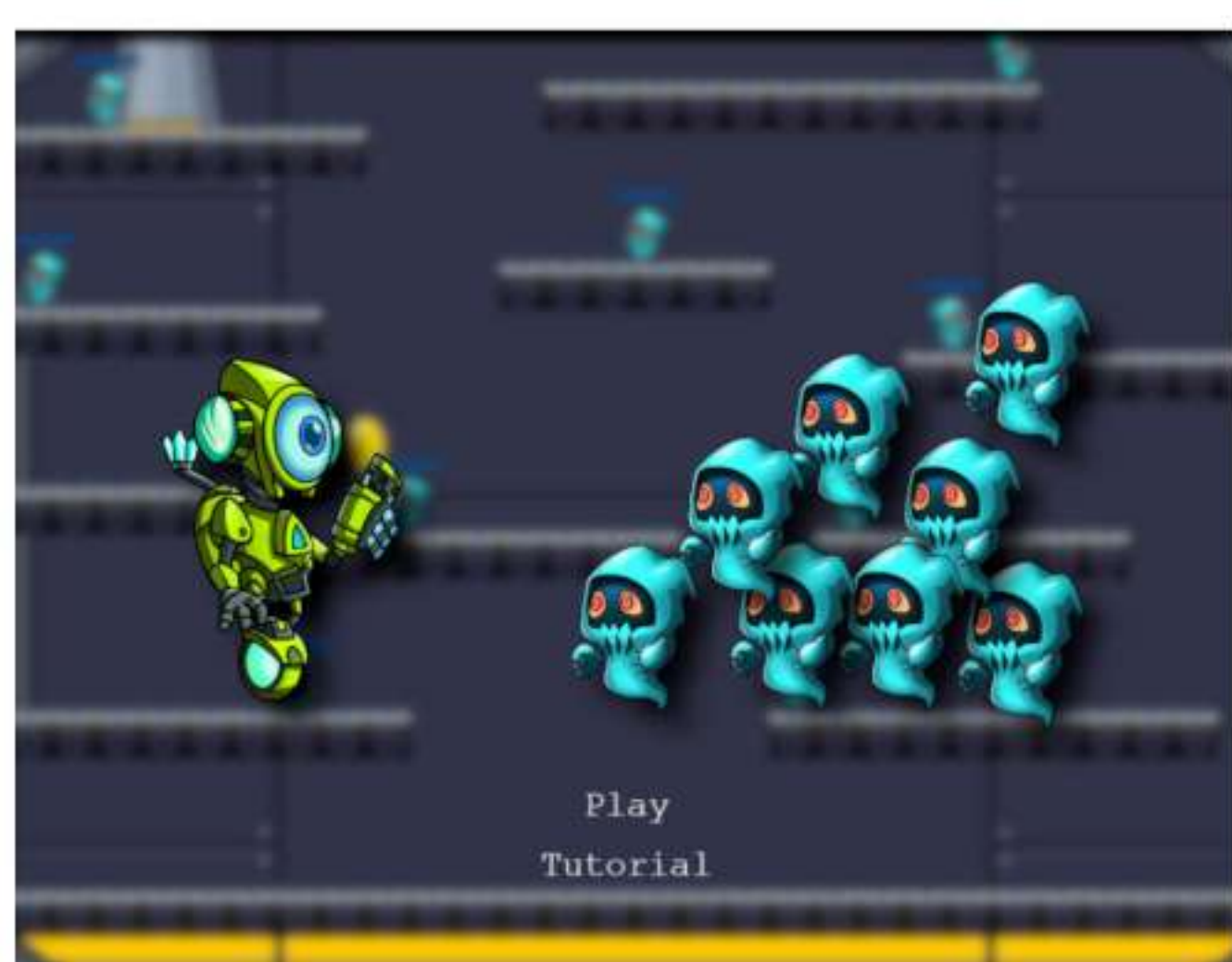
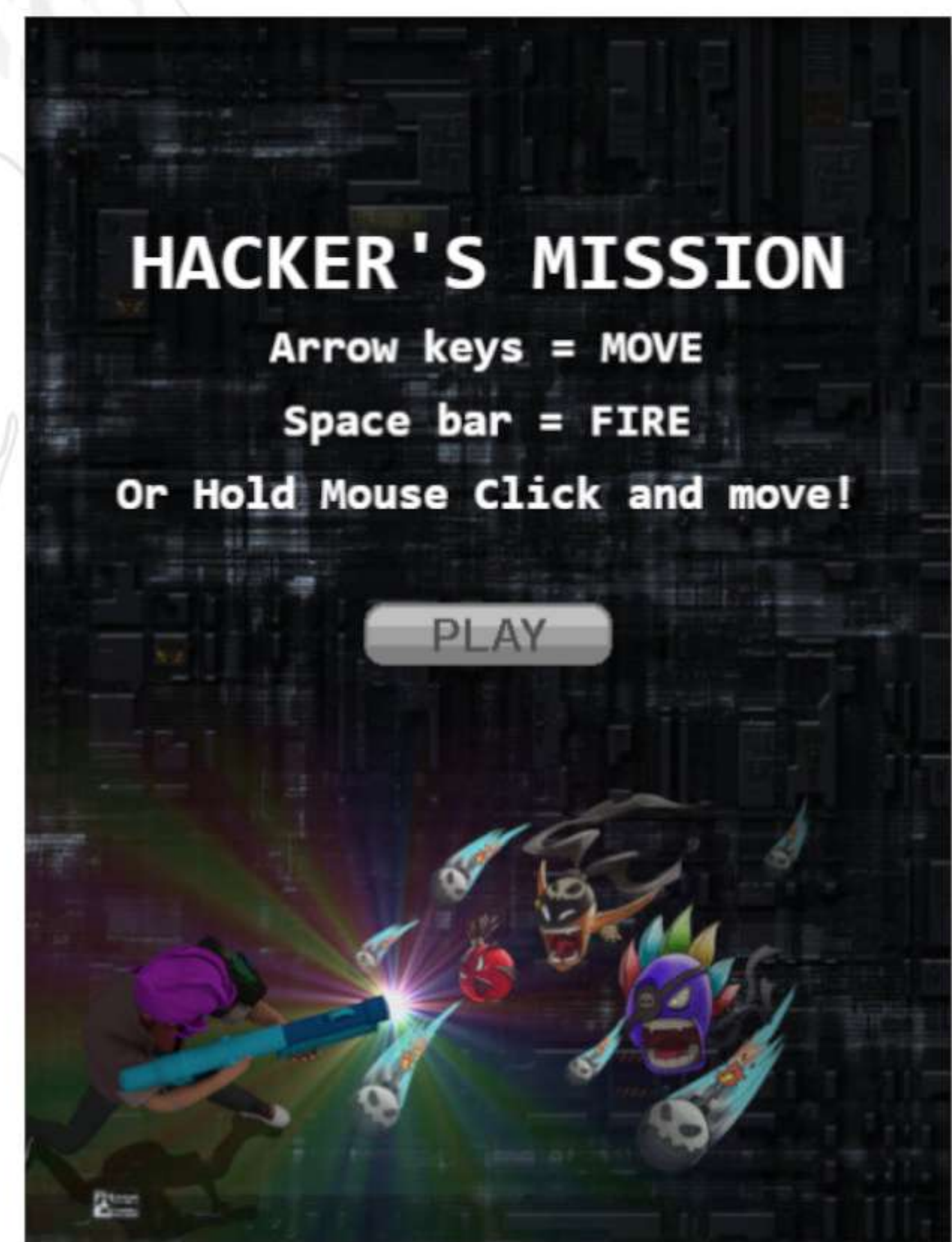
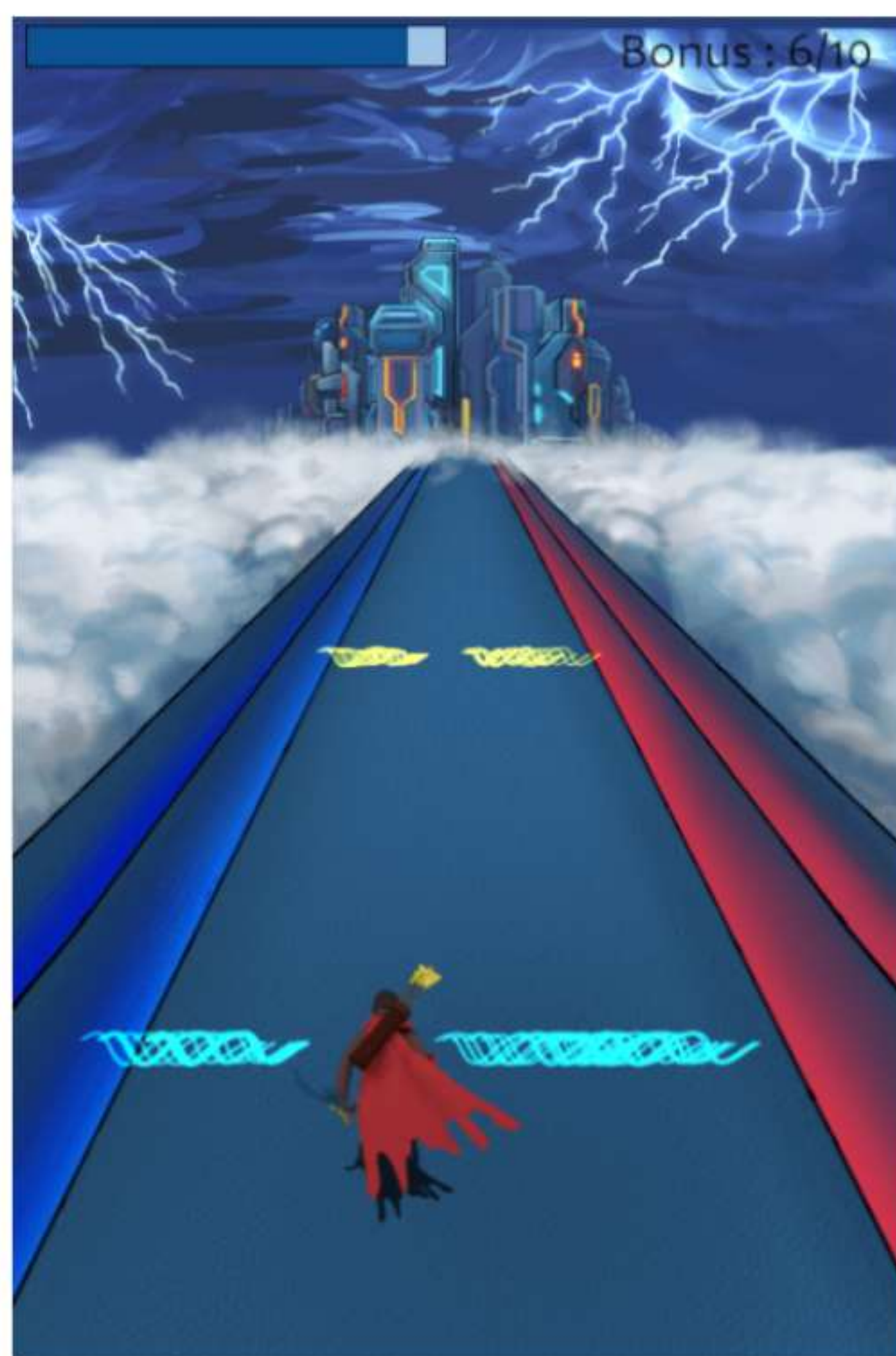


## [6.d.7] Mini-games

Using their own retro-gaming console in their apartment (or in Ultera's streets, whatever), players will be able to play to various mini-games.

Mini-games will be created, based on some of the most famous ULTERA TCG's cards.

Players will be able to earn rewards in competition with others to Beat the High Score!



(Early development preview)



## [6.e] Community Gaming

Thanks to its **clan system**, ULTERA online is also a **community game** where **mutual aid pays!**

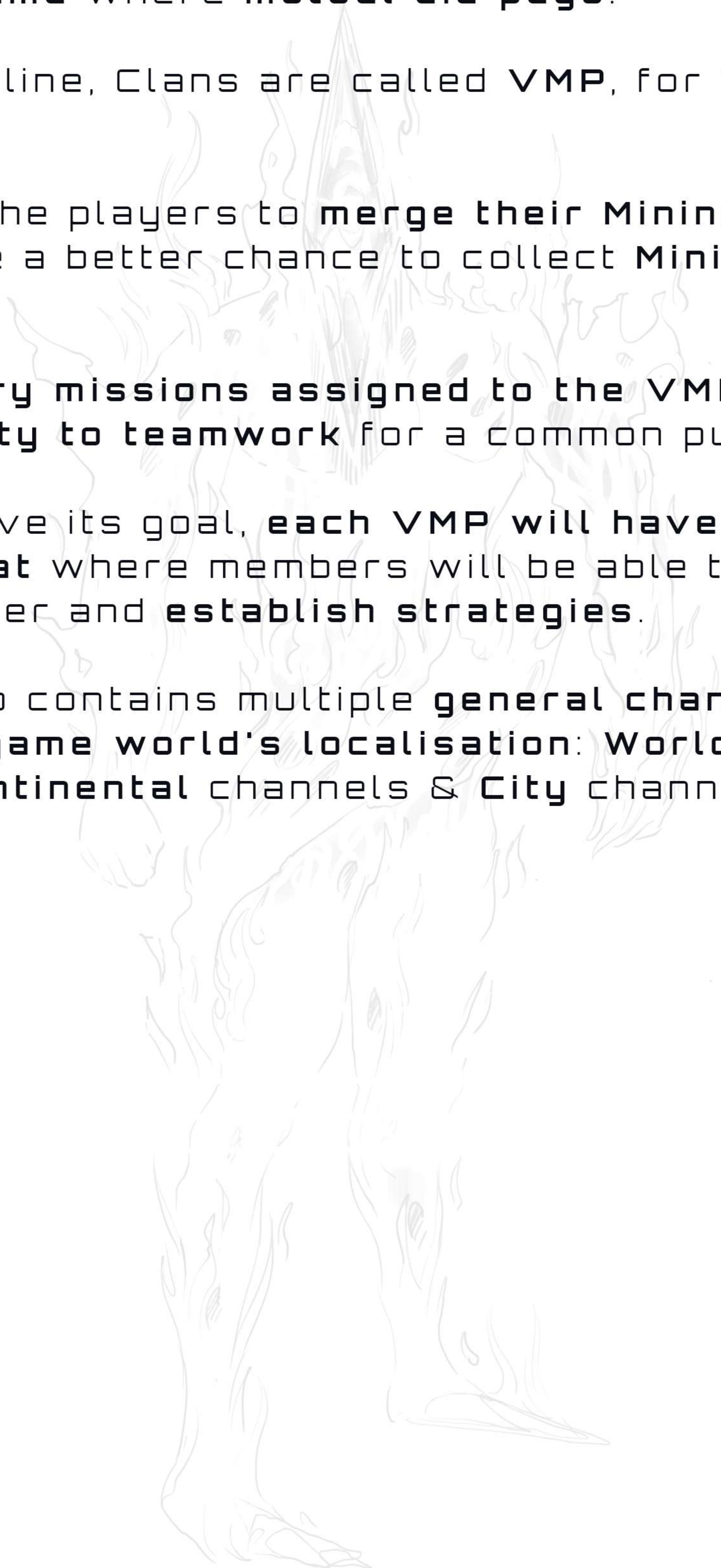
In ULTERA online, Clans are called **VMP**, for "**Virtual Mining Pool**".

VMPs allow the players to **merge their Mining power** in order to have a better chance to collect **Mining rewards**.

The **mercenary missions assigned to the VMPs** allow to give **priority to teamwork** for a common purpose.

To help achieve its goal, **each VMP will have a dedicated chat** where members will be able to **talk** with each other and **establish strategies**.

Chat will also contains multiple **general channels based on in-game world's localisation**: **World channels**, **Continental channels** & **City channels**.





## [7] TOKEN SALE

### WOHWUR (Gaming token) Distribution

Total: 1,000,000,000

#### Public Sale

90,000,000 (9%)

#### Pre-public Round

40,000,000 (4%)

#### Private Round

50,000,000 (5%)

#### Seed Round

20,000,000 (2%)

#### Partners & Advisors

50,000,000 (5%)

#### Ecosystem

500,000,000 (50%)

#### Listing & Liquidity

50,000,000 (5%)

#### Charity & Ecology

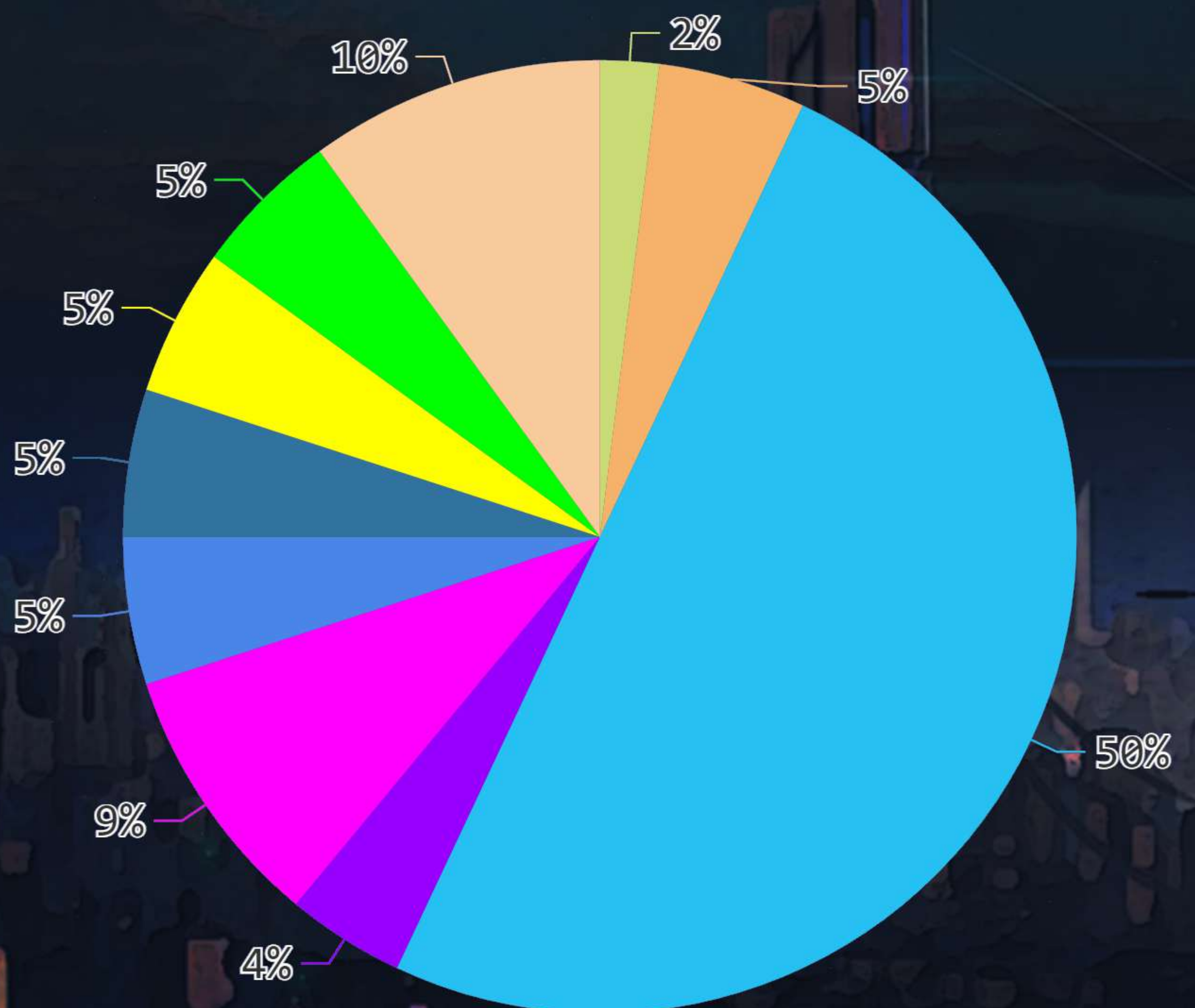
50,000,000 (5%)

#### Reserve Funds

100,000,000 (10%)

#### Team

50,000,000 (5%)





## [8] ROAD MAP

### Quarter 2 2021 - Quarter 1 2022

- Project R&D and strategies
- Research, Conception & architecture
- Project development starts with the team
- Game design and Lore

### Quarter 3 2022

- Launch of the Website and publication of the White paper
- Release of the early version of ULTERA online Wiki
- Communication and project promotion through social medias and partners
- Pre-public sale of WOHWUR Token to Privates and Advisors.

### Quarter 3-4 2022

- Sale of the first WOHWUR & NFT: Apartments from 25 to 150m<sup>2</sup>, Personal Vehicles & Collectible NFT Cards, in 3 different packs: GENESIS, PREMIUM & STANDARD
- Closed ALPHA. This early and features-limited version will be available to holders of IGENESIS NFT PACK1
- WOHWUR Listing on Exchanges



### Quarter 1 2023

- ULTERA online - Closed BETA. This early-access version will be available to holders of all INFT PACK1
- NFT sale #2
- Release of Ultera, the Trading Card Game, Board Game version
- Sale of Limited & Unique series of Trading Card. Each card will be linked to an NFT Card Ethereum address

### Quarter 2 2023

- ULTERA online - Open BETA
- NFT sale #3

### Quarter 3 2023

- ULTERA online - V1 Release
- Release of Ultera TCG on Mobile, Web & PC, In-game rewards thanks to the Ultera-connect feature

### Quarter 3 2023

- In-game Events system and Competition
- Release of mini-games in ULTERA Arcade
- First Eco-action based on in-game Eco-pool

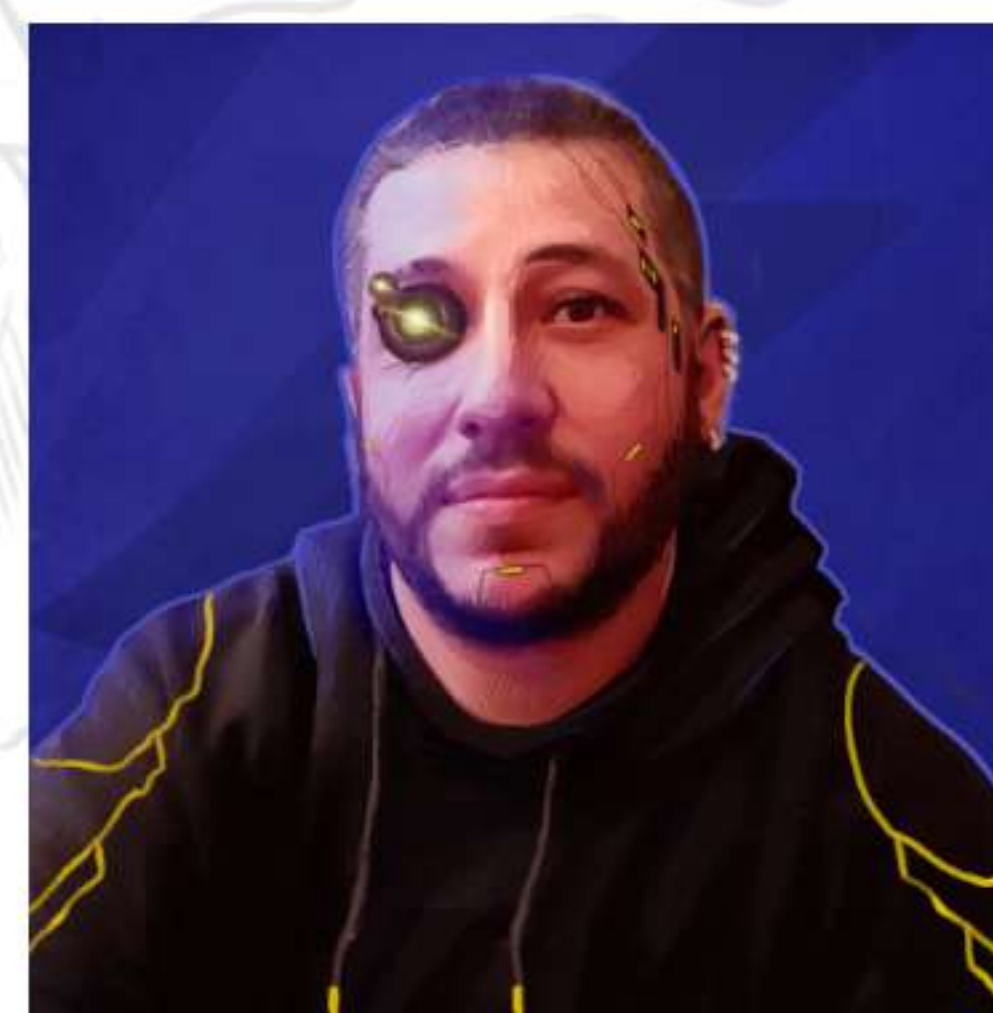




## [9] TEAM



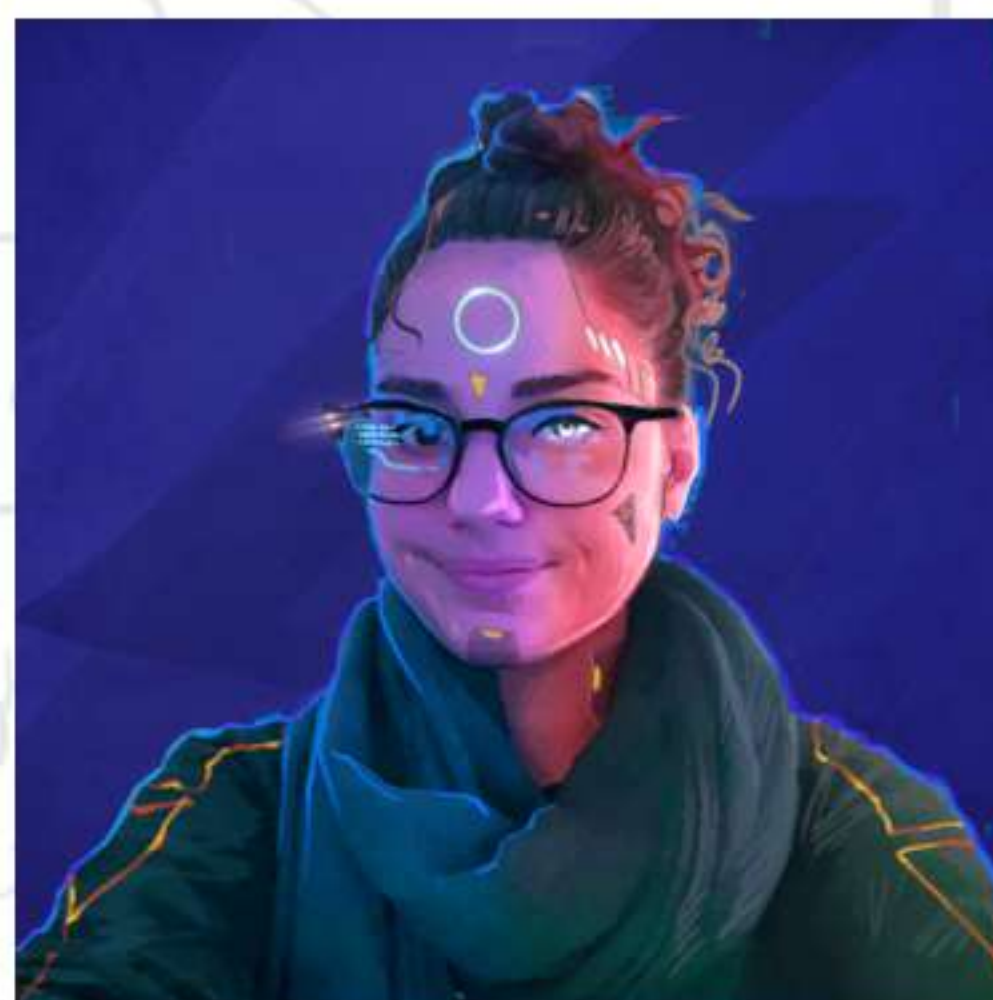
**CYRILLE HEJL**  
Founder, CEO  
Game designer & Developer



**JEREMY BOUZERNA**  
Art Director  
Game designer & illustrator



**JEREMY HORRAU**  
Developer  
Blockchain / Web



**ZOË BONNICI**  
Developer  
Web / Unity



**NICOLAS BLOISE**  
Scenarist  
Lore / Storytelling

### Special thanks:

All our families and friends who help us with the hard work to give life to this project, Flo, Guiom, Stan, Nico, Christian, Corentin, PG, our super team of moderators: Poolak, Mewbrrj, Rockdrigo, Alj0kster, CMG Dude, OptimusPrime, all our amazing Patreon community, especially: Tony, Bob, Donnie, Tibor, Tiziano, Fjoralb, Bryan, Gwenda, Manu, Radek, imbafjant, Ales, infocharly, Nancy, James, Raymond, Alexandros, Vania, Ivan, Marcus, Loic, Damjan, Antonio, elechuga, Nicolas, Scott, Takehiko, Sergiu, our amazing community of players and testers, especially: Clearmaker, Meddvidek, Elomaster, KEY, Slicer, Fábio, Verel, reli33, UlrichN, lukkaino, BACEK74, mgruia, Yusei, llargocop, Cubitte, ElFerno, the influencers like RJ from the "Learn How To Earn Online" YT channel, "Nerd Flow" YT channel, "Биткоин с нуля" YT channel and many more we've surely forget but who truly deserve to be on that





## [10] SOURCES

[2.a]

- *Global Video Game Market Forecast 2022:*

<https://www.gamingscan.com/gaming-statistics/>

(Sources: NewZoo - <https://newzoo.com>)

[2.b]

- *Ethereum Unique Addresses Chart:*

<https://etherscan.io/chart/address>

(Source: Etherscan - <https://etherscan.io>)

- *Metaverse activities of interest:*

<https://newzoo.com/insights/trend-reports/newzoo-intro-to-the-metaverse-report-2021-free-version/>

(Source: NewZoo - <https://newzoo.com>)

[3.a]

- *Cryptocurrency received by illicit entities:*

<https://www.comparitech.com/crypto/bitcoin-statistics-security/>

(Source: <https://comparitech.com>)

[3.b.1]

- *Polygon - Layer-2 solution:*

<https://polygon.io/>

[3.b.2]

- *Pseudorandom number generator:*

[https://en.wikipedia.org/wiki/Pseudorandom\\_number\\_generator](https://en.wikipedia.org/wiki/Pseudorandom_number_generator)

(Source: Wikipedia - <https://en.wikipedia.org>)

[5.a]

- *Phaser:*

[https://en.wikipedia.org/wiki/Phaser\\_\(game\\_framework\)](https://en.wikipedia.org/wiki/Phaser_(game_framework))

<https://phaser.io/>

(Source: Wikipedia - <https://en.wikipedia.org>)

*More info about the game on our Wiki:*

<https://wiki.ulteraonline.com>

Thank you! ;)



# MERCENARY SYSTEM

How players can compete and cooperate in-game!

|             | Visibility                           | Playable by                       | Claimable by                   | Average time                | Average rewards |
|-------------|--------------------------------------|-----------------------------------|--------------------------------|-----------------------------|-----------------|
| Personal    | Individual to the player             | The Player                        | The Player                     | SHORT<br>(minutes to hours) | SMALL           |
| Local       | All Players in the concerned section | Up to 10 players in concurrency   | First player(s) to complete it | SHORT<br>(minutes to hours) | SMALL           |
| Continental | All players in the continent         | Up to 100 players in concurrency  | First player(s) to complete it | MEDIUM<br>(hours to days)   | MEDIUM          |
| World       | All players in the Crypto-World      | Up to 1000 players in concurrency | First player(s) to complete it | LONG<br>(days to weeks)     | BIG             |
| VMP         | All VMP Leaders                      | Up to 10 VMP in concurrency       | First VMP(s) to complete it    | MEDIUM<br>(hours to days)   | BIG<br>(shared) |

- > Mercenary missions can be on behalf of Corporations, individuals or players
- > Displayed times and rewards are on average. Any kind of Mercenary mission can take any time and give any reward.
- > Some Local, Continental, World & VMP Mercenary missions can be completed by multiple players / VMPs





# MINING SIMULATOR

Mining simulation to the closest of reality!



**BLOCK #18321**

(t:1649423309,from:0x...,to...),  
(t:1649423318,from:0x...,to...),  
(t:1649423345,from:0x...,to...),  
(t:1649423349,from:0x...,to...),  
...  
time: 1649422985,  
seed: 6d7b2415b24f0f3ab3...

In-game transactions are pooled into blocks, virtually confirmed by the server every 1min / 100 trans.

Block's Miner fee: 200 ₿  
(1% of transaction)  
(10 ₿ Game reward included)



## PROVABLY FAIR VMP PICK

| VMP #1                    | VMP #2                          | VMP #3                          | VMP #4                          | VMP #5                          | ... |
|---------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|-----|
| HP 100,000<br>0 >= 99,999 | HP 50,000<br>100,000 >= 149,999 | HP 20,000<br>150,000 >= 169,999 | HP 80,000<br>170,000 >= 249,999 | HP 30,000<br>250,000 >= 279,999 |     |

**WINNING VMP** = hexdec ( bloc.seed + sha256(ETH block height) ) % Total VMPs HP





# ECOLOGY SYSTEM

How players will influence the climate in-game while helping the Earth!

| Actions                                           | Player's Reward(s)                                                               | Eco-Activist Bonus                        | Ecology Pool         |
|---------------------------------------------------|----------------------------------------------------------------------------------|-------------------------------------------|----------------------|
| Collect polluting waste<br>( INSTANT )            | Some junk to recycle<br>+ % chances to find valuable items                       | Energy partially refilled<br>+ Mind Bonus | 10 ₪<br>per Kg       |
| Participate in a demonstration<br>( 1 - 6 Hours ) | Eco-reputation<br>+ Eco-message dropped around the area during the demonstration | Energy Cost / 2<br>+ Mind Bonus           | 10 ₪<br>per Hour     |
| Plant a tree<br>( 1 Hour )                        | Eco-reputation<br>+ Your tree will grow time after time                          | Energy Cost / 2<br>+ Mind Bonus           | 10 ₪<br>per Tree     |
| Build a Birds' Shelter<br>( 2 Hours )             | Eco-reputation<br>+ Your Shelter will attract birds                              | Energy Cost / 2<br>+ Mind Bonus           | 20 ₪<br>per Shelter  |
| Atmospheric analysis<br>( 1 Hour )                | Eco-reputation<br>+ Climate report                                               | Energy Cost / 2<br>+ Mind Bonus           | 10 ₪<br>per Analysis |

- > The Eco-reputation will lead to various in-game bonuses and titles.
- > The Atmospheric analysis bring some interesting information about the current area's climate situation.
- > Ecology Pool will serve to Charity / Ecology actions in real World (ie WWF, Green peace, Climate Foundation, etc.)





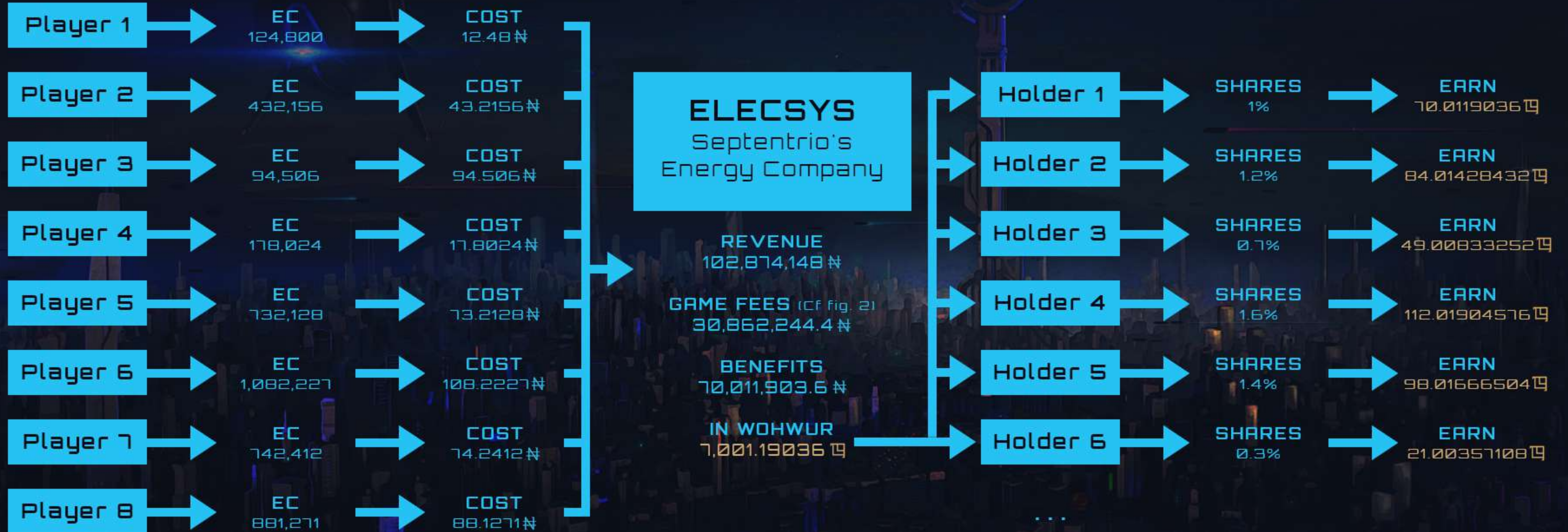
# COMPANIES REVENUE DISTRIBUTION

Exemple: Elecsys (Septentrio's Energy Company)

## In-game interactions

## Pool

## Distribution



EC  
Energy  
Consumption

€  
Neutra  
Game currency

W  
WohWur  
Native Token







# COMPANIES INTERCONNECTIONS & FEES

Companies interconnections & Game fees per industry (30% of revenue)

|               | Energy | Internet | Transport | Food & Drinks | Crystals | Mercenary | Ecology |
|---------------|--------|----------|-----------|---------------|----------|-----------|---------|
| ENERGY        | -      | -0.1%    | -2%       | -0.1%         | -7.8%    | -15%      | -5%     |
| INTERNET      | -7.3%  | -        | -2%       | -0.2%         | -0.5%    | -15%      | -5%     |
| TRANSPORT     | -3.4%  | -0.1%    | -         | -0.5%         | -6%      | -15%      | -5%     |
| FOOD & DRINKS | -1.2%  | -0.1%    | -7.6%     | -             | -1.1%    | -15%      | -5%     |
| CRYSTAL       | -2%    | -0.1%    | -7.3%     | -0.6%         | -        | -15%      | -5%     |

- > Mercenary fees will be redistributed to players thanks to Mercenary missions on behalf of the Industry's corporations.
- > Each fee reversed to an Industry will increase its following month's revenue.
- > Ecology fees go to the Charity & Ecology pool until the treshold of 50M ₮ is reached, then Ecology fee will be removed.







# HOUSING / RENTAL SYSTEM

Buy apartments in the glorious Cities of Ultera, for living or rental.

|         | ~ Buy price | ~ Rent price per month | ~ Surface             | ~ Well-being | ~6H sleep in a level 1 bed  | ~1H rest in a level 1 sofa | ~6H sleep in the street |
|---------|-------------|------------------------|-----------------------|--------------|-----------------------------|----------------------------|-------------------------|
| LEVEL 0 | 30-110 ₮    | 3-11 ₮                 | 3-11 m <sup>2</sup>   | 0.03-0.11    | ~730-760 energy recovered   | ~62-67 energy recovered    | < 180 energy recovered  |
| LEVEL 1 | 120-200 ₮   | 12-20 ₮                | 12-20 m <sup>2</sup>  | 0.12-0.2     | ~763-792 energy recovered   | ~67-92 energy recovered    | < 180 energy recovered  |
| LEVEL 2 | 210-340 ₮   | 21-34 ₮                | 21-34 m <sup>2</sup>  | 0.21-0.34    | ~796-842 energy recovered   | ~73-80 energy recovered    | < 180 energy recovered  |
| LEVEL 3 | 350-590 ₮   | 35-59 ₮                | 35-59 m <sup>2</sup>  | 0.35-0.59    | ~846-932 energy recovered   | ~81-95 energy recovered    | < 180 energy recovered  |
| LEVEL 4 | 600-800 ₮   | 60-80 ₮                | 60-80 m <sup>2</sup>  | 0.60-0.80    | ~936-1008 energy recovered  | ~96-108 energy recovered   | < 180 energy recovered  |
| LEVEL 5 | 810-1200 ₮  | 81-120 ₮               | 81-120 m <sup>2</sup> | 0.81-1.2     | ~1011-1152 energy recovered | ~109-132 energy recovered  | < 180 energy recovered  |

-> Players / Investors will be able to buy NFT apartments in the various cities of the World of Ultera.

-> Rental of an apartment can be on a weekly or monthly basis, ₮WOHWUR price is paid at the beginning of the rental.

-> Energy is required to complete any physical actions, while Mind is required for intellectual actions. Well-being also improve the Mind recovery.

-> An apartment for rent can have specific equipments which will increase its rental/sale value.







# ULTERA TCG & MOBA

A Trading Card Game and MOBA Game inside ULTERA online for more fun and competition!

## Collect!

Collect cards  
in-game!



## Level up!

Level up any of your  
cards to level 15



## Claim!

Claim your NFT with  
WOHWUR tokens!



## Play & Earn!

Select the NFT of  
your choice and  
play with it to TCG  
and MOBA games!

Get in-game  
Bonuses and Earn  
passive income  
from the NFTs you  
hold!

- > Dozens of cards to Collect in-game and IRL!
- > Each NFT is unique in colors and stats thanks to an amazing DNA / Generation system!
- > Play the Trading Card Game at a table with friends thanks to the Board Game version!
- > Play the MOBA (Multiplayer Online Battle Area) Game and earn in-game cards with the ULTERA-connect feature!







800 km