



DEXBATTLE

WHITE PAPER



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INTRODUCTION

Welcome to the ever-evolving Dex battle universe! Hone your shooting skills, compete in tournaments, and complete missions with your Clan to earn NFTs and coveted rewards. Collect weapons, and so much more items. But most importantly, have fun and work together. Dex battle is a community-owned skill-based shooter with different PvP and PvE game modes for every type of player. The core shooter game is set on top of a land control-oriented, social strategy game with a deep emphasis on clans, alliances, and social mechanics. The game economy rewards social behavior and is designed to be an endless experience built by and for the player community. Thus, Metaverse structures can be applied immensely in the Dex battle but it all depends on the player's feedback when the voting takes place. Dex battle metaverse will bring the best experience ever when players combine a shooting skill-based game with a wisdom strategy for each character. It is fun beyond the limit.

FEATURES

Dex battle features blockchain-based digital assets known as "NFTs" that operate on an eco-friendly proof-of-stake blockchain. Because blockchain technology enables actual digital ownership, Dex battle characters may be exchanged not just on the specific Dex battle marketplace, but also on a variety of other platforms. Given the massive trading volume and profits generated by these NFT markets, this is a wonderful financial incentive for merely profit-driven users and a chance for next-generation green investment. With NFTs now selling for millions of dollars, these fees may outweigh the revenue earned by in-game transactions.

GAME STORY

Dr M.G.

He was at the center of the Event, the very catalyst that set off everything. The great start at the center of the Marsten Galaxy held within its power so great that no one, not a single person or creature in the universe, was said to be able to stand it. He did not believe them, and he did not heed the warnings laid before him. He created a lab, big as anything, and a great and powerful drill, with which he planned to break through to the heart of the great star. He was going to harness the power of it to help people, all across the galaxy.



When he had drilled through, the power that surged out of the center, out through the hole and into space, was greater than he could ever have imagined. Eleven beams, some brighter than others and some even brighter than that, bounced out into the Marsten Galaxy and hit eleven unsuspecting people, granting them the very powers he had been searching for. He, at the center of it, got them too, impenetrable, unkillable power. The beams shot through him first, one after the other, eleven shots directly to the chest. There was a price, though, for though those eleven people lived, every single other person in the entire galaxy was killed by the blast. Now, Dr M.G. gathers the eleven to him, trying to fix his mistake by giving them better lives than they had before.

GAME STORY

No. 1, Angela

When she was a child, she was bred to be a warrior. Born on the planet Expon in the middle of a battlefield, Angela lived her life as normal, thinking that this was all she would ever know. She was the greatest warrior in her group, but the people of Expon were a war-ravaged people, and so not only was the life expectancy rate extremely low, but she spent her entire childhood watching her friends and family fall beside her as she fought. She expected, and had made peace with the fact that, she had been born on a battlefield, and she was going to die on one.



The Event knocked her out, and she woke up alone in the middle of a desert, surrounded by the blood of people who didn't exist anymore. She was a skilled warrior, truly, and had not been hurt in battle, and when the beam hit her it understood that there was no change that needed to be made. She rose to her feet and stayed in her camp alone until she was called to the scientist, and he made her the leader of his little army

GAME STORY

No. 2, Apollo

Apollo started out as just a young kid, working to make ends meet in the slum area of Planet Perrian. It was a small planet, made up mostly of industrial areas and factories, and his life was hard and dangerous. He had to work around machines constantly, and factory accidents were very common. He went to work every day with the knowledge that, at any moment, something could happen that would kill him. At the moment of the event, he was in the middle of repairs on an industrial welder, and the force of the blast (and the subsequent beam that hit him square in the chest) knocked him back, pushing against the welder and searing off half of his face and giving him third degree burns everywhere.



Because of his proximity to the machines, the great star's power got confused, and so instead of healing him, it replaced the burned parts of his body with robot parts, making him bionic. Scared and suddenly completely alone on his planet (and, unknown to him at the time, only one of twelve people left alive in the entire galaxy), he hid among buildings and ate the leftovers the others had left behind until Dr M.G. summoned him to him, giving him the home and the family that he had always so longed for.



GAME STORY



No. 3, Billy

Billy lived for the first few years of his life on the planet Doom, traveling with the traders there. However, he had been born without legs, and though he had fairly good quality prosthetics, they were no match for Doom's tropical climate and the constant moving, and because his parents could not afford to buy new ones, when they began to break down they packed up their caravan, moved everything onto a spaceship, and moved to the space colony of 03-33-29, where the superior technology was able to create him properly, bionic legs to replace the prosthetics. He lived a happy and cheerful life among the inhabitants of 03-33-29, until the moment of the Event when he suddenly found himself sitting in an empty cafeteria partway through making a joke to his friend.

The power that surged through him offered, quite gently, to repair his legs To grow them back, and give him as normal a life as it could be now. But he refused. There was no growing back what had never been there in the first place, and so instead the bionics were welded to him, to his brain stem so that he may control them as anyone else would. It was hard for him to adjust to living with the doctor and the others, he missed his community back home as all of them did, but he settled in nevertheless.



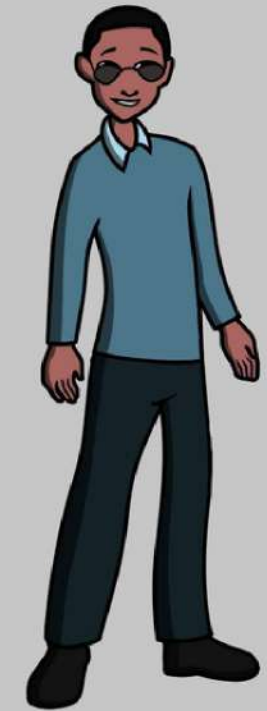
GAME STORY

No. 4, Bishop

Bishop lived an ordinary, day-to-day life on the planet Octavio, in a little suburban house. He was born to two regular parents and then lived a very regular life, going to school and getting good grades and partying with his friends on the weekends, until eventually he graduated and took a nice, regular job in accounting. He met his wife there, she had the cubicle beside his, and they struck it off really well.



Eventually, they got married, and then had two wonderful children, and then the Event destroyed all of it in a single second. One moment he was driving with his family in the car, to a vacation they had been planning for weeks and weeks, and the next he was alone, his head bleeding after a collision from the force of the blast, and the power that surged through him spoke only of anger and revenge against the person who had done this to him. He was still called to live with the others, to join the last people left alive, but it was only because he would go mad from grief if he didn't. He still holds rage in his heart, and though he seems friendly to them, someday he wants to cause the scientist that stole his family away the same pain that he has to go through every single day without them.



GAME STORY

No. 5, Flake

Flake was a warrior of the Lizard people of Perrigard. Perrigard, of course, being one of the smaller regions on the planet known to most people as Planet Janus, and known to Flake and the rest of the Lizard people as Planet Lintaqreg. Apparently, when explorers from other areas in the Marsten Galaxy happened upon them, they had misunderstood the word “janes” (the Lizard people’s word for “welcome”) as being the name of the planet, and no amount of correcting had seemed to do history any good.



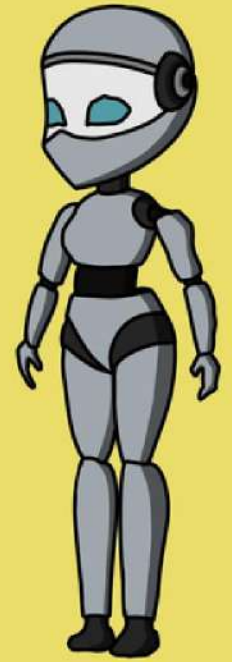
Flake lived his life as a warrior mostly fishing and hunting, because the Lizard people weren’t all that big on wars, and so the title of warrior was more of an honorary term than a literal one. Still, after the Event, when Flake found himself sobbing alone in a swamp, the power that surged through him had strengthened his heart and given him the strength to carry on. Peaceful warriors are still warriors, and Flake was still an excellent fighter. His addition to the team was a welcome one, and he was happy to, once again, find himself among people who considered him a friend.



GAME STORY

No. 6, Irona

Irona was not well liked among her peers. Frankly, that was what the rest of her troops always said after she was kicked out of them. She lived in a society of robot people on the planet Doom, in a different sector from the one that Billy had traveled through as a child. She was trained in the army, and was carted from troop to troop as each one decided they hated her and began to look for reasons to kick her out. Eventually, everything about her demeanor had turned entirely hateable, and she was kicked out of the army to live alone in a little hut, away from everyone else.



It was for this reason, the isolation of her house and her general distaste for people, that not only did Irona not notice that the Event had even happened (she had been taking a nap during the initial explosion, and so had not felt the force of it) for weeks, until she ran out of groceries and went into town to get more, but it also took just as long for the scientist to track her down and summon her to him. She hadn't even noticed the new power she possessed now, had broken a few doors and just assumed that they had been rotting without her noticing it. She didn't work well with the team at first, but over time they managed to break her down, and now they all get along splendidly, aside from some occasional tension.

GAME STORY

No. 7, Omega

Omega lived on the same planet as Bishop, the planet Octavio, although instead of leading the regular life of a civilian, he instead enlisted in the army directly out of high school and began to work as hard as possible in order to rise in the ranks as quickly as he could. He was a hot-headed man with an incredibly good and commanding energy around him, and his troops trusted him without question.



Still, when it came down to it, he was not the strongest, nor the fastest, nor the smartest by far, and so after the initial shock after the Event, the only thing that saved him was his new power, which gave him enough strength to hunt food for himself until he was eventually called to join the rest of the team. Until then, he spent his time hiding in the camping ground and occasionally doing strength training in order to keep his spirits.

GAME STORY

No. 8, Regen

Regen grew up in an old space colony, one which no longer has a name on record. This would have been unusual, except when he was a bit younger there was a great explosion that had not only destroyed the entirety of the colony, but had also happened at the same time as another, significantly smaller explosion in the galaxy records office that destroyed any evidence of that colony ever having existed. This explosion had also severely damaged and scarred his face, so Regen had gotten used to covering it with a large mask. Unfortunately, because the injuries had healed years before the Event the power was unable to fix them, but only provide a more interesting face covering to make him more comfortable.



At the time of the Event, Regen was living in a refugee camp, along with the rest of his fellow Unnamed Space Colony residents. He had been in the middle of helping out in the kitchens, at which he was very good, and then had fighting training on the schedule, and after the Event the only thing he knew to do to cope was just to continue to follow the schedule, going through th irregular motions day by day until he was summoned by the scientist and found himself a greater purpose.

GAME STORY

No. 9, Ultron

Ultron lived in a different sector of the planet known to most people as Planet Janus, and known to the Lizard people of the planet itself as Planet Lintaqreg. This sector wasn't too far away from Flake's sector of Perrigard, and was known as Kiilon. Flake might have even run into Ultron, had he chosen to venture outside of his own small encampment. Either way, he didn't, and so they did not meet until after the summoning. Unlike Flake, Ultron was a fierce and savage warrior. He never got to practice these skills on anything except prey, though, because the Lizard people continued to be an annoyingly peaceful species and so there were never any wars for him to fight in.



After the Event, Ultron traveled silently around the planet, taking in the sights and pilfering random encampments whenever he came across them, pretending like he was plundering conquered villages. This was the closest he would ever get to living out his dream as a mighty warrior, or so he thought, until the scientist's summons reached him and he finally, for the first time found himself in a place where his skills were needed and even appreciated for what they could do.



GAME STORY

No. 10, Vader

Vader grew up in the poor sector of the planet Korkoron, working as a blacksmith for most of his life. He became incredibly skilled, but the work did not interest him. What did interest him, though, was hunting and fighting, which was why he ended up quitting his job as a tradesman and joining the army instead. There, because the planet Korkoron was in the middle of a giant war, he found himself right in his element, fighting with other great warriors just like him. It was exactly the sort of thing he had always dreamed about, and he was incredibly excited about all the new opportunities it had given him.



Then, at the moment of the Event, he found himself standing next to a large tankard full of explosives. They were the sort of explosive that could be activated with the press of a button, and unfortunately for him, the force of the Event pushed him directly into the button, exploding the tankard and both of his legs right along with it. The energy that surged through him right then was amazing, and it was able to grow most of his legs back, except right past the knee.

Perhaps something went wrong, or he pleaded with it not to, but instead of flesh, below the knee, his legs were made bionic, and when he could stand again, he found he could jump great distances and run faster than he ever had before.



GAME STORY

No. 11, Alita

Alita was born on the desert planet Innon. She was never trained in her skills. It was like she was born with them, an incredibly strong fighter from the moment she learned to walk. Her skill only grew as she got older, and so though maybe some of the others, some of the ones who had never been made for fighting but now were forced to due to circumstance, had only been hit by the beams by chance, and perhaps were not deserving of their power... Alita was the exact right person to be hit, and the power she felt after the Event did not scare her. When the doctor summoned her, it was less of a terrifying call to action, and more of a sort of homecoming.



After summoning all of them Dr.M.G. started to explain how they got their special powers and started to explain gently how that event has taken place. He heard everyone's stories. In the end, Dr.M.G. offered all of them to create a team or league. Since each one of them has got a chance to be a hero with special talents. They took some time to think but it did not last that long, since they already knew that they don't have anything to lose, not anymore.

Dr.M.G. suggested to start their first fight in Dex sector, or what they have called it, Dex Battle. Overall, no one knows how Dr.M.G. got the leadership of this team easily. As his powers are still unknown until now. All of them thought that he just got some mind tricks and mind power. But they missed that Dr.M.G. was at the same place of the event and the 11 beams have hit him before they got distributed to them. He gathered them in order to start to tell them about the most important and confidential project ever. The Mutated weapon projects





THE PROBLEM

Dex battle game was created because there are far too many blockchain games that lack good visuals, and the PC gaming area is mostly disregarded by P2E producers. Furthermore, traditional games do not provide their players with a play-to-earn structure. Over 1 billion players have been playing games for years without making any money from them. They spend hundreds of dollars on skins and other in-game things, yet they cannot sell them. This represents a return on investment.

OUR SOLUTION



We want to create a play-to-earn iOS and Android game with stunning visuals and gameplay to attract a share of the 1 billion conventional Android gamers. We also hope to supply our gamers with an NFT ecosystem in order to establish a long-lasting and addictive P2E gaming experience.



ABOUT US

We are a premier independent game development studio focused on developing unique and original games across various platforms. While working on NFT & gaming projects, we got inspired to create a grand battle royale NFT Play-to-Earn game called Dex battle.

VISION

To become the world's top P2E game by leveraging amazing game development experience, exceptional blockchain technology skills, and enthusiasm via our highly-motivated talents and technological specialists.

MISSION

Our objective is to build an infrastructure capable of powering online games that are both entertaining and engaging for our players. Simultaneously, we aim to construct this game so players can earn NFTs while playing the game. Beyond that extent, Dex battle aims to not only create a P2E game but also a game platform that is able to connect your community (friends, crypto owners, gamers, or even streamers). However, Dex battle can bring and build a solid relationship as well as make gaming, sharing, and in-game peer-to-peer exchange to be famous worldwide in the near future.

Additionally, I will develop NFT and token contract for binance smart chain. I will create a NFT marketplace with whitelisting, presale, and public sale functionality to buy the nfts with your token only. A proof that there are no fees goes to the smart contract development. Video explaining how to manage everything like minting, presale, whitelisting



GAME CONCEPT

The game is inspired by a survival game in which players will take on the form of heroes to be the last survivor to win the battle by following the quest. The game loop will be players experiencing the battles, being the winner, and receiving the rewards, then using the rewards to upgrade the game characters and weapons efficiently.

GAMEPLAY

Every character in the Dex battle P2E game is an NFT asset that can be enhanced using gemstones, and in-game currency (Dex Token). Players will utilize their characters to complete objectives, win fights, and gain prizes in many game formats, including guilds systems.

NFT market place will be created with whitelisting, presale and public sales functionality to buy the NFTs with your token only and auction and lottery too. Dex coin features blockchain-based digital assets know as "NFTs" that operate on an eco-friendly proof-of-stake blockchain. Because blockchain technology enables actual digital ownership, indira characters may be exchanged not just on the specific indira marketplace, but also on a variety of other platforms. Given the massive trading volume and profits generated by these NFT markets, This is a wonderful incentive for users who are merely profit-driven, as well as a chance for next generation green investment. There would be marketplaces where we sell actual items/food/taxi rides and buy with crypto payment from the game.

DEX BATTLE CHARACTER

APOLLO

Tier: Rare

Walk speed: 4.5

Run speed: 8

Stealth speed: 1

Acceleration: 9

Crouch speed: 2

Crouch transition speed: 0.16

Slide speed: 12

Jump force: 8.5

Jump rate: 0.82

Gravity multiplier: 1

Health: 100

Start to regenerate in: 4

Regeneration speed: 3(max)

Regenerate up to: 75



DEX BATTLE CHARACTER

BILLY

Tier: Epic

Walk speed: 6.62

Run speed: 11.13

Stealth speed: 1.16

Acceleration: 7.4

Crouch speed: 1.77

Crouch transition speed: 0.16

Slide speed: 11

Jump force: 8.2

Jump rate: 0.82

Gravity multiplier: 2

Health: 100

Start regenerate in: 4

Regeneration speed: 3(max)

Regenerate up to: 75



DEX BATTLE CHARACTER

BISHOP

Tier : Common

Walk speed: 5

Run speed: 7.85

Stealth speed: 1

Acceleration: 10

Crouch speed: 2

Crouch transition speed: 0.16

Slide speed: 12

Jump force: 5

Jump rate: 0.82

Gravity multiplier: 2

Health: 100

Start regenerate in: 4

Regeneration speed: 3(max)

Regenerate up to: 75



DEX BATTLE CHARACTER

IRONA

Tier: Legendary

Walk speed: 7.1

Run speed: 9

Stealth speed: 1

Acceleration: 8.3

Crouch speed: 2.34

Crouch transition speed: 0.192

Slide speed: 12

Jump force: 6.6

Jump rate: 0.82

Gravity multiplier: 2

Health: 100

Start to regenerate in: 4

Regeneration speed: 3(max)

Regenerate up to: 75



DEX BATTLE CHARACTER

OMEGA

Tier : Common

Walk speed: 5.2

Run speed: 9

Stealth speed: 1

Acceleration: 9

Crouch speed: 2

Crouch transition speed: 0.16

Slide speed: 12

Jump force: 6

Jump rate: 0.82

Gravity multiplier: 2

Health: 100

Start to regenerate in: 4

Regeneration speed: 3(max)

Regenerate up to: 75



DEX BATTLE CHARACTER

REGEN

Tier: Rare

Walk speed: 4.5

Run speed: 8

Stealth speed: 1

Acceleration: 9

Crouch speed: 2

Crouch transition speed: 0.16

Slide speed: 12

Jump force: 5

Jump rate: 0.82

Gravity multiplier: 2

Health: 100

Start to regenerate in: 2

Regeneration speed: 5(max)

Regenerate up to: 90



DEX BATTLE CHARACTER

ULTRON

Tier: Uncommon

Walk speed: 5

Run speed: 8

Stealth speed: 1

Acceleration: 10

Crouch speed: 3

Crouch transition speed: 0.16

Slide speed: 12

Jump force: 5

Jump rate: 0.82

Gravity multiplier: 2

Health: 100

Start to regenerate in: 4

Regeneration speed: 3(max)

Regenerate up to: 75



DEX BATTLE CHARACTER

VADER

Tier: Legendary

Walk speed: 6.77

Run speed: 8

Stealth speed: 1.21

Acceleration: 12.3

Crouch speed: 2.97

Crouch transition speed: 0.16

Slide speed: 12.65

Jump force: 6.5

Jump rate: 0.82

Gravity multiplier: 2

Health: 100

Start to regenerate in: 4

Regeneration speed: 3(max)

Regenerate up to: 75



DEX BATTLE CHARACTER

ALITA

Tier: Legendary

Walk speed: 6.57

Run speed: 10.48

Stealth speed: 1.1

Acceleration: 10.4

Crouch speed: 2

Crouch transition speed: 0.16

Slide speed: 12

Jump force: 6.5

Jump rate: 0.82

Gravity multiplier: 2

Health: 100

Start to regenerate in: 4

Regeneration speed: 3(max)

Regenerate up to: 75



WEAPON

Rarity	Type	Info	Damage	Fire Rate	Reload time	Range	Accuracy	Weight
RARE	GRENADE	Grenade	30	2	2	125	1	1.7
	EAGLE	Sniper	80	1.9	3	700	5	2.2
	FUSION	Machine gun	40	0.096	2	700	2	2
	KALASHNIA	Machine gun	45	0.09	1.9	700	2	2
	HAYWIRE	Machine gun	40	0.1	2	700	2	1.95
	WHISPERRARE	Pistol	25	0.15	1.5	270	3	2
	CORPORAL	Shotgun	70	1.25	6	100	1	2.2

WEAPON

Rarity	Type	Info	Damage	Fire Rate	Reload time	Range	Accuracy	Weight
RARE	BLAZE	Sword	70	0.7	1	4	1	1.6
	PROTON	Grenade	50	0.7	1	125	1	1.5
	JUSTICE	Knife	50	0.7	1	2	1	1
COMMON	BLADE	Knife	45	0.09	1.9	700	2	2
	TUCO	Pistol	30	0.25	1.5	300	3	1.9
	TORTUGA	Pistol	37	0.25	1.5	300	3	1.85
UNCOMMON	MOLOTOV	Launcher	20	1	1.2	300	2	0

WEAPON

Rarity	Type	Info	Damage	Fire Rate	Reload time	Range	Accuracy	Weight
UNCOMMON	RAPIDO	Machine gun	35	0.1	2	700	1	1.6
	NEUTRALIZER	Burst	30	0.1	2	700	1	1.6
	ACTIVA	Pistol	35	0.25	1.5	300	4	1.8
	LAVA BLADE	Sword	50	0.7	1	2	1	1.5
EPIC	FUSION LAUNCHER	Launcher	75	2	3	100	1	2.5
	DEADBOLT	Machine gun	50	0.09	1.9	750	2	2
	GENESIS	Machine gun	25	0.08	2	500	1	1.75

WEAPON

Rarity	Type	Info	Damage	Fire Rate	Reload time	Range	Accuracy	Weight
EPIC	LIGHTNING BLADE	Sword	70	0.4	1	4	1	1.55
	EXTERMINATION	Shotgun	75	1.2	1	100	1	1.5
	UBIQUITY	Grenade	70	0.7	1	125	1	1.5
	TUCO-X	Pistol	50	0.25	1	300	3	1.9
LEGENDARY	COAGULATOR	Machine gun	45	0.085	2	700	1	2
	FALCON	Sniper	100	1.7	2.7	800	5	3
	RIPPER	Pistol	50	0.2	1.4	300	3	1.8

WEAPON

Rarity	Type	Info	Damage	Fire Rate	Reload time	Range	Accuracy	Weight
LEGENDARY	DELORIA	Machine gun	60	0.8	2	500	2	1.5
	ANTI-MATTER	Machine gun	90	0.8	2	800	1	2
	ALL-MIGHTY	Sword	90	0.6	1	3	2	1.8
	PHANTOM BLASTER	Machine gun	50	0.09	1	800	1	1.5
	HATE EXECUTIONER	Machine gun	40	0.06	1	800	1	1.5
	DEVOURER	Pistol	40	0.15	1	300	3	1.5
	TURBINE	Machine gun	50	0.08	1	500	1	1.5

TOKEN

The token name is Dex coin. The token will be launched on the Binance Smart chain. It will be a native Bep20 which will be transferable in the cryptocurrency ecosystem as well as within the game.

The benefit of introducing this token is to enable the play2earn feature which is the main part of our goal. The goal of Dex coin is to establish a sustainable economy while aligning incentives for all ecosystem stakeholders - players, builders, developers, and investors.

The ways of earning the token have already been mentioned. These include but are not limited to:

- Playing Games
- Ingame currency
- Achievements and Rewards

These Dex coin will be fungible blockchain based tokens. Hence, they will be transferable outside the game on any exchange, marketplace, game that accepts the token as their form of currency.

The tokens will be added to centralized exchanges such as ----- allowing users to buy/sell these easily.

The value of these coins will be determined by the game success, it's usage, daily active users, daily transactions and the overall brand of Dex coin.

TOKENOMICS

TOKEN INFORMATION

Total supply of token: 1 Billion

Token name: DexCoin

Token symbol: \$DEX

Blockchain network: Binanace Smartchain



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DEX COIN

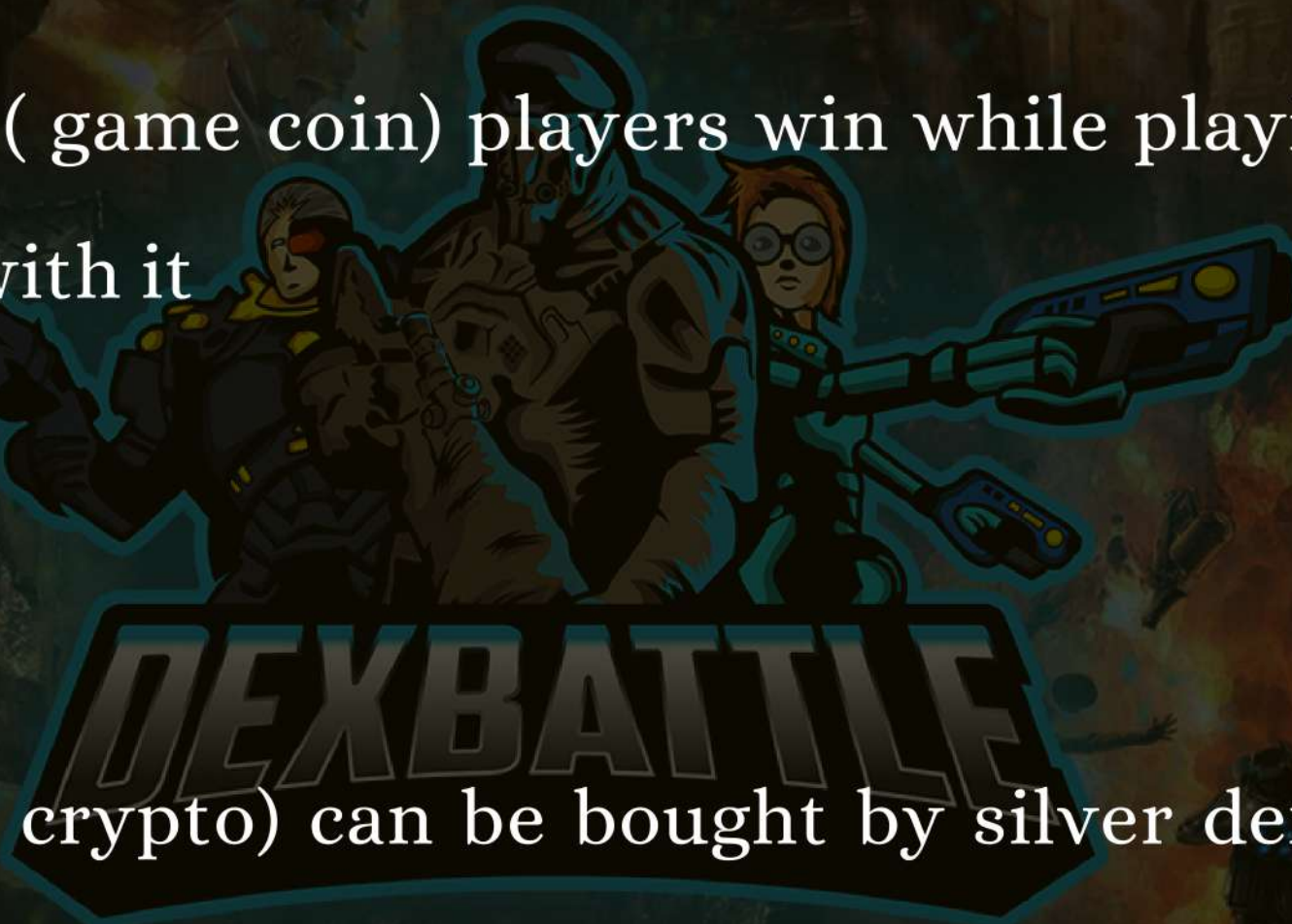
TOKENOMICS



Silver Dex (game coin) players win while playing , they can buy Dex coin only with it



Dex Coin (crypto) can be bought by silver dex and by \$ through In app purchase or market place. It is used in game to buy nfts or kept as crypto token



TOKENOMICS

TOKEN ALLOCATION

Public Sale: 11%

Presale: 5%

Staking: 22%

Game Rewards: 30%

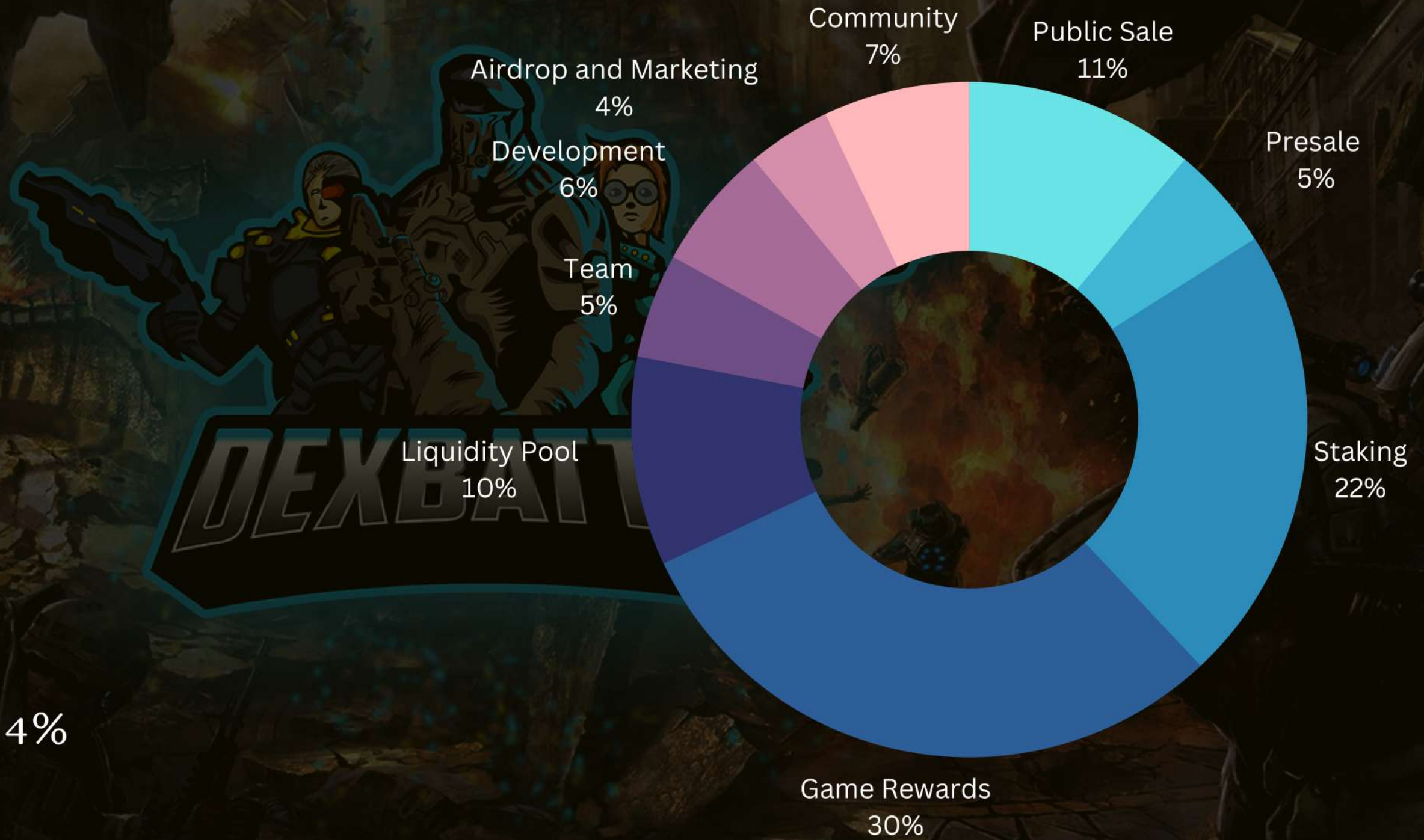
Liquidity Pool: 10%

Team: 5%

Development: 6%

Airdrop and Marketing: 4%

Community: 7%



ROADMAP

Phase 1

- Website creation
- White paper
- Game development
- Launch community on discord

Phase 2

- Launch Nft
- 5000 Discord member
- Airdrop
- Launch game
- PVP Mode

Phase 3

- 15,000 Discord member
- Launch Dex coin
- Launch marketplace
- PVE Mode
- P2E game launch
- Gameplay upgrade
- Game Version Upgrade
- Game Tournament

More coming...

- More Characters
- GameFi system upgrade
- Dex battle Metaverse
- Roddx
- Roddx Food
- Roddx Ride
- Punter Puffin

PARTNERS



BUY NOW



Buy Now!



Buy Now!



BUY NOW

As a part of our success , within 3 years you can buy items , food and taxi rides through our partners and you can pay through earnt coins.

TEAM



FOUNDER

**Mohammed Moustafa
AlGadi**



GAME DEVELOPER

**Nadir Emre
Yenigün**

DEXBATTLE

Thank you!

