

Grove Wars

Introducing Grove Subchain and GROVE Token Utility
Powered by Theta Network
Whitepaper v 1.2



LET'S GO!

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NEXT GENERATION GAME + PLATFORM

GroveWars is an innovative and immersive gaming experience. This whitepaper unveils a groundbreaking Web3 gaming platform designed to address specific industry challenges, offering unique features and advantages that set it apart - all built on the Theta Network Metachain infrastructure. With a strategic business model and comprehensive marketing plan, our game aims to captivate the global gaming community, and provide an unparalleled adventure for players.



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INTRODUCTION

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INTRODUCTION



Welcome to GroveWars! In this groundbreaking whitepaper, we unveil a gaming experience that goes beyond the ordinary, offering innovation and immersion in the dynamic world of Web3 games.

We've partnered with Theta Network to address specific challenges within the industry, providing players with a unique and unparalleled adventure. Join us as we explore the Grove subchain features that set our game and platform apart.

Delve into our strategic business model, and discover the exciting business opportunities this venture presents powered by the GROVE TNT-20 token. Get ready to level up your expectations in the ever-evolving realm of video gaming.

PROBLEM AND MARKET

Existing Web2 games are still relatively static art forms, controlled by a centralized authority/platform etc.

The Web3 gaming community represents a dynamic and unique P2P engagement through customization, tokenization, P2P monetization (selling skins on the secondary markets).

ANALYSIS OF THE TARGET AUDIENCE AND THE VIDEO GAME MARKET

Understanding our target audience is key in shaping the success of GroveWars. A comprehensive analysis of both the audience and the broader video game market provides crucial insights into tailoring our Web3 gaming experience to meet the needs and preferences of players around the world.

TARGET AUDIENCE

Our primary audience comprises passionate gamers who seek more than routine entertainment. This demographic is characterized by a desire for innovation, immersive gameplay, and a thirst for new challenges.

MARKET DYNAMICS

The video game market is dynamic and diverse, with a constant influx of players from various demographics and regions. Leveraging market trends, we position our game to appeal to a broad spectrum of players while staying attuned to emerging preferences including Web3, decentralization and player ownership.

KEY POINTS

Geographic Reach: Tailoring aspects of the game to appeal to different regions.

Genre Trends: Identifying popular genres and incorporating elements that resonate.

Platform Accessibility: PC platform.

SOLUTION POWERED BY THETA NETWORK

IMMERSIVE GAMEPLAY

Engage in a world where every move matters, providing a truly immersive gaming experience, built on Theta subchain.

CUTTING-EDGE GRAPHICS

Experience stunning visuals and stylized graphics utilized from the Unreal Engine and Theta EdgeCloud 3D Rendering

COMMUNITY INTEGRATION

Grow a sense of Web3 community through gameplay features, allowing players to connect, compete, and collaborate in varied ways.

INNOVATIVE STORYTELLING

Uncover a narrative that captivates players, offering a unique and compelling storyline that evolves based on their choices.

THETA POWERED AI

AI powered by Theta will enhance the product offering / overall user experience.

CONSTANT EVOLUTION

Updates and expansion packs ensure that the gaming experience remains fresh and exciting, keeping players engaged in the long term, supported by GROVE TNT-20 tokens.

UNIQUE FEATURES AND BENEFITS OF GroveWars

IMMERSIVE THIRD-PERSON PERSPECTIVE

Feature: The game offers a stylistic and immersive third-person perspective, placing players directly in the heart of the action.

Benefits: Flexible art style and increased player engagement create a more intense and thrilling gaming experience.

ADVANCED CHARACTER CUSTOMIZATION

Feature: Extensive character cosmetic options, allowing players to tailor their arsenal to fit their playstyle.

Benefits: Empowers players with aesthetic choices, fostering a sense of ownership and individuality within the game.





DYNAMIC ENVIRONMENT INTERACTIONS

Feature: Environments that react to player actions utilizing the power of the Unreal Engine.

Benefits: Adds a layer of unpredictability, requiring players to adapt their strategies and enhancing overall gameplay dynamics.

GAMEPLAY

Feature: Introduces dynamic elements such as tactical combat and custom movement mechanics.

Benefits: Encourages strategic thinking, elevating the gaming experience beyond mere shooting.

DEMO

Embark on an exhilarating journey into the captivating world of GroveWars, where you will be able to customize your gaming experience through our web3 shop. Explore new characters, accessories, and artwork.



UNIQUE PRODUCT

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WEB 3 SHOP

Top-notch Graphics: Every corner of the GroveWars world is crafted with attention to detail, providing stunning visual aesthetics.

Customizing: Personalize your experience by choosing unique skins and accessories.

Seasonal Updates: New characters, and bonuses regularly refresh the GroveWars world.

GroveWars offers a flexible business model, including in-app purchases, seasonal passes, and customization opportunities. We strive to create an engaging and fair web3 experience for everyone.

GAMEPLAY AND DEMONSTRATION

STEP 1

Immerse players in a dynamic and visually stunning world. Highlighting some of the robust features of the Unreal gaming engine.

STEP 2

Allow players to customize their characters by choosing from a selection of skins and accessories.



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STEP 3

Introduce players to core gameplay mechanics.

STEP 4

Showcase sophisticated enemy AI with dynamic reactions and adaptive strategies.

STEP 5

Highlight the weapon customization options available.

STEP 6

Highlight in-game strategies.

STEP 7

Introduce leaderboards and quests.

STEP 8

Express gratitude for the audience's attention and interest.



\$40 BILLION

Revenue from In-App Purchases (IAPs)

According to Pocket Gamer, out of the total revenue of US\$67.5 billion generated by apps in the first half of 2023, gaming apps contributed a significant share with US\$40.9 billion*.

**<https://ecommercedb.com/insights/in-app-purchases-highest-revenues-for-royal-match-and-candy-crush/4639>



MONETIZATION STRATEGIES

POPULARITY OF SUBSCRIPTION MODELS

According to Market.us, Approximately 35% of global gamers hold active gaming subscriptions. USA 20% of gamers were actively paying for subscriptions and the markets in India and Indonesia were more than double for gamers paying for active subscriptions.

<https://scoop.market.us/gaming-monetization-statistics/>

EFFECTIVENESS OF IN-GAME ADVERTISING

In recent years, in-game advertising has become increasingly popular, with more game developers and publishers incorporating it into their titles. One of the key trends in in-game advertising is the use of targeted ads. By leveraging user data and machine learning algorithms, advertisers can target ads to specific audiences, making them more relevant and effective. The market is projected to grow to US\$145 billion by 2027 according to Statista.

<https://www.statista.com/outlook/dmo/digital-media/video-games/in-game-advertising/worldwide>

SHARE OF REVENUE FROM DLC (DOWNLOADABLE CONTENT)

According to Newzoo, in 2022 DLC accounted for 13% of PC revenue and 7% of console revenue in the US. DLC boosted monthly active users (MAU) overall by 11% across PC and console games.

<https://newzoo.com/resources/blog/how-dlc-boosts-player-engagement-for-pc-and-console-games>

CATEGORY 1: COMPETITIVE GAMES

According to Market Research the competitive games genre generates billions of dollars each year and are estimated to amass close to \$18 billion in revenue near 2027.

TOP 10 COMPETITIVE GAMES - Games Radar

1. Apex Legends
2. Fortnite
3. Call of Duty: Warzone 2.0
4. Fall Guys Ultimate Knockout
5. Forza Horizon 4
6. Tetris 99
7. Spellbreak
8. PUBG Battlegrounds
9. Totally Accurate Battlegrounds
10. Ring of Elysium

BUSINESS MODEL

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CATEGORY 2:

SHOOTER GAMES

Notable Top Shooter Game Apps

App	Revenue (\$mm)
PUBG Mobile	1121
Free Fire	310
Call of Duty	306
Knives Out	208
CrossFire	187
Brawl Stars	172
Free Fire MAX	137
War Robots	80
World of Tanks Blitz	38.6
Zooba	38.6

BUSINESS MODEL

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GROVE

TOKEN UTILITY

- NFT MARKETPLACE
- IN-GAME PURCHASES
- METAVERSE
- ESPORTS
- TOURNAMENTS



STRATEGIC PARTNERSHIPS



INFLUENCER COLLABORATIONS

Expand brand visibility and attract new players through partnerships with gaming influencers.

Number of Influencers Engaged: 10*
Combined Influencer Reach: 50 million followers*
Engagement Rate: 5%*
New Users Acquired: 200,000
Social Media Mentions: 500,000

BRAND COLLABORATIONS

Enhance in-game experiences and offerings through collaborations with relevant brands.

Number of Brand Collaborations: 5*
Brand Visibility Increase: 30%*
In-Game Purchases during Collaborations: 15%*
Collaborative Event Participation: 80,000 players
Social Media Impressions: 15 million

ESPORTS PARTNERSHIPS

Establish GroveWars as an esports title by partnering with renowned esports organizations.

Number of E-Sports Partnerships: 2*
Tournament Prize Pools: \$200,000
Live Stream Viewership: 1 million*
New Users During E-Sports Events: 50,000*
Social Media Engagement: 2 million interactions*

* For illustrative purposes, estimates are examples only

BUSINESS MODEL

GROVE TOKEN UTILITY

IN-GAME MICROTRANSACTIONS

Description: Offer in-game purchases utilizing GROVE tokens for cosmetic items, weapon skins, and accessories.

Revenue Generation: Additional revenue from players who choose to enhance their gaming experience through microtransactions.

BATTLE PASS SUBSCRIPTION

Description: Introduce a battle pass system with exclusive content, challenges, and rewards. Players can opt for a subscription using GROVE tokens for continuous access to premium content.

Revenue Generation: Subscription fees for continuous premium content.

GROVE TOKEN UTILITY (EXAMPLE SCENARIOS)

MONETIZATION OPTIMIZATION

GROVE token utility, charge to participate in tournaments, and seasonal events, etc.

Monetization Channel	Share of Revenue (%)	ARPU (\$)*
In-Game Purchases	65	\$8.50
Battle Pass	25	\$12.00
Advertising	10	\$2.50

LIVE OPERATIONS AND EVENTS

Spend GROVE tokens to participate in seasonal events, tournaments, and in-game activities to keep players engaged and attract new audiences

Event Type	Participants*	Engagement Rate (%)*	New Registrations
Monthly Tournaments	50,000	20	15,000
Seasonal Events	80,000	25	25,000

* For illustrative purposes, estimates are examples only

TOKEN ALLOCATION

Token symbol	GROVE				
Total supply (fixed)	1,000,000,000				
Token address	TBD				
Token decimals	18				
Implementation	Theta TNT-20				
Rewards for GroveWars platform			17.5%	175,000,000	4-year allocation
Airdrop to Pine NFT holders			7.5%	75,000,000	2-year, 1/8 per quarter
GROVE staking rewards			15%	150,000,000	4-year linear via smart contract
Edge node rewards for 3D/AI tasks			10%	100,000,000	4-year allocation
Theta validator/guardian airdrop			5%	50,000,000	1-year, 1/4 per quarter
Core team R&D			15%	150,000,000	4-year, 1/4 per quarter
Reserve for marketing, partners, advisors			30%	300,000,000	unlocked
			<u>100%</u>	<u>1,000,000,000</u>	

TOKEN RELEASE SCHEDULE

	Total supply	1,000,000,000	GROVE								
								end yr 1	end yr 2	end yr 3	end yr 4
		Total	2024-04-26	2024-07-26	2024-10-26	2025-01-26	2025-04-26	2026-04-26	2027-04-26	2028-04-26	
Rewards for GroveWars platform	17.5%	175,000,000	0	10,937,500	21,875,000	32,812,500	43,750,000	87,500,000	131,250,000	175,000,000	
Airdrop to Pine NFT holders	7.5%	75,000,000	0	9,375,000	18,750,000	28,125,000	37,500,000	75,000,000	75,000,000	75,000,000	
GROVE staking rewards	15%	150,000,000	0	9,375,000	18,750,000	28,125,000	37,500,000	75,000,000	112,500,000	150,000,000	
Edge node rewards for 3D/AI tasks	10%	100,000,000	0	6,250,000	12,500,000	18,750,000	25,000,000	50,000,000	75,000,000	100,000,000	
Theta validators/guardians airdrop	5%	50,000,000	0	12,500,000	25,000,000	37,500,000	50,000,000	50,000,000	50,000,000	50,000,000	
Rewards for R&D and Core team	15%	150,000,000	0	0	0	0	37,500,000	75,000,000	112,500,000	150,000,000	
Reserve for marketing, partners, advisors	30%	300,000,000	300,000,000	300,000,000	300,000,000	300,000,000	300,000,000	300,000,000	300,000,000	300,000,000	
Total Circulating	100.0%	1,000,000,000	300,000,000	348,437,500	396,875,000	445,312,500	531,250,000	712,500,000	856,250,000	1,000,000,000	
Assume 20% circ staked (APY %)				53.81%	47.24%	42.11%	35.29%	26.32%	21.90%	18.75%	
Amount of tokens staked (est 20%)				69,687,500	79,375,000	89,062,500	106,250,000	142,500,000	171,250,000	200,000,000	

CONCLUSION

GroveWars is crafted by an experienced team of developers led by James Simmons using cutting-edge technologies. Our game is optimized for the PC, ensuring an unparalleled gaming experience. Experience the thrilling world of GroveWars in our gameplay trailer. Feel the adrenaline with each shot and enjoy the beauty of our virtual levels. We are a team of enthusiasts dedicated to creating a unique and captivating gaming experience. Get to know our team of developers, designers, and creative minds who are passionate about the world of GroveWars.



TEAM

JAMES SIMMONS

Creative Director. Artist known for launching the first generative and most successful project on the ThetaDrop platform. His previous experience includes working for such companies as Warner Bros., and Zynga. James currently manages devs from around the world to help with his projects. This includes animators, programmers, 3d modelers, concept artists, and designers.



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Discord:

<https://discord.com/invite/SSKCDNJdkk>



THANKS!

Thank you for taking the time to explore GroveWars with us! We believe that our game represents a groundbreaking experience in the world of video games, offering innovative gameplay, stunning visuals, and a community-driven approach. As we venture into this exciting journey, we invite you to join us in raising the bar in the gaming industry. GroveWars is not just a game; it's a commitment to delivering an unparalleled gaming experience that transcends expectations.