



# RETAVERSE

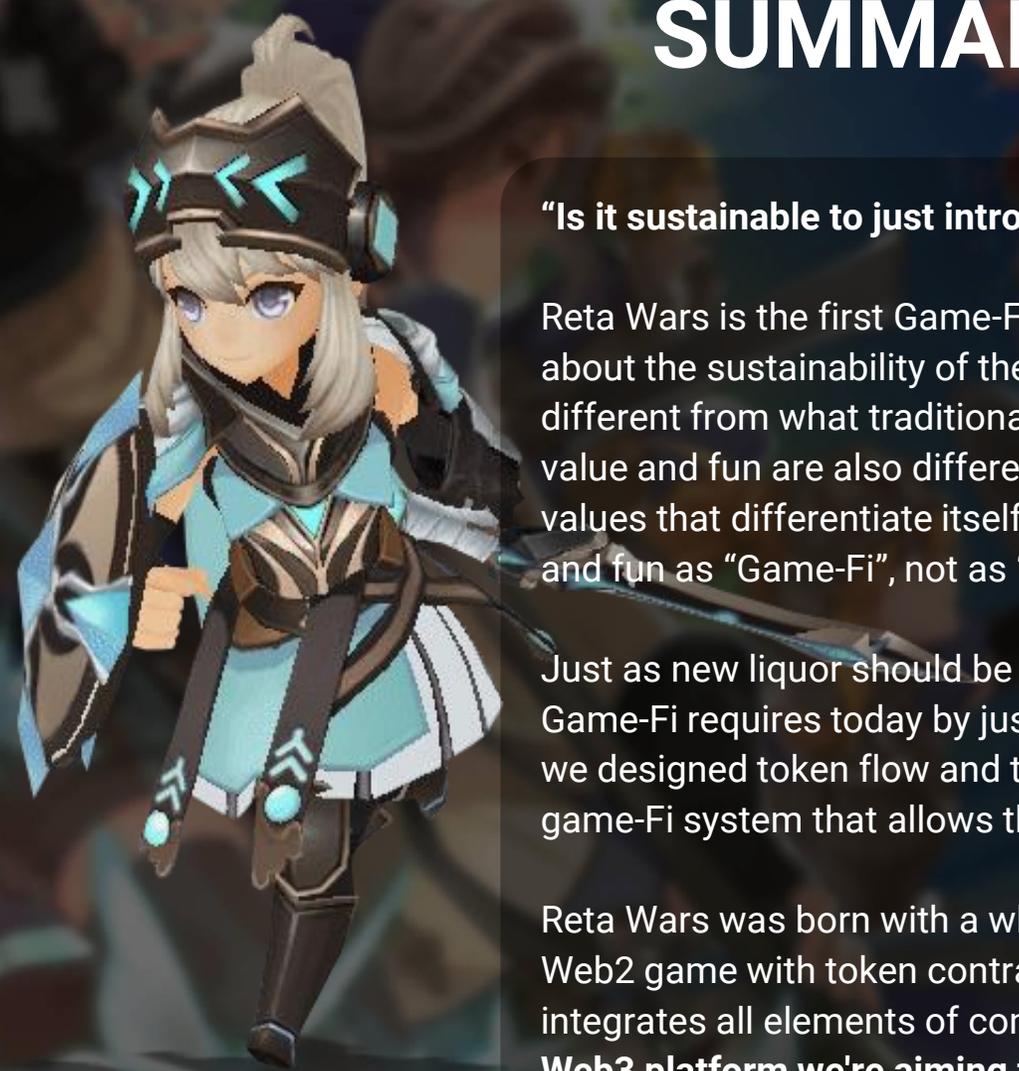
PITCH DECK  
Nov 2022

[WWW.RETAWARS.COM](http://WWW.RETAWARS.COM)

V I S I O N

**To Provide a continuous  
& enjoyable experience  
Game-Fi Platform, 'RETA'**

REALITY + DIGITAL  
**REALITAL**



# EXECUTIVE SUMMARY

Game-Fi market problem  
We're going to solve

**“Is it sustainable to just introduce tokens into games developed in the traditional way?”**

Reta Wars is the first Game-Fi project in the Realital Metaverse (RETA) ecosystem, starting with questions about the sustainability of these game token ecosystems. Game-Fi offers new value and fun that are different from what traditional Web2 games have provided to users. This means that users' standards for value and fun are also different from traditional games. Therefore, in order for Game-Fi to deliver new values that differentiate itself from existing games to users, it is necessary to focus on game performance and fun as “Game-Fi”, not as “Game”.

Just as new liquor should be put in a new unit, We thought it would be difficult to achieve the sustainability Game-Fi requires today by just tokenizing currency from existing game resources produced with P2W. So, we designed token flow and tokenomics as the top priority from the game concept stage, and we created a game-Fi system that allows the token circulation ecosystem to continue.

Reta Wars was born with a whole new genre of Game-Fi. This is the first 'Game-Fi' that we define, not a Web2 game with token contracts added. Starting with Reta Wars, we will build a Game-Fi platform that integrates all elements of community, exchange, DAO, and DeFi on top of the game's natural fun. **That's the Web3 platform we're aiming for, Retaverse.**

# KEY FEATURES

## Sustainable and Fun Game-Fi Ecosystem 「Retaverse」



### NFT based Game-Fi platform

In addition to tokens, NFT is also publicly available on the Retaverse platform. Players can use their NFTs on every Game-Fi on the platform and trade in the own marketplace.



### Web3.0 Platform with Contents Connected

The Retaverse platform is a huge ecosystem run by Governance token RETA. To ensure that all content and community tokens are organically linked by RETA, all games on the platform are independently developed by Realital.



### Sustainability & Trust-oriented Ecosystem

50% of the commission income generated by the platform is accumulated in the Staking Pool and redistributed to the RETA holder. This is because it is the holder community that trusts the project that completes the Game-Fi ecosystem.

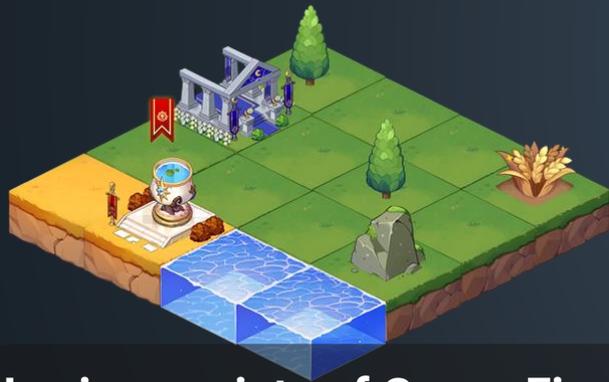


### Focus on Deliverable: Bottom-Up Plan

The success or failure of the platform lies in securing key titles. So Realital planned to design this ecosystem and core tokenomics first, build a Game-Fi system that could work, and then expand to the platform.

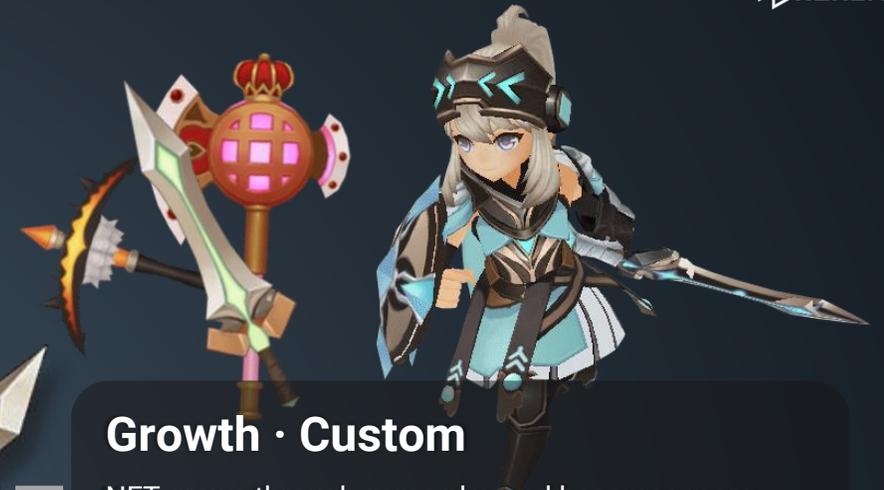
## FEATURE #1

# Retaverse, NFT based Game-Fi Platform



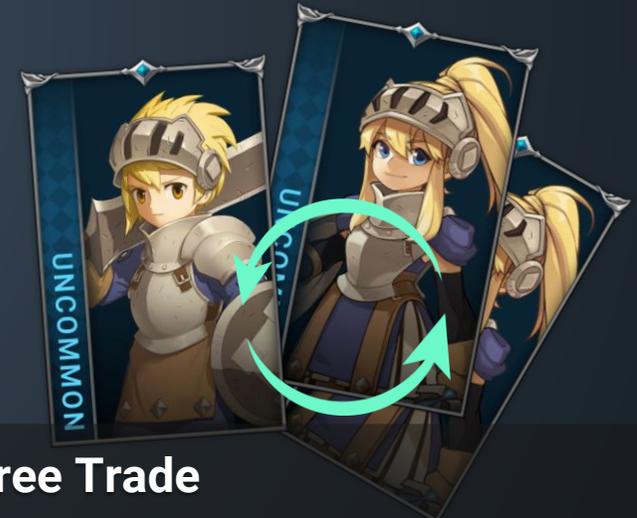
## Use in a variety of Game-Fi

The NFT that the player has is not only Reta Wars, but also available on any Game-Fi that will be added to the Retaverse platform. The more games are added, the more utilization of NFT becomes.



## Growth · Custom

NFT grows through game play and becomes more special with skins available in all games. Alternatively, players can make their own skin and make a profit.



## Free Trade

Players can pay RETA and trade NFT at any time in the platform's own marketplace. Half of the transaction fee is credited to the Reward Pool and redistributed to the Players.

FEATURE #2

# Web3.0 Platform

with All Content Connected



FEATURE #3

## Sustainability and trust oriented RETA ecosystem



# RETA

## Governance Token of the Retaverse

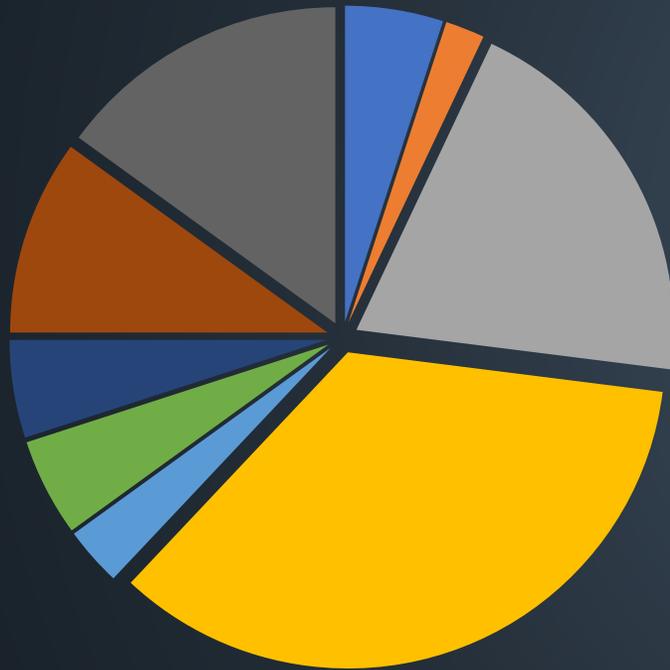
---

- ✓ NFT and Core Asset Transaction Currency in Platform
- ✓ Limited key rewards for top-notch players
- ✓ In-game advantages based on the amount of staking
- ✓ Listing on the CEX
- ✓ **Key Currency of all community tokens used in various gamefi on Retaverse**
- ✓ **Return 50% of ecosystem trade fee revenue to RETA holders**

# Allocations & Unlock

The Reta team issues a total of \$100,000,000 RETA under transparent and codified rules. \$RETA can be confirmed through the contract below:

0x829555f1197171d35ec51c095e27b47a246ac6a6

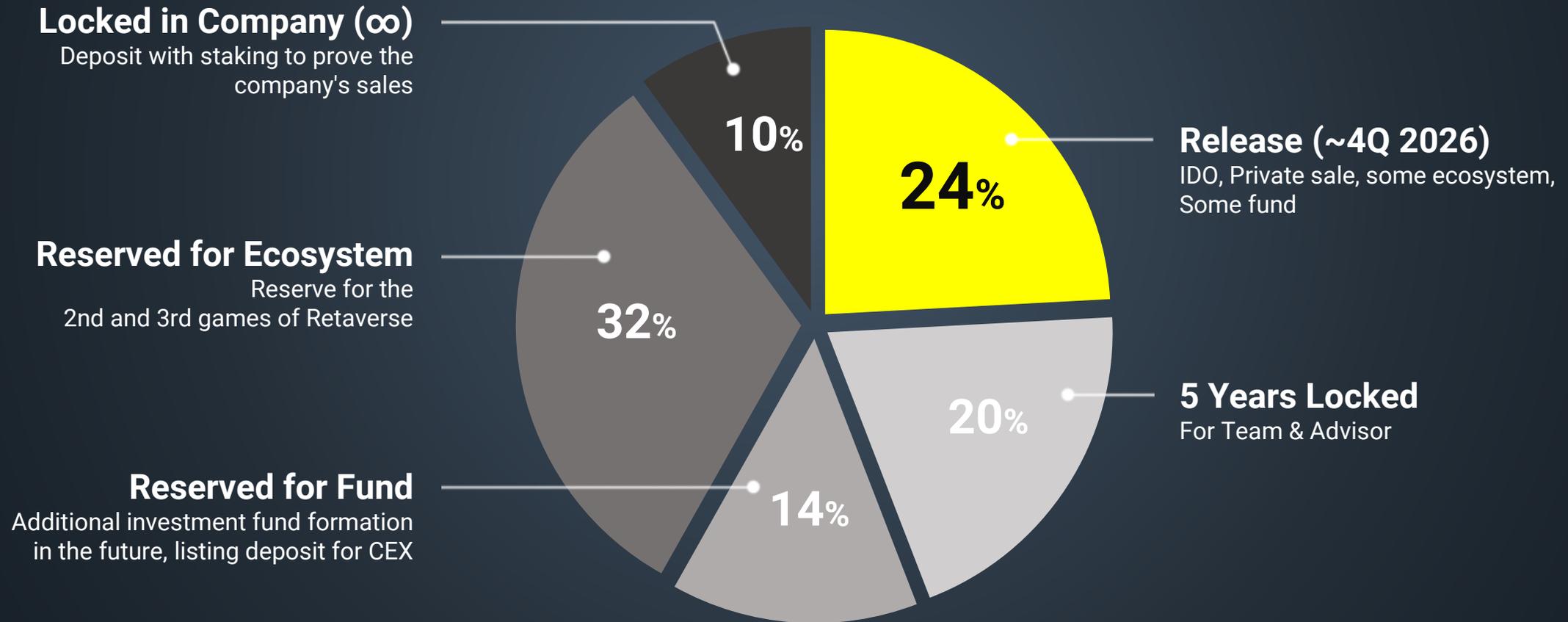


<b>Private sale</b>	<b>5M (5%)</b>	Unlock 5% / every 90 days
<b>Presale staking</b>	<b>2M (2%)</b>	In circulation 100% (Released on Jan 2022 ~ May 2022)
<b>Operating Fund</b>	<b>20M (20%)</b>	Investors, or reserves for CEX listing
<b>Reward pool</b>	<b>35M (35%)</b>	Only 15% of the reward pool will be used over the next 5 years
<b>Marketing</b>	<b>3M (3%)</b>	Only 30% of the marketing pool will be used over the next 5 years
<b>Initial Offering</b>	<b>5M (5%)</b>	Lock for more than 90 days, gradually released over the next 4 quarters.
<b>Advisor</b>	<b>5M (5%)</b>	Unlocked after 5 years
<b>Company</b>	<b>10M (10%)</b>	This is only used for staking to prove the company's sales, and <b>will not be sold on the market.</b>
<b>Team</b>	<b>15M (15%)</b>	Unlocked after 5 years

## Circulating supply for 5 years at 24%

RETA is unlocked sequentially according to a predetermined schedule.

The circulating supply for the first 5 years is set at 24,150,000 RETA - 24% of the total supply.



## FEATURE #4

# Focus on Deliverable: Bottom-Up Plan



### 4Q 2021 Start

Team building,  
Design a sustainable "Game-Fi" platform and build a bottom-up roadmap

### 3Q 2022 Reta Wars

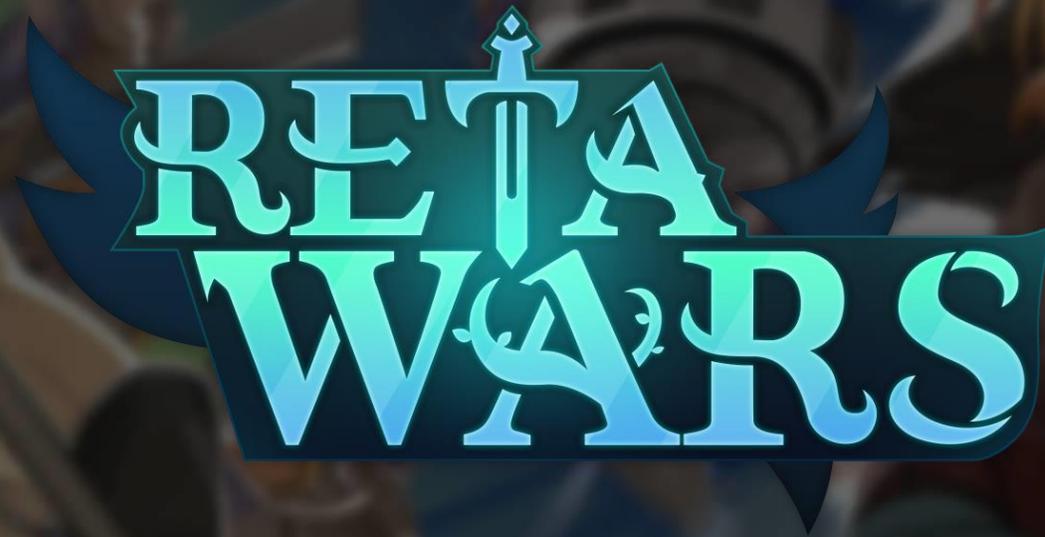
Title for Platform Expansion:  
1st Game-Fi <Reta Wars>  
Official Launch

### 2Q 2024 Next GameFi

Free-to-play game development with sustainability and NFT compatibility to secure users and grow into a Game-Fi platform

### 4Q 2025 Goal: Retaverse

Web3.0 Game-Fi platform that fully integrates Game-Fi, the community, and DAO.



# RETA WARS

The First Game-Fi  
Of Retaverse

[WWW.RETAWARS.COM](http://WWW.RETAWARS.COM)

# KEY FEATURES

---

Staking-based war economy simulation in which  
**All strategies to win are decided by DAO's vote**



## Game-Fi based on Staking

It's a strategy game that doesn't require fast and complex handwork. All players need is to understand this great Game-Fi system and use their heroes and resources in the best position.

## Strategic War + Economic

Reta Wars is not just a mining game. A complex game economy system provides options for better rewards from time to time.

## Large-scale battle simulation

Once a day, NFT heroes owned by players clash in Battlefield. Players have to choose one of the two factions and contribute to their victory. More rewards will be offered to those who win the war.

# FEATURE #1 Staking-based Game-Fi without complex control

## Step 1



### NFT Hero

The heroes, divided into four classes: miner, farmer, lumberjack, and combatant, have various grades and abilities. When player deploys a hero in a building, it produces resources, and the higher the level, the more resources it produces.

The NFT hero is the key to the Reta ecosystem. Heroes will be used not only for Reta Wars, but also for new Game-Fi, which will be added to the Reta ecosystem in the future.

## Step 2



### Deploy heroes in territory

Territories are given equally to all players, but there is a big difference in production capacity depending on which hero you deploy and how players upgrade them.

Resource production rules are like staking. All resources in the game have a fixed total production per day (pie), so players need to grow heroes and upgrade territories to get more resources.

## Step 3



### Production and utilization

Resources are essential to the growth of the player, but they can also be donated to the victory of the faction to which the player belongs. It is a good that can be sold to other players at the same time to make a profit.

The player's performance and rewards vary depending on when and how the resource is used. To get the best returns, players should read the flow of game and set up their own strategies.

## FEATURE #2

War + economic simulation that requires strategic decision based on circumstances



### A variety of environmental factors

The player's resource productivity varies from time to time depending on the superiority of the war and the weather effects.

Players who belong to the dominant faction in war can produce more resources, and sometimes natural disasters such as heavy rain and forest fires can significantly weaken resource productivity.

### Strategy Vote

Every strategy to win the war is decided by votes. Players should discuss with other players of their faction and vote for the option to receive the greatest reward.



# FEATURE #3 Large-scale battle simulation

Currently, you can only see the battle process and results in text, but with an upcoming update, users can see the performance of their heroes in 3D.



▲ Battle Simulator 1.0

Send text-based combat simulation logs



▲ Battle Simulator 2.0

Update

Large-scale combat by Unreal 4 engines

# Utility of Community Token: GRT (Gold Rose Token)

## For Earn

- ✓ Players can earn GRT by selling the resources they produce to the marketplace.
- ✓ To win the war, players can supply resources to their factions. And at the end of the war, players will be rewarded with a GRT to their contribution ranking.
- ✓ Players can deposit or withdraw GRT at any time from the exchange menu of the game.



## To Get RETA

- ✓ A lot of growth is required for players to get RETA, a governance token. RETA is distributed only through the weekly ranking leaderboard. In order for a player to reach the ranking, the player must get a lot of contribution points.
- ✓ Players need GRT to grow in the game. Players have to pay GRT to level up NFT heroes, level up buildings, or buy resources.

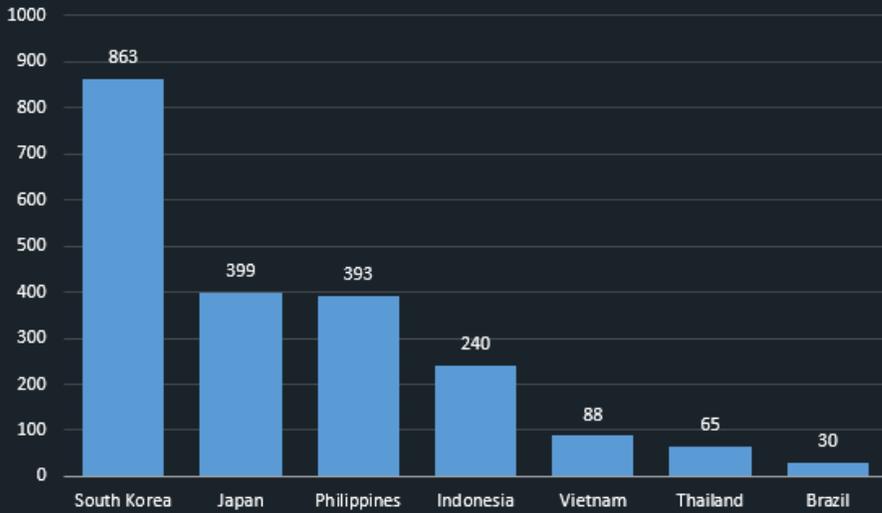
# Reta Wars Play Data

## Insight: Oct - Nov 2022

10.03 ~ 11.23

### AU & Retention

#### Active Users by Country Top 7



MAU  
**3K**

WAU  
**1.1K**

DAU  
**707**



**NATE**



**GAIA**

DAY	day_0	Day_1	Day_2	Day_3	Day_4	Day_5	Day_6	Day_7	Day_8	Day_9	Day_10	Day_11	Day_12	Day_13
0-03	121	72.73%	66.94%	67.77%	61.98%	57.02%	55.37%	60.33%	58.68%	57.85%	58.68%	58.68%	57.02%	55.37%
0-04	93	33.33%	33.33%	30.11%	26.88%	19.35%	26.88%	29.03%	30.11%	30.11%	30.11%	24.73%	21.51%	22.58%
0-05	39	15.38%	12.82%	10.26%	10.26%	10.26%	17.95%	15.38%	17.95%	12.82%	15.38%	15.38%	10.26%	12.82%
0-06	52	25%	23.08%	15.38%	23.08%	17.31%	19.23%	21.15%	23.08%	17.31%	23.08%	15.38%	17.31%	17.31%
0-07	40	22.5%	17.5%	17.5%	22.5%	20%	22.5%	25%	17.5%	17.5%	17.5%	20%	17.5%	15%
0-08	29	17.24%	20.69%	27.59%	24.14%	24.14%	20.69%	20.69%	17.24%	20.69%	20.69%	20.69%	20.69%	20.69%
0-09	17	41.18%	17.65%	11.76%	11.76%	17.65%	17.65%	23.53%	11.76%	17.65%	11.76%	11.76%	11.76%	11.76%
0-10	35	17.14%	20%	17.14%	17.14%	17.14%	14.29%	14.29%	14.29%	14.29%	14.29%	14.29%	14.29%	14.29%
0-11	43	27.91%	20.93%	20.93%	25.58%	27.91%	23.26%	18.6%	18.6%	18.6%	20.93%	16.28%	18.6%	13.95%
0-12	32	28.13%	28.13%	25%	25%	28.13%	21.88%	25%	21.88%	18.75%	21.88%	18.75%	15.63%	18.75%
0-13	19	21.05%	10.53%	21.05%	15.79%	21.05%	5.26%	10.53%	5.26%	5.26%	5.26%	5.26%	10.53%	10.53%
0-14	28	21.43%	21.43%	14.29%	10.71%	10.71%	10.71%	14.29%	10.71%	10.71%	7.14%	7.14%	7.14%	7.14%

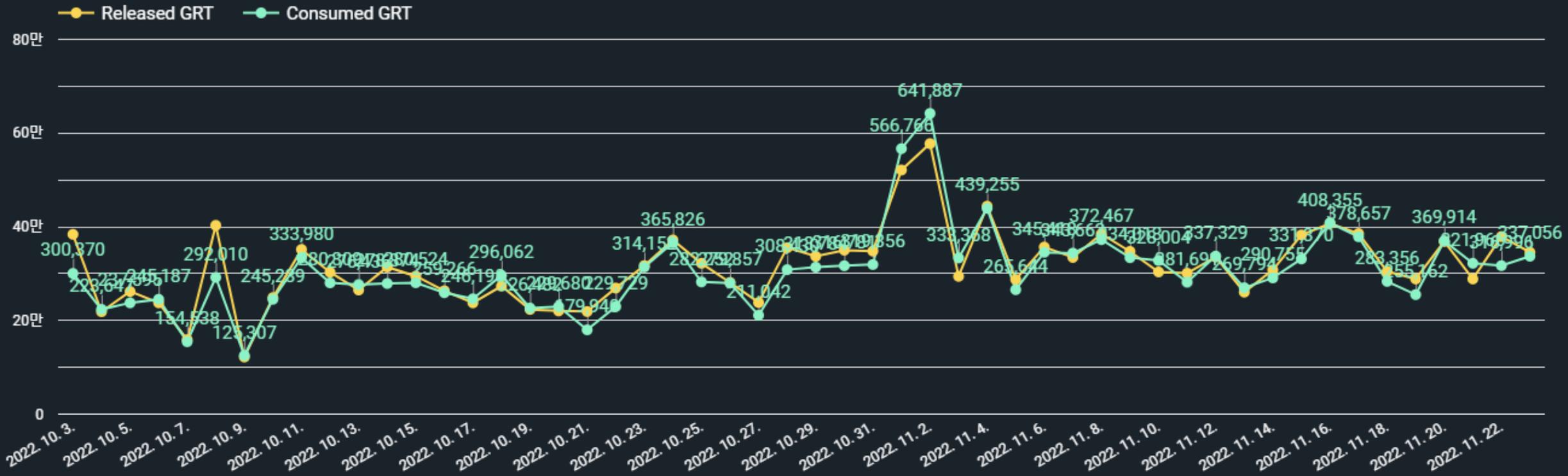
DAY	day_0	Day_1	Day_2	Day_3	Day_4	Day_5	Day_6	Day_7	Day_8	Day_9	Day_10	Day_11	Day_12	Day_13
0-03	432	81.48%	70.6%	59.49%	49.31%	45.83%	37.96%	46.53%	42.13%	40.51%	40.51%	40.28%	38.43%	37.27%
0-04	134	43.28%	37.31%	26.87%	25.37%	10.45%	22.39%	25.37%	22.39%	23.13%	23.88%	22.39%	20.15%	22.39%
0-05	85	30.59%	18.82%	15.29%	7.06%	12.94%	14.12%	14.12%	15.29%	11.76%	11.76%	12.94%	10.59%	10.59%
0-06	56	21.43%	14.29%	7.14%	7.14%	12.5%	10.71%	10.71%	12.5%	10.71%	10.71%	12.5%	14.29%	10.71%
0-07	24	12.5%	4.17%	8.33%	16.67%	12.5%	8.33%	4.17%	4.17%	4.17%	4.17%	4.17%	0%	8.33%
0-08	27	18.52%	25.93%	22.22%	22.22%	25.93%	25.93%	25.93%	25.93%	14.81%	25.93%	11.11%	14.81%	18.52%
0-09	8	25%	12.5%	0%	0%	0%	12.5%	12.5%	25%	25%	0%	0%	0%	0%
0-10	24	29.17%	25%	20.83%	16.67%	25%	16.67%	12.5%	16.67%	16.67%	16.67%	12.5%	20.83%	16.67%
0-11	28	35.71%	21.43%	25%	17.86%	14.29%	14.29%	14.29%	10.71%	14.29%	10.71%	10.71%	14.29%	10.71%
0-12	24	25%	29.17%	20.83%	33.33%	29.17%	29.17%	20.83%	29.17%	20.83%	20.83%	20.83%	20.83%	20.83%
0-13	25	16%	8%	8%	8%	8%	8%	4%	0%	0%	0%	4%	0%	0%
0-14	22	18.18%	22.73%	18.18%	18.18%	36.36%	18.18%	22.73%	22.73%	18.18%	22.73%	22.73%	22.73%	22.73%

# Reta Wars Play Data

## Insight: Oct - Nov 2022

10.03 ~ 11.23

### Large-scale rotation of GRT



In-Game Release  
**16,393,876**

User Consumption  
**15,805,738**

Burn  
**2,458,204**

Player Traded  
**9,109,727**

Trade Fee  
**837,852**

For Lv Up Hero  
**1,988,763**

For Upgrade Bldg.  
**469,441**

# Reta Wars Play Data

## Insight: Oct - Nov 2022

10.03 ~ 11.23

### Off-chain trading volume

Plans to tokenize off-chain assets using sidechain or Layer 2 in the future



total_amount	total_price	total_fee
6,500,828	2,845,473	274,061



total_amount	total_price	total_fee
3,961	608,804	42,820



total_amount	total_price	total_fee
4,238,344	1,896,217	190,017



total_amount	total_price	total_fee
1,772	722,699	52,468



total_amount	total_price	total_fee
6,461,872	2,454,831	242,818



total_amount	total_price	total_fee
529	873,230	66,200

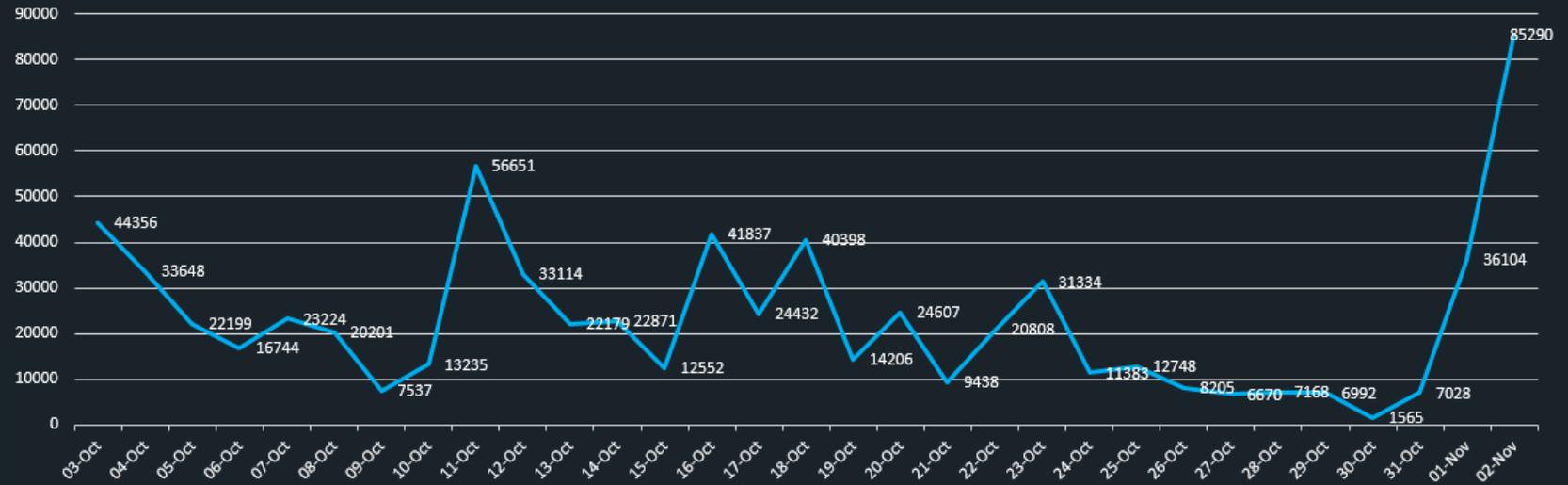


Plans to tokenize off-chain assets using sidechain or Layer 2 in the future

## NFT Trading Using RETA

Trading Volume  
**1,119,089**      Trade Volume (USD)  
**\$223,817**

Transaction count  
**1,851**



## Deposit for RETA Staking

Staking Volume  
**3,185,411**      Trade Volume (USD)  
**\$637,082**

Staking Holder  
**308**





# Blockchain Technology for sustainable and entertaining experience

## **New Paradigm, New Team**

After much experience and research in our respective positions, we have come to the conclusion that in order for this system to settle successfully, we must start from a completely new perspective, rather than change or modify existing systems.

## **Product First Policy**

Marketing dominates a lot in this chaotic marketplace. And the public still can't predict when the deliverables of many projects will come out. We will restore public trust in this market. We will always present a clear product first.

## **Group of game development experts**

From Tencent to Netmarble, the core developers on our team have been making real games for an average of 10 years. We know more than anyone about the value, function, and structure of the game.

## Technology-focused CEO of Realital LLC



## JP Lee

**Founder  
C.E.O/ Head Developer**

The founder, Mr. JP Lee worked for Tencent IEG R&D Center and he has participated in mass user server framework R&D for major mobile games such as Arena of Valor and Battleground mobile. (Concurrent Users(CCU) 1M/10M of Units - Monthly Active Users(MAU) 100M of Units). He has also participated in the development team for Tencent Cloud(Ex-Tencent gcloud).

BITAKER CO., Ltd.  
Co-Founder, CTO

Tencent  
Senior Engineer, Server R&D

Netmarble Blue  
Technical Director

# Executives

Realital, creating a world at the boundary between reality and digital



## Ruka Lee

Executive Director, Co-founder  
Lead Art Director

As a designer with 8 years of experience, she has been in charge of graphic design at Netmarble. She is in charge of the core design of our game so that players can experience the game more easily and comfortably.



## Kevin Lee

Executive Vice President  
Business & Strategy

Served as Vice President of Global Game-related media contents company. Responsible for managing the company with insights from numerous global projects.



## Jake Ahn

C.O.O  
Director

Based on his experience at HR DEPT, he served as Chief Operating Officer on a Global Game-related media contents company. He will also contribute to the growth of the company as the chief operating officer of Realital.

# Core Team

Realital, creating a world at the boundary between reality and digital



**Lion J**  
Jung

Server Developer



**SMOKY**  
Cho

Lead Game Designer



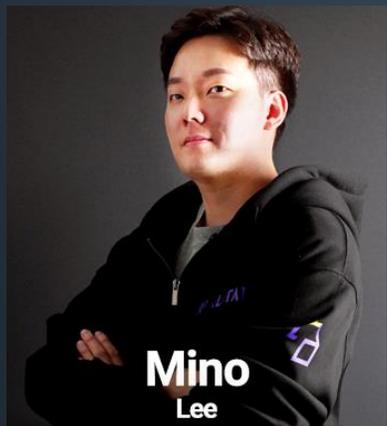
**Cama**  
Kim

Server Developer



**Julio**  
Kang

Client Developer



**Mino**  
Lee

Business Strategy Manager



**Jason K.D.G**  
Kim

Marketing Manager

**23**  
Fulltime  
Members

**19** Dev · Design

**82%**

**4** Business · Strategy

**17%**



# Advisor

His name is Crisis Wi, He was the executive producer of 'StarLeague', which established the paradigm of E-Sports in Korea. He led the StarCraft E-Sports program at OGN with the belief that games can be a part of cultural life. And this laid the foundation for the growth of today's global E-Sports culture.



Executive producer & director of Starleague (OSL)

World Cyber Games Chief Producer

Executive producer of League of Legends Champions (LCK)

Chief Executive Producer of LOL Pro League 2016 season

Chief Executive Producer of Overwatch Premier & Overwatch Worldcup at China

Chief Executive Producer of PUBG Global Invitational (In Berlin)





**Contact**



**Kimdango@realital.com**

Marketing Promotion / Media Partnership



**Business@realital.com**

Project partnership / business proposal