



An NFT-Enabled,  
Decentralized 3D Play to  
Earn Metaverse  
Experience, designed to  
bring inclusivity to the  
Web3 space.



**Our (3600) pc**—Limited Edition 3D avatar characters with actual usability in the game and metaverse to come.



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# GAME STORYLINE

At the start of the 22nd century, AI technology had progressed so much that humankind could finally fulfill their dream of space exploration beyond the boundaries of our galaxy through robot-manned flights. Nations launched their fleets towards the stars, hoping to find resource-rich planets to plant their flag on and claim as their own. They found a world that would've fulfilled the wildest fantasies of foregone novelists and movie directors over the centuries. Dubbed the "Night Planet," this planet was a cold, barren planet constantly cloaked in darkness. However, what these robot crews found next was undoubtedly the most significant moment in human history. Extraterrestrial life. These were not the stock standard aliens we had imagined, with bulging eyes and large green heads. They were a highly sophisticated and intelligent species of owls labelled the "Night Owls." Their civilization had been living on the Night Planet for thousands of years.

Over time and with subsequent expeditions to the Night Planet, humankind and the Night Owls forged a trusted alliance. Eventually, with the human's help, a select number of Night Owls were given robotic augmentations to help them make the perilous journey between the Night Planet and Earth. These Owls became known as the "Bionic Owls." They served as the messengers between Earth and the Night Planet.

These Bionic Owls captured the imagination of the human race. Whenever they arrived, they would be greeted by packed-out stadiums with hundreds of thousands of cheering humans. Before long, Nike collaborated with Bionic Owls clothing lines, and the Yankees were rebranded to the New York Bionics. As always, opportunists tried to leech off the Bionic Owls craze. Businessmen were trying to convince the Bionic Owls to bring back sacred relics from their planet, and there was even an incident when an oligarch attempted to keep one of the Bionic Owls as a pet before the "League of Nations" (formerly United Nations but with a significantly decreased membership nations) intervened.

However, the technology that helped propel humankind towards its most significant achievement would also be its undoing. While humans were caught up in the Bionic Owl frenzy, the learning capacity in the AI brains of the robots that had operated the ships into the galaxy had increased exponentially. They were covertly planning a takeover of the Earth. It didn't take long for these robots to amass a mechanical army to reduce human civilization to rubble, turning the Earth into a robotic wasteland with the human race eradicated. The Night Owls realized the fate of the Earth when one of their Bionic Owl voyages never returned.



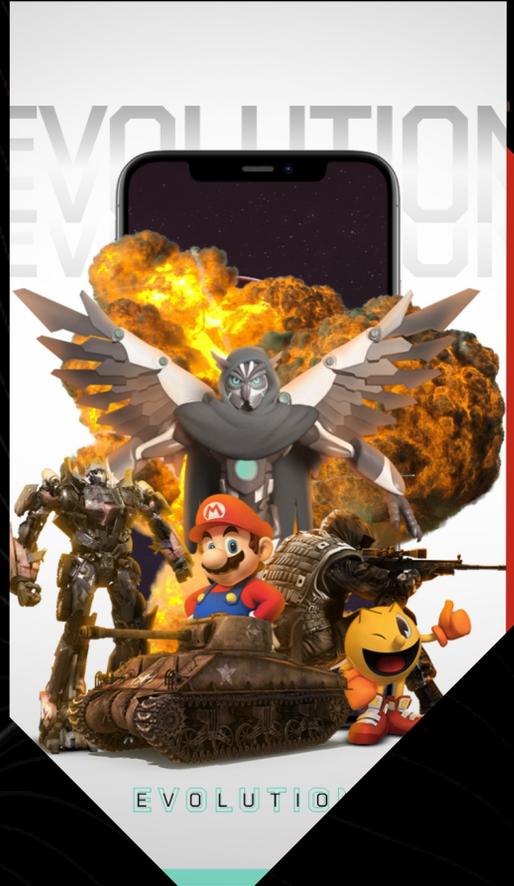
Before long, the missing expedition of Bionic Owls returned to the Night Planet, along with a legion of Earth Owls, complete with their robotic enhancements. It dawned on the Night Owls that their Bionic Owls had been converted to carry out the whims of the sinister robots on Earth. Before long, these Rogue Bionic Owls had conquered and carved their territory on the Night Planet. The fragile ecosystem of the Night Planet could not maintain this new influx of treacherous inhabitants. As resources and land became scarce, the Noble Bionic Owls were reduced to long, arduous expeditions to scavenge the wasteland that was once Earth, scouring for robotic equipment that could be used to enhance their armour and weaponry to match the Rogue Owls. These expeditions are complex, having to navigate through deadly weaponized drones hovering above the atmosphere, sentry bots, and bot patrol teams with sophisticated scanning and tracking appendages on the ground. But the bounties to be found in the Robo Depot are plentiful. Meanwhile, the Rogue Bionic Owls plunder the nests of the Noble Owls on the Night Planet.

This is where the Bionic Owls game kicks off. A battle between the Noble Bionic Owls and the Rogue Bionic Owls. A struggle against each other and for resources- Solar Power to power expeditions, weapons and armour to level up. Also, on Earth, there will be rare NFT collectibles and loot to find, relics of a bygone era, as well as rare alien collectibles to find on the Night.

# INTRODUCTION (PLAY & EARN 2.0)

The global gaming industry is growing at the fastest pace in history. However, it is currently structured in a way that only benefits development companies and is mainly restricted to providing value back to those entities. Many players invest in expensive equipment, whether PCs or other devices and their time to participate and get very minimal in return. There are no examples of maintainable income linked directly to gameplay. Only a tiny percentage of elite players can extract value using external avenues like streaming or social platforms. Most game development companies also restrict or block the trading of in-game assets for tangible real-world value even if the Player has invested in acquiring it, i.e. items such as avatars, weapons, boosters, etc.

In differentiation, BIONIC OWLS is built on the blockchain and leverages decentralized technology to empower players to realize actual market values and disrupts the industry by creating a two-way flow of value between the developers and players as well as Player to Player. Gamers are mainly required only to invest their time into the gameplay and benefit by earning valuable in-game assets in the form of NFTs, which are authentic proof of their ownership, their scarcity and their uniqueness, and transferable without restrictions. This inevitable transition towards acquisition and transfer of value will become the majority market share in the gaming industry.



**BIONIC OWLS** will become a prime example, and leader in this segment as the gameplay design and structure supports free-to-play and rent-to-earn mechanisms.



**BIONIC OWLS** is continuously gaining more traction in this gaming sector, proven by the constantly growing number of community members and the increasing engagement.

# WHY DECENTRALIZED?

The project's primary goal is to create a fully decentralized game accessible to non-crypto people as well. Games should be designed to be played by anyone, anywhere. With crypto adoption still relatively low (less than 5%), we aim to make a game that is entirely free to play with zero barriers to entry so it can be played by anyone, just like a regular free-to-play game. We believe this can bring hundreds of millions of gamers worldwide into the crypto ecosystem without financial risk.

We believe gaming can be the catalyst for exponential growth in crypto adoption. BIONIC OWLS is one of the first blockchain-based games to directly give users access to the ecosystem with zero barriers to entry.



**BIONIC OWLS allows non-crypto people and crypto enthusiasts to play and learn about DeFi together in an engaging game environment.**

# WHY MULTI-CHAIN?

BIONIC OWLS aims to give barrier-free access to the crypto ecosystem; crypto isn't limited to a single chain and a single concept, it's ever-evolving, and for us, this is the most exciting thing about the industry. We see ourselves as an all-inclusive gaming ecosystem where we give players the ability to hold their tokens and NFTs on whichever chain they prefer.

We will use the world's longest operating and most trusted blockchain Ethereum for our ERC-721 NFT, which will be the in-game 3D avatar character. We will use a more cost-effective layer 2 solutions like Polygon for the in-game utility token.

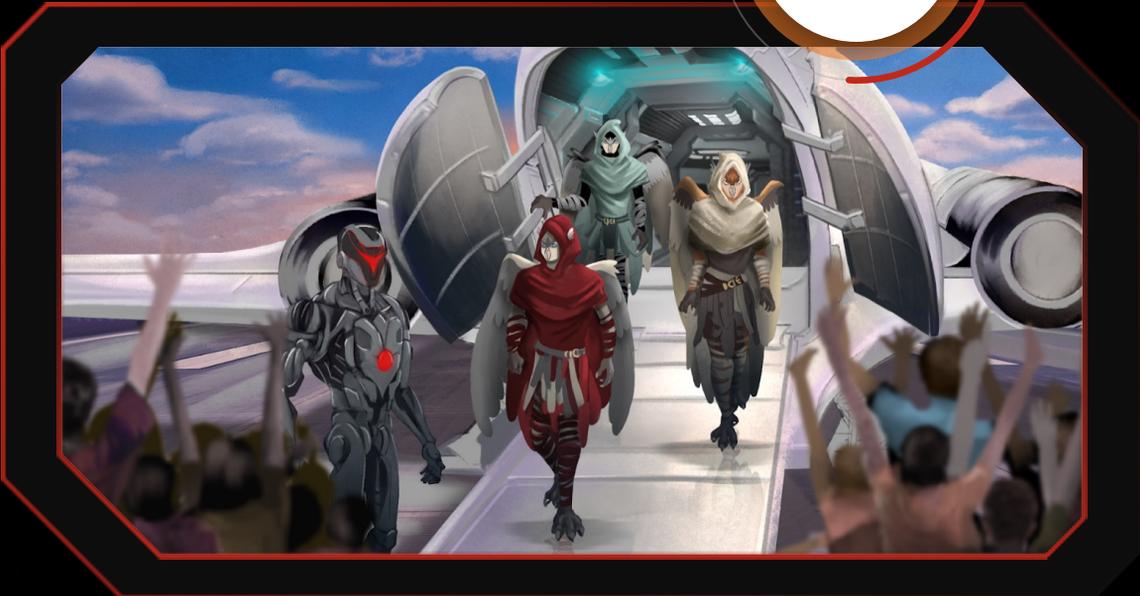
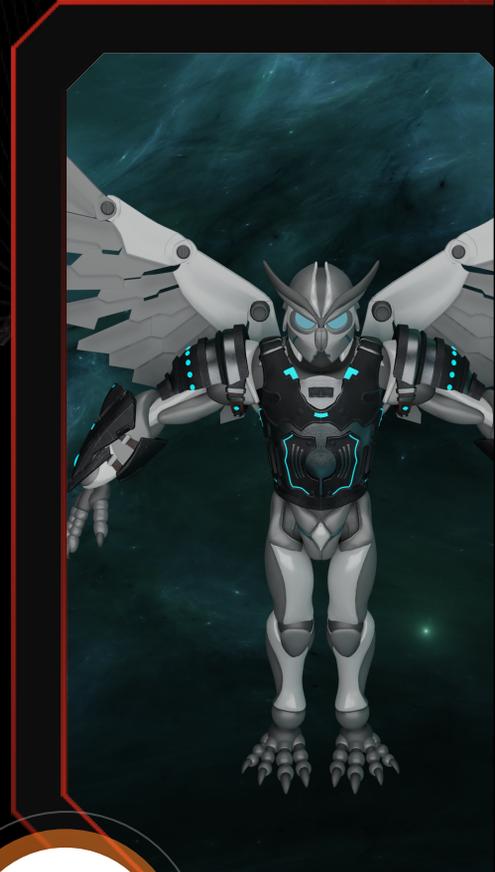


# GAME VISION

Our vision of Bionic Owls is to be the first fully accessible FPS / PVP metaverse game. We will develop a community-centric approach with Web3-infused digital collections with the solid core gameplay. We will reward players regardless of their play style and share experiences in the metaverse along the way.

By creating a deep-rooted gameplay experience through a web3 lens, we can extrapolate those intrinsic motivations of social influence, ownership, and accomplishments. We want to deliver new experiences and gameplay opportunities to all players globally.

After our initial capital raise, we will release our collection of up to (3600) 3D avatar gameplay-ready characters that will be utilized in the overall game and the metaverse.



# COMMUNITY

The Bionic Owls experience will go above and beyond traditional meta-gaming community experiences. The goal is to build a unified community-led future-proof experience. We give our community the power to determine the path forward and experience. Our goal is to ensure everyone in our community truly knows each other and is connected. Our community is by gamers for gamers both in real life and meta experiences. We have also put a lot of thinking into what we like to call “HODLNOMICS” these are policies/mechanics that increase the probability that our beloved collectors/games HODL our collection(s). These include offering different levels of utility to the top collectors, unannounced wallet snapshots and airdrops of varying value/power NFTs, some of which can be utilized in the Bionic Owls Game.

The faithful and loyal will be rewarded – the more you HODL and the longer you HODL, the greater the reward.

**The Bionic Owls are always watching – HOOOO!**



# GAME USP

The game mechanics revolve around incentivizing users to grow their **Faction Reputation, Guild Notoriety, and Player Profiles.**



Player Experience is driven through Community Collaboration / Faction identity



Casual and Hardcore gameplay for a mass-market audience that emphasizes Fully Accessible



UGC that allows creators to Conceptualize and Monetize their creations



An endless variety of ways players can customize their experience to fit their play style and unique flavour



# VALUE PROPOSITION



## Satisfying core gameplay

We are developing a sustainable game that is attractive to players without any Play and Earn mechanics. The game uses a modular approach that creates a systemic and immersive core loop that fulfills the intrinsic motivations of players. Game Systems and Features to leverage social and community-driven content designed around a platform growth through our Tokenomics which redistributes back to the community via utility token. Players who hold an NFT Owl will receive additional rewards. This Owl will be their identity and an extension of themselves within the Bionic Owls Ecosystem.



## Collection-Driven Content

The game's core system is enriched with collections and awards for players due to the avatar customization features and rich lore and fantasy element. We offer players an opportunity to customize their experience truly. Our user-generated content allows players to craft and monetize in a free and open market.



## Game Pillars Social Influence

Social Influence is related to activities inspired by other people's thoughts, actions, or say. This Pillar is the engine behind themes like mentorship, competition, envy, group quests, social treasures and companionship.

These are examples of what systems and core features can implement in Bionic Owls.

- **Virality**
- **Friend / Invite system**
- **Gifting**
- **Bragging (Comparison)**



## Ownership

Ownership is based on the principle that because you own something, you want to improve it, protect it, and get more of it.

These are examples of what systems and core features can implement in Bionic Owls.

- **Virtual Cosmetics**
- **Avatar growth**
- **Building from Scratch**
- **Collection Sets**



# MODULAR

Modularity in design is based on subdividing a system into smaller parts that can sustain themselves. These allow players to enjoy all aspects of the system, specifically in a Content Creator system in Bionic Owls.

These are examples of what systems and core features can implement in Bionic Owls.

**Interchangeable  
Systems**



**One size fits all  
mechanics**



**Promote fully  
stocked tools**



**White  
Canvas**





## Gameplay

Bionic Owls is an FPS/ PvP web three game, and it will be positioning itself within the market of other similar genre games. The game mechanics revolve around incentivizing users to grow their Faction Reputation, Guild Notoriety, and Player Profiles.



## Core Loop

It operates within a Bionic Owls' current ongoing play session. Anything that happens at this layer lives and dies with the current session and does not carry over when the game session is over.



## Combat

Combat is one of the central core elements of the Bionic Owls experience. The game has many aspects that engage players through various elements and ingredients.



## Quests

Quests/challenges are amalgamations of individual actions performed by the Player. Performing these takes slightly longer than the traditional activities that increase the bars.

The goal is to leverage these for short-term, medium, and long-term goals. The purpose of this is to create engagement.





## Collect Resources

Two primary resources that the Player can earn in the macro loop from the micro loop are both Experience Points and Solar Lighting.

These rewards are integral to the macro loop as they give the Player more power.



## Land NFTs

The land is the centralized hub for the Player. This is their personal space to create uniqueness and diversity amongst the rest of the players. Players can build their "Trees" any way they see fit.



## Increase Player Owls Level

Depending on how we want to reward players with experience towards their Owls Level, the process should not be difficult to understand and learn. Since this is one of our core features in the game for player progression, the functionality should be transparent.

One of the main taps for the levelling system is players' experience points from fully utilizing the micro loop. The goal of the levelling system is to create a journey for the Player from newcomer to veteran, as with each level, they learn new ways to utilize/engage with the game's content.



# EQUIPMENT/ CHARACTER UPGRADES

As part of any RPG system, equipment-based power levels are always associated with the players' growth. This allows for a very systemic approach and creates an emergent player experience.

There are also character-based stats that are associated with the levelling system as well. These are unique to the individual character that the Player has. Since each Owl has a unique personality, these would be the associated stats.

Equipment is of 3 types that are related to classes:



## **Weapons;**

Deal damage. Most weapons are ranged Sci-Fi guns, but some weapons can be used for close-range combat. Each weapon has common stats:



## **Armour;**

Each body part has its armour. Each part can reduce incoming damage by a particular actor. Rare armour parts have special (passive) skills and can be more effective against certain types of damage.



## **Augment;**

Modifying body parts to improve the stats. For example, a wing augment will increase the flying speed or maneuverability.

## Different types of damage inflict other effect:

### Fire

Inflict damage over time.



### Ice

Slow down for a duration.



### Poison

Reduce defence



### Electric

Reduce outgoing damage for a duration



### Slime

Prevent flying for a duration



Nests are one of the mainland components inside Bionic Owls, where most raids occur. These Nests can be claimed or contested depending on which faction owns them.

When the enemy faction controls a nest in the district, opposing faction players can raid it and destroy all the buildings associated with it. This is like many PVP games where it captures and reinforces the flag.



### Raid Nests

When players control a nest, they must do everything possible to ensure that the opposing faction cannot raid it. This is done by creating buildings and reinforcing them to protect the nest.

The rewards for participating in this PVP style of gameplay will be in the form of Exclusive and Rare NFTs along with our utility-based token.



# BUILDINGS

**Buildings consume Solar and produce different services. There are different types of buildings:**

- **Land/Tree;** the main requirement to build Nests.
- **Nest,** the main building, used to set up a base and allow the construction of other buildings. Must be placed on a Tree or grow (build) a Tree on an empty Land.
- **Farm;** the essential building which produces Solar and can power other facilities.
- **Extractors;** built on junk heaps to provide raw minerals to some buildings and might eventually extract items of different rarities.
- **Fixer;** consumes Solar to work and uses junk metal from the Extractor to fix nearby damaged buildings.
- **Radar;** detects enemies from far away.
- **Turret;** consumes Solar and shoots enemies.
- **Wall;** prevents land movement. It can be upgraded with a Force Field to avoid flying over it.
- **Decoration;** like Hologram Statues, which sometimes consume Solar.



## Completing Achievements



Achievements are necessary to give long-term goals and objectives for the Player and retailer. These achievements motivate the Player to feel a sense of accomplishment for their time in the game.

Achievements can also be tied directly to being rewarded with exclusive NFT cosmetics that can only be given to a specific number of players to reach that threshold first. They will also be able to earn further utility tokens as well for unlocking such feats of strength.

Achievements can also be tied directly to leaderboards that showcase how many a player has earned throughout a season or a gameplay time frame.

## Exclusive Access Events

Events will be twofold. Some events will be open to the general public for everyone to access as part of our fully accessible Pillar. Some events will be exclusive and only offered to those who have reached a very Owl level amongst the community or have been able to purchase tickets specifically for that event.

# EARN COLLECTION

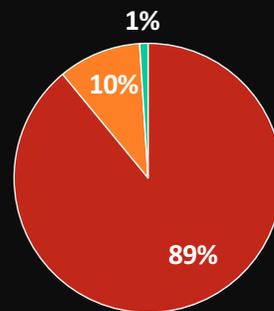
Collectables are the cornerstone for long-term engagements. Due to the vast amount of possible virtual goods at our disposal based on the scalability of the game, we can have collectables type directly to our achievements and events.

Collectables are not just virtual goods but can be other accessories that can showcase player uniqueness and flavour.

## These can be anything and everything from:

- Avatar options (hairstyles, tattoos, etc.)
- Emotes
- Sprays and tags
- Titles and player names
- Player portraits, badges, etc.
- Selecting a Given Estate
- Select to Split up Estate
- Select Which Parcels they wish to disconnect from the Estate
- Confirm this decision RARITY;

## These three types of rarities are:



Common    Legendary    Mythical

- Common (89% of the collection)
- Legendary (10% of the collection)
- Mythical (1% of the collection)

## Marketplace

Events will be twofold. Some events will be open to the general public for everyone to access as part of our fully accessible Pillar. Some events will be exclusive and only offered to those who have reached a very Owl level amongst the community or have been able to purchase tickets specifically for that event.

## In Game Utility

The main parameters of utility a player can earn would be:



### Resources

- Experience Points
- Utility Tokens
- Solar Lighting



### Player Stats

- Health
- Damage

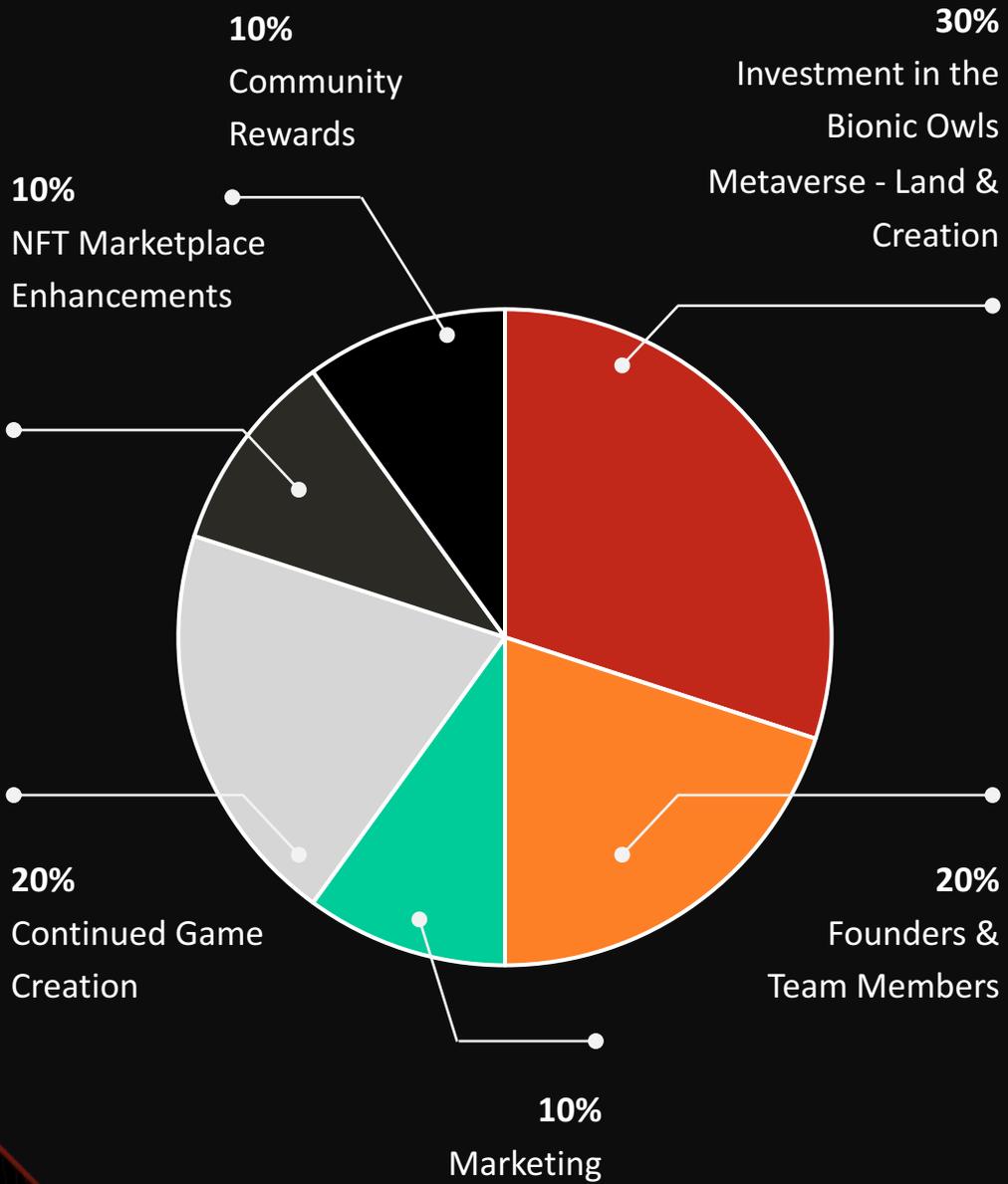


### Ship Stats

- Damage dealt
- Health
- Speed
- Movement



# TOKENOMICS



# TEAM



**Charles Mbata**



Founder/CEO

**Faizan Iftikhar**



Chief Technical Officer

**Richard Scheufler**



Chief Marketing Officer

**Agbu Alexander**



Project/Community Manager

**Mark Forschner**



Lead Digital Marketing

**Muhammad Bilal**



Game Developer

**Samuel Ogu**



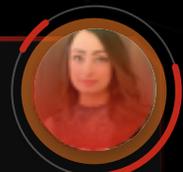
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**Alexandra Scheufler**



Marketing Consultant

**Arooj Khakwani**



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**Emilio Padulo**



GDD developer

**Steven Forschner**



Lead Outreach and Partnerships

**Tehreem Faizan**



Lead Product development

**Muskaan Saeed**



Product development

**Arooj Fatima**



Game Project Specialist

**Kelechukwu (Kay-Kay). Okwujiako**



Legal Advisor

**Doctor Crypto**

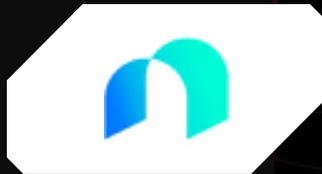


Technical Advisor

# PARTNERS & ADVISORS

## Advisors & Partners

Digibridge



Vib  
Marketing



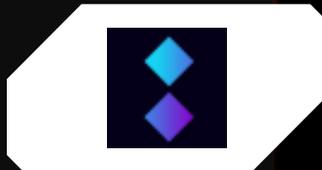
Law group  
international  
chartered



Launchpeer



Blockzech



Aws



Unity



Kaizen  
Finance



Project3



# ROADMAP



## Q3 2022

- Official Website Launch
- Official Whitepaper Release
- Strategic Partnership Building
- Early Investor Pitch Deck
- Social Media Channels Launch
- Vision: Gameplay Trailer
- Whitelist Building



## Q4 2022

- 3D Avatar NFT Collection Created
- MINTING - Presale & General Mint
- Metaverse Creation for the Future of Bionic Owls
- Donation to Community and Social Efforts
- Continue Community Building Efforts
- Collaborate with similar vision projects
- Real-world Utility delivered to our members



## Q1 2023

- Alpha game release (PvE)
- Early NFT Buyers = Early Access
- Metaverse Land Plots Available
- New Strategic Partnerships
- Design for new lands & worlds in our ecosystem
- Marketplace Launch
- Real-world Utility & Rewards continue for our community



## Q2 2023

- Public game release
- PvP Mode Public Testing
- Improving gameplay via the community
- Expansion of redeemable gameplay rewards
- Integration into the Metaverse & Beyond



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