



# ENGINES OF FURY

WHITE PAPER

# Table Of Contents

Introduction	03
Game Lore	05
Gameplay	20
Market	43
\$FURY Token	45
In-Game Economy	47
Business Model	49
Roadmap	50
Team	52
Partners & Investors	56
Disclaimer	57



# Introduction

Engines of Fury was launched with a vision to pioneer a gaming evolution with a free-to-play blockchain game of unparalleled quality, with the goal of becoming THE GAME to introduce & onboard a huge flow of users from the 3.3 billion Web 2 gamers worldwide.

The Project is 2 years into development with an Alpha version fully developed and a full public launch planned for later in 2024. Backed by renowned VCs in the space, advised by Fortune500 co-founders & VPs, signed for release with top tier game storefronts, partnered with leading launchpads & exchanges, and top e-sports teams & influencers (both web2 & web3), Engines of Fury is set to bring this vision to life.

# Game's Lore

## *ORIGIN OF THE CONFLICT*

Approximately 12 parsecs from the Earth on the world of Trappist-1e, an alien race known as the Medusala were attacked by a species known throughout the quadrant as The Usurpers.

The Usurpers had evolved to the pinnacle of technological mastery. Their achievements in science were staggering, but so was their insatiable lust for power and control. Instead of being guardians of wisdom and peace, they began a grim campaign of cosmic conquest. With every hospitable planet cleansed, they spread the seeds of their DNA ensuring the longevity and power of their species. For eons, The Usurpers went unchallenged, their expanding empire a growing darkness on the cosmic stage.

It wasn't until they encountered The Medusala that they met their match. This ethereal race knew neither the concept of war nor technology. Yet, they possessed an unprecedented ability to adapt, biologically altering themselves and everything around them. A characteristic that initially defied The Usurpers' advanced science.

The conflict between the two civilizations was catastrophic and seemingly never-ending, until The Usurpers discovered that under the extreme pressure and heat of their supreme creation Engine, they could permanently alter and utilize the Medusal Cell in its night-indestructible cystic state. The Medusala, propelled into the grim reality of potential extinction, adapted to the war-like Usurpers. Their once-thriving society nearly extinguished, and their home planet scarred and broken, they began an extremely brutal and violent campaign that resulted in a Medusala victory upon Trappist-1e.



# The Consequences Of War

In defeating The Usurpers, The Medusala found themselves forever changed. The horrors of war had traumatized them, shattering their once-peaceful existence. Fearing that the descendants and progeny of Usurpers within other systems could rise to threaten the cosmos, The Medusala made a dark resolution: to eradicate the tainted DNA of The Usurpers from the universe entirely. This was the only way to ensure the continuous survival of other species, including their own.

## ***INTER-GALACTIC GENOCIDE***

To execute their plan, The Medusala launched a swarm of asteroids with millions of war-adapted Medusal Cells towards any planets that they determined were seeded by The Usurpers. Each asteroid contained a single member of The Medusala preserved within its core. As they struck, these celestial bodies unleashed their mutagenic pathogen which infested the planet, twisting flora and fauna into abominations with a singular purpose of exterminating any Usurper linked inhabitants before they would be able to wage war across the cosmos.

Among the descendants of The Usurpers were humans, a species who inherited both the conquerors' DNA and their penchant for conflict. Deemed a threat, Earth found itself in the crosshairs of The Medusala's campaign of genocide.

# Alien Races

## **THE MEDUSALA**

One of the oldest life forms within the universe. Lives through hundreds of years going through multiple evolutionary cycles in the process. They see themselves as part of a larger organic being and possess a type of shared consciousness between them. Individually, the Medusala can only be reduced to their cystic single-celled form, called a Medusal Cell, which is almost indestructible. From which, over the course of a few months or sometimes years (depending on the harshness of the environment), they will be reborn newly adapted to their environment (if left alone).

The Medusala had no conception of war prior to their encounter with the Usurpers and close to no technology as that was never needed. As a life form they evolved in an environment where they adapted rather than fought for resources. Their adaptations to the war-like Usurpers are a by-product of the hostility demonstrated upon them, and not a desire of their uni-mind to do harm.



## **THE USURPERS**

An ancient spacefaring race of extremely high technological advancement. Having evolved within an environment of scarce resources they have a strong instinct to fight for resources and eliminate competition. Due to their comparatively short lifespans they adapted to multi-generational space travel. To ensure the continuous survival of their species they started destroying inhabitants of other liveable planets and seeding them with their own DNA.

Humanity on earth is just one of their seeds. The genealogical influence of The Usurpers is the key reason why humans fight wars and see competition as part of life. While relatively primitive, the underlying urge of all seeded humanity is to get to space and join the fight for resources across the universe with their progenitors.

# Where The Player Begins

## ***THE IMPACT***

An asteroid breaks apart and slams into the earth in the early 1990s, causing widespread devastation. The city of Stoneport, a mining town, is devastated on the surface, but due to their mining industry, many people escape into the deepest tunnels and escape the destruction. The survivors discovered that the asteroid was a chunk of an alien world, and to their horror, the bacterial and viral agents of that planet were now seeping into the earth and mutating plants, animals, and humans across the surface of the earth making survival more and more difficult.

Grotesque creatures began emerging from forests, caves, lakes, and other hidden places. They were fiercely aggressive towards humans. Their attributes were beyond imagination: skin as tough as armor, unnatural strength, and teeth and nails sharper than blades.

These beasts exhibited strange abilities that defied comprehension. Some could swim in molten lava and even drink it as if it were water, later spitting it out as deadly projectiles. Others had electricity coursing through their veins, and a mere stomp of their feet could unleash bolts of energy.





## **THE ENGINES**

However, buried deep within the mantle of Earth an ancient failsafe activated itself. Along with seeding the planets, The Usurpers left The Engines - powerful machines that could unlock the ability to construct weaponry strong enough to face any threat. Humans soon discovered its ability to breakdown the Medusal Cells found within the meteor and some of its mutant offspring, and exploit the aliens' unique genetics to improve their own human capabilities and gain some of the power wielded by the mutants.

Teams of scientists and engineers collaborated to harness the meteors' latent capabilities. Some aimed to empower humans with extraordinary abilities, hoping to level the playing field. Others sought a cure for the ongoing mutations, hoping to return Earth to its pre-impact state.

As scientists were slowly unravelling the enigma of the meteor and The Engines themselves, Earth was thrown into chaos. Political and economic systems collapsed, giving rise to a vacuum of power. Those quickest to adapt and utilize the newfound technology formed factions that rooted themselves in the anarchy. Each trying to impose its own vision of order in this remodeled world.

Now, the survivors stand at a crossroads. The beasts still pose an existential threat, but so too do their fellow humans. As alliances form and break, the question remains: Will humanity unite to fight the external dangers, or will they consume themselves in internal strife before the Medusala finalize their apocalyptic plan?



# Factions

After the initial havoc, only four known factions remained. While at the moment none of the factions are strong enough to create their own settlements they quietly vie for power within the confines of Stoneport and other areas.



***THE FORGED (FORGED)***

## Sigil

Depicts a hammer striking an anvil.

## Origin

Once workers in Stoneport's bustling steel industry, these survivors, predominantly from the mid and low-class strata of society, have deftly adapted their skills to the harsh realities of the new world. Refusing to be subjugated by other emerging factions, they rebelled, holding their ground in the cities, their familiarity with urban landscapes giving them a strategic advantage. Their primary key to survival has been their unmatched ability to manufacture solid, reliable weapons and tools from scavenged parts and the remnants of the city's steel resources, even with the most basic of materials. This skill proves invaluable in a post-apocalyptic environment where such resourcefulness is the difference between life and death.

## Depiction/Themes

With their imposing, mechanized exoskeletons, they not only showcase their innovation but also their might-is-right ideology. Their belief in the raw power of industry, combined with their tenacious spirit, drives their mission to rebuild society, blending the brute force of their old world with the innovation of the new. Additionally, their strong socialist leanings mean that while they push forward with force, they prioritize the needs and welfare of their community above all else.

The Forged are often wearing large bulky plate armor, giving them seemingly massive human proportions. They are particular about large pauldrons and helmets, which they decorate with other metal bits to great effect.

## Usage Of Medusal Cells

The Forged employ the cells to enhance their armor and weapons, greatly increasing their stats. The path of The Forged increases weapon and armor synergies.



## ***THE VERDANT (VERDANT)***

### **Sigil**

Depicts a human hand made of vines giving the I love you hand gesture in sign language.

### **Origin**

Pioneering their approach to a mutated world, they were the first to experiment with the alien materials to augment their abilities. This innovation was so groundbreaking that it became the blueprint for all other factions. They have unlocked the secrets to cultivate new types of food effortlessly, further showcasing their harmony with their new environment. The Verdant are the least afraid to experiment with integration of Medusal Cells, sometimes changing their appearance drastically to both beautiful and monstrous effect. Because of their discoveries, the other factions avoid conflict with The Verdant, even those who have a strong disdain for their methodologies and the impurity they introduce to humanity.

## Depiction/Themes

Enamored by the sheer power of the new mutated world, The Verdant Vanguard strives to regrow the world using medusal cell based mutations. Their attire, fashioned from woven plant fibers and tough materials, speaks volumes of their deep connection to nature. The weapons they wield, enhanced with biological masses, are either lighter or more formidable than those of their rivals. Their philosophy revolves around harmony with nature, emphasizing that even in its mutated form, it can be harnessed to serve humanity.

Despite their embrace of mutations to improve life, The Verdant Vanguard is unwillingly dragged into the overarching power struggle. Some factions perceive their affinity for mutations as a grave threat to humanity, tolerated only for its current utility. Rumors of them turning traitor against their own species are often at the top of the list of reasons some of the other factions distrust them. Despite this, their innovations are too valuable to be ignored and would certainly be harmful to humanity as a whole if lost.

It's crucial to note that while the Vanguard harnesses mutations for better living, they are well-aware of the looming menace of mutant monsters. The Vanguard believes these creatures must be eradicated to secure a harmonious future.

## Usage Of Medusal Cells

The Verdant are the most willing to experiment with directly mixing Medusal Mutated Flora and Fauna with human DNA, believing that the ancestral link that all things on Earth share will help them incorporate the Medusal Cell benefits without losing their humanity. As a side effect, almost all Verdant eventually succumb to The Stain. A green chlorophyll-like invasion of human cells that empowers them, but can result in unusual plant-like growths, including leaves, vines, and even bark-like skin and protrusions.



***THE ECHELON OF ETERNITY (ETERNALS)***

## **Sigil**

Depicts an infinity symbol on top of a Christian Cross

## **Origin**

A religious fundamentalist group, they view the meteor's arrival as a manifestation of God's wrath and a harbinger of the end days. Interpreting the celestial event as a dire warning, they fervently call for humanity to repent and mend their ways. Their armor, intricately adorned with religious iconography and symbols, isn't just for protection – they believe it bestows divine power upon them. While their ideology is a unique fusion of elements from various religions, it emphasizes unity and the unwavering belief that a higher power is shepherding them through the apocalypse.

## Depiction/Themes

In line with their convictions, they passionately endeavor to convert as many souls as possible, seeing it as their holy duty to "save" them before the imminent judgement day. However, their zeal is not all-encompassing. They are intensely hostile toward non-believers, viewing them as obstacles to salvation, and won't hesitate to demonstrate their unwavering faith on the battlefield. They have a particularly antagonistic relationship with the Verdant, seeing their impurities as detrimental to the image that God created humanity in.

Followers of The Echelon of Eternity refer to themselves as Eternals, as they believe their souls will live on forever when they die (if they served His purpose). They often wear white clothing that is clerical in nature, however, they like to showcase their human form where possible. Thus many wear tight-fitting white leathers, to demonstrate their humanity is intact and showcase their athletic builds which they mercilessly train so as to showcase God's perfect creatures in all their glory. Some even daringly make suits out of translucent materials to entice new souls to join their religion. While light-weight, these are also dangerous adornments in the wild, but they fervently believe that they have protection from God.

## Usage Of Medusal Cells

Eternals utilize the Medusal Cells only to further enhance their human form, such as their adrenal glands, testosterone, muscle density, and other God given gifts. For if God did not want them to use it, why would he send it to his Chosen on Earth? Some also enjoy enhancing their weapons and armors with God-like powers from the bible, such as the ability to channel lightning, create shockwaves with thunder, and cause plagues, pestilence, and summon swarms of insects.



## ***THE HELIX (ALTERED)***

### **Sigil**

A Sickle with a DNA helix in the middle connecting the mid points of the top and bottom.

### **Origin**

Led by esteemed geneticists and doctors, The Helix is dedicated to studying the mutations in pursuit of a universal cure. Donning protective clothing that often echoes the design of hazmat suits, they are instantly recognizable from afar. Their weaponry, a blend of innovation and precision, often appears overly complicated but is well suited to its specific purpose.

Deeply technocratic in their ethos, they firmly advocate for a society overseen by elite technical experts in each of the fields of science. They believe such governance would have already unearthed a cure and restored true order if they held the reins of power. The Helix operates under the principle of "logic over emotions," a mantra that bolsters their conviction that they stand a class apart, superior in intellect and vision to the other factions. In their eyes, it is science and methodical reasoning that represent the final beacon of hope for humanity.

## Depiction/Themes

The Helix originates from a scientific bunker built in a military compound. The government long knew of the destruction of the Earth and gathered the greatest intellectual minds to oversee how to deal with the incoming comet of unknown origin. Alas, by the time the scientists could agree upon a course of action, it was too late to stop the impact.

The scientists survived well within their underground scientific compound, and the off-spring resulting from 2 decades of confinement have now grown up within that technocratic society. Now tasked with the duty of venturing out into the world with the marvelous gifts of years of study from their forebearers.

## Usage Of Medusal Cells

No stranger to genetic manipulation, most members of the Helix are modified in some way. Sometimes subtly, but often not, for function comes before form. Thus it is not uncommon to see Helix members with telescopic eyes, pebble-like bullet proof skin, or back-jointed legs that allow them to leap.

# Gameplay

Engines of Fury is a thrilling top-down extraction shooter set against the stark, chilling backdrop of a post-apocalyptic dystopia ravaged by mutants. Embark on a quest to survive and thrive, facing gruesome monsters and hostile players.

Survivors scavenge desolate lands in search of equipment and scrap to rebuild and upgrade their hideouts and equipment. If they die, they lose everything. Players level up and customise their builds to be able to face off against increasingly stronger threats. Get ready for an exciting adventure in Engines of Fury!



# Main Pillars

## ***CUSTOMIZATION***

Character customization is paramount to player expression in EoF.

The hideout can be customized in numerous different ways to suit a given player's needs.

Each piece of equipment can be modded infinitely to create the perfect build.



## **CRAFTING**

The majority of items can be crafted by players provided they have enough skill and resources. The only real limitation is time.

Players are encouraged to trade their materials to meet their goals.

Scavenging for crafting materials is the core motivation to explore the world.



## **HARSHNESS**

The world of Engines of Fury is harsh and so are the mechanics.

The game creates a punishing and difficult core loop where risk is great, but rewards are greater.

Higher level play creates an increasingly stronger sense of risk.



# USPs

Due to the current gaming climate there is a lot of extraction shooters coming out. Because of this, it is paramount for Engines of Fury to define what makes it stand out amongst the competition.



## **PERSPECTIVE**

The market still does not have any high quality popular top-down extraction games, thus Engines of Fury will create a new sub-genre in itself - an 'extraction Diablo' game, for which the demand is evident.



## **ITEMISATION**

Our heavy focus on RPG-like item systems means that there will be a much larger pool of possible items and combinations when compared to other extraction shooters. In addition, the item affix systems we'll be using are not common to the genre.



## **NARRATIVE**

While a lot of games in the genre delegate narrative as a background element, EoF will put far greater emphasis on it to increase engagement, brand awareness and ambassadorship.

# Basic Core Loop

As with most extraction shooters, the main goal of the player is to infiltrate a given location, find loot there and escape to their hideout before dying. There they can craft numerous upgrades to their character, items and even the hideout itself which will allow them to survive longer, earn better items, complete achievements, and reap rewards.





# Scavenging Mechanics

Scavenging is the primary way players acquire crafting materials or equipment. All of the procedurally generated maps in the game are scattered with valuable materials or even fully assembled weapons and armor. Yet all of this loot is guarded by a myriad of different types of enemy monsters. The player's core goal is to defeat these creatures and extract with the loot. If the player dies at any point during their exploration, they lose all of the items in their inventory and 2-3 random items that they had equipped.



# PvPvE

The player is not alone in their quest to scavenge as much loot as possible. As they enter a raid, so do other players. And although everyone is placed relatively far from each other as the raid begins, the probability of running into each other becomes increasingly more likely.

Once two or more players encounter each other, they can attack one another. As a given player dies, all of their inventory and some equipment items are dropped on the ground in a backpack which can be picked up by anyone near it. This creates an additional threat to exploring where the player doesn't know whether other scavengers are present and thus should always carefully evaluate when to extract.



# Co-Op

In addition to playing solo, players will also be able to embark on co-op adventures by forming squads. Up to 4 players can join together to explore a location. In this case, they enter a variation of the location that has much more difficult enemies, but also contains more rewards. Co-op teams will only be paired against other co-op teams rather than solo players. Reward sharing is handled the same way as in solo play on a first come, first served basis. The idea being that you would only invite people you know and trust into a party and thus sharing would be done by the players themselves.



# Extraction

Once the players have collected enough loot or are close to dying, they can attempt to extract from the location with everything they have collected. There are two ways to do this: either find an extraction point or summon a pick up.

Extraction points are scattered throughout the map and are the easiest way to escape. To find an extraction point, a player can use their radar, which will scan their immediate surroundings and provide general locations for any nearby extraction points. Once the players finds the point, they may activate it. As it powers up it will alert any nearby monsters and players, giving one last potential challenge to the players before leaving the raid. Note, the extraction can be interrupted if they take damage during the power up phase due to the disruption of the quantum field.

Another way to extract is by summoning a temporary extraction point. This has the advantage of appearing right next to the player. To summon, the player needs to have an extraction gadget that they either craft, purchase, or find while exploring. The gadget is consumable and good for a single use. Once it is activated, an incoming extraction point location is shown on the ground and a timer of 30 seconds starts. Once the timer runs out the extraction point appears and the player is able to leave immediately. During the timer, any and all players that are nearby will receive a ping on their maps. They may decide to approach it and attack the player that summoned it given they're likely carrying very precious loot to use this extraction method. This creates an additional use for the extraction gadget as it can be used to lure other players into an ambush.

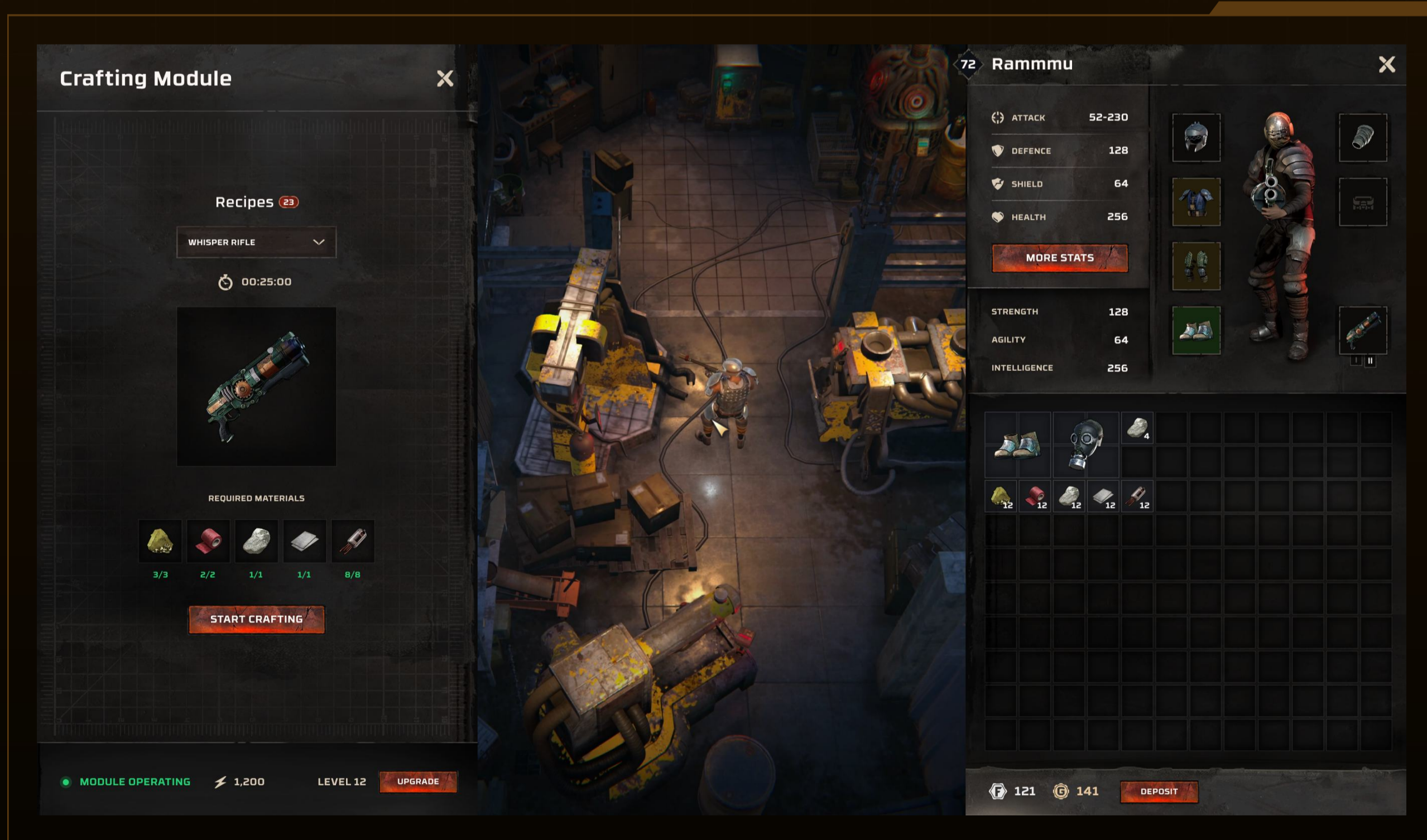


# Crafting & Upgrading

Once the players successfully extract from a given location, they return to their base. Since the vast majority of items the players locate are scrap material, these need to be converted into useful items. There will be several types of crafting hideout modules available, each of which will craft different types of items, like consumables, equipment etc.

Players will be able to craft materials into equipment, consumables, and higher grade materials for higher tier recipes. Crafting will take time that can be reduced by upgrading the crafting table in question or burning Gears to speed up the process.

Once an item has been crafted the player can choose to upgrade it. This can be done with either crafted items or ones that the player finds while exploring. Upgrading increases the rarity of an item which increases its stats. Unlike crafting, upgrading is instant.



# Player Upgrades

The players in Engines of Fury do not level up via an experience point system like in most role-playing games. Instead, they must find and inject Medusal Cells to become stronger. These can be found in the world on Boss Monsters and on rare occasions, in special loot containers.

These Medusal Cells can be consumed in the Surgery Table module in the hideout to increase the player's level and learn new skills. Thus the player only levels up if they're able to successfully extract from raids with a Medusal Cell in inventory.

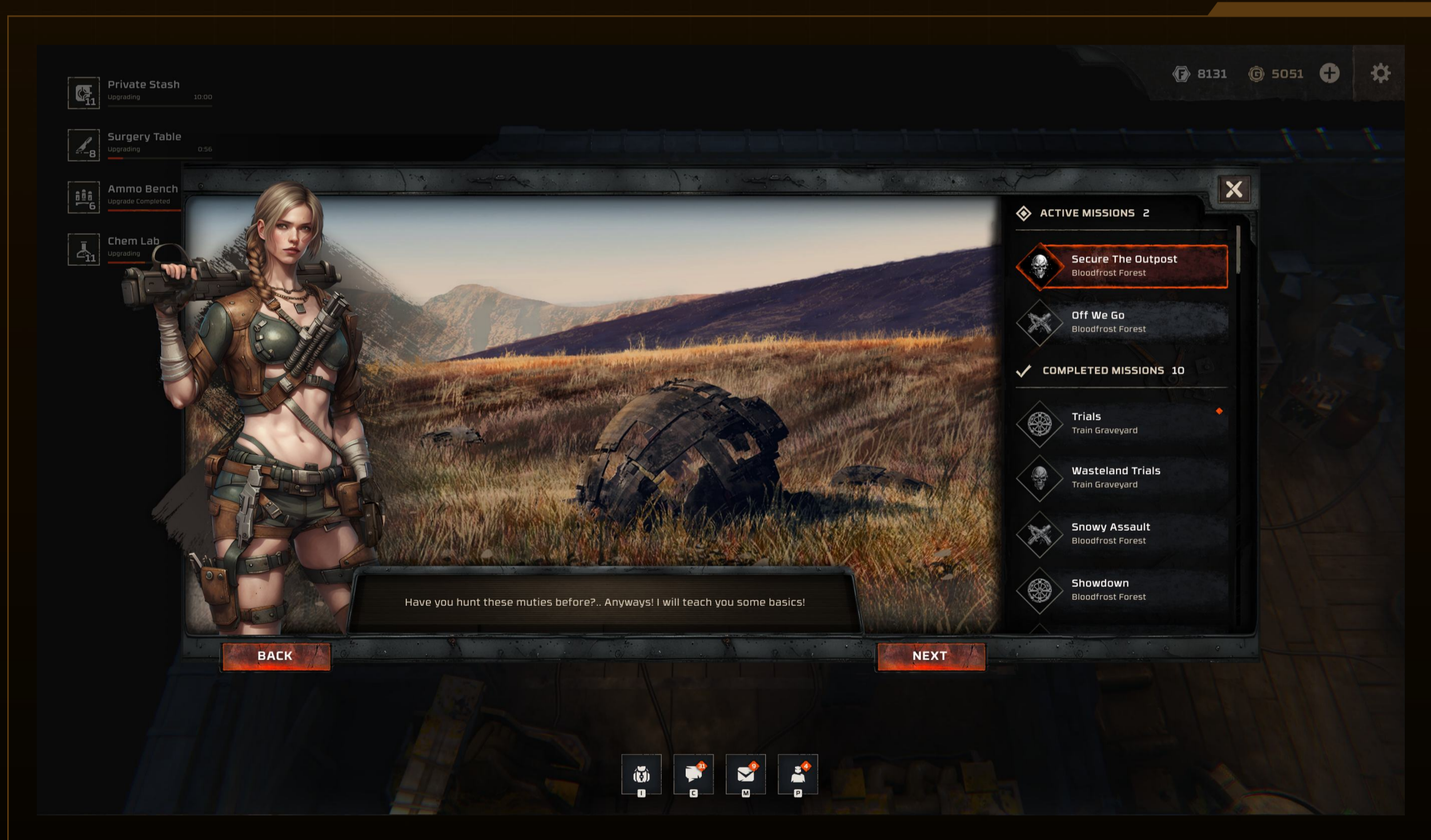


# Missions

Missions in Engines of Fury will be the main driver of narrative. They will also present the player with constant objectives and rewards to strive for. While they will mostly be given within the confines of their hideouts, the missions themselves will always require the player to venture outside to be completed. There will be several predetermined types of objectives the players will be given to complete. These missions include, but are not limited to: fetch missions, kill missions, protecting an area from enemies, sealing wall breaches, investigating a missing scout, etc. These create cyclical but addictive risk and reward loops while advancing the narrative.

## UGC - Mission Contracts & Bounties

In phase 2, players will be able to put bounties on other players and offer \$FURY for the collection of materials or items. This will create an avenue of earning for players seeking such opportunities and willing to take the risk.



# Hideout

The hideout functions as the central hub for the player when not on a Raid. Here they will craft and upgrade their gear, level up and plan their next mission.

The player starts with a run-down underground bunker that has the bare necessities needed to explore and infiltrate locations. It is made up of modules that add functionality to the hideout and allow a greater range of options for the player's next Raid. As they progress, they'll be able to upgrade the modules, upgrade the appearance of the Hideout and even increase its size to be able to build more and better modules.

The hideout also functions as a representation of the player's achievements and story. Shelves and display cases can hold NFT weapons, stands for armor, placards for missions, as well as terrariums and specimen bottles for plants and creatures they find that have associated lore with it.

The hideouts are stored as NFTs. This enables the player create intricate and visually distinct hideouts to sell as user generated content or to purchase a premade one from another player.





# Stash

One of the main modules of the hideout is the player's Stash. This is the primary storage location for all items the player doesn't want to lose on a Raid. The player transfers items from their inventory to the stash and vice versa. The stash itself has a limited capacity, but it can be upgraded to increase it.

The stash holds regular and NFT items, but the player will have to transfer NFT items from their wallet to their stash to be able to access them. Even though the player is able to have unlimited NFTs inside their wallet, there is an enforced limit to how many of those can be stored inside their stash at a given time.

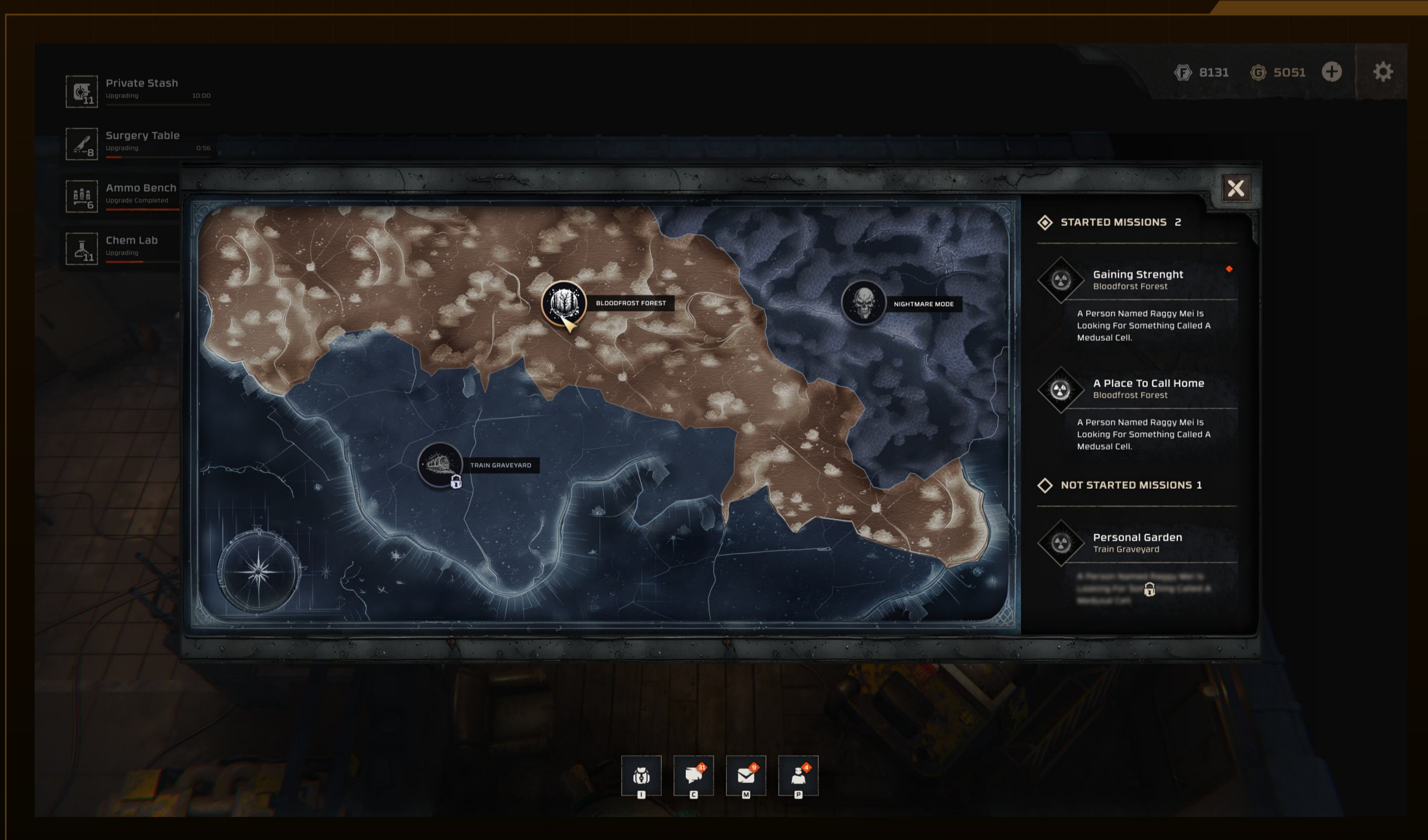


# Locations

Locations are where the overall action of the game takes place. They are theme-based procedurally generated maps. There will be numerous distinctly different locations each with its own theme, with 4 available on public launch day.

Each location and the zones within the locations have different types of crafting materials. This means that if the player is crafting a specific recipe they may need to venture through several locations to gather all the materials.

The locations themselves will be procedurally generated with each new session. This means that each session will have its own set of materials, enemies, bosses and other points of interest.



# Bosses

Bosses are unique creatures that spawn within the locations. Each location can have between 3 and 5 bosses that have more complex behaviors and skills than other enemies in the location.

Each boss guards a large item chest that contains higher rarity items than normal and rare scrap material. Defeating them is difficult and only players that are properly equipped should undertake this challenge. If the player withdraws from a fight, the boss gradually regenerates HP.





# Guilds

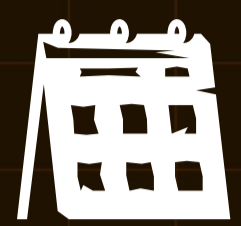
Guilds are the main social group of Engines of Fury. Players are able to create or join guilds to aid each other in surviving raids. Guilds will be able to craft unique gear and complete larger objectives than is possible for solo players.

While in a guild players are able to share resources and weapons, form parties and go on co-op raids. These unlock exclusive rewards tied to the performance of a given guild.

## Guild Halls

The Guild Hall is the physical representation of a given guild. Similar to hideouts, they are structures where the members of a guild can meet, donate and store resources, utilize Guild specific modules, and upgrade the Guild Hall.

Upgrading works by allowing each member to contribute materials to build add-ons and Guild modules. These modules are orders of magnitude more expensive than the ones in the hideouts but unlock unique craftable items.



## Special Events

Special events are narrative sequences that the player may encounter at random while exploring a location. They act as zone-wide missions that allows everyone inside the raid to participate. These events provide additional narrative exposition and rewards to everyone involved. These events end when the raid closes.



## World Events

World events are planned global Missions that and are available for multiple days at a time. These are communicated through social media and in-game news channels. They normally add additional threats to some or all of the locations based on the narrative of the event. In addition, they also provide time limited rewards or adjusted drop rates allowing players to earn better materials and special items during the live event.



## Infected Obelisks

Infected obelisks are giant shards of alien metal broken off from the original Impact. Touching one temporarily changes the player's stats. It is unknown to the player whether the stats increase or decrease in value making these obelisks a gamble in the harsh environments of EoF as they can aid the player, but they can also make a run more difficult. Their effects are removed when the player extracts back to their hideout.



## Stoneport City

The city of Stoneport is the primary hub of the game where most of the socializing and narrative development takes place within EoF. It is an open area city where players can chat, meet new players, trade resources, and form parties. In addition, they can meet and interact with numerous in-game non-player characters. Major world events and narrative development will be reflected within the overall design of the city to create a sense of an organic world that is constantly in motion.



## Day/Night Cycles

Each map will have different times of day that are consistent throughout the server. Players joining a given map will be met with different monster types, buffs and drops depending on the time of day in-game. Some items can only be acquired during the morning while others are only available at night. This creates an additional layer of scarcity to the items and materials themselves while also making the maps feel more dynamic. The in-game time will not be tied to actual world time.

# Player Character

## Classless System

Players are encouraged to customize and choose their favorite skill-path for their characters. Instead of having predetermined class paths, the game utilizes a skill sphere containing passive, active skills and stat improvements. Each branch of the sphere represents a somewhat different play style, but the player is never forced to commit to a specific branch and is free to mix and match to create their own unique build.

The nodes in the tree are enabled by placing a Medussal Cell that players can find while exploring. There is a limit to how many cells the sphere can hold and thus it is impossible to fill it completely. There are also higher grade nodes that require the player to create higher grade cells before being able to activate it.

It is possible to reset a character's build, however not all of the Medussal Cells will be refunded. This means that the player will have to find more materials after resetting their skill sphere.



## Active Skills

There will be a total of 3 active skill slots assignable to any of the player's chosen keys. These are usable during exploration to create a wide variety of effects, like launching a special attack or providing aid to fellow teammates in battle. These skills are accessible through the skill sphere via the large nodes. The 3 active slots limits the types of skills available to the player during a particular Raid while also allowing them to adjust for certain Missions and groups depending on which abilities they unlock on the skill sphere.





# Equipment

The player has 8 equipment slots, each with its own special features.



The weapon slot provides the main attack ability for the player. The remaining slots provide extra defense and/or stat improvements. Stat modifiers are a selection of randomized special effects that an item may have. The number of effects depends upon the item category and rarity. For example, Boots may effect movement speed, while body armor might reflect damage. Higher rarity items have a greater number of effects while the most basic ones have less or none. Some modifiers can be transferred between items utilizing the fusion module to allow players to customize their builds further.

## Item Customization

Item customization stands as the key pillar of user generated content in Engines of Fury at launch. Through in-game achievements, players are able to unlock exotic colors and other visual customizations for their equipment. These can then be applied to any item within the game, making it unique. The system is designed in such a way that unlocking these customizations requires a lot of time and effort, thus drastically increasing rarity and the potential market price of user created items.



# Market Overview

## Closest Competitors (Web2):

**Escape From Tarkov (EFT) - First person extraction shooter.**

15M downloads, 2.5M monthly players, defined the extraction shooter genre.

After EFT's success many indie and AAA studios spent hundreds of millions of dollars attempting to create the "next" EFT.

**Zero sievert - Escape from Tarkov, but top-down, single player/coop only, and indie/pixel style.**

300k downloads, 90% positive reviews, thousands of peak concurrent players, millions in revenues. Community mostly asking for PVP experience and more AAA-styled graphics.

## Closest Competitors (Web3):

The majority of new and upcoming hyped releases for shooters/extraction shooters on PC platforms are also FPS/3rd person games. Even though these web3 games are only competing against each other, parallels are being drawn to similar big titles in Web2 that are much higher in quality.

All in all, extraction shooters are experiencing massive popularity gains, but the majority of focus is on FPS/3rd Person shooters, while there are still very few top-down RPG style extraction games being made.

## **UNIQUENESS OF ENGINES OF FURY**

**ENGINES OF FURY is targeting a highly underserved market (top-down/rpg style, rather than FPS), which has much more demand from the community (zero sievert "on steroids" - with high quality graphics & PVPVE modes).**

This is essentially creating a new niche for itself - as there are currently no live direct competitors (although a few are in development due to the evident massive expectations from communities). The conversion rate and less competitive landscape will allow higher total user acquisition and reduce negative comparisons to the industry giant titles.

# \$FURY Token

\$FURY is the primary game currency token issued on Binance Smart Chain. In the near future it will be deployed on additional blockchains (detailed partnerships will be revealed soon). 120 million FURY tokens will be minted & the token's smart contract has been audited by Hacken, receiving a 10/10 safety evaluation.



## \$FURY Utility



### Rewards & Earning

- ◆ Tournament rewards.
- ◆ Leaderboard rewards.
- ◆ Special achievement/event rewards.
- ◆ Community Activity & Referral rewards.
- ◆ NFT trading & renting.



### Cosmetics & UGC Content Monetisation

- ◆ Acquiring additional unique cosmetic & personalization options for character, armor, weapons, and hideout.
- ◆ Staking FURY in-game for cosmetic perks and Battle Pass.
- ◆ Guild, Merc mission & bounty monetization



### Staking & Farming

- ◆ Staking the fury token in liquidity pools on DEXes or Engines of Fury owned liquidity pools.
- ◆ Farming the token in launchpools & other incentives
- ◆ Other token locking incentives



### Minting & Convenience Purchases

- ◆ Paying fees for minting characters, special items, and hideouts into NFTs.
- ◆ Paying fees for rerolling stats or fusing several NFTs into 1 of higher quality/rarity.
- ◆ NFT presales & special edition items and/or item packs.
- ◆ Accessing a higher tier of tournament/leaderboard rewards.
- ◆ Staking FURY in-game for the Battle Pass & cosmetic perks.

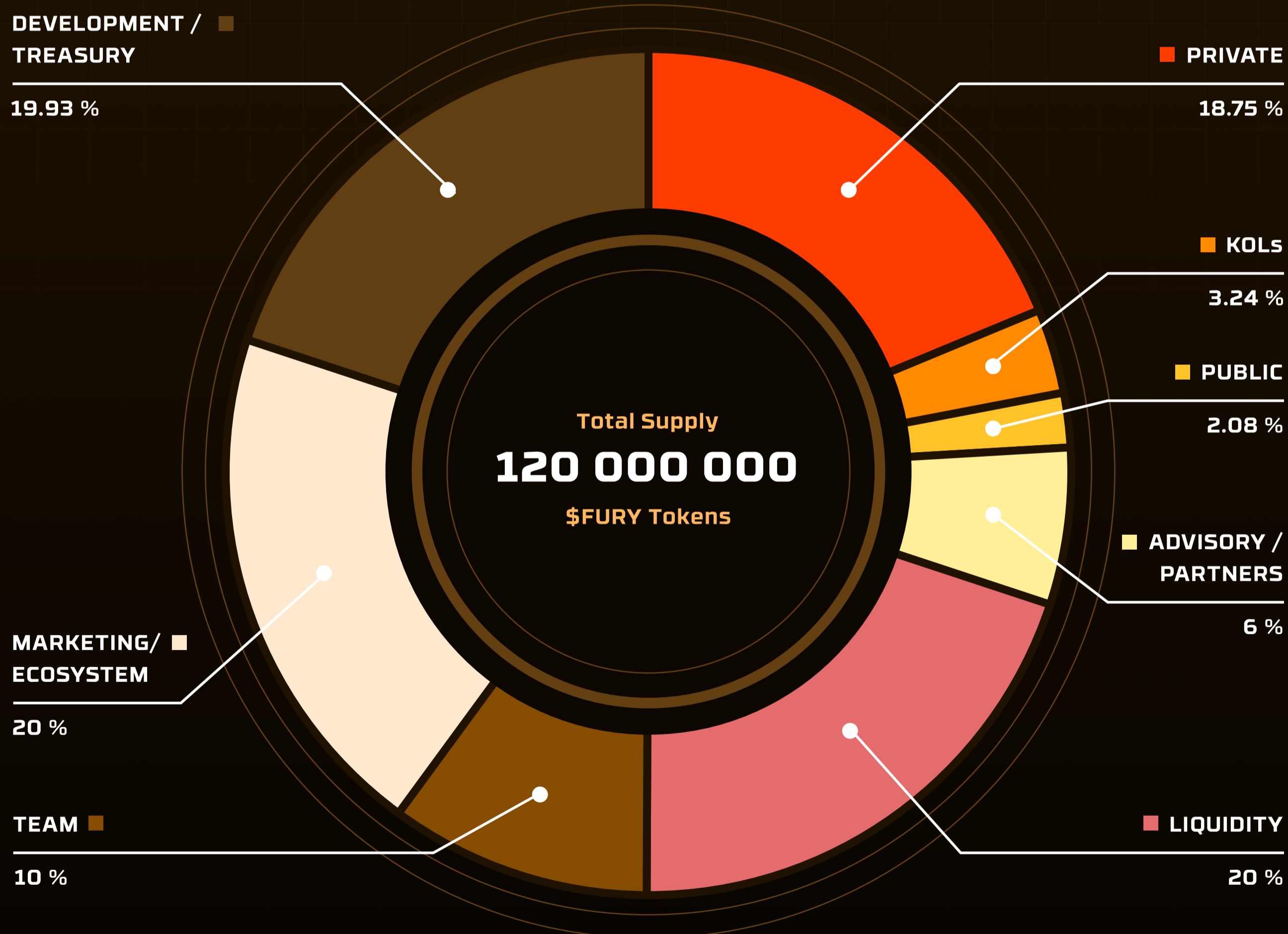


# Tokenomics

\$FURY is the primary game currency issued on Binance Smart Chain.  
It will also be deployed on several other blockchains  
(detailed partnerships will be revealed soon).

Initial Market Cap  
**416k USD**

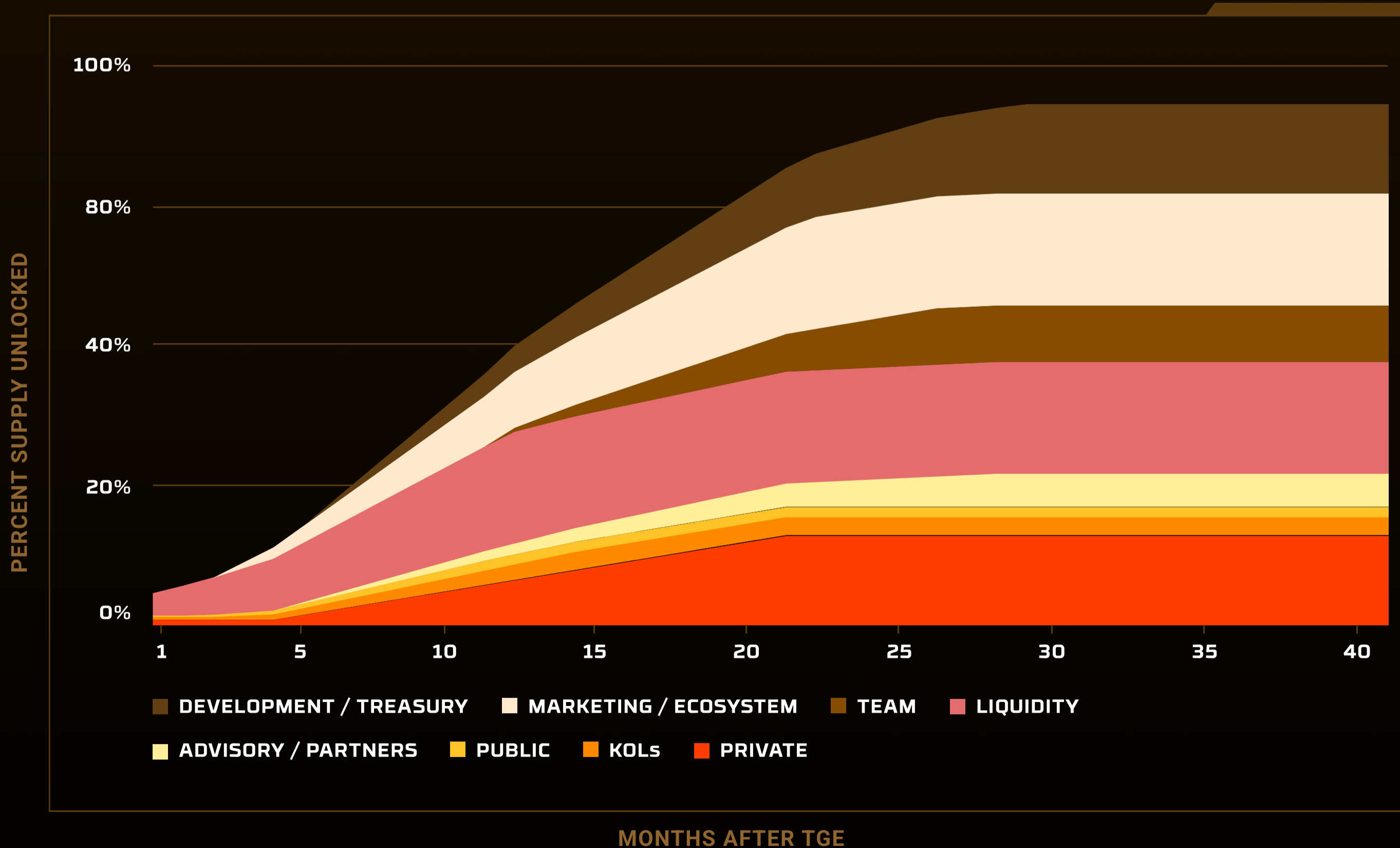
Fully Diluted Market Cap  
**24M USD**



# Unlock Schedule & Timing

Unlock Schedule	Unlocked TGE	Cliff (Months)	Linear Unlock After Cliff (Months)	Total Unlock From TGE (Months)
PRIVATE	5.00%	4	20	24
KOLs	15.00%	3	12	15
PUBLIC	15.00%	2	12	14
ADVISORY / PARTNERS	0.00%	4	24	28
LIQUIDITY	20.00%	As Needed	As Needed	As Needed
TEAM	0.00%	12	15	27
MARKETING / ECOSYSTEM	0.00%	1	20	21
DEVELOPMENT / TREASURY	0.00%	6	30	36

## \$FURY Unlock Schedule



# In-Game Economy

Engines of Fury sets itself apart from the standard gaming landscape by bridging virtual gaming achievements with tangible financial rewards and challenging the norm of restricting asset ownership and resale that is common in modern games.

Tokenization of the main game currency \$FURY & furious level NFTs allows players absolute control over their digital assets. This not only enhances the gaming experience but also paves the way for players to convert their effort, skills & in-game achievements into real-world currency effortlessly.

The game also encourages buying non-tokenized & non-tradeable in-game currency called GEARS. These materials can be bought in limited daily/monthly quantities or found by exploring the map in chests or when looting enemies or bosses. Purchase options are in fiat or in the game's native currency \$FURY (cheaper option).

## Season 1 In-Game Economy

Players will earn GEARS and find materials and items in the world through defeating Boss Monsters, looting objects, and successfully extracting with them. Gears has many uses in-game, including: buying cosmetics, hideout upgrades, module upgrades, generator upgrades, skipping production time for crafting items, and stat refactoring for non-NFT items. In addition, special Council Vault items and materials will periodically be available in limited quantity for GEARS.

◆ \$FURY Faucet    ◆ \$FURY Sink    ◆ GEARS Faucet    ◆ GEARS Sink

## Season 2 In-Game Economy

In Phase 2 we will introduce Guilds, Mercenary Contracts, and Bounties. Guild Masters will be able to issue contracts to find and return materials and finished goods in exchange for \$FURY. This allows Guilds to play the market and collect vast resources, while players will be paid in \$FURY token which they can use in the game or exchange on the marketplace for a monetary return.

The Guild is not just a communal home for players to gather and chat in, but a place where the Guild's accomplishments can be put on display. In the Armory, Guild Masters and chosen Leaders can put their prized NFT items up for other players to peruse and use for a limited time in exchange for \$FURY. Guild Halls can be simple, or extraordinarily extravagant depending on how much the Guild Members and Guild Master want to invest. The greatest spectacle will also bring the most attention from Mercenaries needing to borrow high-end weapons and armor for a particularly gruesome hunt, as well as for the multitude of player created Missions and Bounties they can provide.

Guild Masters can also require members to pay \$FURY to remain in good standing as a monthly tithe. This allows the Guild to build and expand their Hall to house additional Armory sections, house more members, and issue more Bounties and Mission Contracts.



# Business Model

Engines of Fury has put in place a robust revenue stream model with multiple income streams, all of which will follow the FURY in-game economy principle of directing the proceeds to:

**01**

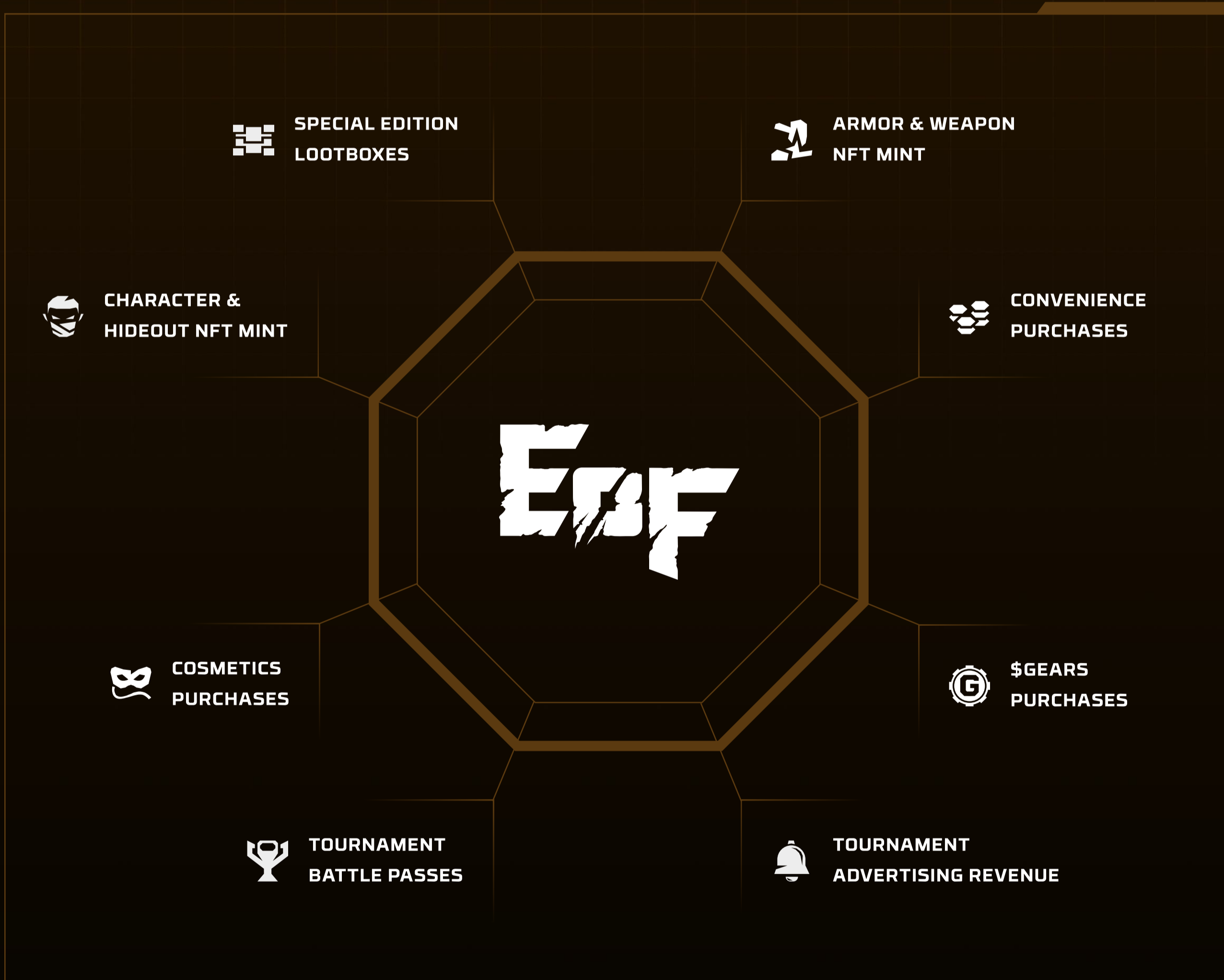
In-Game Rewards  
Pool.

**02**

\$FURY Token Staking  
Rewards

**03**

\$FURY Burn &  
Buyback



**ALL OF THIS COMBINED WITH IN-GAME TOKEN ENSURES STRONG POSITIONING & DEFLATIONARY NATURE OF \$FURY TOKEN FOR THE COMMUNITY.**

# Roadmap

## 2022

### Q1

- Whitepaper v1.0 published ✓
- Fundraise complete with 40+ investors.
- First arena brawler prototype complete
- Initial user testing and market fit eval
- Art and narrative pre-production started
- \$FURY Smart contract received 10/10 audit safety rating

### Q2

- \$FURY Smart contract deployed ✓
- Character designs finalized
- Initial arena designs finalized
- Concepts for initial locations
- First game economy concept
- Backend environment launched

### Q3

- Announcement trailer ✓
- Closed player testing
- SMPTE media summit panel participation
- Pivot to extraction shooter
- Rework first extraction prototype

### Q4

- Initial mechanic MVP demo ✓
- WOW Summit, Web Summit, BreakPoint conference participations
- Closed MVP demo testing and improvements
- Itemization system updates and improvements
- Token2049, GameFi Hanoi gaming week & other events
- Started work on backend scale up

## 2023

### Q1

- Forge Map - Finished ✓
- All initial enemy designs done and tested
- Player ability overhaul and new ability tree
- Hideout implemented
- Update player progression design to a classless system

### Q2

- Restricted Area 72 Map - Finished ✓
- Map randomization engine finished
- Main story character designs and backstories
- Crafting system implementation
- Signing major platform for distribution

**Q3**

- Nuclear Testing Site Map - Finished ✓
- Massive rebalancing campaign to increase player retention
- Extraction mechanics finished
- Enemy AI rework

**Q4**

- Bloodfrost Forest Map - Finished ✓
- All initial boss designs done and tested
- Mission and dialogue systems implemented
- Major rebalancing campaign based on user testing

**2024**

**Q1**

- Global closed alpha testing
- Initial story cut-scenes added
- Soundtrack by award winning artists
- IDO announcements

**Q2**

- Chain partnership announcements
- IDO on 2 top tier launchpads (TBA)
- Initial Listing on 2 top tier centralized exchanges
- Additional listings
- Global public alpha release
- Global public co-op system release and testing

**Q3**

- Live analytics telemetry integration
- Seasonal event introduction
- Dynamic map event implementation

**Q4**

- Global PvP system release and testing
- Launch on top storefronts with Season 1
- UGC itemization system testing & beta
- Guild system integration testing & beta
- Preparation for Season 2

**2025**

- Launch of Season 2
- Launch of UGC monetisation
- Launch of Season 2 in-game economy
- Porting preparation to Consoles

- NFT interoperability gaming partnerships
- Expanding the game world - new IP, new game modes, new games & features

# AAA Production Experience

Engines of Fury has a 40+ strong team combining experts with track records from top tier gaming & blockchain projects.

# Management Team



**Founder, Chief Executive Officer**

## Saulius Aleksa

Seasoned entrepreneur with over a decade of experience in developing multimillion dollar businesses; managing multimillion ICT B2B focused accelerators & incubators in the EU. Worked with numerous renowned web3 companies - Matic Network (Polygon), Arweave, Marlin Protocol, NOIA (Syntropy), DeRace & many more.



**Chief Game, Narrative & Economy Designer**

## David Kristofer Fried

Gaming industry veteran with over 25 years of working experience on blockbuster AAA titles (Diablo, Warcraft, WoW, Wastelands, etc) in world's most renowned gaming studios (Blizzard, Activision, Ubisoft, Frost Giant, etc.)



**Founder, Business Growth Strategist**

## Adomas Juodisius

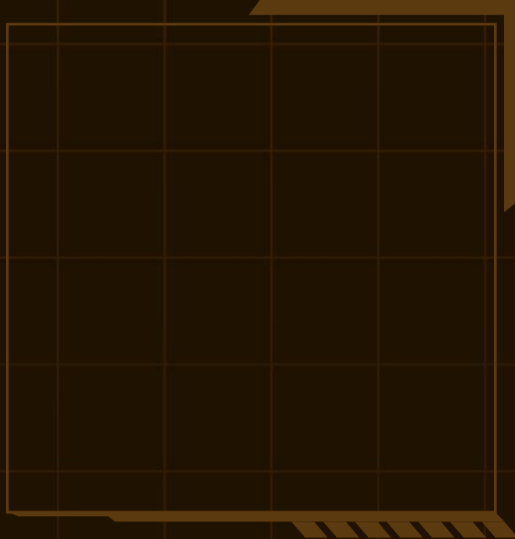
Bringing his extensive network and expertise in the field to build a sustainable and successful business model. Founder and CEO of DeRace, NFT horse racing game successfully and profitably operating for 2,5 years and counting.



**Founder, Token Growth & Marketing Strategist**

## Adelaida Sinkevic

Bringing her 10 years of experience to advise and support the marketing team. Founder and CMO of DeRace, top 20 best performing IDOs of 2021 with ATH of 165x advised by Alex Becker and Michael Owen.



**Chief Marketing Officer**

## **Laura Alekse**

Seasoned marketing & user growth expert with a track record of managing multi million Euros campaigns in EU's leading banks & fintech unicorns. Now bringing her almost 10 years of experience to GameFi.



**Chief Technology Officer**

## **Edvinas Mandravickas**

Unity expert & ex-team lead of Unity's Poland's office. Brings over 12 years of experience of managing large scale teams, complex games, and improvements of the Unity engine itself.



**Game Director**

## **Laurynas Vainius**

With over a decade of experience, Laurynas has led multiple successful teams, created numerous successful games, and is a permanent board member of the Lithuanian Game Developers Association.



**Chief Operations Officer**

## **Martynas Seliokas**

Martynas brings years of experience in Operational Background. Proven track record in leading operations of hyper-growth startup environments with 9-digit revenues, 500k SKUs and over 150 people, now ensuring smooth operations at Engines of Fury.

# Advisory Board



Chief of the Advisory board

**To Be Revealed Around IDO**



Advisor

**To Be Revealed Around IDO**



Advisor

**To Be Revealed Around IDO**



Advisor

**To Be Revealed Around IDO**



Advisor

**To Be Revealed Around IDO**

# Partners And Investors



& **30+** Other Partners, Guilds, Angels



# Disclaimer

This document does not intend to establish an offer for the sale of, or a solicitation of an offer to buy, any tokens. The disclosure of this document by Engines of Fury is exclusively for the purpose of providing transparency to the public. Anticipated updates within subsequent definitive documents may significantly differ from the current iteration.

The contents herein do not assert the provision of legal, financial, business, or tax advice. Prior to engaging in any activities in connection herewith, it is imperative that individuals seek guidance from their personal legal, financial, tax, or other professional advisor(s).

None of the aspects of this document should be construed as a guarantee or assurance regarding the trajectory of Engines of Fury's business or the utility or value of the tokens. This document outlines current plans, subject to discretionary modifications, and the realization of these plans is contingent upon various factors beyond Engines of Fury's control, including market-based considerations and variables within the data and cryptocurrency industries.

Any predictions concerning future events are exclusively based on Engines of Fury's analysis of the issues presented in this document, and such analysis may prove to be subject to error.

