DAWN OF VICTORY

ROADMAP

Version 0.4

"There is only one answer to defeat, and that is victory"

Winston Churchill

S U M M A R Y

INTRODUCTION

Les sanglots longs
Des violons
De l'automne
Blessent mon coeur
D'une langueur
Monotone

It is June 1, 1944.

These six lines by the poet Paul Verlaine resonate on the TSF radio, just after the musical introduction (the first notes of Beethoven's Fifth Symphony) and the legendary formula "Here London. The French speak to the French ". The message comes from Radio London, which uses the BBC's European antennas. Initially intended to reassure the families of exiled French abroad, it was used after 1941 to convey messages, in coded language, to the resistance. Repeated on June 2, 3 and 4, these verses by Verlaine are addressed to the French resistance fighters, responsible for sabotaging the railway and telephone installations still in working order. The landing of the Allies on the beaches of Normandy is imminent:
They must begin sabotage operations to slow down the sending by the Germans of equipment and reinforcements to the scene.

DAWN OF VICTORY is the first ever blockchain based NFT collecting cards game about WWII. We invite you to relive this famous day of June 6, 1944. Blockchain technology allows us to take part of the story through playing cards in a strategy game.

THE TEAM

Presentation

The Dawn of Victory Team is composed of 7 international Specialists at the time of writing, many others will join as the project goes on. We come from various domains such as Gaming industry, Network Infrastructure, Marketing, Design, Artists… We all have the passion for history, especially the WWII era.

Our vision

We, as the team of Dawn of Victory, strongly believe in the future of NFT games, we think players should have the true ownership of their in-game assets.
We believe the WAX ecosystem is the most suitable to host the Dawn of Victory game. The Wax decentralized blockchain is fast and efficient, allowing very cost effective operations. The WAX market is very active with easy to use platforms.

Our mission

We want to participate in the revolution in the video game industry. We aim to create more than a playing card game. It will be a unique and rewarding eco-system, where gamers as much as investors will benefit from it.
We also are convinced that a fair gaming environment must be the priority for most of the NFT games. That way, multi-account, botting will be actively hunted for.

CARDS

Presentation

Dawn of Victory playing cards will be unique NFT cards. Cards are represented by their names, nation, collection name and most importantly their unique art design.

We pay particular attention to the choice of our artists and their ability to design drawings in accordance with our artistic line. The objective is to strengthen the team of artists in the coming months.

The game will offer a wide variety of playing cards with different unit types, buildings and tactical cards from various nations such as Germany, Italy, Japan, France, The United Kingdom, USA, Canada, USSR...

Buildings and tactical cards will also come later in the next listing.

Level up mechanism

Players can promote their cards into more powerful one. Rules of level up are very simple. Fusion 3 identical cards of the same level to get one card of the same type one level above. All cards can get up to level 4.

GAMEPLAY OVERVIEW

Players create their own unique divisions to fight for the final victory. Divisions will be led by an officer and formed by various units. Depending on the power of your units, combat will turn into your favor.

Victories in the battlefields are rewarded by DoV tokens and limited NFT cards.

Each division design will affect its effectiveness. Players will have to discover the effective composition and division layout.

At regular intervals the game engine makes the combat resolution and lets the players know the results. Rewards are distributed among all eligible players.

In addition to your divisions, you will be assigned a camp with buildings such as a hospital, an ammunition reserve, a vehicle repair building. You will need to evolve your collection to have all of the structures essential to support combat divisions.

Finally there will be different types of battlefields on the map with varying difficulty levels with bonus or malus for certain types of units, players will have to adapt their strategy to ensure success.

GAME ECONOMY

Battle rewards

Players earn in-game currency and exclusive German NFT cards by playing the game. At the end of every combat resolution, depending on the result of the combat and the power of the players division, players receive DoV tokens and NFT cards.

The DoV token will later be listed on various exchanges.

Stacking

Players owning NFT playing cards may want to offer them for renting to other players wishing to use specific cards they do not own. As an example, a player confronted to a battlefield with a river, will want to use an engineer unit to reduce the malus of the terrain. In the case the player does not own an engineer unit, he can choose to rent one for the duration of 1 combat.

At the end of the combat resolution, the player receives its token reward and a share of that reward is also given to the owner of the rented card.

Supreme HeadQuarter

The first 50 players who can get their hands on a level 4 legendary card secure one of the 50 slots in the supreme headquarter. Owners of Supreme HeadQuarter cards gain exclusive rewards and a share of the token reward from all combat resolutions made by other players.

Secondary Market

Players can buy or sell NFT playing cards on the secondary market.

GAME MODS

The way to valorise your assets goes through the richness of game content but also of user activity. For this, we propose the implementation of different game modes such as PVP, PVE, Campaign mods, without forgetting tournaments and events. We are working on a unique mechanism with an objective of rewarding active users.

PRESALE

Presale will be announced soon.
Participants will have 3 different packs to choose from. The starter pack will guarantee playability of the game as soon as the game alpha is released. The standard booster is for the one who will want more or rarer cards.

First to land !
The first 50 players who manage to merge the legendary officer card up to level 4 secure one of the 50 slots in the supreme headquarter. Gain exclusive rewards and share of the future revenues.

FAQ

Why is there no power indication on the NFT cards ?
The cards characteristics will be documented later on the Dawn of Victory website. Of course each NFT playing card will have its own unique values letting players create their own strategies.
This way we can proceed to adjustments once the game goes live to perfect the balance.

TOKENOMICS

Token Details

TICKER
DOVX

TYPE OF TOKEN
EOS / WAX

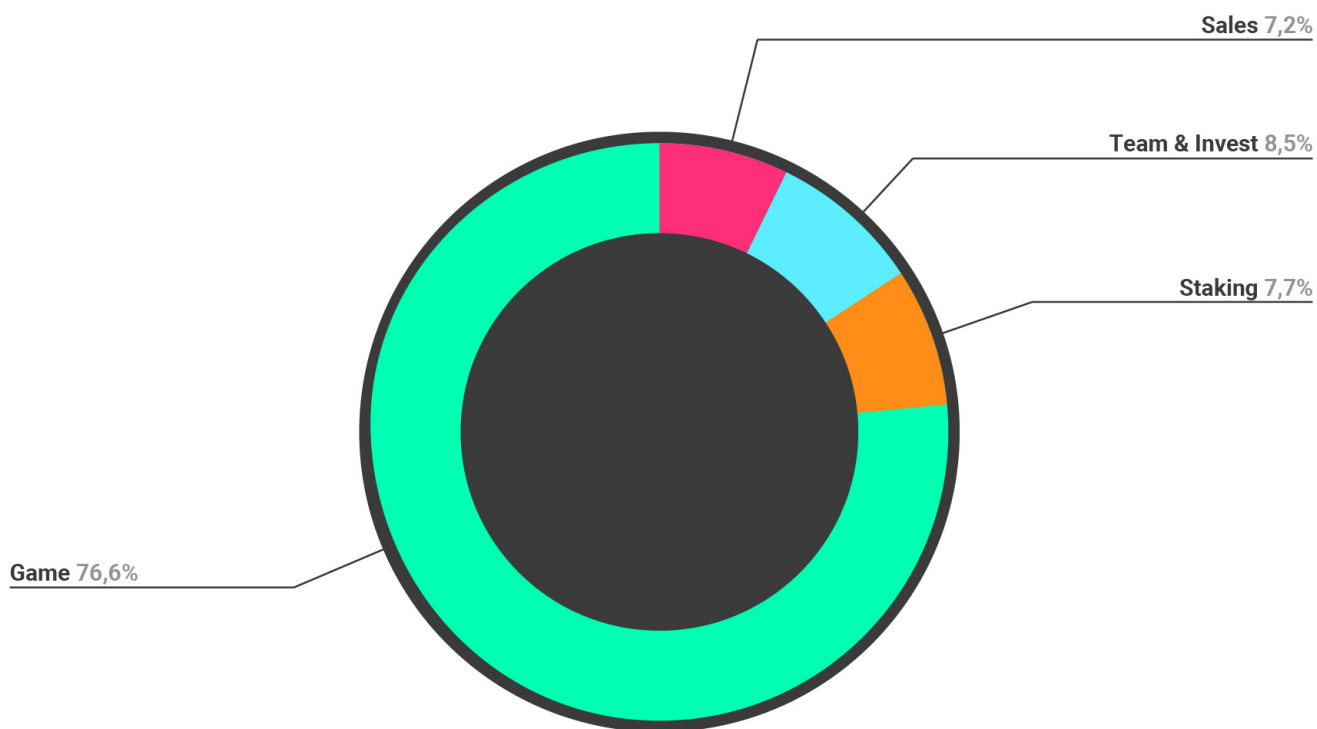MAXIMUM SUPPLY
386 575 000

Global View

77% of DOV-X dedicated to valiant fighters through all campaigns.
Staking is not planned to be a fighter's activity who's expected to be on the field
and not expecting passive income so do not expect to be a long term plan.
A slice of DOV-X will be released in the market (see details below).

DOV Tokenomics

	Percentage	Tokens	Conditions
Sales	7%	27 965 000	Seed, Private&Public Sale, Advisors
Team & Invest	9%	32 900 000	Marketing, Team, Dev
Staking	8%	29 610 000	Only during Overlord-US
Game	77%	296 100 000	
	100%	**386 575 000**	

DOV Tokenomics Detailed
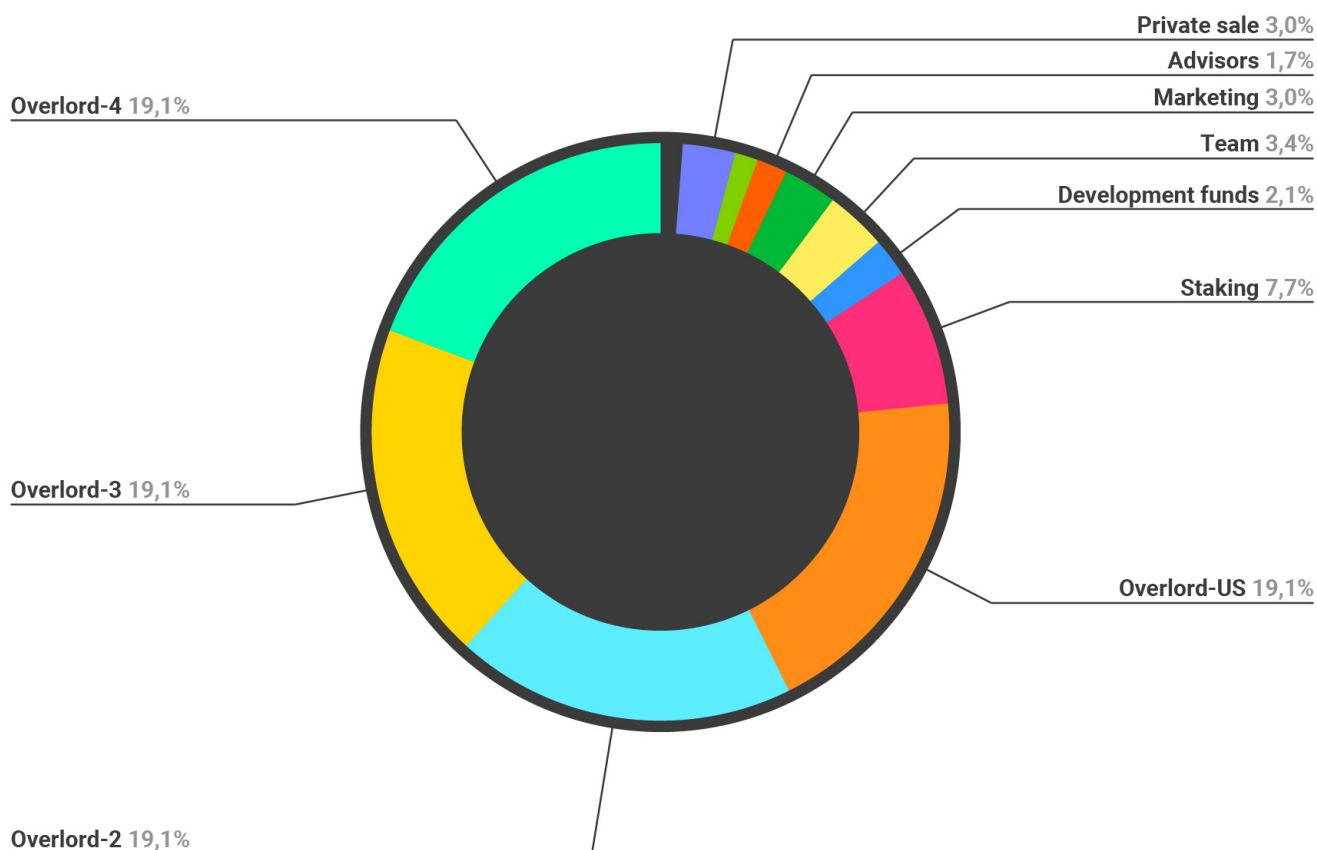
	Percentage	Tokens	Price	USD Value	Conditions
Seed	1%	4 935 000	0,06875	339 281	1/12th each month
Private sale	3%	11 515 000	0,0825	949 988	1/6th each month
Public sale	1%	4 935 000	0,11	542 850	1/4th each month
Advisors	2%	6 580 000			3 month cliff. afterwards 1/9th each month
Marketing	3%	11 515 000			3 month cliff. afterwards 1/23th each month
Team	3%	13 160 000			3 month cliff. afterwards 1/15th each month
Development funds	2%	8 225 000			3 month cliff. afterwards 1/23th each month
Staking	8%	29 610 000			4 campaigns staking
Overlord-US	19%	74 025 000			
Overlord-2	19%	74 025 000			
Overlord-3	19%	74 025 000			
Overlord-4	19%	74 025 000			
	100%	386 575 000		1 832 119	

DOV-X

Global View

DOV-X is the essential in-game currency of Dawn Of Victory it's designed to be a highly prized token planned to be available on exchanges. There will be 3 ways of getting DOV-X:

- Sales: Tokenomics describes several sale's stages (Seed, private, public, advisors) for an overall total of 7% with a vesting period.
- Staking and revenue sharing
- Battle rewards

DOV-X economy is built to be balanced as possible, it's designed to not need new incoming players to be stable.

Use Cases of DOV-X

Players will be required to spend amounts of DOV-X to play the game.
Listed hereafter a non-definitive list of actions that will need DOV-X usage:

- Second division activation
- Division slot opening (combat action, support, waves, fighting units)
- Combat zone opening

DOV-X Burning

The tokens received after purchase will be (conditions to come):

- either shared among players (conditions to come)

or

- reassigned to rewards

or

- simply burnt to limit the supply and inflate the price of DOV-X

STAKING DOV-X

General principles

1-No Custody

All DOV's token staking are staking without custody.

How does it work? Our smart contract detects the ownership of your NFTs inside your wallet and your NFTs remain in your wallet at all times. There is no transfer of your NFT to our platform, your NFTs will always be safe in your possession.

2-Claiming process

All players need to do is click a button and they will instantly receive their tokens. Haven't claimed in a while? No problem - the smart contract will automatically calculate how many tokens you've earned since your last claim and send all accumulated tokens.

Excess tokens can be sold on Alcor Exchange (wax.alcor.exchange).

3-Weight

Each DOV's NFT has immutable attributes which are Rarity and Fusion level. A specific weight is associated with each Rarity & Fusion and this weight is used to compute a fighter's hash power. The higher the rarity of a NFT, the more of a resource it will get per hour.

The staking system uses dynamic pools for each rarity which get updated every time a new asset is added/removed from the pool. Objective is to make sure no matter how many NFTs of a certain rarity are staked, the reward ratio between the weights will always be the same.

What does this mean? A Legendary-F1 card will always reload for 9 times more than a Common-F1 card. The more cards in the pool, the lower the hourly rewards as more cards to split between.

RARITY	Fusion Level	Weight Ratio	Weight Xmas
COMMON	F1	0,3	-
	F2	0,9	-
	F3	2,7	-
	F4	8,1	-
UNCOMMON	F1	0,9	0,3
	F2	2,7	0,9
	F3	8,1	2,7
	F4	24,3	8,1
RARE	F1	3,6	1,2
	F2	10,8	3,6
	F3	32,4	10,8
	F4	97,2	32,4
EPIC	F1	8,42	2,8
	F2	25,27	8,4
	F3	75,81	25,3
	F4	227,44	75,8
LEGENDARY	F1	57,6	19,2
	F2	172,8	57,6
	F3	518,4	172,8
	F4	1555,2	518,4
GODMOTHER	F4	1555,2	-
SUPREME OFFICER	F1	0	-
SUPREME HQ	F4	1555,2	-
MEDAL	F4	0	-