



# SUPA FOUNDATION

**WHITEPAPER**

**AS AT**

**24 FEB 2022**

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# SUPA FOUNDATION

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# SUPA FOUNDATION

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## Important Links

Website: <https://supa.foundation>

Twitter: <https://twitter.com/SUPAFoundation>

Discord: <https://discord.com/invite/7zP4fs3U3N>

Telegram: <https://t.me/supafoundation>

Reddit : <https://www.reddit.com/r/SupaFoundation/>



# SUPA FOUNDATION

## Abstract

A virtual world where players can explore, play games and complete quests and earn while having fun. This is called the SUPAVerse. A metaverse which is created with different full-fledged games in which is built upon a rich and exciting story. Play on your mobile or desktop device and start exploring the world set in the future, the SUPAVerse.

SupaVerse is a metaverse built by the SUPA Foundation and set in an alternate future where Earth is ravaged by a mutated version of the Coronavirus. The goal is to build a metaverse for gamers that encompasses many future games. The ecosystem within the SUPAVerse will be backed by our \$SUPA token. We have launched our \$SUPA token on Spookyswap and Spiritswap and are looking towards increasing the accessibility towards our token. We have also released the NFTs which will be a gateway for our players to be part of our first full fledged game within the SUPAVerse. Our current goal is to launch the SUPAVerse, followed by our first full fledged game. We ultimately aspire to build a Metaverse that will expand into various stories, games and eventually our own blockchain.



# SUPA FOUNDATION

## Introduction

SUPA Foundation is presently at its development phase and the Whitepaper as such will be continuously updated with the latest development.

Our overarching aspiration is to provide a gaming environment that is filled with fun, intrigue and excitement for our Community and Investors.

At SUPA Foundation, we firmly believe that having a strong and supportive Community is one of the key success factors.

Our goal is therefore to bring value to our community through our unique value propositions whilst ensuring sustainable long-term growth with a tight-knit and expansive large community base.



# SUPA FOUNDATION

## Value Proposition

### Storytelling grows the SUPAVerse

The SUPAverse will continue to expand alongside our storytelling and evolve around our community's involvement.

A comic series collectible NFT illustrated by different artists will also be present with our growing SUPAVerse, bringing SUPA Foundation to life.

### Unique Gameplay

Our aim is to introduce a series of games with unique gameplay within the SUPAVerse. Our first game is a 2D NFT based Play-to-Earn card game which introduces a semi casual mix of competitive play and light play on the go. Our gameplay is more of a fusion of Card Games meets Tower Defense meets Boardgames. In other words, think of Magic the Gathering meets Plants Versus Zombies meets HeroClix.



# SUPA FOUNDATION

## Play-to-Earn Mechanics

There will be multiple ways to earn while having fun within SUPAVerse and through our games.

The \$SUPA token will be the governing token for SUPAVerse. In-game, users are able to interact with NPCs and connect to the blockchain to trade the \$SUPA token with various other tokens. Users are also able to interact with the blockchain for the purposes of depositing or redeeming tokens in the form of ERC20 and ERC721 tokens. The NPCs in SUPAVerse will interact with the users via text based cues and text based quests to reward users with tokens. Users will be able to deposit this token for the purpose of quest completion which will earn the users a stake in the total earnings of the DEX introduced by the SUPA Foundation.

Users who own the SUPACell or Virus NFTs are eligible to participate in our first game. Players are rewarded in-game while NFT owners can farm for Mutation Points that enable you to purchase pods (that contain NFT cards) and customize your deck. Cards opened from packs are also collectible NFTs which can be displayed as part of your collection. Your cards are upgradeable and can be sold on the secondary marketplace as well.



# SUPA FOUNDATION

## SUPAVerse Gameplay

### Overview

SUPAVerse is a metaverse built upon the SUPA Foundation's story of a futuristic alternate future where humans and aliens are inhabiting different parts of the solar system and beyond.

Players will require a "Player NFT/Wallet" which will represent their character in the SUPAVerse. Players will be able to move this character around in the SUPAVerse and interact with objects and other players. Interacting with certain objects will also launch other full fledged games as these will be incorporated within the SUPAVerse.

Player characters interact in a 3D environment but are represented by 2D character sprites for front, back, and side facing. (akin to Ragnarok Online and similar MMORPGs).

Player characters can interact with NPCs and objects to complete quests.

### SUPAVerse's UI

The SUPAVerse UI will follow that of many other MMORPGs which will present players with customisation. This UI can be hidden by the player if the player chooses to do so.

Players will be presented with options to customise their experience, characters and inventory. Players will also be able to interact with other players within SUPAVerse via chat box.

The above UI are represented by an icon on the main screen and will provide a dropdown when clicked. The dropdown will provide players with the options to customise or select the option that they desire.





# SUPA FOUNDATION

## Player NFTs/Wallet

All playable characters act as a wallet holding NFT items. NFT items can be used to customise the playable character. Players can customise their characters with the below traits:

- a. Headgear (cap, hat, hairstyles and colours, etc.)
- b. Face (eye wear, mask, face accessories, etc.)
- c. Body (wearable top such as differently designed t-shirts, shirts, etc.)
- d. Legs (wearable bottoms such as differently designed pants, skirts, etc.)
- e. Feet (different footwear such sneakers, boots, etc.)
- f. HoloTube (slot for existing virus / SUPACell NFT)
- g. SynergyTube (slot for NFTs from other projects)

All Player NFT will have stats which can be modified via the above traits. Each Player NFT will come with 2 generic variants of the above traits. More variants of each trait can be purchased and equipped to provide different stats and aesthetics.

Each variant of the above traits are NFTs which can be purchased and sold on the secondary marketplace.

Each character will have a stamina bar that will deplete when performing selected activities. These activities will consume one bar of stamina for each execution. Stamina will regenerate at a fixed rate. Being in a active team will increase the stamina regeneration rate of each team.

Each playable character will have an affinity (akin to stats in an MMORPG) towards a certain colour and is modified by the items that they choose to equip. All characters come with default stats. There are a total of 7 different Affinities.

Each playable character will also have an individual level. Players can level up by obtaining experience points. Experience points can be obtained by performing stamina consuming activities. Players with higher levels can equip better NFT items.



# SUPA FOUNDATION

## Leveling

Each playable character will also have an individual level. Players can level up by obtaining experience points. Experience points can be obtained by performing stamina consuming activities. Players with higher levels can equip better NFT items.

## Stamina

Each character will have a stamina bar that will deplete when performing selected activities. Stamina will regenerate at a fixed rate. Being in a active team will increase the stamina regeneration rate of each team. Having a SUPA Organism (SUPACell or Virus) and/or and NFT from other projects will boost the stamina capacity of characters.

Each playable character will have an affinity (akin to stats in an MMORPG) towards a certain colour and is modified by the items that they choose to equip. All characters come with default stats. There are a total of 7 different Affinities.



# SUPA FOUNDATION

## SUPAVerse's World

The initial introduction for the SUPAVerse's World would be the following main areas that players can visit:

- a. The Command Centre
- b. The Lab
- c. The SUPA Lounge (divided into two areas)
- d. The Engineering Bay
- e. The Botanical Chamber
- f. Lodging (this area will allow players to visit their individual rooms and other rooms as well)

Interactable NPCs and objects within the above areas can be interacted to obtain items with different drop rates as well as to complete quests.

Ultimately, the SUPAVerse will expand and allow players to purchase NFT lands which may then be customised to the player's liking.



# SUPA FOUNDATION

## Command Centre

Here players get to interact with NPCs from the story of the SUPAVerse to complete quests and follow the carefully curated story from the discord server to the SUPAVerse.

Useful information about the SUPA Foundation can be found here by interacting with the surroundings screens and computers.

## The Lab

As the name states, this is where scientific research of the SUPA Foundation to battle against the pandemic that has befallen Earth 2121.

Players interact with the petri dish here in order to play the main game "Internal Conflict" and battle out in a PVP Card Based game.

Earn rewards by bringing your Specimens(Liquidity Pair) here and earn \$SUPA by leaving it to the Microbiologist to study the specimens. Besides from the main game and earning passive rewards, Players will be able to Synthesize items in order to obtain Vitamins that will boost stats by interacting with the "Synthesizer".



# SUPA FOUNDATION

## The SUPA Lounge

This is where the community and builders of the SUPA Foundation get together to share ideas and also build a strong and tightly knit bond with each other. Besides from just community building, Players can interact with NPCs here to increase their social activity to obtain weekly token rewards.

Our built in DEX within the SUPAVerse! The Specimen dealer is located here for players to create Specimen(Token Pairs) to be brought to the Microbiologist in the Lab in order to start research while giving the players rewards. These rewards will be in the form of \$SUPA tokens.

## Quests

As you explore the DeFi part of the SUPA Foundation, there are many quests that will be available for players to obtain items to be traded within the SUPAVerse that will either earn them more \$SUPA or to customize their characters to reflect how they would want the community to see them as.

So interact and explore the SUPA HQ and enjoy the SUPAVerse

Quests that will soon be available are :

Hydroponic Farm - Gardening

Engineering Bay - Salvaging

Crafting

Construction

More information on these will be available in the SUPA Foundation gitbook!



# SUPA FOUNDATION

## Specimen(DeFi) Farming Mechanics

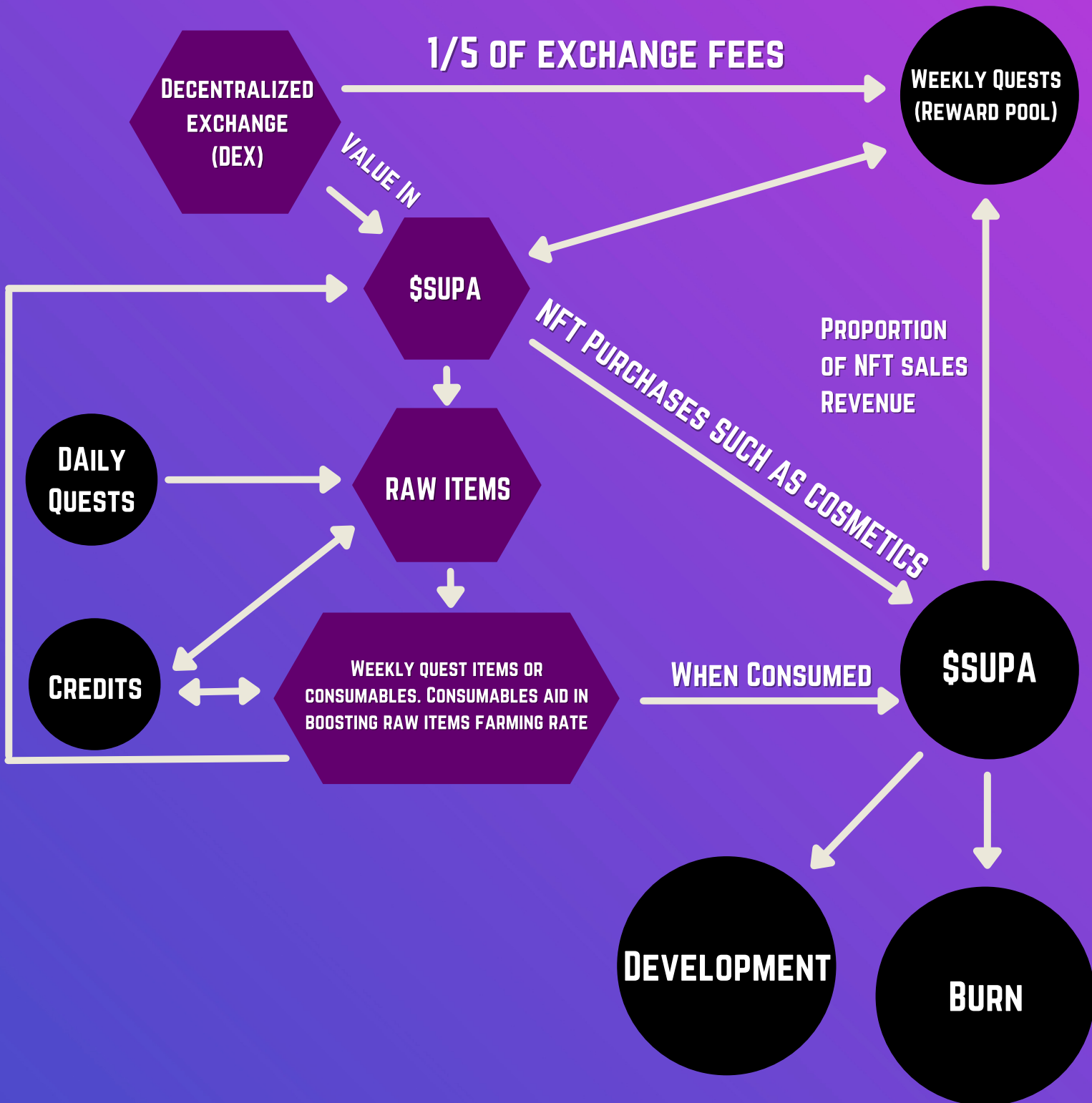




# SUPA FOUNDATION

## Play to Earn

### Mechanics(Quest)





# SUPA FOUNDATION

## SUPAVerse Roadmap

### Phase 1 (March 2022)

1. Brief tutorial with some supporting graphics.
2. Creation of SUPA HQ Rooms within the SUPAVerse for player characters to interact with.
3. Designing the items(Tokens) and the blockchain side of things to interact with the Frontend of the SUPAVerse
4. Creation of a male and female character with default stats. A generic set of clothing cosmetics.
5. Proximity based audio/video and chat messaging

### Phase 2(April-June 2022)

1. Develop and add more areas to explore in the SUPAVerse.
2. Development of more wearable items that adds different stats for players to equip.
3. Development of more NPCs to allow users to perform Quests and obtain items.
4. Leveling.
5. Teams.

### Phase 3(June-July 2022)

1. Development of more equippable items.
2. Development of consumable items. These items provide temporary stat boosts to the player.
3. Development of more rooms and NPCs.

### Phase 4(Beyond August 2022)

1. Implementation of Land/Property NFTs in game
2. Farming Rewards for Land/Property





# SUPA FOUNDATION

## Internal Conflict Gameplay

### Overview

Internal Conflict is a 2d NFT based play-to-earn card game. The game takes place within a metaverse where humans are infected by a new strain of virus. The game features the battle between two sides; the virus and SUPACells within a petri dish. Both sides are controlled by different players.

The objective of the virus player is to eliminate the SUPACell player before they run out of health. The health of the virus player is tied to a timer. This timer only runs when it is the virus player's turn and it is cumulative. Every 3 minutes, the virus player will lose 20 health. This is a cumulative timer. The virus player begins the game with 90 health.

The objective of the SUPACell player is to defend against the virus player until the virus player's health runs out. The SUPACell player begins the game with 120 health.

The game ends when either player runs out of health. Both players will begin with a deck of cards which is customised prior to the battle.

Each turn, players will draw cards from their decks and play them onto a gridded battlefield (8 X 4). Cards played onto the battlefield will materialise as a board piece which can be moved around. Players will move their board piece around to attack enemy units and activate abilities.

The virus player will aim to get their board piece towards the end of the SUPACell's board to deal damage to the SUPACell player via Virulence Damage.

There are three different game modes; unranked play, ranked play and tournaments.



# SUPA FOUNDATION

## Internal Conflict Play-To-Earn Mechanics





# SUPA FOUNDATION

## \$SUPA Token & Mutation Points

### NFT purchase & Fusion

The \$SUPA token will be used for purchases of the SUPACell and Viruses for in-game use. It will also be used in the Fusion mechanics. Each SUPACell or Virus contains 7 different attributes called mutations. In order to produce new SUPACells and Viruses, players will utilise two SUPACells or two Viruses to create a new SUPACell or Virus that are skewed towards the favoured mutations. During this process, 100% of the \$SUPA token will be burned to produce a new NFT.

### Marketplace

The buying and selling of in-game items including but not limited to NFTs in the form of SUPACells, Viruses, cosmetics, Pods and upgradeable cards will utilise the \$SUPA token.

### Farming in-game items

In the near future, players can stake their \$SUPA tokens to collect loyalty points for a chance of receiving exclusive rare in-game items.

### Mutation Points

Mutation points are obtained through SUPACell & Viruses via NFT Farming. The mutation points obtained is not resaleable but can be used to redeem Card Packs aka Pods. The Pods themselves can be sold on the Marketplace.





# SUPA FOUNDATION

## Our NFTs

The SUPA Cells and Viruses are a collection of 5,000 each (total 10,000) uniquely and randomly generated NFTs with rarity features that provide the opportunity for Community and Investors to connect, collect, showcase, trade and generate new NFTs.

Gaming is in the blood of our team members and we fully understand the needs of our Community and Investors. We will continuously be committed in engaging deeply to understand their future needs.





# SUPA FOUNDATION

## Our NFTs

### Traits & Mutations

Each virus and SUPACell NFT will come with a different traits which is randomized from a list of quirky elements that make the NFT whole. Each trait is assigned a rarity; common, rare, epic and mythical to give an overall score. This score will determine allocations for the 7 attributes AKA mutations they hold. Collect our different mutations of viruses and SUPACells to farm varying Mutation Points. Attributes of these NFTs will determine the farming rate of Mutation Points within the game.

Mutation points are redeemed to obtain cards of varying mutations and rarities via Pods





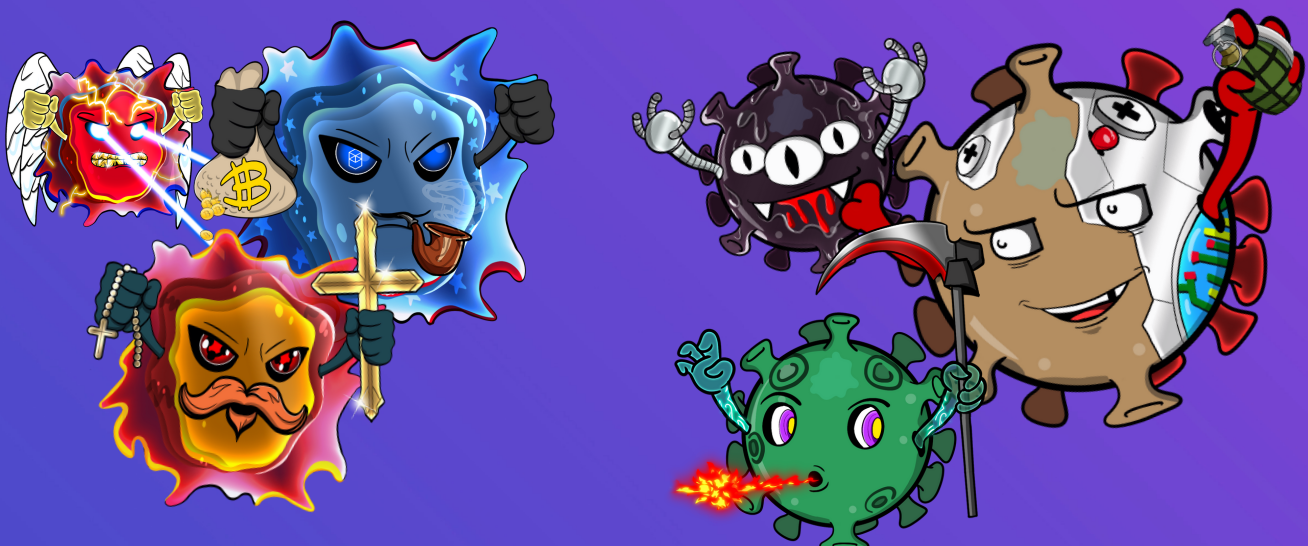
# GAME MECHANICS

## How To Start

Each virus and SUPACell NFT will represent a player's Hero Character in battles with other players and comes with a hero power from a total of 7 different hero powers. As we expand the game, more hero powers will be introduced. At higher rarities, a Hero Character may come with more than one Hero Power. Players will be able to select which Hero Power they would like to bring into battle which allows a more customizable gaming experience.



Players who own the Virus NFT will be able to play the Virus side while players who owns the SUPACell NFT will be able to play the SUPACell side. Owning both a Virus NFT and SUPACell NFT will allow players the full experience by playing both sides.





# SUPA FOUNDATION

## Turn timer and Mulligan

Each turn has a maximum limit of 75 seconds for players to complete the actions. For each 3 consecutive turns that a player ends their turn within 30 seconds, that player will be given a “time out counter”. This counter is cumulative. In the event that a player does not complete their round in 75 seconds, the round will automatically end. However, if the player has a “time out counter”, that player will deplete one of these counters and will be given an additional 30 seconds to complete their actions. This will continue until all time out counters are depleted. All timers will pause during animations.

In the event that a player does not respond after timing out for 3 consecutive turns, the game will end with the player in reference losing. In the event that both players do not respond after timing out for 3 consecutive rounds, the game will end in a draw. The turn timer is calculated separately. It is not impacted by and does not impact the cumulative timer used to track the Virus Player for loss of health.

At the beginning of the game, each player will draw a hand of 5 cards. Players are then given the opportunity to perform a “Mulligan” which allows a player to shuffle cards back into their decks and replace them with new cards from their decks. Players are given a maximum of 2 chances to “Mulligan”.

When a player “Mulligans”, that player selects any number of cards from their hands back into their decks and draws the same amount of cards to replenish their hands. If a player “Mulligans” a second time, that player is required to select one card from their hands and place it at the bottom of their decks. That player will then only begin with 4 cards in their hands.

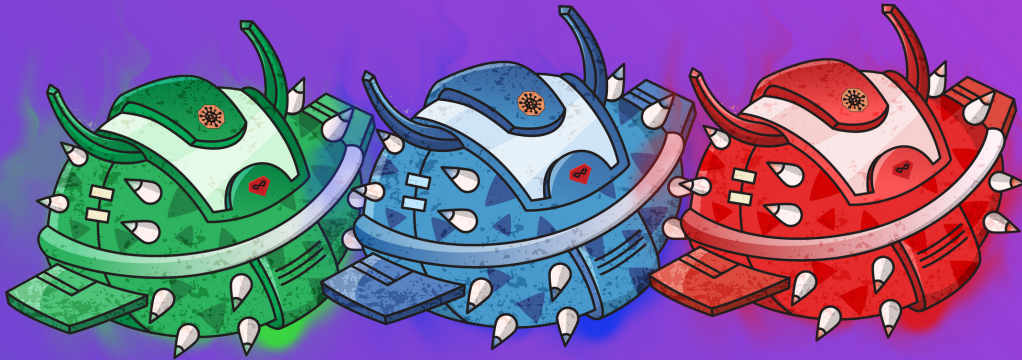


# GAME MECHANICS

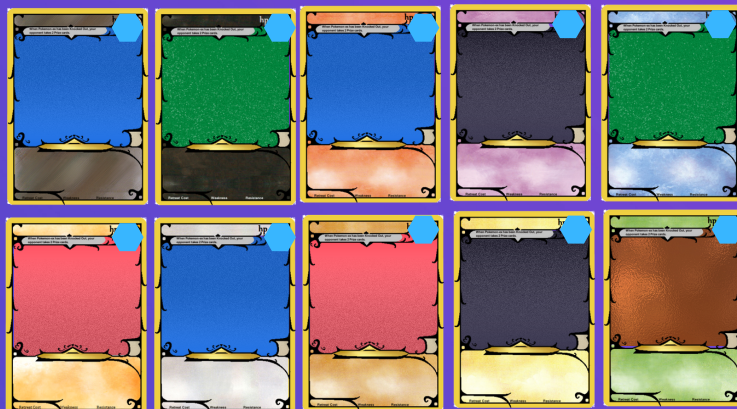
## How To Obtain Cards

Players earn Mutation Points passively from their Virus and SUPACell NFTs and from completing their battles with other players.

Mutation Points are used to redeem pods.



Pods contain various cards with different rarities and quantities. There are a total of 4 rarities; Common (C), Rare (R), Epic (E) and Mythical (M). All cards opened from pods are at level 0 and can be combined to level up existing cards. Players can combine level 0 cards together into a level 1 card. Cards have to be at least level 1 before they can be included in a deck. Each card is also a collectible NFT which can be displayed in a player's collection, traded or sold.







# GAME MECHANICS

## Pods

Pods are NFTs that contain cards for the game. Pods can be redeemed from the marketplace via redemption of Mutation Points. Each pod will have different drop rates and are priced differently. Each pod will contain three slots for cards. Each slot has a different drop rate depending on the type of pods opened.

Pod Name	Basic Pod	Rare Pod	Epic Pod	Mythical Pod	Gambler's Pod
Slot 1	Common (90%) or Rare (10%)	Common (60%) or Rare (40%)	Common (45%), Rare (45%) or Epic (10%)	Common (45%), Rare (45%) or Mythical (10%)	Common (35%), Rare (25%), Epic (25%) or Mythical (15%)
Slot 2	Common (50%), Rare (45%) or Epic (5%)	Common (40%), Rare (50%) and Epic (10%)	Common (20%), Rare (40%) or Epic (40%)	Epic (70%) or Mythical (30%)	Common (35%), Rare (25%), Epic (25%) or Mythical (15%)
Slot 3	Epic (70%) or Mythical (30%)	Epic (60%) or Mythical (40%)	Epic (55%) or Mythical (45%)	Epic (30%) or Mythical (70%)	Common (35%), Rare (25%), Epic (25%) or Mythical (15%)

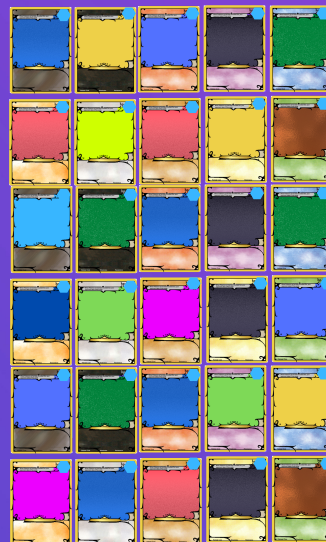
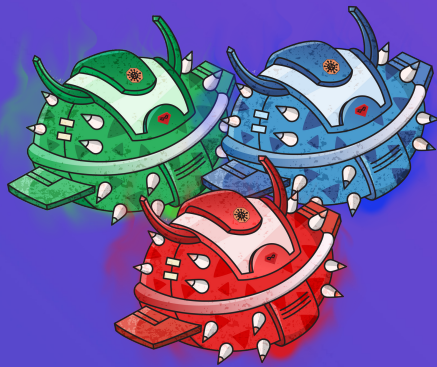
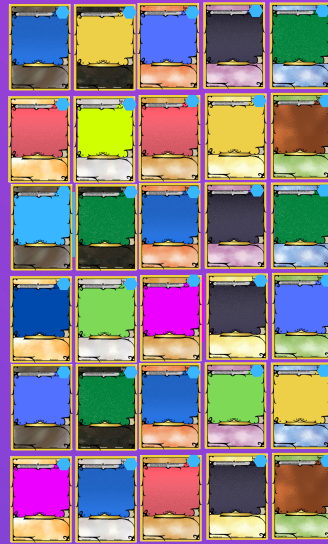
There will be more packs available as well as seasonal packs available for redemption. Pods can be opened immediately for cards or can be kept to be sold on the SUPA Marketplace. Cards obtained from Pods can also be sold on the SUPA Marketplace



# GAME MECHANICS

## How To Obtain Cards

All cards and pods can be bought and sold in the secondary marketplace.





# GAME MECHANICS

## How To Play

Players will build a 40 card deck based on their Hero Character . These cards represent different mutations of virus or SUPAcells and will be used in battle against other players.



VS



Each deck can have a maximum of four copies of a single card allowing players to have a more focused strategy. Each card has an individual level and will determine the strength of the cards played.



VS





# GAME MECHANICS

## How To Play

PLAYER WILL PLAY CARDS ONTO THE BATTLEFIELD. EACH CARD PLAYED ONTO THE BATTLEFIELD WILL BECOME A BOARD PIECE. UNLIKE TRADITIONAL TOWER DEFENSE GAMES WHERE BOARD PIECES MOVE AUTOMATICALLY, THESE PIECES CAN BE CONTROLLED BY THE PLAYER. THIS ALLOWS PLAYERS TO BE IN CONTROL OF THE BATTLE AND ALLOW PLAYERS WITH LOWER LEVEL CARDS A BETTER CHANCE AT COMPETING.



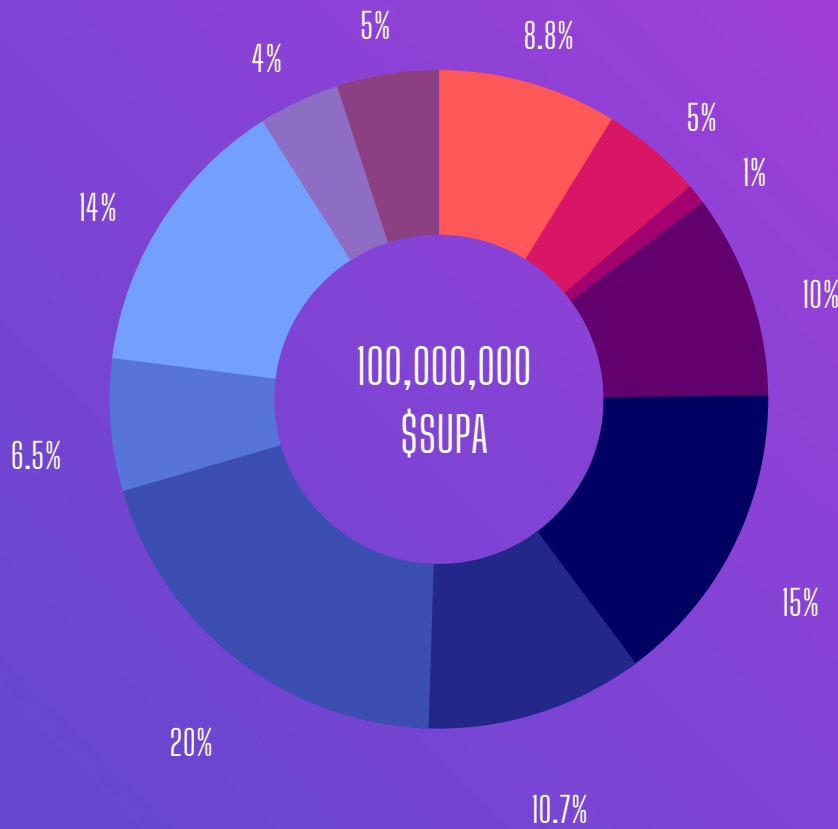
THE VIRUS PLAYER AIMS TO ELIMINATE THE SUPACELL PLAYER BEFORE THE TIMER RUNS OUT.

MEANWHILE, THE SUPACELL PLAYER AIMS TO DEFEND AGAINST THE VIRUS PLAYER UNTIL THE TIMER IS UP.



# SUPA FOUNDATION

## Tokenomics



### Token Distribution

- Seed 8.8%
- IDO Launchpad 5% (\$0.10 per \$SUPA)
- DEX Liquidity 1% (\$0.125 per \$SUPA)
- Bug Bounty 5%
- Legal & Safety Funds 4%
- Founders' Funds 14%
- Strategic Advisors & Partners 6.5%
- Node validators 20%
- Staking rewards 10.7%
- Marketing 15%
- R&D 10%

## Vesting Schedule

Tokens released monthly

	2021	2022							Beyond		
	Dec	Jan	Feb	Mar	Q2	Q3	Q4	18 months	3 years	4 years	
Seed					5% @TGE then 3-month cliff then released over 15 months						
IDO Launchpad		50%@TGE, 50%@2 months									
Founders' Funds								Lock for 12-months then released over 2yrs			
Advisors & Partners								Lock for 6months then released over 1yr			
Staking rewards		Allocated for yield farming and player rewards									
Marketing		Allocation for 4 years.Unused funds carried forward									



# SUPA FOUNDATION

## Overall Roadmap

### Phase 1 (estimated Q4 2021)

1. Launch of Website, Discord, Telegram and Twitter ✓
2. Release of First Half Chapter 1 of storyline on Discord ✓
3. Engagement with CyberFi Launchpad ✓
4. Engagement with Advisors, Fund raising round with VCs and Seed Funds ✓
5. IDO of \$SUPA Token via CyberFi & Moonstarter Launchpad in December ✓

### Phase 2 (January 2022)

1. DEX listing including SpookySwap ✓
2. Release of Chapter 2 : Part 1 of storyline on Discord(2nd week of January) ✓
3. Sale SUPACells & Virus NFTs (2nd-3rd week Jan) ✓
4. Farming of mutation points via SUPACells & Virus NFTs for next phase utility ✓

### Phase 3 aka Beta Phase (March 2022)

1. LP farming and staking within the metaverse.
2. AMAs and activities within the metaverse.
3. Proximity based audio/video and chat messaging.

### Phase 4 (April 2022)

1. Equippable NFTs including Partnership NFTs to use for quests.
2. Expanded areas within the metaverse.
3. Leveling system.
4. Quest mode with play to earn mechanics.
5. Launch of secondary marketplace.
6. Development of Card Game (Internal Conflict).

### Phase 5 & beyond (May-onwards)

1. Development of more equippable items.
2. Development of consumable items. These items provide temporary stat boosts to the player.
3. Development of more rooms and NPCs.
4. Formation of teams to engage in quests.
5. Character individual rooms to display NFT art.



# SUPA FOUNDATION

## The Founders



Encore

### Brian Ng

CEO, CTO

Avid Crypto and Blockchain enthusiast who has over 15 years experience coding. His passion for Tech and Programming began during his early youth which has led him to experiment and build various backend services, frontend web and Mobile Apps. A medical practitioner by day and a computer wizard by night.

LolaBunny

### Andy Lim

COO

A gamer at heart who loves looking into innovation to constantly change the gaming landscape. His love for trading card games began during high school. Also a lover of fictional works and constantly delves into intricacies of alternate multiverses. A banker by day and a game master by night.



SUPADog

### Princeton Fam

Digital Marketing & Strategist

Started tinkering with computers in his early days. These days he spends time on crypto and communities online. Has been in the airline industry for 10 years dealing with customer experience. Firm believer that customer experience is key to maintaining a healthy, active and satisfied community.





# SUPA FOUNDATION

## Partners and Investors

SHIMA  CAPITAL



CYBERFI SAMURAI



MOONSTARTER



KEVIN ABDUL RAHMAN



Y DRAGON

