



# **SUPA FOUNDATION**

## **WHITEPAPER**

### **AS AT**

### **25 APR 2023**

### **Version 2**

THIS WHITEPAPER IS CONSIDERED TO BE A WORKING DOCUMENT AND WILL BE UPDATED AS AND WHEN REQUIRED IN LINE WITH THE LATEST DEVELOPMENTS. IMAGES ARE NOT FINAL AND MAY BE SUBJECTED TO CHANGE.

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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/>

# 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.



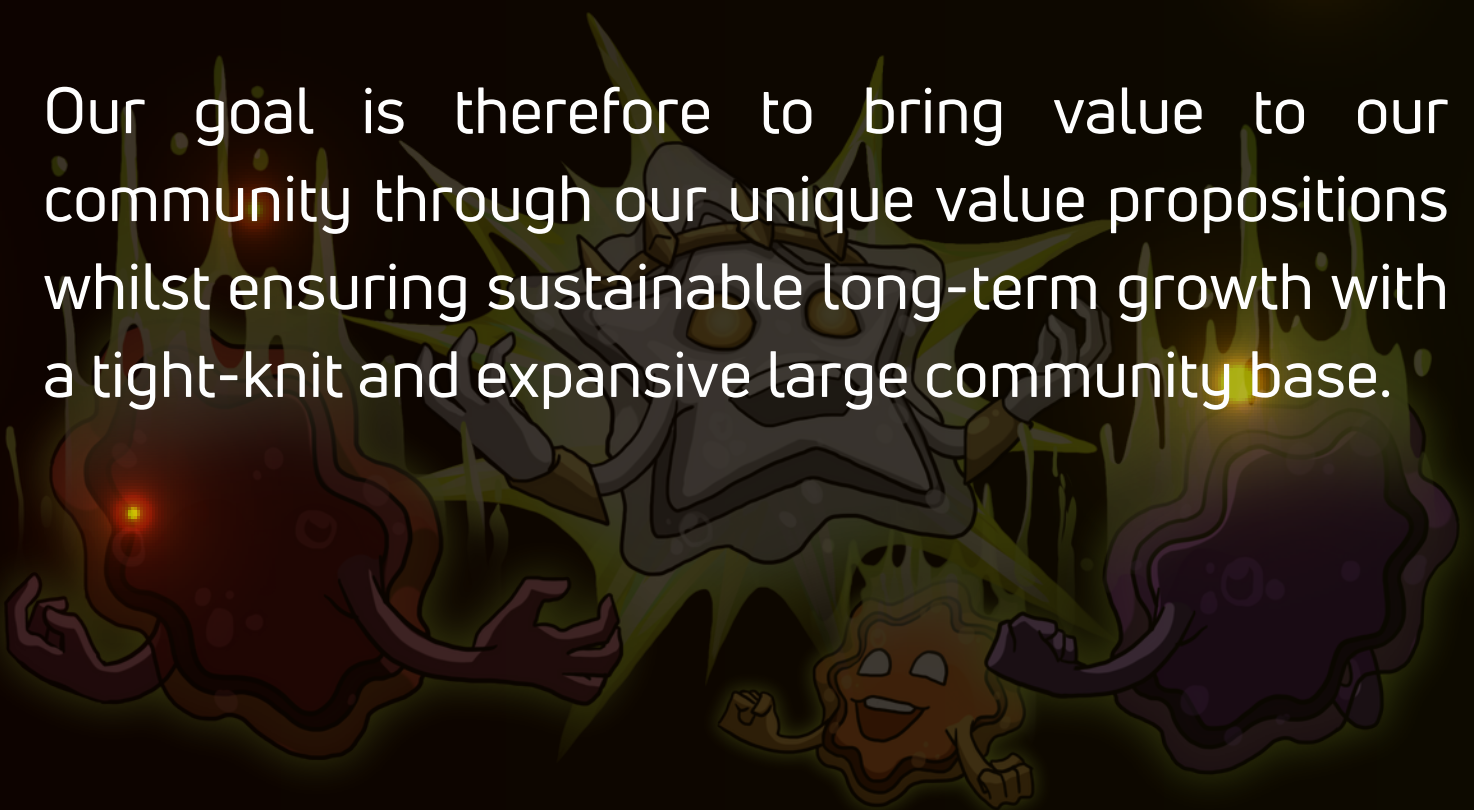
# Introduction

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.



## Storytelling grows the SUPAVerse

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

## Unique Gameplay

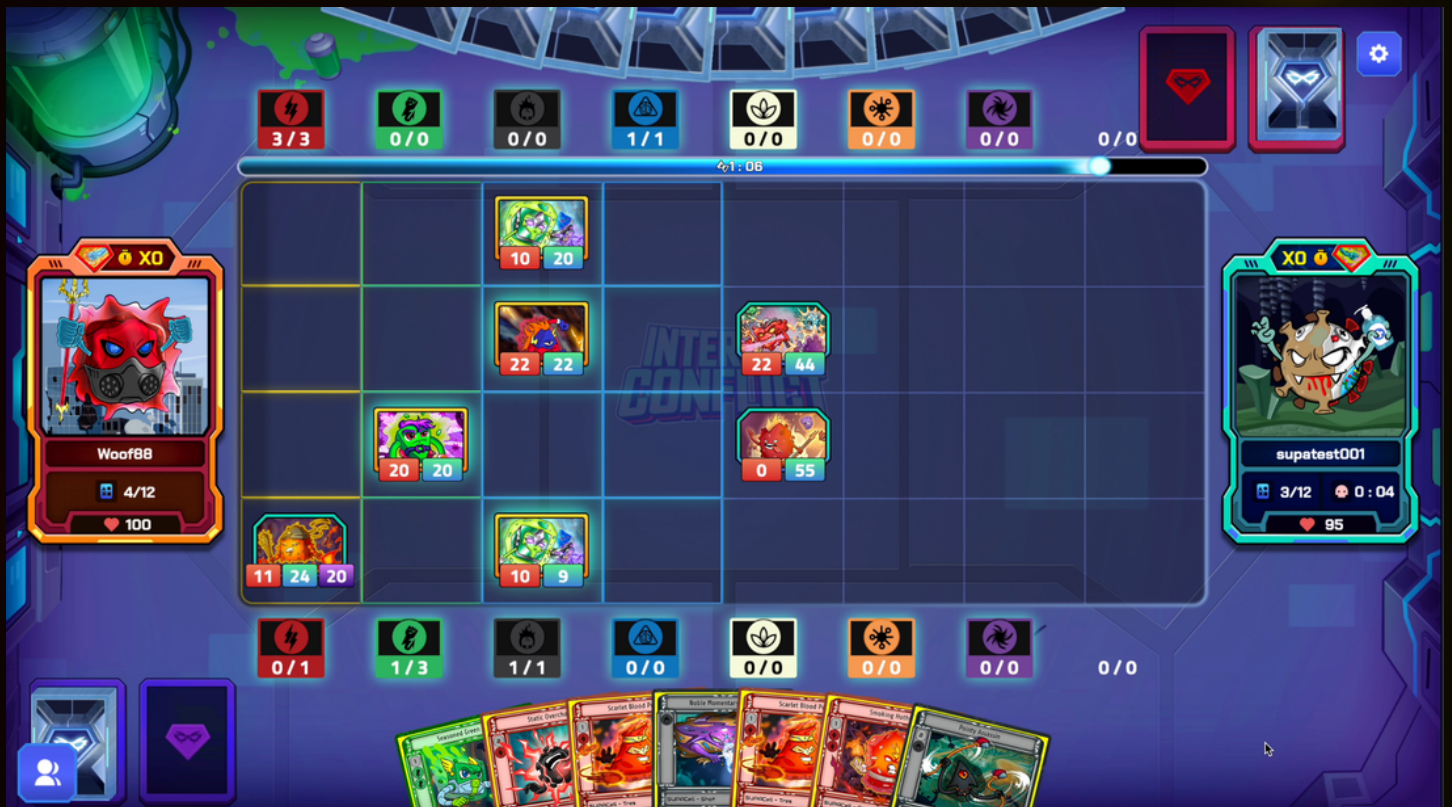
Our aim is to introduce a series of games with unique gameplay within the SUPAVerse. Our first game is a 2D NFT based Play-to-Earn card game which introduces a semi casual mix of competitive play and light play on the go. Our gameplay is more of a fusion of Card Games meets Tower Defense meets Boardgames.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



# Internal Conflict Gameplay Overview

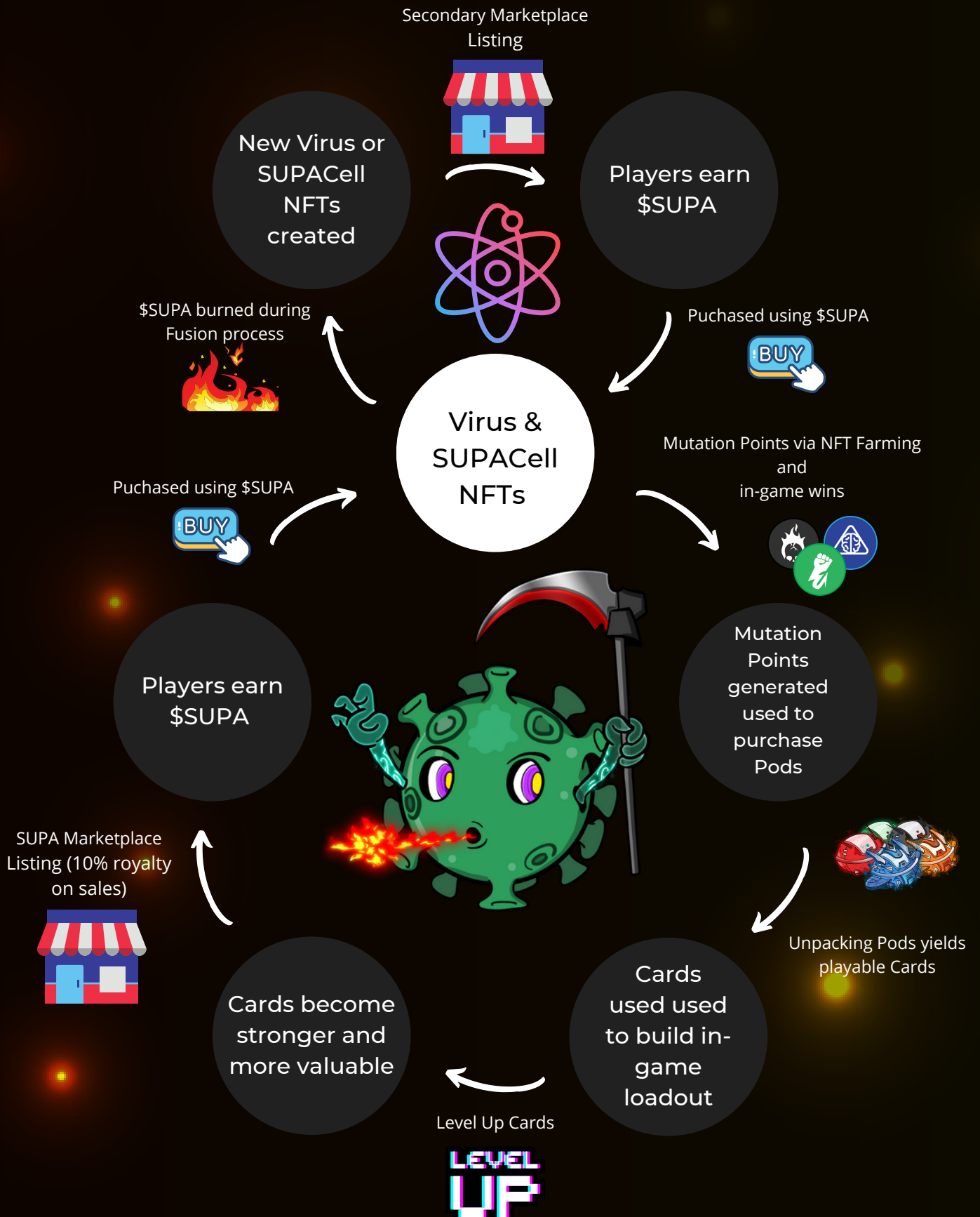
The SUPA Foundation's Internal Conflict is a dynamic and engaging trading card game for two players, combining tower defense strategy with tactical card placement on a gridded board. The objective of the game is for the Virus player to defeat the SUPACell's SUPA Organism before their own HEALTH is depleted, with the help of various units that can be placed onto the battleground. The SUPACell player must defend against the attacking Virus using their own units and strategic planning.

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## Internal Conflict Play-and-Earn Mechanics





## **NFT purchase & Fusion**

The \$SUPA token will be used for purchases of the SUPA Organism for in-game use. It will also be used in the Fusion mechanics. Each SUPA Organism contains 7 different attributes called mutations. In order to produce a new SUPA Organism, 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 SUPA Organism, Pods, Card Packs, cosmetics 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 by feeding SUPA Organism. The Mutation Points obtained is not resaleable but can be used to redeem Pods, essential for upgrading of cards. The Pods themselves can be sold on the Marketplace.

# Our NFTs

The SUPA Organism NFTs are a collection of 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. SUPA Organism NFTs are divided into Viruses and SUPACells.

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.



# Our NFTs

## Traits & Mutations

Each SUPA Organism 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 Mutation Scores which will determine the amount of Mutation Points gained when feeding the SUPA Organism. Collect different mutations from SUPA Organisms to farm varying Mutation Points.

Mutations Points are used to redeem pods which contain "essence" which can be used to level up cards. Essence vary for each individual card.

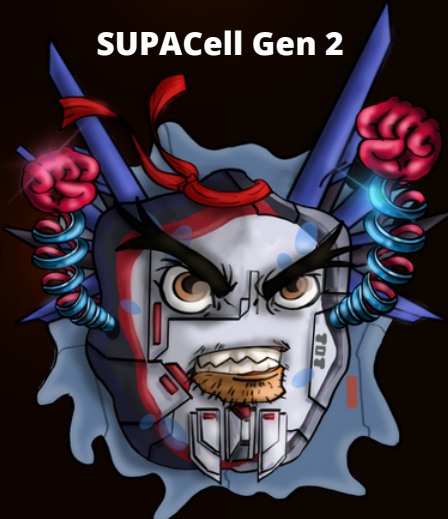
**SUPACell Gen 1**



**Virus Gen 1**



**SUPACell Gen 2**



**Virus Gen 2**



Eyes

Mouth

Arms

Texture

Background

Sound (Gen 1)



# How To Start

Get ready for an epic showdown! Your SUPA Organism NFTs are not just an NFT, they're the main character of your deck and comes with unique SUPA Powers. With a total of 14 different powers to choose from, you'll have a variety of way to crush the opposition. As the game expands, you can expect even more ways to interact with your SUPA Powers!

Plus, if you're lucky enough to snag a high-rarity SUPA Organism, you might even get multiple SUPA Powers to play with. It's like having your own superhero squad in the game! So gear up, select your favorite SUPA Organism, and get ready to unleash some serious gaming mayhem. Let the battles begin!



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 either side that they choose.

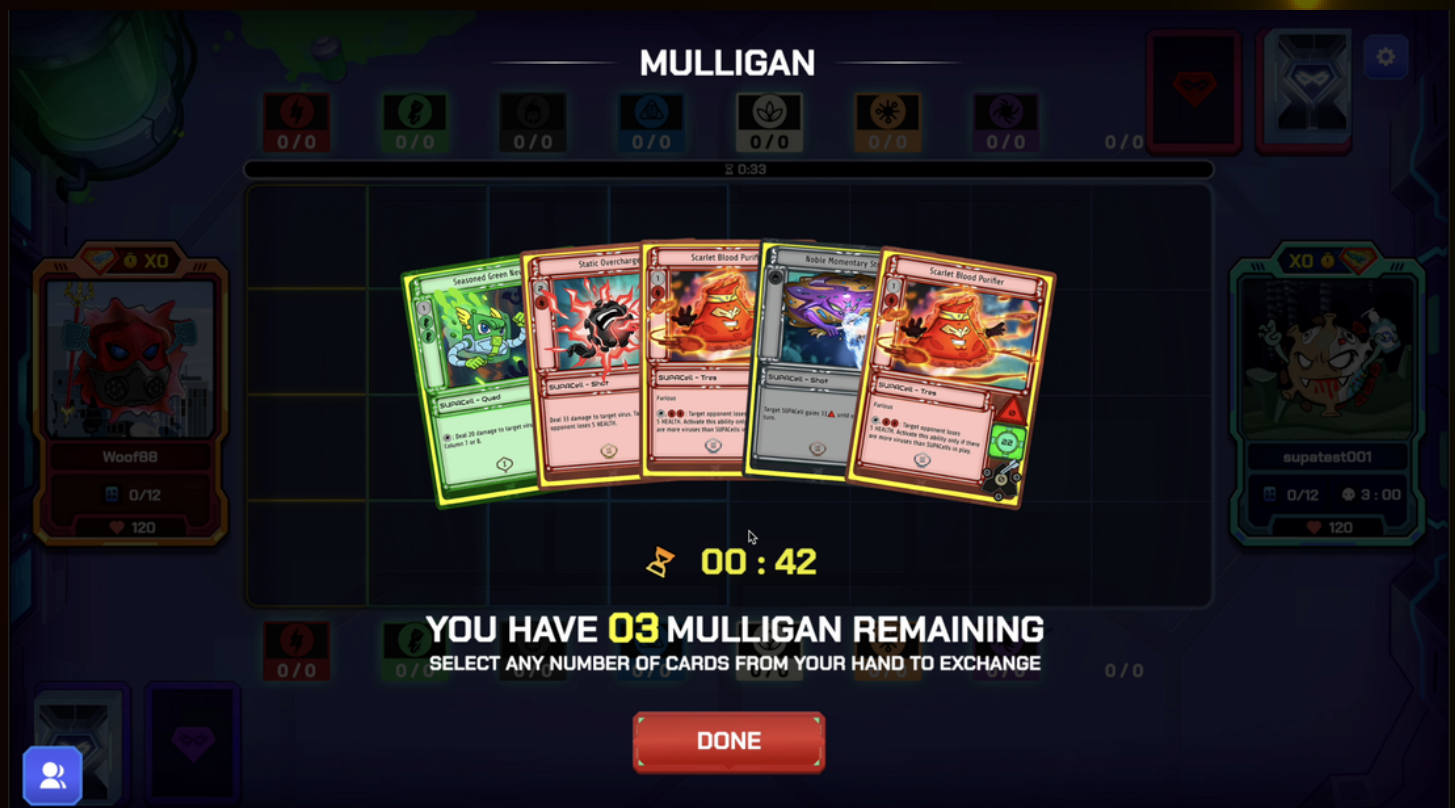


# Turn timer and Mulligan

Each turn is timed and lasts for 75 seconds, as indicated by the turn timer on the Battleground. However, players can earn "time out counters" by ending their turn within 30 seconds for three consecutive turns. Once a player receives a "time out counter", it will be automatically used if they exceed the 75-second limit for a turn. Each "time out counter" will extend the current turn for an additional 30 seconds. Multiple counters can be used in a turn until they are all used up.

If a player doesn't respond after timing out for three consecutive rounds, they automatically lose the game. If both players fail to respond for three consecutive rounds, the game ends in a draw.

At the start of the game, each player will automatically draw 5 cards from their deck. If a player has cards in their starting hand that they don't want to keep, they may perform a Mulligan. This allows them to shuffle those cards back into their deck and draw the same number of cards again. A player may perform up to 5 Mulligans.



# How To Obtain Cards

A player's deck in Internal Conflict is composed of cards that can be constructed according to the player's preference. It is possible for players to collect multiple copies of a single card regardless of its level. Obtaining cards can be done through various methods such as crafting with essence, opening card packs, purchasing pre-constructed decks, and participating in in-game events. Players can also acquire cards through the secondary marketplace, and auctions are held where players can bid for specific cards.



*Pods*



*Card Packs*

Players can view their entire card collection in Internal Conflict either in-game or through the SUPA Portal. The collection can also be filtered using the available filters, which are accessible on both platforms. However, certain functions are exclusive to the SUPA Portal. Players can hover over their cards on the SUPA Portal to view additional information and available functions.

# Pods

One of the primary ways for players to obtain essence, which is used to upgrade and craft new cards, is through pods. It's important to note that pods only contain essence and do not drop cards. However, players can use the essence obtained from pods to craft new cards.



Pods are available in two different versions: Virus and SUPACell, and they come in 5 different rarities and 7 different mutation/affinity types. This allows players to choose the type of pod they want to redeem using their Mutation Points, based on the type of card essence they're looking for.

Pods can be opened immediately for essence or can be kept to be sold on the SUPA Marketplace.



## Card Packs

Players can also acquire cards by purchasing card packs. Unlike pods, card packs only contain cards and not essence. All cards obtained from card packs are at level 2, which means that players can immediately deconstruct them for essence if they desire.



Card packs contain a random assortment of Virus and SUPACell cards, with no guarantee of any specific mutation/affinity. However, they offer better odds than pods, with five slots for card drops instead of three. Each card pack will always contain at least one rare or higher rarity card, along with four additional cards which can also be rare or higher!

Unlike pods, there is only one variant of the card pack. Card packs are available for purchase individually or in bundles. Once acquired, players have the option to resell the card pack on the secondary marketplace or open the pack and list the individual cards obtained. All purchased card packs can be viewed and opened via the SUPA Portal.

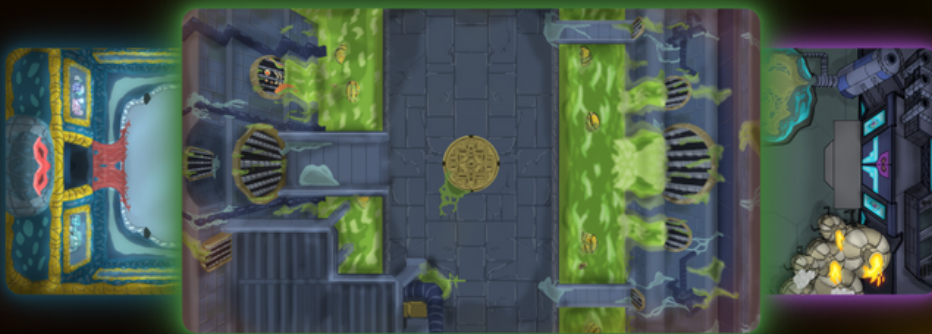


# Cosmetics

In addition to playing the game, players can enhance their Internal Conflict experience by customizing their gameplay with a variety of cosmetic options, such as card sleeves and battlegrounds.



Card sleeves enable players to choose the design on the back of their cards, adding a personal touch to their decks.



Battlegrounds allow players to customize the appearance of their half of the game board, providing a unique setting for their battles.

These cosmetics are visible to both players during matches in Internal Conflict, allowing them to enjoy and appreciate each other's personalized game elements.

# In-game Economics

All cards, pods, packs and cosmetics can be bought and sold on the secondary marketplace.





# How To Play

To start playing, players must have a SUPA Organism and a matching deck of 40 cards, which can be purchased via the marketplace. Each comes with its own unique abilities and strengths. The SUPA Organism functions as the “hero” of their deck and can either be a SUPACell or a Virus.



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.

DECK BUILDING
10,099.99
Ox2e71...8d96b
21

ADVANCED FILTER

CRAFT

0/120	0/60	0/20	0/20	0/60
X1	X1	X1	X1	X1

0/20	0/200	0/60	0/60	0/20
X1	X1	X1	X1	X1

SUPAVIRUS DECK (21)  
 36/40

CHANGE

X2

X2

X3

X3

X2

X2

X1

X2

X1

X2

X3

X3

DONE

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# How To Play

Players 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.

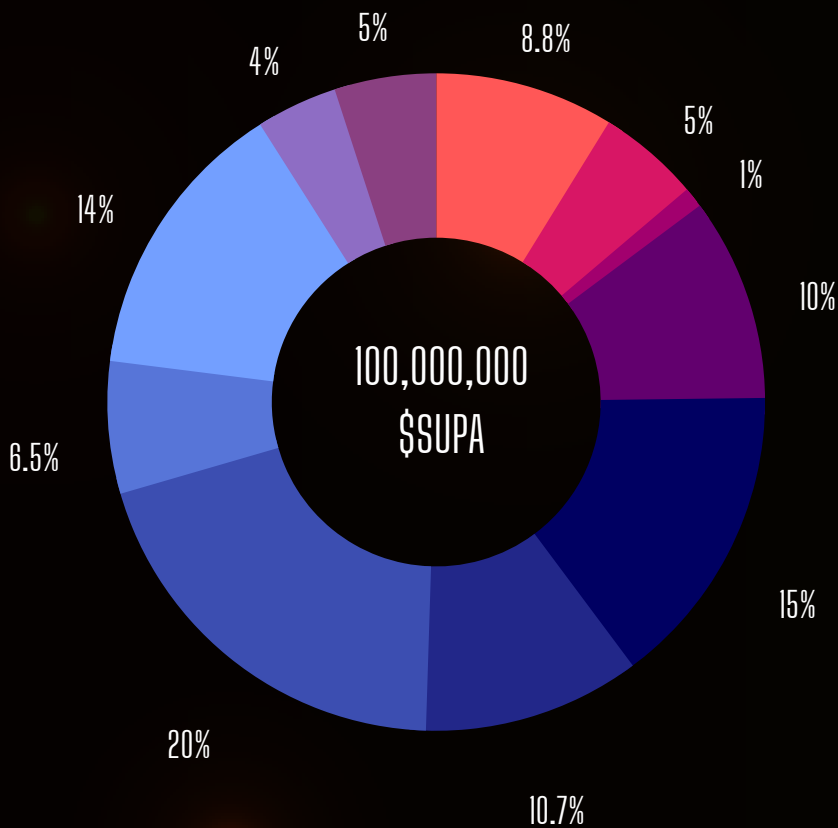
**THE VIRUS PLAYER AIMS TO ELIMINATE THE SUPACELL PLAYER BEFORE THE TIMER RUNS OUT**



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



# 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								



# Roadmap

## **PHASE 1**

- Building community & NFT development ✓
- Sales of Gen 1 SUPAOrganism NFTs ✓
- Launch of \$SUPA token ✓
- Development of Card Game (Internal Conflict). ✓
- Partnerships with Guilds
- Interactive Discord games to introduce SUPAVerse ✓

## **PHASE 2**

- Sales of 2nd Gen SUPAOrganisms
- Closed Beta Test with Discord Community on Fantom Testnet.
- Closed Beta Tournament for Whitelisted members.
- Alpha Gameplay released. ✓
- Card Naming by Community ✓

## **PHASE 3**

- Official Launch of Internal Conflict game.
- Development of New Cards
- Support on other EVM compatible chains.

## **FUTURE**

- Fusion Mechanics for SUPAOrganism
- Expansion of the Internal Conflict Card Game

# The Team



**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

**CCO**

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

**COO**

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.



**KeithNCS**

## Keith Ng

**CMO**

Responsible for overseeing the planning, development and execution of an organization's marketing and advertising initiatives. A digital marketing specialist that has worked with well-established corporate clients from Malaysia and the UK.





# Partners and Investors



**CYBERFI SAMURAI**



**KEVIN ABDUL RAHMAN**



**Y DRAGON**

