



WHITEPAPER

VERSION 1.0.2

PLEASE NOTE, THE WHITEPAPER IS CONSIDERED TO BE A WORKING DOCUMENT
AND WILL BE UPDATED AS AND WHEN REQUIRED



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INTRODUCTION

Welcome to the Rebel Bots universe!

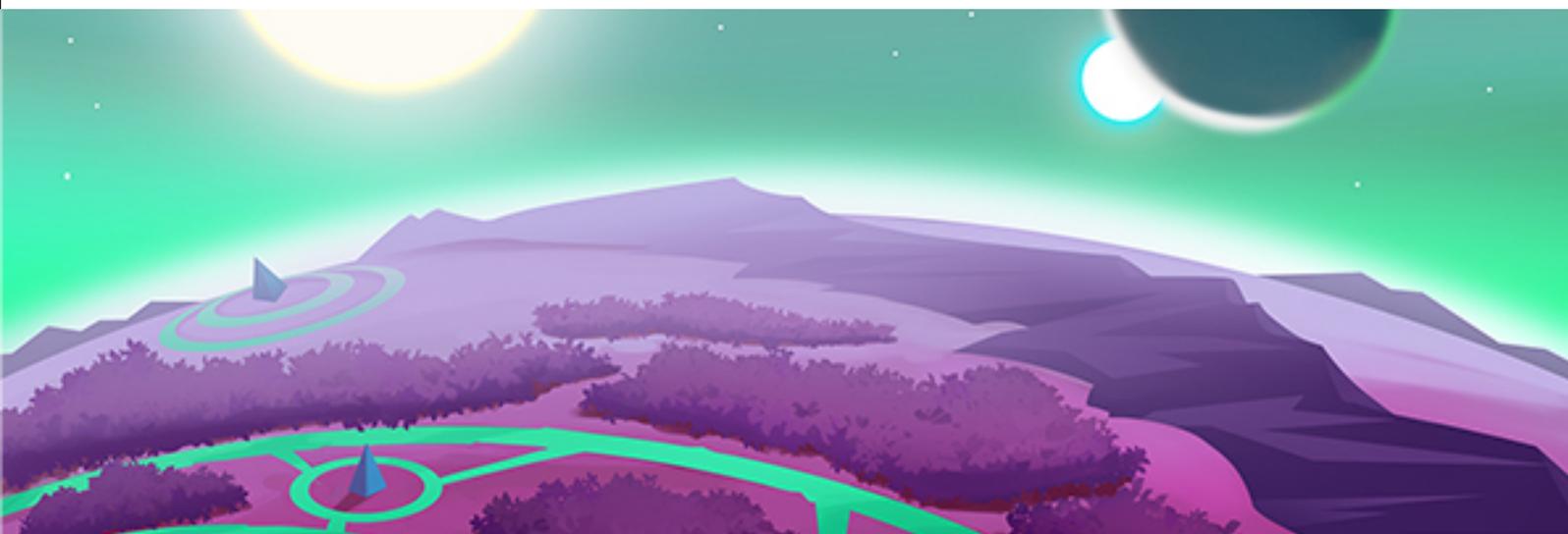
Rebel Bots - Xoil Wars is a cross platform card battle game, players will be able to play, progress and earn in a single player or multiplayer sci-fi themed game taking place in outer space. The game will require players to unite around extra-terrestrial kingdoms, build their army of fighting robots and compete with other players for the valuable Xoil resource.

VISION

Our vision is to create a leading game franchise within the blockchain games space by building the Rebel Bots brand with several gaming titles. Players will be able to use the characters they own in all the games within the Rebel Bots universe. Among our goals is to create true social games which enable players to join forces with other players, play both casual and competitive gameplay.

STRATEGY

- Use gameplay mechanics known to millions of players
- Create simple FTUE (First Time User Experience) for non-NFT players
- Launch the game with the help of thousands of Robot owners
- Create a sustainable Play-to-Earn economy
- Build the Rebel Bots universe in which players can play their characters in multiple games



In the initial design process of the game we've marked these aspects as key to make our Play-to-Earn game successful:

1. Skill based game: in order for the game to be competitive and allow the true dedicated gamers to earn from playing it, the game will have to be primarily skill based, with almost zero randomness and little to no luck involved in the gameplay. In addition, we wanted players to compete in more than one kind of tournament, allowing players which aren't ranked at the very top to still have a chance of winning a tournament. We prioritize skill over pay-to-win.

2. Social gameplay: the success of social games comes from the need to both socialize with other players but also from the joy of working together to win and complete achievements. Social gaming creates better virality, improved retention, higher engagement rates and most importantly organic growth.

3. High production quality: the main reason users are currently attracted to the Play to Earn niche, is due to the possibility of earning income/revenue while playing a game. We want them to feel good about the game itself regardless of earning money. This is why we are designing every aspect in the game, from art design through to the backstory of characters, and ensuring game stability and a smooth experience, so we can deliver the highest production level possible for players.

4. Simple yet sustainable play-to-earn model: generating revenue from playing the game is important but creating a simple mechanism for players who prefer to engage with the game on a different level and still earn from it is equally important for building a user base of non-playing users from the broader crypto community. The long term token value will come from introducing new features which will drive the Rebel Bots game universe forward.

5. Must be fun: there is a tendency to see Play-to-earn games as a job rather than an actual game, we intend to change that by combining proven fun driven features from the social games space.



The year is 2052, it's three years after the "Big Dismantle" event which saw millions of robots being scraped to pieces and their core destroyed by the humans who feared robots were about to revolt against them. Only 10,000 were lucky enough to escape this fate. In order to survive they formed the robot resistance, which has only one goal, to rebuild the robot factory so they can manufacture their brothers and sisters again. The resistance is the robots last remaining hope.

After many attempts to make their plan work, the robots were backed into a corner, they had no other choice but to flee Earth to an unknown fate in outer space. They have travelled space for years and due to low supply of oil they had no other choice but to land on a deserted planet named "Xoilium", which is a unique planet with different habitats but with no known population and naturally no industrial capabilities or oil.

Life in Xoilium became harder, searches for Oil proved successful as the robots found small amounts of Xoil (Extra terrestrial Oil) but the supply was scarce, and the robots discovered there are other native inhabitants living in Xoilium who also harvest the Xoil for their own needs. Resources become scarce, and so the Rebel Bots eventually turn against each other by closing themselves in isolated kingdoms, declare war against each other and must battle for every drop of Xoil.

Read the full Rebel Bots backstory here to find out how the resistance was formed and what drove them looking for a new home on Xoilium -

<https://rebel-bots.medium.com/>

The Rebel Bots game consists of thousands of different kingdoms, each kingdom was built by one of the original, generation 1 Rebel Bots and its lands are protected by their powers. Like the Rebel Bots, not all Kingdoms are equal - Robots with rarer traits were able to capture themselves larger kingdoms with bigger lands.

In order to continue protecting their kingdoms the Rebel Bots divided their lands into smaller lands equal in size, these lands are offered to players who are willing to protect their lord's kingdom in exchange for the grant to pump Xoil of the kingdom's soil, use special kingdom powers and compete for the Kingdom's treasure every season.





KINGDOM LORDS

The Kingdom Lords are the Generation 1 (Genesis) Rebel Bots from the Rebel Bots collection, this is the most valuable NFT in the game as each Rebel Bot is a Kingdom Lord. The game will start with 10,000 different Kingdoms and Kingdom Lords.

The Kingdom lord is not a playable character, the Rebel Bot avatar will be used as the kingdom's banner and every player who will join the game will fight under a certain Kingdom banner.

The precious land resource will be allocated to each kingdom according to the rarity rank of the Rebel Bot ruling the kingdom, the Rebel Bots owners will receive a revenue share from every land sold in their kingdom both in the initial land sale and in any secondary sale, revenue share percentage is also determined by the rarity rank of the Rebel Bot as can be seen in the table below:

RB Rarity min	RB Rarity max	No.of lands in kingdom	Total lands in tier	Revenue share
1	50	26	1,300	50%
51	100	25	1,250	45%
101	250	23	3,450	40%
251	500	22	5,500	35%
501	1,000	21	10,500	30%
1,001	2,000	19	19,000	25%
2,001	3,000	18	18,000	20%
3,001	4,000	16	16,000	15%
4,001	5,000	15	15,000	10%
5,001	6,000	14	14,000	8%
6,001	7,000	13	13,000	6%
7,001	8,000	12	12,000	4%
8,001	9,000	11	11,000	2%
9,001	10,000	10	10,000	1%

Kingdom Lords are able to generate additional income from royalties received from the Kingdom players (aka Land Owners) as they use their kingdom land to produce Xoil. Of every Xoil produced in Adventure mode players will share a 4% royalty to their kingdom lord and a 6% royalty to the kingdom's treasury, treasury will be used as a prize-pool for the Kingdom's top ranked players at the end of every season.

It is up to the kingdom lord to lead his kingdom to victories against other kingdoms by voting each month on the Kingdom card, incentivizing his kingdom players and more. If the Kingdom lord fails to perform the actions required from him as the ruler of the kingdom his royalties from the specific month will be transferred to the Kingdom's treasury.

In addition to the kingdom's treasury the game will allocate additional prizes to kingdoms which have the most engaged players within the game's social media channels.



KINGDOM LANDS

Lands are the game's second most valuable NFT, without land players aren't able to play. Lands are initially sold directly to players on the game's website while secondary land sales will be done on the game's internal marketplace.

Each land is located in a different habitat and has various buildings:

1. Headquarters - Communicate with other Kingdom players
2. Fighting Bots Barracks - Train your fighting bot team
3. Fighting Bots Factory - Build new fighting bot and store parts
4. Xoil Silo - Purify and Store Xoil
5. Spark Capacitor - Store Spark
6. Parts shop - Buy and trade parts
7. Intel Command - Get updates about the game

Game will be launched with 150,000 lands which will be allocated as follows:

- 130,000 lands will be sold to players during the game big land sale
- 10,000 lands will be given to each Rebel bot owner in his own kingdom
- 10,000 lands will be used for marketing purposes

Prior to game launch each land will be sold or given with a set of 3 fighting bots allowing players to start battling from their first session in the game and thus offering a simple onboarding process.

After all 130,000 lands were sold the game will issue new 10,000 generation 2 Rebel Bots, generation 2 Rebel Bots will be issued together with lands associated to them to allow more players to enter the game, Once a new generation of Rebel Bots is created the former generation land capacity will be doubled as can be seen in this table below:

Lands	Generation 1	Generation 2	Generation 3	Generation 4	Total Lands in Game
New lands	150,000	0	0	0	150,000
New lands	300,000	150,000	0	0	450,000
New lands	600,000	300,000	150,000	0	1,050,000
New lands	1,200,000	600,000	300,000	150,000	2,250,000
New lands	2,400,000	1,200,000	600,000	300,000	4,500,000

Players can own multiple lands but can only play in one land at any given time, if player chooses he can rent these lands he is not playing in for new players who want to enter the game at a lower cost.



KINGDOM PLAYERS

Every player in the game is part of a kingdom, Players can choose to which kingdom they would like to join by acquiring a land in that specific kingdom. Players can participate in all game modes, tournaments and events. In order to start playing Players will need to build their initial fighting robot army, the minimum amount for entering battles, both adventure and PvP is 3 fighting robots.

The amount of fighting bots player holds in his base will determine the amount of energy he has, as can be seen in the table below:

Robots owned min	Robots owned max	Max Energy
3	9	20
10	24	40
25	50	60

Energy allows players to play in reward based PvP battles and is recharged to the maximum level on a daily basis.

The game is built to allow both competitive and casual players to earn from playing.



This is the 3rd and most common NFT in the game, unlike Rebel Bots and Lands the Fighting Bots have is not capped at a certain number, building and minting Fighting Bots is one of the ways to earn from playing the game.

Players will need to build and assemble a balanced team of fighting bots in order to succeed in battles and progress in the game. Battles are held between 2 sides, each has 3 Fighting bots, these robots are used by Kingdom players to win battles, gain game resources and increase the player's MMR (Matchmaking Rating).

Each Fighting Bot is made from 5 different parts:

- Head
- Torso
- Left Arm
- Right Arm
- Legs

Each part represents a different card and ability for the player to use in the battlefield, the head is the most important part as it will also determine the Fighting Bot robot class. Parts have different rarity that will determine the strength of the card in the battlefield and its cost. Once built, players will not be able to change the robot parts.



CLASSES AND STATS

The Fighting Robots can be built in 3 different Classes, and Class is determined by the robot head. Building a “pure” Fight Robot, meaning that all parts are from the same class – this will grant the Fighting Robot improved abilities.

Each Class has 3 sub-classes:

- Military Bots - Offense units, high DPS
- Industrial Bots - Defense units, can absorb more damage
- Engineer Bots - Support unit, repairs and increases stats of other units

The 3 Classes have a Rock-Paper-Scissors Relationship in Combat, providing Bonuses and Handicaps relative to each other.

Each Fighting bot will have 2 constant parameter and one dynamic parameter:

- Hit Points (Constant)
- Speed (Constant)
- Morale (Dynamic)





Morale varies between 1 and 5 is determined by the amount of wins-in-a-row player has and can increase both other parameters of all of the player's Fighting Bots. In addition each Fighting Bot will have a special skill installed in it when built, skills are stat or card effect modifiers.

Fighting bots can be either bought on the marketplace or built using the game resources, building a large enough army of Fighting bots will increase the player's ability to store more resources as can be seen in the table:

Robots owned min	Robots owned max	Max Spark	Max Parts	Max Xoil
3	9	200	15	5,000
10	24	400	30	7,500
25	50	600	45	10,000

More classes will be introduced to the game on a regular basis.

CARDS AND RARITY

Battles are done with cards, each player enters the battle with 3 robots when each represents 5 cards, in battles each card amount is doubled making a deck of 30 cards per each player. Cards are presented in the game by the Fighting Bot parts and have the following parameter in them:

- Class
- Rarity
- Battery cost
- Damage
- Armor
- Special ability (if card is rare)



Choosing the right combination of cards when forming the Fighting Bots crew is crucial for winning battles. The class of the robot will add a bonus to the same class specific cards and having a “pure” Fighting Bot will increase the abilities as well.

Rare cards offer higher damage, more armor and a special ability, Cards have 4 different rarities:

- Common
- Rare
- Epic
- Legendary

Every season new cards will be added to the game.

BUILDING FIGHTING BOTS

Building Fighting Bots is the most exciting part of the game, players will get to use the resources they earn from battles to build their perfect combination of Fighters. The Fighting Bots players are minted on the blockchain and become an asset they hold.

Fighting Bots manufacturing takes time and at any given time only one new robot can be built in the factory.

In order to build a fighting robot, players will need the following resources:

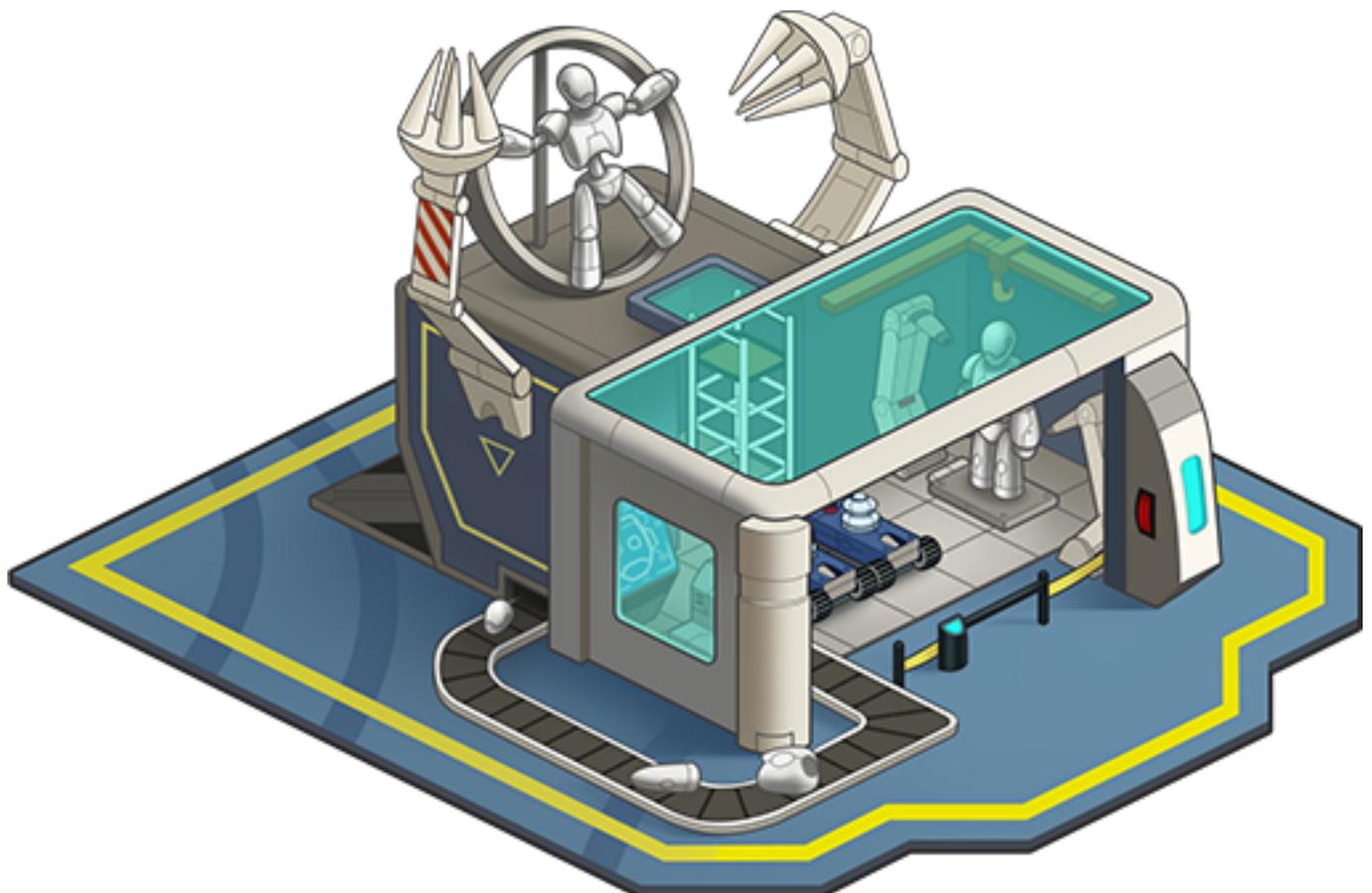
- 5 different parts - Head, Torso, Left and Right Arms and Legs
- Spark
- Xoil
- RBLS coin



The amount of resources each bot costs to build changes according to the amount of bots the factory has built during a season, the cost will reset once a new season has started allowing players to mint more Fighting bots for less resources.

Gathering parts and spark will require players to participate in PvP battles while earning Xoil can be done both in PvP and Adventure modes. Getting parts in a battle works in a unique way, players will be able to earn a part which a robot on the losing opponent team has, making the battles more exciting.

Each part has a card attached to it and therefore players will know what ability to expect when building their fighting robot, however rarity together with the special Fighting bot ability are determined randomly after the building process is completed.



The goal of the game is to create a fun and fast skill based game. It will be the type of game which takes “30 minutes to learn and lifetime to master”. Players will be able to play it both in single player mode (adventure) and in multiplayer mode (PvP).

The core gameplay is a turn-based semi automatic card battle. It is based on the successful gameplay mechanics created by games such as Hearthstone, Magic The Gathering (built for the more hardcore players), and games such as Clash Royale (built for the casual mobile gamers).

Like the above mentioned games, the Rebel Bots game will also be conducted between two sides, each with their own cards and abilities battling to destroy the other side’s characters by choosing which cards to play and how to play them in order to achieve the upper hand in the battlefield.

Not all cards are equal, some cards are more rare than others and therefore more powerful, however they will require the player to exhaust more energy to use them. In addition to the cards in their hand, players will also be granted a special ability he can use in battles that comes from the kingdom he/she is situated in.

Apart from the battles, players will invest their time collecting and building the best and most balanced “decks” of cards which will give them the edge in battles. Creating the right deck of cards will require players to spend time learning the different abilities and types of cards.



ADVENTURE MODE (PVE)

The adventure mode is the single player mode in the Rebel Bots game. Players will be able to progress in this mode between various levels, each level will reward players with Xoil if they complete it. In the adventure mode, players travel between various habitats on Xoiliium with the goal to complete missions and clear locations of hostile aliens which drink the Xoil from the planet's soil only to use it later for malicious attacks against bases.

Playing the adventure mode doesn't cost any energy to play, however there is a limit to the amount of Xoil players can earn per day by playing the adventure mode.

The amount of Xoil in each mission varies and divided into 3 different amounts, players will need to complete the mission 3 times to gather the full amount of Xoil, every mission will have a different difficulty level.

In the adventure mode From every Xoil players earn, a portion will be given to the kingdom lord and another portion will be added to the kingdom treasury.

In the beginning of every season the missions will be changed and players will be able to continue playing the maps and earn more Xoil.



MULTIPLAYER MODE (PVP)

The player vs player mode (PvP) is a multiplayer game mode allowing players to battle their Fighting bot team against other players' teams. PvP is also the main way for players to earn Xoil, Spark and collect parts.

Players are matched together based on their MMR, players with similar MMR will be matched against one another and the result of the battle will determine the amount of MMR each player will gain or lose. In addition the higher the MMR difference between the players.

Playing PvP costs one energy per battle, when the player has no energy left he can still continue to play the PvP mode however he will only be able to gain MMR and not the other resources.

The Xoil and Spark rewards from winning PvP battles are based on the MMR and league player is in while the chance of getting a new part is random.

MMR – Matchmaking Rating

The players match rating is represented in the game by trophies, Each Player is represented in the game by the amount of MMR he has, this determines his rank in the game leaderboards. MMR is won or lost depending on the outcome of PvP Battles, the rank of the opposing player will determine the amount of MMR added or subtracted. Every new season players will start from the initial MMR of the league they have played in when the season ended and they'll need to work their way up to the top of the leaderboards.

Leagues

In PvP players will progress through different leagues according to their MMR, the top leagues hold special prizes in the form of Xoil and RBLs. The bottom league where all players start their journey from is the only league that doesn't generate rewards to players who win matches.

Leagues structure:

League	Min MMR	Max MMR
League 1	0	299
League 2	300	599
League 3	600	999
League 4	1000	1499
League 5	1499	1999
League 6	2000	2749
League 7	2750	3499
League 8	3500	5000

As the game will evolve more leagues will be added according to players progress.



GAMEPLAY MECHANICS

The gameplay is a semi-automatic card battle game, players will choose which cards they'd like their robots to play and the robots will perform the card action in their turn, this will go on until one side is victorious.

Location

Battles take place in one of the player's original kingdom habitats, the kingdom habitat will show in the background of the battlefield.

Kingdom Card

Each player will start the match with a kingdom card which was chosen by his kingdom players for the duration of the season. The kingdom card can only be played once per match. Kingdom cards work exactly like other cards as they cost battery to use and can cause damage, increase armor and hit points of fighting bots or use a special ability on the battlefield.

Battle flow

Each battle will start with showing each player's robots and place them in their battle formation. After that, the following game phases will begin:

- Preview - showing each 10 cards of each player's card deck while keeping 5 cards hidden
- Rounds - a limited time phase in which each player can choose which cards or special abilities to play
- Outcome - End of battle and determination of winner with the prizes shown. Battle is completed when one of the players has no more robots left on the battlefield.



CURRENCIES AND RESOURCES

The game has 2 crypto currencies and 3 game currencies:

Name	Type	Limited	Source	Sink
Xoil	Crypto/In-game	No	<ul style="list-style-type: none"> - Winning PvE matches - Winning PvP matches - Completing daily challenges - Winning Kingdom prizes 	<ul style="list-style-type: none"> - Buying parts - Minting Fighting bots
RBLS	Crypto/Governance	Yes	<ul style="list-style-type: none"> - Winning Season prizes - Special Giveaways 	<ul style="list-style-type: none"> - Minting Fighting bots - Purchasing Lands
Energy	Game resource	No	<ul style="list-style-type: none"> - Replenish 	<ul style="list-style-type: none"> - Playing PvP matches
Spark	Game resource	No	<ul style="list-style-type: none"> - Winning PvP matches - Completing daily challenges 	<ul style="list-style-type: none"> - Minting Fighting bots
Parts	Game resource	No	<ul style="list-style-type: none"> - Winning PvP matches - Buying from in-game shop 	<ul style="list-style-type: none"> - Minting Fighting bots - Rusting

LEADERBOARDS AND SEASON PRIZES

The Rebel Bots game has 3 different leaderboards for the players to compete in. Each leaderboard attracts different types of players and rewards the winners in a different way thus creating a way for every type of player to have a chance to win big prizes by ranking high in one of the leaderboards.

Leaderboards are reset at the beginning of every season and have a countdown until winners will be announced. Prizes for each leaderboard are known in advance or have a counter to show them as they gain more currency for the prize-pool.

Leaderboard types:

- Worldwide players leaderboard - shows all players ranked by their MMR. The top ranked players at the top league at the end of the season will win prizes in the form of RBL tokens.

- Kingdoms Leaderboard - shows all kingdoms ranked by the cumulative amount of their top 10 players' MMR.

The top kingdoms at the end of the season will win prizes in the form of RBL tokens which will be distributed to the top 10 players in the winning kingdom.

- Internal Kingdom Leaderboard - shows all the kingdom players ranked by the amount of battles they've won during the season. The top 3 players will win the Xoil prize-pool gathered from the allocation all players made from adventure mode during the season.



TEAM

Rebel Bots Xoil Wars core team are gaming veterans with over 10 years each in the social gaming industry. The team has been involved in the creation, design, development and marketing of some of the biggest titles available on mobile, games such as -

- Slotomania (Playtika)
- Governor of Poker 3 (Youda Games)
- Backgammon Live (Come2Play)
- Iron Blade (Gameloft)
- Modern Combat (Gameloft)

Today the team has 25 full time professionals working on the game, marketplace, land NFTs and token related development that includes developers, product designers, art designers, animators, Blockchain developers, game economy expert and more.

We strive for innovation and building new game experiences together with creative thinking. We believe our team is highly capable in making the Rebel Bots one of the stand out players in the play to earn space.

INVESTORS & PARTNERS

Having a great team is important for every type of company but in order to breakthrough and become a market leader companies also need a strong and influential team of investors and partners.

We are proud of our investors, know each of them is looking at the Rebel Bots as a long term play and believe each of them will help as much as possible to make this the best gaming company possible.



KEY INVESTORS

Ubisoft

Founded in 1986, **Ubisoft** is today one of the largest game publishers in the world with more than 45 development studios and over 20,000 team members.

As a leading producer, publisher and distributor of interactive entertainment products and services worldwide, Ubisoft is committed to enriching players' lives with original & memorable entertainment experiences. Create worlds that are playgrounds for the imagination offering moments of surprise, fun & adventure as well as opportunities for learning & self-discovery.

Overwolf

Overwolf is the guild for in-game creators. With over 95,000 creators and 27 million monthly active users, Overwolf is the all-in-one platform that enables creators to build, distribute, and monetize in-game apps and mods. Built for creators by creators, Overwolf is on a mission to unite the in-game creator community and empower them to make a living doing what they love - developing truly awesome gaming experiences.

Makers Fund

Makers Fund is a global interactive entertainment venture capital firm focused on early stage investments. Makers is one of the largest venture capital funds in the world focused on gaming.

PARTNERS

Polygon Studios

Polygon is the leading platform for Ethereum scaling and infrastructure development. Its growing suite of products offers developers easy access to all major scaling and infrastructure solutions: L2 solutions (ZK Rollups and Optimistic Rollups), sidechains, hybrid solutions, stand-alone and enterprise chains, data availability solutions, and more. Polygon's scaling solutions have seen widespread adoption with 3000+ applications hosted, 1B+ total transactions processed, ~100M+ unique user addresses, and \$5B+ in assets secured.



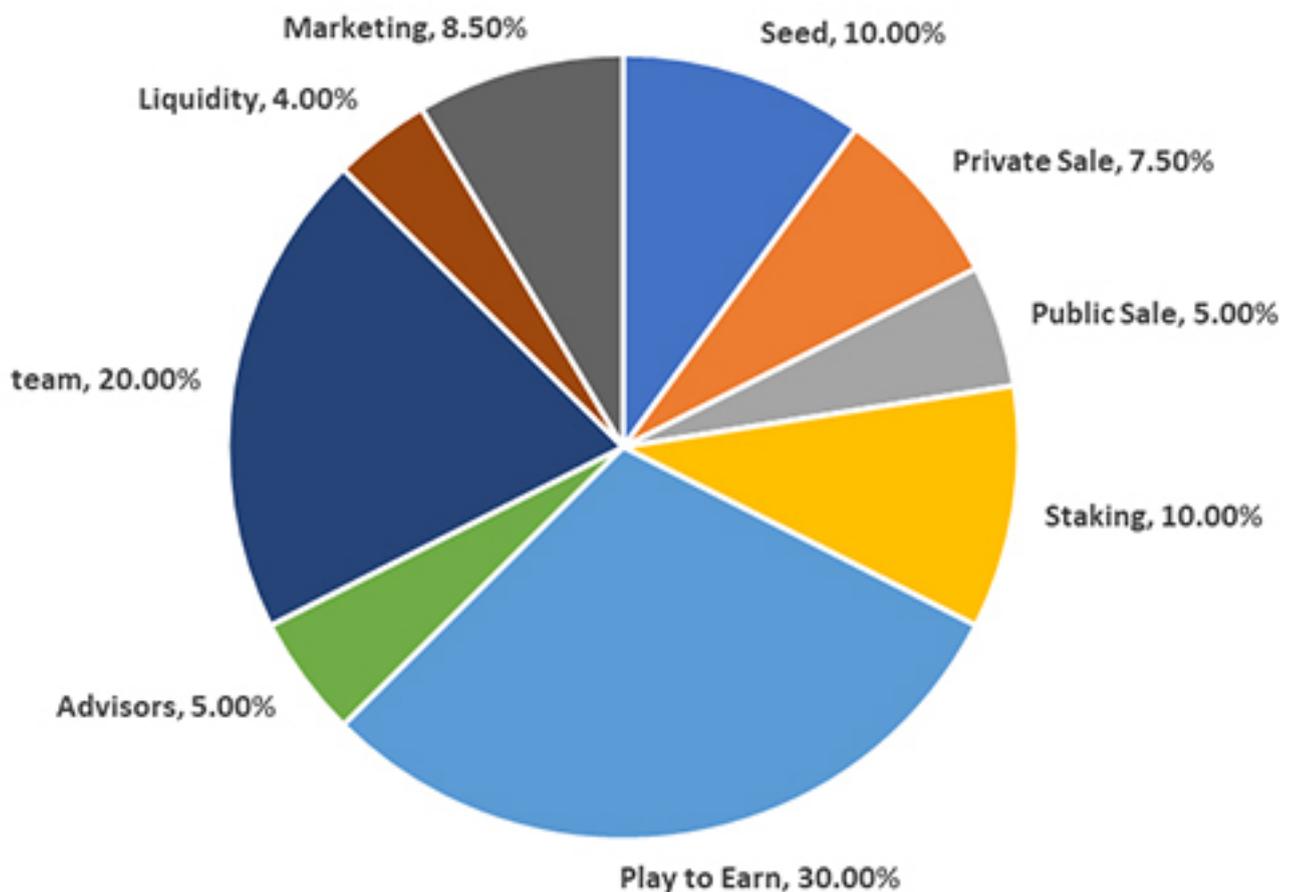
TRADEMARK

The process of trademark submission for the Rebel Bots brand in the US and EU has started and we expect it to finish in Q1 2022.

TOKEN ALLOCATION

There will be a maximum of 300M RBLs tokens ever issued. These tokens are a premium in-game currency given to players for free for certain gameplay actions in the Rebel Bots game. The RBLs tokens are tradeable between players on exchanges and will be distributed to players over time. In addition, they may be distributed to community members for certain actions as deemed appropriate by the dev team under a reward program, for example, participation in community events, grants, bonus tokens, competitions and more.

Token Distribution



TOKEN ALLOCATION PER GROUP

The allocation is divided into ten different allocation groups. Each group represents an allocation of tokens out of the total issued. The supply is minted and allocated in milestones based on a blocking schedule. The goal of the blocking schedule is to maintain a balance between supply and demand of the RBLs tokens.

An initial seed allocation was made to the investors participating in the company seed investment round.

On Token Generation Event (TGE) total amount of tokens in circulation will be 7,500,000 which represents 2.5% of total supply. RBLs market cap. at listing will be \$750,000.

	Total Allocation	Total Tokens	Price per token	Unlock at TGE	Blocking Schedule
Seed	10.00%	30,000,000	\$0.07	0.00%	10% Monthly. Unlocked 3 months from TGE
Private Sale	7.50%	22,500,000	\$0.08	0.00%	10% Monthly. Unlocked 3 months from TGE
Public Sale	5.00%	15,000,000	\$0.10	1.00%	20% Monthly
Staking	10.00%	30,000,000	-	0.00%	10% Monthly. Unlocked 6 months from TGE
Play to Earn	30.00%	90,000,000	-	0.00%	5% Monthly. Unlocked 3 months from TGE
Advisors	5.00%	15,000,000	-	0.00%	20% Quarterly. Unlocked 3 months from TGE
Team	20.00%	60,000,000	-	0.00%	12.5% Quarterly. Unlocked 3 months from TGE
Liquidity	4.00%	12,000,000	-	1.00%	25% Quarterly
Marketing	8.5%	25,500,000	-	0.50%	6% Quarterly
Circulation Supply	100.00%	300,000,000	-	2.50%	



REBEL BOTS DAO

The Rebel Bots game is a community driven project, The game design and development process are being done together with our community of Rebel Bot owners and general fans of the project.

The team's vision is to keep on growing the community on Twitter, Discord and other social platforms so when the game will be released there will be a pool of potential players ready to start playing. In addition, The 10,000 Rebel Bots collection is owned by over 2.5K unique owners, the team sees each of these owners a champion of the game who will drive hype and awareness to the game.

Our community already proved to be super efficient at creating marketing content, driving growth and bringing new future players to our social channels. As we get closer to the release, we aim to give each and every Rebel Bot owner unique ways for him to gather his personal kingdom players.

The next phase is to turn the Rebel Bots game into a complete community owned DAO, we aim to do that through our governance token, RBLs. This process is expected to happen as RBLs is distributed among RB owners and players with the dev team and seed investors ownership becoming less concentrated over time. The dev team will be able to vote with the locked Play to Earn and Staking rewards allocations. This will prevent hostile actors from disrupting the ecosystem during the early and crucial phases of development. We estimate that the dev team will no longer have the Majority vote by Q4 2023.



GAME TECHNOLOGY

The Rebel Bots Xoil Wars game is developed for both mobile devices and PC Installable clients with a smooth cross-platform game experience. The technology chosen by the team to comply with this vision is the **Unity** game engine for the client component.

BACKEND & BLOCKCHAIN TECHNOLOGY

The backend system game logic is developed using standard server-side languages and is a combination of Java, C#, Node JS and SQL. The entire backend logic is developed to be auto-scalable using Azure Platform for hosting and Docker/Jenkins for CI/CD. Monitoring, Alerting and logging systems have been put into place from design level to ensure smooth flawless service. The game economy and some of the functionality coupled closely with Blockchain and TBLS issued tokens, for governance, utility and consumable. Those tokens are issued for the Rebel Bots game but not strictly for that. The RBLs and XOIL tokens are issued on the Polygon network, further information can be found here <https://polygon.technology>.

We have chosen Polygon to accommodate the business and community aspects of it as much as the technology. The requirements for the blockchain network are (not necessarily by priority):

- Decentralized and secure: the blockchain network should be decentralized and secure to cancel the risk of it being compromised. The infrastructure should be immune to 51% attacks and other vulnerabilities.
- EVM Blockchain compatibility: Supporting ERC-20 and ERC-721 To comply with solidity, cross chain bridge, open source for mobility.
- Popularity: Polygon network is one of the top gaming adopted blockchains. Most of the blockchain users/gamers hold matic, Polygon's native token, in their wallets. It is used in the Rebel Bots game for gas fees on minting and cross chain transfers.

SMART CONTRACT AUDIT

Token minting smart contracts have passed an audit by **Certik**, an external auditor.

Audit passed with no critical issues, some major issues were raised around administration and ownership of the contract.

Audit report results can be found here:

<https://www.certik.com/projects/rebel-bots>



COMPLETED MILESTONES

UPCOMING MILESTONES

- June 2021:**
 - RB project kickoff
- July 2021:**
 - Community building in social media
- August 2021:**
 - 10,000 RB NFTs sold out
- September 2021:**
 - RB Merch store goes live
 - Game design kickoff
- October 2021:**
 - Game art design kickoff
 - Game development kickoff
- November 2021:**
 - White paper release

- January 2022:**
 - New game website launch
 - Partner announcement
 - Public token sale
- February 2022:**
 - Xoilium land sale
- March 2022:**
 - Game trailer
- April 2022:**
 - Game's marketplace goes live
- June 2022:**
 - Game launch



Rebel Bots (RB) started in June 2021 as an NFT collection of 10,000 robots, each robot is made from 4 to 7 different traits, overall there are over 150+ different robotic assets making each robot unique so there aren't two robots which share the exact same assets. The rarity of each robot is determined by its traits, all robots are unique but some are more rare than others. The goal of the project was to build a community of gamers interested in NFT games while developing the game itself around the RB collection making the robots themselves the main characters in the game.

During July 2021 we worked to build the RB community towards our "minting day", and on August 1st we reached the drop date with thousands of followers and members on Twitter and Discord. All 10,000 robots were sold by August 5th to over 2,000 unique holders. Since August we have grown to over 3,000 unique holders while the general number of followers around the project is growing as well.

We see the Rebel Bots game as a community driven project and we aim to include the members of the community who bought generation 1 Rebel Bot (Genesis) in the decision making of the game and use their help in the initial launch. A generation 1 Rebel bot is the most lucrative asset in the game.

The complete verified RB NFT collection on Opensea:
<https://opensea.io/collection/rebelbots>

Rarity rankings of the RB NFTs can be found on Rarity.tools:
<https://rarity.tools/rebelbots>



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Legal Notice Information and Communications

Our website available at <https://www.rebelbots.com>, together with the Project's social media channels and any other information communicated by us or on our behalf, whether through our whitepaper, communication channels or otherwise, do not constitute an offer to sell, a recommendation or solicitation to buy, sell or hold Tokens or any other assets. Nothing in the Materials constitutes a recommendation or solicitation to use the Tokens, the Project or any related products, services or technologies. Always make sure to verify that the information that you believe is provided by us is posted or communicated by our authorised representatives. Any and all Materials are provided for informational and educational purposes only, and should not be relied upon, either wholly or partially, when making any decision.

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Forward-Looking Statements

The Website, the Project, and the Materials may contain forward-looking statements based on current expectations that involve a number of risks and uncertainties. All opinions, forecasts, projections, future plans or other statements other than statements of historical fact, are forward-looking statements. Any development plans and projections, business projections, future functionality and projected performance of the Tokens, the Project or us, as well as prospects and the future prospects of any industry, are forward-looking statements. Forward-looking statements by their nature address matters that are, to different degrees, uncertain or unknown. We can give no assurance that any forward-looking statements will prove to have been correct. Actual events, results or outcomes could differ materially from what is stated in the forward-looking statement, and you should not rely on any such forward-looking statement. 31 These risks and uncertainties include the impact of economic, competitive, technical and other factors affecting the Tokens, the Project, us or our operations, including, but not limited to, the following: develop-



ment of science and technology, development of the industry in which we are in, competition, regulatory uncertainty and government actions, the introduction of new regulations and laws, market changes, the performance of the Tokens, the Project or related products, other business and market conditions.ment of science and technology, development of the industry in which we are in, competition, regulatory uncertainty and government actions, the introduction of new regulations and laws, market changes, the performance of the Tokens, the Project or related products, other business and market conditions.

No Advice

No part of the Website, the Project or the Materials should be considered to be business, legal, financial, investment, or tax advice, or advice of a broker regarding any matters to which all or any part of such information relates. You should consult your own legal, financial, tax, or other professional advisors regarding any such information.ment of science and technology, development of the industry in which we are in, competition, regulatory uncertainty and government actions, the introduction of new regulations and laws, market changes, the performance of the Tokens, the Project or related products, other business and market conditions.

Acceptance of Risks and No Liability

You must read the Risk Disclosure Statement below, and by accessing or using the Tokens and/or the Project you accept all of the listed risks and agree that we shall not be in any way liable for any losses or damages incurred due to or in connection with such risks. You do hereby also acknowledge and agree that both the Tokens and the Project may be subject to additional risk disclosure statements that may be amended from time to time.

Indemnity and Limitation of Liability

You do hereby to the fullest extent permitted by applicable laws and regulations indemnify, defend and hold us, our employees, directors, shareholders, officers, consultants, representatives, agents or contractors harmless from and against any and all loss, penalty, claim, damage, liability or expense whatsoever (including reasonable attorneys' fees and disbursements) due to or arising out of or based upon (i) any inaccurate representation or warranty made by you, or breach or failure by you to comply with any covenant or agreement made by you or in any other document furnished by you to any of the foregoing persons in connection with the Tokens or the Project, or (ii) any action instituted by or on your behalf against any of the foregoing persons that is finally resolved by judgment against you or in favor of any of the foregoing persons. To the maximum extent permitted by applicable laws and regulations, in no event shall us, our employees, directors, shareholders, officers, consultants, representatives, agents or contractors be liable or responsible for any direct, indirect, special, punitive, exemplary, incidental, or consequential damages or losses of any kind, nor shall they be liable for the loss of goodwill, loss of profits (including expected), loss of data, diminution of value, and business interruption arising out of or in connection with the use of the Tokens, the Project or the Materials or reliance thereon, any inaccuracy or omission in any Materials, whether based upon breach of warranty or contract, negli-



gence, strict liability, tort, or any other legal theory, regardless of whether we have been advised of the possibility of such damages or losses.

Risks Disclosure Statement

Risk of Software Weaknesses

Although we make reasonable efforts to ensure that the Tokens, the Project and their related software follow the high-security standards, we do not warrant or represent that the Tokens, the Project or any such related software are secure or safe, or protected from phishing, malware or other malicious attacks. Further, the Tokens, the Project and their related software may contain weaknesses, bugs, vulnerabilities, viruses or other defects which may have a material adverse effect on the operation of the Tokens, the Project or any such related software or may lead to losses and damages for you, other users of the Tokens, the Project or any such related software or third persons.

Risk of Flawed Logic of the Tokens, The Project or their Related Software

The underlying logic of the Tokens, the Project and their related software may be flawed, defective or impaired, which can result in smart-contracts operating incorrectly or not as expected, or transactions being executed in violation of logic which underpins the smart-contracts, which can lead to partial or complete loss of digital assets used in the transaction.

Risk of Confusing User Interface

Certain user interface elements or design decisions can be confusing or mislead you, which may result in the execution of a different action or transaction than intended or desired, or connection of a wrong wallet, account or network.

Risk of Legal Uncertainty

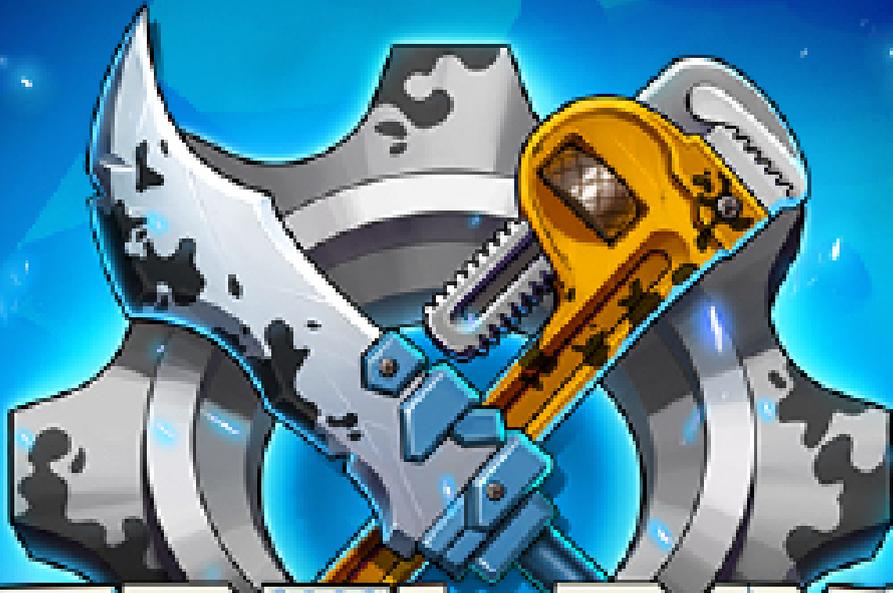
Our intended activities are subject to various laws and regulations in the countries where we operate or intend to operate. We might be obliged to obtain different licenses or other permissive documents in some or all jurisdictions where we intend to operate our business, therefore, our business in such jurisdictions shall always be subject to obtaining such licenses or permissive documents, if so directed by applicable laws. There is a risk that certain activities may be deemed in violation of any such law or regulation. Penalties for any such potential violation would be unknown. Additionally, changes in applicable laws or regulations or evolving interpretations of existing law could, in certain circumstances, result in increased compliance costs or capital expenditures, which could affect our ability to carry on our business model.

Risk of Theft

There is no assurance that there will be no theft of your digital assets as a result of hacks, sophisticated cyber-attacks, distributed denials of service or errors, double-spent attacks, flash-loan



attacks, vulnerabilities or defects of the Tokens, the Project or their related software or of the Ethereum or any other blockchain, or otherwise. Such events may include, for example, flaws in programming or source code leading to exploitation or abuse thereof. Any of the above may lead to partial or complete theft or loss of digital assets used in transactions carried out in connection with the Tokens, the Project or their related software. ticated cyber-attacks, distributed denials of service or errors, double-spent attacks, flash-loan attacks, vulnerabilities or defects of the Tokens, the Project or their related software or of the Ethereum or any other blockchain, or otherwise. Such events may include, for example, flaws in programming or source code leading to exploitation or abuse thereof. Any of the above may lead to partial or complete theft or loss of digital assets used in transactions carried out in connection with the Tokens, the Project or their related software.



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