



NOVA TOKEN

BUY A PIECE OF THE \$1.4BN
DIGITAL CARD GAME MARKET

SUMMARY

In online card games, players want to trade and sell their cards, and they cannot. Players want their cards to grow in value, and they cannot. Even worse, your cards are not your own - they are licensed from the developer, and the developer can revoke that license at any time.

Nova Blitz will solve that with the Nova Token (“NVT”). The Nova Token enables the creation, sale, and trading of cards across any card game. NVT can also be used to enter in-game tournaments and pay for other in-game purchases. This allows NVT to completely replace fiat currencies in any game that implements it. Adopting the token will allow Nova Blitz and other games to grow up to \$100M revenue per year. This growth will encourage future games to adopt the NVT for trading, buying, and selling their cards, further increasing growth.

Players benefit because they own their cards, and they can sell and trade them freely. Players will also benefit through entering and winning tournaments, without cheating and fraud.

Developers benefit because they earn 90% of NVT revenue, compared to 70% on Android, iOS, and Steam. And developers will receive funding to integrate Nova Token.

PLAYERS: FREE CARDS

In addition to being able to buy, sell, and trade their cards, token holders will claim half of the copies of all new cards created using the NVT protocol. The number of cards that can be claimed is proportional to the amount of NVT held, so players holding a large balance may claim hundreds of copies of a single Legendary card. The token holder will then be able to do whatever they want with the cards, including selling them to other players for 100% profit.

DEVELOPERS: FREE MONEY

Developers will integrate NVT into their games because of the large number of players who demand ownership of their game assets, because they can acquire players more cheaply, and because developers will receive a portion of revenues generated by the platform. As the platform generates income from use in Nova Blitz and other games, it will return that income to new and existing developers to enable them to grow their player bases, and to assist them in integrating the Nova Token into their games.

NOTE

NVT is a utility token for use in Nova Blitz and other trading card games, and not a security. It should only be purchased by people who want to use the Nova Token functionality. While we expect (but cannot guarantee) that the use cases we have developed for NVT will contribute to the growth in demand for NVT, do not purchase NVT for speculation purposes.

PROBLEMS

LICENSE TO USE

Own the cards, not just license them

FRAUD

Authenticity of cards isn't known

LIQUIDITY

Cards can't be easily sold or traded

CONSTANT SPENDING

Spend to keep up with new expansions

CENTRALIZED

Economic benefits not going to players

ESPORTS

Limited access to tournaments

COST

Developers pay 30% to platforms

SOLUTIONS

OWNERSHIP

Player-owned assets on the blockchain

IMMUTABILITY

Identifiable by records on the blockchain

CARD EXCHANGE

User-friendly market to buy and sell cards

PROOF OF STAKE

Earn cards by holding Nova Tokens

DECENTRALIZED

Share of new Cards & Tokens on the platform

ESPORTS FOR ALL

Player-run leagues & tournaments

EQUITABLE

Fair fee-sharing with 3rd-party developers

NOVA BLITZ

Nova Blitz is a fully-functional cross platform card game, and will be the first game to implement the Nova Token. It already features over 300 cards, plus new cards every month.

In parallel, we will integrate the Nova Token into Nova Blitz, and build the tools required for other developers to build on top of the Nova Token. Building the Nova Token on top of the Nova Blitz infrastructure minimizes risk and maximizes speed to market.

You can view a working platform at NovaBlitz.com/game/



NOVA BLITZ

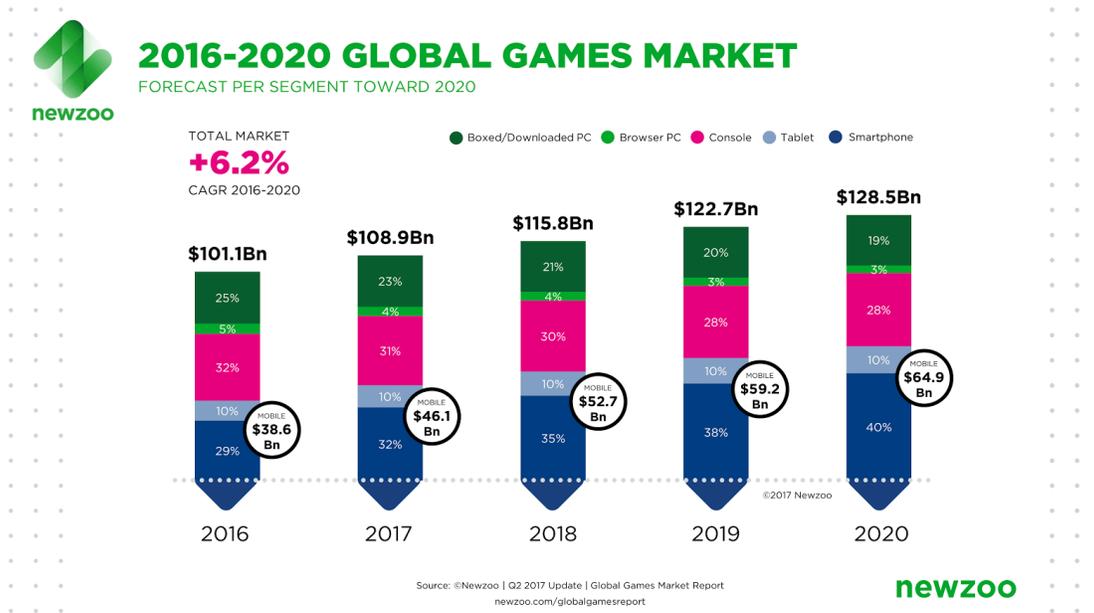
DUEL IN REAL TIME

REAL TIME CARD GAME



THE MARKET

The overall digital gaming market will hit \$120Bn by 2020. Much of that growth will come in mobile, and the vast majority of that revenue is through in-app purchases.



\$1.4 Bn Digital Card Games Market

The digital card game sector of the market will hit \$1.4Bn in 2017, and will grow beyond that, especially as mobile gaming grows more than 40% from 2017 to 2020. Adding card ownership to digital card games can enable revenues of \$2Bn or more by 2020.

- Ⓝ *A \$100M/year revenue stream (5% of the 2020 market) is achievable from this token sale: \$4M of marketing spend will acquire roughly 1M players, or roughly 100,000 DAU. With an expected ARPDAU of \$0.50, that's \$20M/year in revenue. This can be reinvested, enabling growth to \$100M/year or more in less than 2 years.*
- Ⓝ *At a revenue of \$100M/year, roughly 70% of that will come from card sales, or \$70M of cards sold. To sell this many cards, holders of NVT would also have claimed \$70M of cards that they could sell, and the market cap of NVT would be many times \$70M.*

COMPETITORS

In the online card game space, Hearthstone is the big competitor. While its player base is massive, it fails entirely on card ownership - cards cannot be traded, so player collections have no value, and will never have value.

In the blockchain space, there are teams delivering gambling on esports, and there are teams working on digital object trading. However, there is no project which caters to the needs of trading card games, meaning the \$1.4Bn trading card game market is as yet untapped.

TRADING CARD GAMES

Trading Card Games were invented in 1993 by Richard Garfield, with the introduction of Magic: The Gathering. Since then, TCGs have grown to well over 40 million players, over \$1.4Bn in revenue.

TCG 1.0

The defining characteristics of trading card games have always been scarcity and competition. Players remember chasing a Black Lotus or Charizard, or simply the one last card they needed for a deck. These cards, and others, are in demand because they help players win in tournaments. They command high prices because they are scarce.



Due to the scarcity ensured by a fixed supply of cards, Magic: The Gathering cards have outpaced the stock market by many times. For example, Black Lotus has seen an almost 250x increase, from \$26 in 1993 to \$6350 in 2017.

TCG 2.0

The modern wave of digital card games started by Hearthstone's release in 2013 has significantly reduced both these pillars. In these games, there's no scarcity, as any player can create a new copy of any card whenever they want. And competition is reduced to a simple ladder/leaderboard. There are no tournaments that award real prizes.

TCG 3.0

Nova Tokens will turn both of these trends on their heads, with fixed print runs of 100% ownable cards meaning cards are scarce and have real value. And a fully integrated tournament system will ensure every player can compete for real prizes.



- ✗ Inaccessible
- ✗ High Barrier To Entry
- ✓ Own Physical Cards
- ✓ Buy, Trade, and Sell
- ✓ Deep Strategy
- ✗ Slow Games
- ✗ Centralized



- ✓ Accessible
- ✓ Low Barrier To Entry
- ✗ No Ownership
- ✗ No Trading
- ✓ Deep Strategy
- ✓ Quick Games
- ✗ Centralized



- ✓ Accessible
- ✓ Low Barrier To Entry
- ✓ Full Ownership
- ✓ Buy, Trade, and Sell
- ✓ Deep Strategy
- ✓ Quick Games
- ✓ Decentralized

BENEFITS

Every game that implements the Nova Token will be a true trading card game, with player-owned cards that have real value, and a full, secure, and efficient economy. It will scale to millions of concurrent users, all using Nova Tokens (NVT) to buy cards and enter tournaments.

- ① **Ownership.** Other digital CCGs can take away your cards at any time. Not with Nova Tokens. You own your cards, and can buy, sell, and trade them as you wish. You can sell cards, or cash out your collection at any time.
- ① **Value.** Cards have real value, and demand for cards can grow over time. Limited print runs mean that every card has a pre-defined scarcity. As the player base grows, older cards will be in higher demand.
- ① **Security.** Buy and sell cards with no risk of fraud - every transaction is checked and tracked by the blockchain.
- ① **Own New Cards.** Owners of Nova Tokens can claim copies of new cards as soon as they're released. The more NVT you own, the more cards you can claim. The more copies of a card created, the more cards you're granted. Once you claim them, they're yours - you can play with them, trade them, and sell them.
- ① **Play and Win Tournaments.** Esports for every player, not just for the invited elite. Any player can join a tournament and win NVT in the tournament. Players can earn NVT by running their own tournament, with all the grunt work, security, and match reporting taken care of by the servers and the blockchain.
- ① **Easy Trading.** The Card Exchange system minimizes fees paid to trade cards, and helps ensure liquidity for even the rarest cards. Best of all, it's 100% integrated into the game client.
- ① **Developers Benefit Too.** Developers who use the Nova Token platform earn 90% of revenue from NVT purchases (compared to 70% on app stores and Steam). An entire tournament and card trading infrastructure can be integrated into any game. And new developers have full access to the whole NVT player base from the start.
- ① **Developer Funding.** A big challenge for game developers is funding to complete development. Developers wishing to integrate NVT into their games will be eligible for funding. Funding will come both from the proceeds of the token sale, and from revenue generated by games using NVT and the Card Exchange.

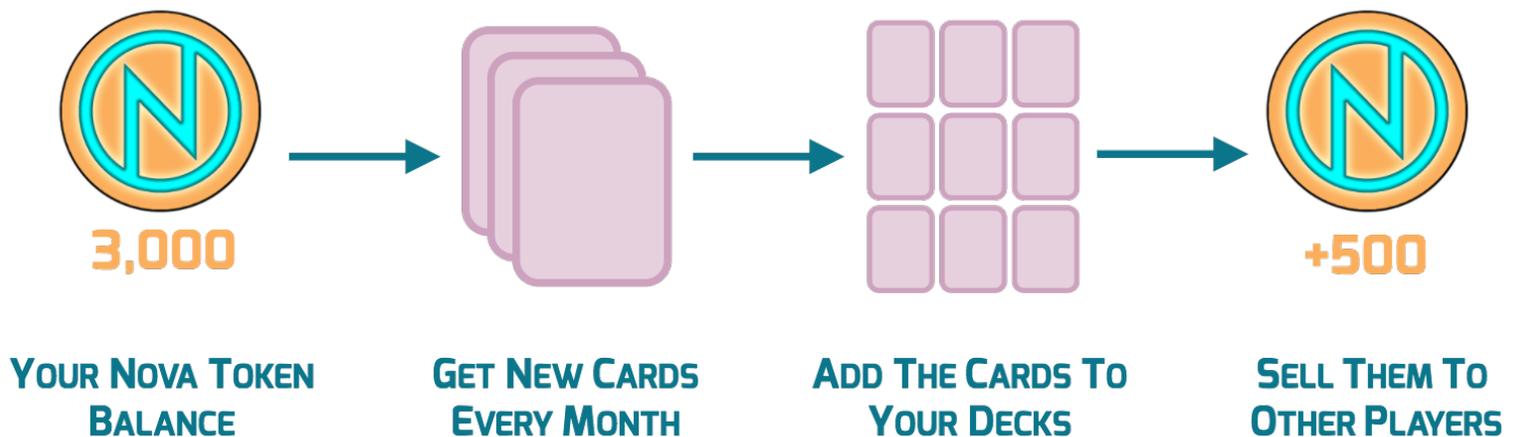
CLAIM NEW CARDS

Owners of Nova Tokens can claim their own copies of new cards as soon as they're released by a game developer. The more NVT you own, the more cards you can claim. The more copies of a card created, the more cards you can claim. You can play with them. You can trade them. You can sell them. And if you own a lot of NVT, you're going to get more cards than you can use, so you'll want to sell them...

- ① Claimed cards cost you nothing, so any sale is 100% profit.
- ② As a game's player base grows, the number of cards printed will grow, but the same percentage will be granted among NVT holders. So you'll gain more and more cards over time.
- ③ The number of copies of a card is fixed when the card is printed. As the player base grows, demand for older cards will grow.

The laws of supply (fixed) and demand (growing) mean that you'll be able to sell your cards for more and more as the player base grows. This is what's grown the secondary market prices of Magic: The Gathering cards, where a single copy of a Black Lotus recently sold for \$45k.

Example: Nova Blitz distributes 1,000 copies of a new legendary card among all token holders. Joe owns enough NVT to claim 10 copies of that card. He can keep 3 to play with, and sell the other 7 to other players. Or, if he thinks the value of the card will go up, he can hold onto the extra cards, and sell them later.



TOURNAMENTS

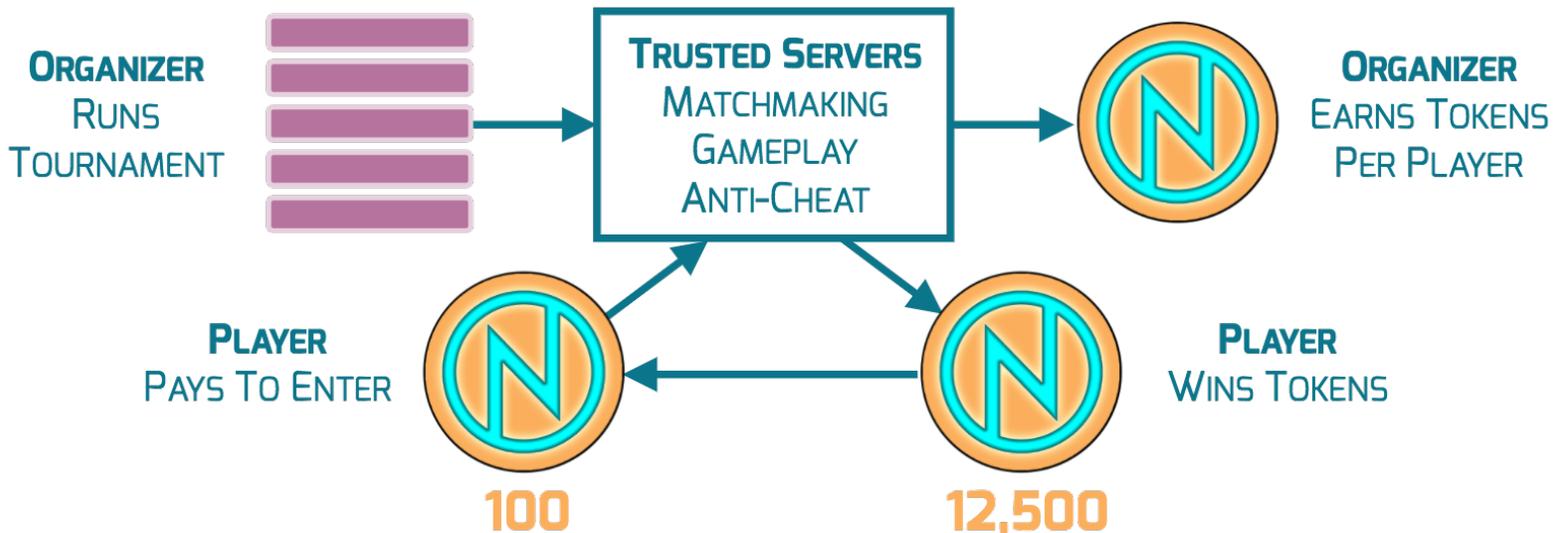
Current esports tournaments have some key problems for most players:

- ① **Frequency.** Even in the biggest games, tournaments are relatively rare - they have to be manually managed, and might not be available when players want to play.
- ① **Exclusivity.** Only the top players are invited to tournaments, limiting the chance to win prizes to a few dozen people. Regular gamers have no chance to be invited to cash prize events, and so no chance to win.
- ① **Cheating.** Tournaments are run through third-party services, with no guarantee of security. Major tournaments have been hacked, suffered targeted denial of service attacks, and been rigged by players and by gambling sites.
- ① **Fraud.** When tournaments pay out in-game objects such as skins, those objects must be sold on third-party sites. Many of these transactions are fraudulent.

The Nova Token API solves all these problems. Any game that implements the API can run tournaments, and know that they will be safe, secure, and free from cheating and fraud.

Players can use the API to organize their own tournaments. This allows an unlimited number of tournaments to run, so tournaments aren't just for the top players any more.

Entry fees and prizes are managed by the tournament smart contract. Prizes can be in any Nova Token - the currency itself, a card, or another type of in game item.

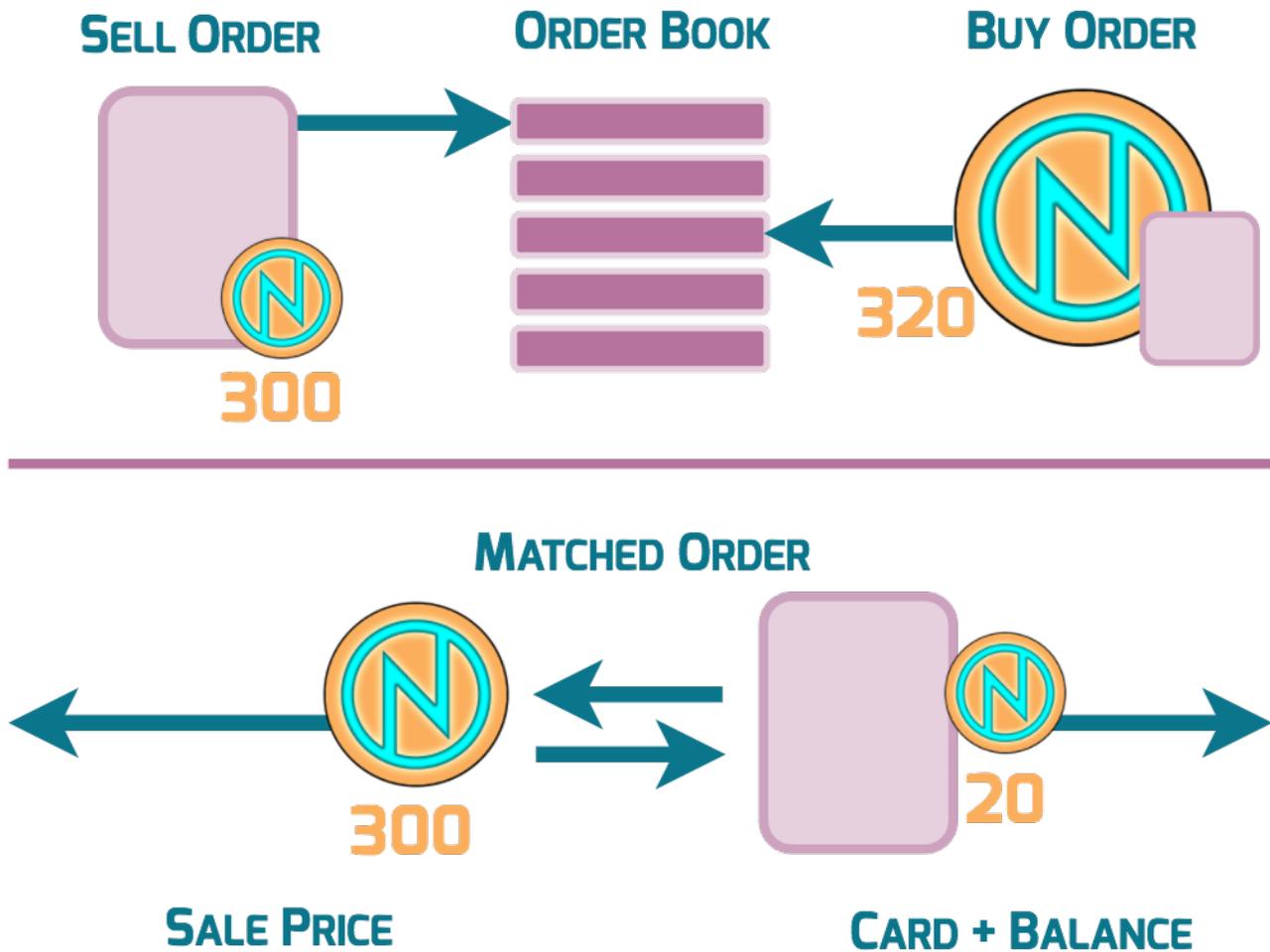


CARD EXCHANGE

To buy, sell, and trade cards with minimal overhead from fees, and maximal liquidity, we're implementing the Card Exchange. This is an Ethereum-based side chain built to take advantage of the Plasma protocol when it launches (more on this in the Technology section, below).

Version 1.0 of the Card Exchange will allow users to post and fill buy/sell orders, and will mediate orders to ensure the order is filled at the listed price, with unused funds being returned to the filler. Version 2.0 will upgrade the card exchange to include an auction/bid system.

Transaction fees will be low, and any profits made on transaction fees will be returned to game developers who integrate NVT, to provide additional funds for game development, marketing, and user acquisition.



BLOCKCHAIN COMPETITORS

There are several companies building distributed markets for gaming objects. All of them have major gaps in their business plan, so none deliver the benefits that Nova Token can for players, developers, and tournament organizers.

The simple fact is that nobody is attempting to build what the Nova Token team is attempting to build. And no gaming ICO is as focused on supporting a wide community of players, developers, and other projects.

Here's a side-by-side comparison:



IN-GAME INTEGRATION	✓	✗ Requires Trusted 3rd Parties	✓	✗ Requires Trusted 3rd Parties
PLAYERS EARN REWARDS	✓	✗	✗	✗
PLATFORM ALREADY EXISTS	✓	✓	✗	✗
INTEGRATED ESPORTS	✓	✗	✗	✗
SUPPORTS 3RD PARTY DEVS	✓	✗	✓	✗
COMMUNITY-FRIENDLY SALE	✓ 75k ETH Cap \$30M Market Cap	✓ 120k ETH Cap \$45M Market Cap	✗ 180k ETH Cap \$65M Market Cap	✗ 210k ETH Cap \$180M Market Cap

ECONOMY

Many trading card games will implement Nova Tokens, and Nova Blitz will be the first. The smart contracts will allow will allow games to customize operations as needed.

CARD PRINTING

Digital TCGs release new cards every month. Whenever a card is released, 50% of these cards will be released to NVT holders, split according to the amount of their ownership at the time of release. The remainder will be made available directly through the game, to support players who buy in with fiat currencies, and to encourage those players to switch to NVT as their currency. All these cards are stored on the blockchain, and can be freely bought and sold.

IN GAME PURCHASES

All in-game purchases can be made using NVT. In-game purchase prices can be set as a fixed price, or be calculated based on the previous hour's peak market capitalization of NVT. This allows the prices to vary reflect actual demand, while preventing players from experiencing wild swings in pricing as the market cap of NVT grows.

TOURNAMENTS

NVT tournaments allow players to buy in with NVT. Entry fees will be set by the tournament organizers, and can be fixed, or pegged to NVT market cap. Prizes are calculated by the tournaments smart contract, based on the total entry fee, and number of participants.

Players can organize and run their own in-game tournaments, which will be fully administered by the game's servers. 5% of the entry fees cover the tournament organizer's expenses.

Tying NVT directly to tournaments and leaderboards (both for entry fees and prizes) will encourage adoption of NVT among game players, increasing demand for the token.

DEVELOPER FUNDING POOL

Game developers often find raising capital challenging. To help out our development community, we will provide funding, support, and NVT for developers who wish to integrate NVT and the Card Exchange into their games, or whose games are showing promise and who need additional funds for user acquisition and marketing. This funding will come from revenues received in NVT and in fiat currency, as well as from transaction fees in the Card Exchange. For Nova Blitz, 10% of any in-game purchase, and 5% of any tournament entry is added to the pool.

TECHNOLOGY

All token and smart contract code will be open source. We encourage other groups to build on what we've created, and welcome input and improvements from the community. The Nova Blitz game engine and client is closed source, and will remain so for the foreseeable future. There is significant downsides in releasing game source code that outweigh the advantages of open source - primarily, it allows third parties to clone gameplay and functionality.

The four core pieces of technology are the Nova Tokens themselves, the Card Tokens, the Card Exchange, and the Tournaments smart contracts. In addition, there's an API suite to allow game clients and servers to interact with the Card Exchange.

NOVA TOKENS

Nova Tokens (NVT) are ERC-20 tokens. NVT can be spent in game, for in-app purchases, to buy Cards, or to enter tournaments. Tournament prizes are paid out in NVT.

Holding NVT also entitles you to copies of new Epic and Legendary Cards whenever they're released. The more you hold, the more cards you'll own.

CARD TOKENS

Card Tokens are ERC-20 tokens, and can be freely bought and sold between players. Card Tokens can be traded on the Ethereum blockchain, or can be bought, sold, and traded on the Card Exchange, for significantly lower transaction costs.

Card Tokens can be accessed directly in game, through an in-game wallet. It will allow players to manage their NVT balances and card ownership, and buy/sell cards on the Card Exchange.

As ERC-20 tokens, cards can also be traded directly on the Ethereum blockchain, and be registered on systems such as MyEtherWallet and Parity.

CARD EXCHANGE

The Card Exchange manages card creation, sale, and trading. It solves two key liquidity problems in trading card games: Trade volume and transaction cost.

The rarest cards have few transactions per day, so a ledger of buy and sell orders is critical to ensure there's enough liquidity. Common cards are valued below the total transaction cost for a basic transaction on the Ethereum network, so there is little to no demand. Card Exchange transaction fees are in NVT, and scale by listing price, so cards can easily be traded.

In-game marketplaces and auction houses can directly take advantage of the Card Exchange functionality, allowing auction bids, buy and sell orders, and even loans to happen directly on the Ethereum blockchain. This, of course, isn't the only way to buy and sell cards or NVT - all cards are ERC-20 tokens, so players can also transfer their tokens to a wallet or exchange and sell them independently of any game.

SMART CONTRACTS

NVT and all token cards are ERC-20 contracts. You'll be able to do the following things on the Ethereum chain or in the Card Exchange (though many functions are significantly cheaper on the Card Exchange).

BASIC FUNCTIONS:

- ④ **Link Account:** You can link your in-game account to your token wallet. This allows you to utilize your NVT and cards in game.
- ④ **Buy & sell cards:** Make, fill, or cancel offers to buy a card. The NVT or card is put into escrow, the offer is stored (or completes immediately, if there's a matching offer), and the offer stands until it's accepted or cancelled.
- ④ **Spend on IAPs:** Once your account's linked, you can spend NVT in game, or to buy new cards.

CARD PRINTING & DISTRIBUTION:

- ④ **Snapshot:** Developers can store a snapshot of the amount of NVT each player owns at a specific time. This snapshot can then be used by Create Card to grant new cards to players. Players can use the snapshots to verify that the number of cards granted matches the game's policy.
- ④ **Create Card:** The game developer creates the new card token, then runs the Create Card function. This sets the number of cards each address can claim, using the most recent snapshot. Variables for the create card function are the name of the card, the total supply, the snapshot ID, and a mapping of addresses to allowances, to grant the cards to the right holders.
- ④ **Claim Card:** A player can claim their assigned cards by using the Claim Card function. This transfers cards from the CardExchange to their own accounts.

TOURNAMENTS:

- ④ A suite of functions to manage tournaments, from setup, to player entry fees, to running the tournament, to granting prizes. Game developers can use these functions to run events, and players can use the functions to run player-run tournaments.

API FUNCTIONS

In addition to the smart contracts, there's an API to allow games and community websites to efficiently read current snapshots, balances, and other vital data from the blockchain. The API includes the ability to read player balances of cards, interact with the Card Exchange, and pass tournament data between client, server, and blockchain.

SCALABILITY

Currently, the Ethereum blockchain cannot support a scalable trading card game. This will change in 2018 and early 2019, with Ethereum developers completing work on the Casper and Plasma projects. Until then, we will mitigate scalability with a hybrid solution, as we work towards a fully decentralized trading card game system.

WHAT'S THE PROBLEM?

Public blockchains like Ethereum have several shortcomings when they're applied to a trading card game. The big three are throughput, time, and cost. All these reduce the number of new players adopting NVT as their currency, and suppress demand for the NVT token.

The first reason is throughput. Ethereum (the whole network, worldwide) handles a maximum of 10 transactions per second. Card transactions (creation, trading, sale, or destruction) are the heart of any TCG, and can be as many as 2/min/active player. With 100,000 concurrent players, that's 3,000 transactions/second, or 300x Ethereum's current global capacity.

The second reason is time. Currently, Ethereum takes around 3 minutes on average to confirm a transaction with a gas price of 11. This is not an issue for financial transactions, where processing time delays are expected. For online games, users have an entirely different set of expectations. Waiting 3 minutes to open the pack of cards you just bought is a big turn-off.

The third issue is cost. Current gas prices mean a transaction fee of \$0.05-\$0.10 is required (Friday September 29, 2017). For financial transactions in the tens and hundreds of dollars, this is a huge saving compared to other platforms. For a TCG, the vast majority of transactions are in the \$0.50-\$5.00 range, and a 10% transaction fee is inefficient.

WHAT'S THE SOLUTION?

The good news is that Ethereum is moving to solve all of these issues. By 2019, we expect Ethereum to be handling 1,000,000 transactions per second and confirming transactions within 10s due to Plasma, and having transaction fees under \$0.01 due to Casper.

The Card Exchange will be a series of Plasma chains running on top of the Ethereum blockchain. Until Plasma is complete, the Card Exchange will be implemented as a semi-private side chain, running on a trusted platform, where only its smart contracts and trusted platforms (the API and game servers) can write to it. Its data will be replicated by public nodes to ensure that transactions can be audited and reviewed without centralized control. This will provide the most important benefits - securely owning, trading, and selling cards - without causing the Ethereum network to slow to a crawl.

As Ethereum throughput increases, gas costs come down, and transaction speeds increase, we'll move the Card Exchange to a Plasma branch of the public Ethereum chain to complete the full vision of a fully decentralized, fully scalable, blockchain TCG.

TEAM

Our team has a combined 100 years of experience across game design, game development, mobile development, financial technology, API creation, and many more. We work as a distributed team, mostly based in the Pacific Northwest. Hit us up if you want to join us!



PAUL BARCLAY
CEO

Visionary and creative director. Expert in product management, engineering, & game design.



NOAH CALLAWAY
Full Stack Engineer

Expert developer and technologist, a full stack engineer with great sense for usability and reliability.



MARK DAVIS
Server Engineer

Veteran software dev, across gameplay, SDK development, networking and systems architecture.



STEVE STADNICKI
Engineer

25-year veteran. Expert in graphics, developer tools. Able to code absolutely anything.



MARCO WILLIAMS
Dev Ops Engineer

Operations & cloud services guru. Expert in building games, back-end SDKs and developer tools.



JEFF ALEXANDER
Game Designer

Expert card and free to play game designer, with 15 years experience.



JOHN BURNETT
UI/UX Designer

Award-winning UI Artist and UX Designer. 10-year mobile and console veteran.



SCOTT COLBURN
Audio Director

Grammy-winning sound engineer, and audio effects wizard.

ADVISORS



RICHARD GARFIELD PHD

Partner, 3Donkeys Consulting

Creator of Magic: The Gathering, the first trading card game. Game design, monetization, economy, and monetization consultant.

SKAFF ELIAS

Partner, 3Donkeys Consulting

Creator of the Magic: The Gathering Pro Tour, the first gaming tournament series with over \$1M in annual prizes. Game economy, monetization, and esports consultant.

MARK PUI

Executive Director, PWC

Fintech, blockchain, management consulting, and corporate development guru.

ROAD MAP

0

CURRENT STATE

- ④ Game is complete
- ④ Launched on Steam & in test on iOS and Android
- ④ 10,000 users across all platforms
- ④ Supporting infrastructure is all operational, scalable, and tested:
Tournaments, matchmaking, game engine, dev ops, servers

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PHASE 1: CONSTRUCTION

- ④ Token cards, bought and sold on the Card Exchange
- ④ In-game wallet
- ④ In-game purchases with NVT
- ④ Marketing push. Goal: 250,000 users (15,000 concurrent)
- ④ New cards released to NVT token holders

2

PHASE 2: GROWTH

- ④ Card Exchange integrated into the game
- ④ Tournament entry & payouts in NVT
- ④ Self-service tournament system
- ④ Marketing push. Goal: 1,000,000 users (50,000 concurrent)
- ④ New cards released to NVT token holders

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PHASE 3: DECENTRALIZATION

- ④ Card Exchange 2.0 complete, and running as a Plasma chain
- ④ Card Exchange includes auction functions
- ④ Community-driven in-game functions on the Card Exchange
- ④ Marketing push. Goal: 2,000,000 users (100,000 concurrent)
- ④ New cards released to NVT token holders
- ④ NVT integrated in multiple additional games

TOKEN SWAP

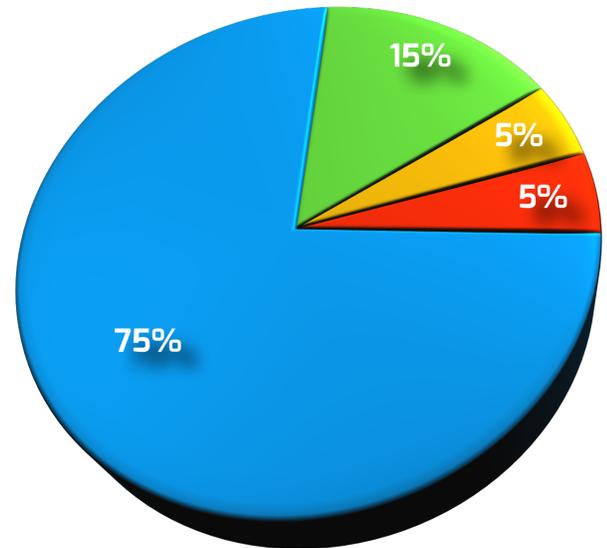
Only 100 billion NVT tokens will ever be created. 75 billion NVT will be made available during the token swap. 15 billion NVT tokens will be used for marketing and bounties, 5 billion will be distributed to advisors, and 5 billion will be distributed to the dev team, vested over 2 years.

DETAILS

Our token swap will commence on 24 November 2017 at 10am US Eastern Time and close on 30 November 2017 at 10am US Eastern Time.

We are proposing to swap NVTs at the rate of 1 ETH for 1,000,000 NVTs. Subscribers who are intending to swap ETH for NVTs will be required to complete a KYC check and whitelist their addresses for the token swap.

The token swap has a minimum swap requirement of 15,000 ETH. If the minimum swap requirement of 15,000 ETH is met, any unsold NVTs are retained by the Foundation for subsequent later sale or other distributions as determined by the Foundation.



● Token Sale 75% ● Marketing 15%
● Team 5% ● Advisors 5%

KEY FEATURES:

- Ⓝ **LOW OVERALL CAP: 75K ETH**
- Ⓝ **COMMUNITY-FOCUSED: 75% OF TOKENS WILL BE SOLD**
- Ⓝ **JUST ONE TIER: A LEVEL PLAYING FIELD FOR ALL BUYERS**

VESTING

Token swap tokens will be delivered within 1 week of the end of the token swap.

Advisor tokens are locked for 2 months. Dev team tokens vest over a period of 2 years. 25% of team member tokens will be unlocked after 12 months, then an additional 12.5% every 3 months afterwards. The team composition may be updated during the vesting period.

INSTRUCTIONS

Detailed instructions along with the contribution address will be posted on the official website: novablitz.com

FUNDING ALLOCATION

All funds contributed to the token sale will be used solely for the development and growth of the Nova Token platform. Below is the preliminary expected split of costs.

These splits assume that roughly US\$10M of NVT are purchased in the token sale. A higher raise will enable more funds to be spent on marketing & development, to increase adoption and speed up the roadmap. Additionally, revenue from fiat currency players will be added to token sale funds, to further drive marketing, development, and operations.

MARKETING - 40%

Marketing covers both traditional consumer marketing to encourage NVT adoption, and business to business marketing to encourage developers to integrate NVT into their games.

The NVT set aside for marketing activities will also be used here to engage with the community, drive use by more developers, and provide additional prizes for events and tournaments.

DEVELOPMENT - 50%

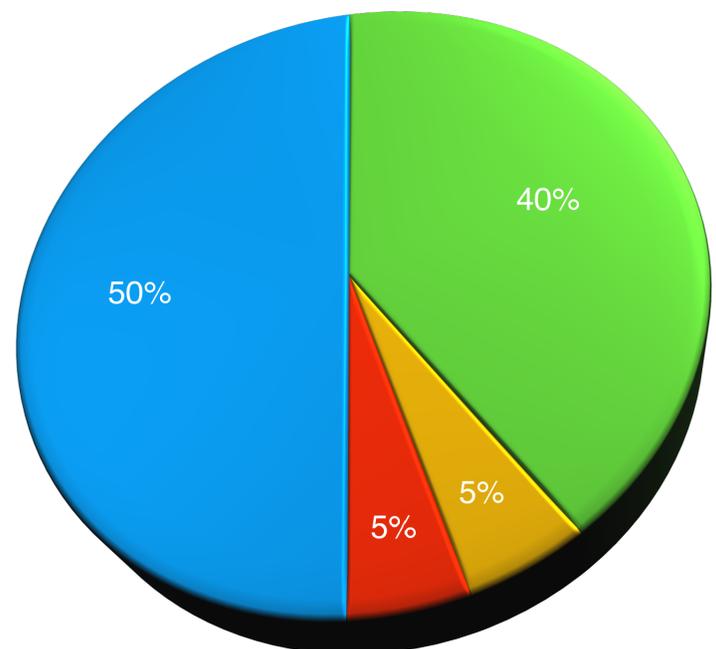
Development costs include the cost of developing the Nova Token contracts, the game APIs, and additional game content generation. Development costs also include the cost to ensure all aspects of the Nova Token are secure and reliable, including code audits and penetration testing of all parts of the code.

LEGAL & COMPLIANCE - 5%

We'll be operating the Nova Token in all jurisdictions globally. We must comply with all local laws, and be able to defend the Nova Token ecosystem against legal challenges.

OPERATIONS - 5%

This will cover a minimum of 5 years cost for additional servers, DDOS protection, and API traffic.



● Development 50% ● Marketing 40%
● Operations 5% ● Legal 5%

DISCLAIMERS

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