



## WHITEPAPER v4

The Roguelike RPG game that allows you to turn gaming passion into NFTs

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# Introduction

**Catacomb Crawlers fuses the relentless action of a survivor roguelike with intense competitive survival challenges.**

Descend into treacherous underground arenas, where you'll battle relentless hordes of monsters while competing against other players. Choose your hero, harness unique abilities, and master strategic movement to secure objectives and outlast your rivals. Customize your loadout with a vast arsenal of weapons and mods, tailoring your playstyle for every encounter.

Even if you fall in battle, the fight isn't over, unleash a range of powerful skills to shift the tide and claw your way back to victory!

## Studio's Vision

Emeroth Studios' team, with over a decade of experience on renowned titles like League of Legends, Valorant, and Mobile Legends, is driven by one goal: to innovate and unify web2 and web3 gaming.

We strive to discover new and innovative game modes with limitless potential, leveraging our skills to excel in the competition. Our mission is to create groundbreaking experiences that make a significant impact in the gaming industry.

We believe in pushing the boundaries of what's possible in gaming, using our extensive expertise to deliver fresh, engaging, and immersive gameplay. Our commitment to innovation, quality, and a player-first approach ensures that every game we develop resonates deeply with players worldwide.

Driven by passion, we aim to deliver unparalleled gaming experiences that leave a lasting legacy.

## The Lore

In the depths of the catacombs lies a realm shrouded in mystery and peril. This is where our heroes find themselves after meeting their end in the human world. Suspended in the thin space between life and the afterlife, they encounter enigmatic creatures that initiate them into a rigorous training regimen. Their ultimate goal: to become an **Eternal Warden**, a revered being destined to shine and protect humanity even in death.

Here, in this eerie and treacherous world, our heroes must navigate through arenas teeming with thousands of monstrous adversaries. They must uncover ancient artifacts that hold the key to their ascension and climb through the floors of the catacombs. Each level presents new challenges and greater dangers, testing their resolve, strength, and ingenuity.

The catacombs are not just a physical descent but a spiritual journey, demanding more than mere combat prowess. The artifacts they discover are imbued with ancient magic, granting them powers and abilities beyond their mortal comprehension. Each artifact brings them one step closer to their ultimate goal, but also deeper into the catacombs' dark mysteries.

The final challenge awaits at the pinnacle of this underworld - the **Eternal Tournament**. In this epic contest, heroes face off against one another, each striving to prove their worth and ascend to become an Eternal Warden. The tournament is a grueling test of skill, strategy, and endurance, where only the bravest and most cunning will prevail. Heroes must outwit, outfight, and outlast their competitors in a series of increasingly difficult battles.

Only one can emerge victorious and claim this exalted mantle. The Eternal Warden not only gains immense power but also the eternal duty to watch over and protect humanity from the shadows. Their light will guide the living, ward off the darkness, and inspire future generations of heroes. The journey is perilous, the challenges are immense, but the reward is eternal glory.

# Hero Classes

In the depths of the catacombs lies a realm where fallen heroes strive to become an Eternal Warden. Each hero specializes in one of five initial classes:

- » **Ranger:** Masters of ranged combat, striking enemies from afar with deadly precision
- » **Assassin:** Stealthy and agile, delivering lethal blows from the shadows
- » **Fighter:** Close-quarters combatants, wielding swords and shields with unmatched strength
- » **Marksman:** Expert marksmen, using firearms to unleash powerful explosive attacks
- » **Sorcerer:** Summoners of mystical creatures and spirits, controlling the battlefield with unique abilities

Choose the class that best fits your playstyle and rise to the challenge.

## ◇ Ranger

Rangers are masters of ranged combat, striking enemies from a distance with deadly precision. They excel in agility and mobility, using hit-and-run tactics to stay out of reach while dealing consistent damage.

Their heightened senses allow them to spot hidden threats, and their fast, accurate shooting makes them formidable opponents. Rangers also possess survival skills, enabling them to execute surprise attacks.

## ◇ Assassin

Assassins are stealthy and agile combatants, specializing in delivering lethal blows from the shadows. They excel in hitting critical strikes and dealing devastating damage with precision and speed.

With a focus on shadows, Assassins can approach their targets undetected and unleash devastating attacks. Their combat style relies on quick, high-damage strikes and swift evasion, making them unpredictable and dangerous adversaries.

## ◆ **Fighter**

With a focus on direct combat, Fighters engage foes head-on at a melee range, delivering crushing blows with swords, hammers, and other heavy weaponry. Their resilience allows them to withstand significant damage, making them the frontline defenders in any skirmish.

Fighters possess a variety of combat skills, from powerful slashes and strikes to defensive maneuvers that protect themselves and their allies. Their ability to control the battlefield with brute force and tactical prowess makes them indispensable in any fight.

## ◆ **Marksman**

Marksmen are expert with firearms, specializing in slow but powerful explosive attacks. They excel in dealing high damage from a distance, using their weapons to unleash devastating blasts that can turn the tide of battle.

With a focus on precision and power, Marksmen rely on calculated shots to inflict maximum damage. Their explosive attacks can clear groups of enemies or deal significant damage to powerful foes, making them a crucial asset in any combat scenario.

## ◆ **Sorcerer**

Sorcerers are masters of magic, specializing in using dark, mysterious and outwordly forces to aid them in battle. They excel at dominating the battlefield with their mystical abilities, and by calling forth powerful entities to fight alongside them.

Sorcerers rely on their ability to manipulate the elements, using their dark powers to outmaneuver and overpower their foes. Their strategic use of summoned creatures and black magic allows them to control the flow of combat, making them a versatile and unpredictable force.

# Gameplay

## Overview

Our game offers a groundbreaking hybrid experience, seamlessly blending the strategic depth of a survivor roguelike with the adrenaline-fueled intensity of ultimate survival competition. Players will venture into intricately designed underground arenas, brimming with relentless enemies, devious traps, and high-stakes challenges. But survival isn't the only goal, competition is fierce, as players fight not just for their lives but for dominance on our dynamic leaderboard ranking system.

Every run is a test of skill, strategy, and adaptability, offering countless ways to approach each challenge. Whether you prefer methodical progression, optimizing your loadout, or diving headfirst into chaotic battles, our game provides a rich, evolving experience that caters to both casual adventurers and hardcore competitors alike. Prepare to explore, battle, and outlast in the ultimate test of survival.

## Key Features

The game features handcrafted levels and maps that are thoughtfully designed to provide a balanced mix of challenges, puzzles, and enemy encounters. This ensures a consistent and well-paced difficulty curve, whether players are exploring dungeons or battling in arenas.

Character progression and diversity are integral to the game. Players start with a basic character and can improve their abilities by finding equipment, gaining experience points (XP), and leveling up. The game offers a wide variety of characters, known as Brawlers, each with unique abilities, stats, and special attacks. As players progress, they can unlock new Brawlers and upgrade their abilities, enhancing their gameplay experience.

In the roguelike segments, the game introduces permadeath and level restart mechanics. When a character dies, they must restart the current level from the beginning. This maintains the challenging nature of the game and encourages players to improve their strategies and skills. In

contrast, during brawl segments, players respawn after a short delay, allowing for continuous action and team strategy adjustments.

Loot, equipment, and power-ups play a crucial role in enhancing the players' abilities. As they explore, players find weapons, armor, potions, and other items that help them survive longer. During brawl matches, power-ups and items can be found on the battlefield, providing temporary boosts or advantages.

The game features a variety of enemies with different attack patterns and behaviors, requiring players to adapt their strategies to defeat them. In brawl modes, teams compete against each other in various game types, such as Gem Grab, Showdown, Brawl Ball, Heist, and Bounty, adding to the game's excitement and variety.

Resource management and strategy are essential for success. Players must manage limited resources such as health, stamina, and magic in roguelike segments. Finding and using these resources effectively is crucial for survival. In brawl segments, effective use of power-ups, team coordination, and strategic use of abilities are key to victory.

Each level and map in the game is embedded with lore and narrative elements that enrich the game world. As players progress, they uncover stories and secrets, adding depth to their journey. This narrative aspect enhances the overall immersive experience.

Characters in the game have unique special abilities, or Supers, that can be charged up during gameplay and unleashed for devastating effects. This adds another layer of strategy and excitement to the gameplay.

Progression and rewards are vital components of the game. Players earn trophies, XP, and rewards by completing levels and winning matches. These can be used to unlock new characters, skins, and other customization options. Regular events and challenges offer additional rewards and keep the gameplay fresh, motivating players to keep playing.

Success in the game relies heavily on effective team play, communication, and strategic use of each character's abilities. Players must adapt their strategies based on the game mode, map, and opposing team composition, making each match a unique and engaging experience.

In summary, our game combines the intricate and challenging elements of a roguelike with the exhilarating, fast-paced action of a brawl game. The diverse gameplay mechanics, character progression, and rich narrative ensure an engaging and rewarding experience for all players.

## Marketplace & Rewards

Our ecosystem integrates a robust Marketplace, an innovative rewards mechanism, and a token supply management strategy, all designed to ensure token stability, compliance with regulations, and enhanced user experience. Here's a detailed, compliant description of our model:

### Marketplace Overview

The Marketplace allows players to trade in-game assets and NFTs using the EMER token, enhancing the gaming experience and providing economic opportunities. The design and functionality are structured to maintain the utility of the token within the game ecosystem, avoiding any implications of being classified as a security.

### Functionality:

#### Transaction Process:

- ◆ **Listing Items:** Players can list their in-game assets for sale with detailed descriptions and prices set in EMER tokens.
- ◆ **Buying Items:** Buyers can browse the Marketplace, search for specific items, and purchase them securely using EMER tokens.
- ◆ **Transaction Fee:** A 10% fee is applied to each transaction to support the Marketplace's operations and development. From this fee, 6% is allocated to the Token Supply Management Strategy for rewards.

## Sybil-Resistant Verification:

- ◆ **Biometric Verification:** The Marketplace uses Humanode's biometric verification to ensure security and prevent illegal market abuse, maintaining a fair trading environment.

## Asset Categories:

- ◆ **Heroes:** Unique characters with distinct abilities
- ◆ **Gear:** Equipment such as weapons and armor
- ◆ **Companions:** Pets or allies that assist players
- ◆ **Shards:** Pieces of powerful items or characters
- ◆ **Runes:** Magical symbols for buffs and enhancements
- ◆ **Potions:** Consumable items for boosts or healing
- ◆ **Raw Materials:** Basic resources for crafting
- ◆ **Crafted Items:** Items created from raw materials
- ◆ **Upgraded Items:** Enhanced versions of gear
- ◆ **Decorative Items:** Cosmetic items for customization
- ◆ **Reward Extraction:** Players can trade rewards obtained from playing the game, allowing them to monetize their in-game achievements and assets.

## Token Distribution for Rewards

A portion of the in-game purchases made using the EMER token will be allocated to sustain and enhance the game's economy. This will directly contribute to replenishing the rewards pool, ensuring a continuous and fair distribution of incentives for dedicated players. By cycling tokens back into the ecosystem, we create a sustainable play-and-earn model that benefits both active participants and the long-term growth of the game.

### Token Rewards

The allocation of **EMER tokens** serves several key purposes: welcoming Web2 gamers into our ecosystem, showcasing the benefits of our utility



token, replenishing the rewards pool, and maintaining a steady, fair flow of incentives for dedicated and active players. By cycling EMER tokens back into the ecosystem, we reinforce a **sustainable play-and-earn model**, enhance token utility, and fuel both player engagement and the game's long-term growth.

### **Marketplace Revenue Allocation**

To foster a sustainable and engaging competitive environment, EMER tokens generated through marketplace activity are strategically allocated to the tournament rewards pool in two primary ways:

- ◆ **Transaction Fees:** 6% of every marketplace transaction fee is allocated directly to the rewards pool, ensuring a consistent and ongoing stream of incentives for competitive events.
- ◆ **Direct Purchases:** A minimum of 10% of all direct asset purchases made using the **EMER token** is also contributed to the rewards pool, further reinforcing the play-and-earn ecosystem and encouraging active player participation.

This dual-stream allocation model ensures that marketplace engagement not only fuels the in-game economy but also continuously supports tournament rewards, benefiting both individual players and the broader community.

### **Tutorial Rewards Allocation**

A substantial portion of in-game rewards is dedicated to the **tutorial system**, designed to introduce new players to the EMER token and its role within the game's economic framework. These rewards serve as both an educational tool and an incentive, helping users navigate key features such as token usage, marketplace transactions, and overall game progression.

To preserve balance and prevent abuse, **tutorial rewards are limited to the redemption of a free, early-game cosmetic skin** from the marketplace and cannot be used for any other purpose. This targeted approach ensures a fair and smooth onboarding experience while reinforcing the functional value of the EMER token from the very beginning.

# Competitive Ranking Model

## Ranking Model Overview

Our ranking model is divided into distinct categories, each representing a milestone in a player's journey to mastery and excellence. Players progress through these categories based on their performance in the game, aiming to reach the prestigious title of Ethereal Warden.

## Ranking Categories

- ◆ **Neophyte:** The entry-level rank where new players begin their journey. This category is designed to introduce players to the game's mechanics and basic strategies. Players accumulate experience points (XP) through participation in matches and completing beginner-level challenges.
- ◆ **Adept:** Players in this rank have gained a basic understanding of the game and start to develop their skills and strategies. Advancement to Adept requires a certain amount of XP and the completion of initial proficiency tests or challenges.
- ◆ **Vanguard:** This rank signifies a player who has moved beyond the basics and demonstrates a solid understanding of game mechanics and tactics. Players must achieve a higher XP threshold and perform well in intermediate-level competitions.
- ◆ **Master:** Masters are highly skilled players who exhibit advanced strategies and have a deep understanding of the game. Advancement requires exceptional performance in competitive matches and a significant amount of XP.
- ◆ **Grandmaster:** Grandmasters are elite players who consistently perform at the highest level, often participating in and winning high-stakes tournaments. Players must dominate in advanced competitions and accumulate extensive XP and accolades.
- ◆ **Champion:** Champions are renowned players recognized for their exceptional skill and consistent high performance in major tournaments.

This rank requires victory in multiple high-tier tournaments and peer recognition within the community.

- ◆ **Paragon:** Paragons are legendary figures in the game, known for their unparalleled skill, strategic mastery, and influence in the gaming community. Only a select few reach this rank by consistently outperforming other Champions and contributing to the game's community and strategic evolution.
- ◆ **Ethereal Warden:** The highest and most prestigious rank, Ethereal Wardens are the epitome of mastery and excellence in the game. They are the ultimate protectors of the game's ethos and competitive spirit. Attaining this rank requires extraordinary achievements, including consistent top-tier performance on the global leaderboard, community contributions, and recognition from both players and developers.

## Exclusive Rewards for Ethereal Wardens

Ethereal Wardens are rewarded based on their leaderboard placement, highlighting their consistent performance and dedication to the game. These rewards include prominent placement at the top of the global leaderboards, with special badges and titles indicating their elite status. They are also inducted into the game's Hall of Fame, where their achievements and contributions are permanently recorded and celebrated.

Unique in-game rewards for Ethereal Wardens include specially crafted assets such as exclusive skins, weapons, armor, and other cosmetic enhancements that showcase their elite status. Some of these items may offer functional benefits, such as enhanced abilities or stats, providing a slight edge in gameplay. These items are designed to enhance the gaming experience without being traded or speculated upon.

Ethereal Wardens are awarded with EMER tokens, the game's native cryptocurrency, as a reward for their exceptional performance. These tokens can be used within the game ecosystem for various purposes, including purchasing items, accessing exclusive areas, and participating in special events. Additional EMER token bonuses are granted for achieving and maintaining the Ethereal Warden rank, providing ongoing

incentives for continued excellence and engagement within the game.

Community influence is another key benefit for Ethereal Wardens. They have the chance to mentor up-and-coming players, sharing their knowledge and strategies to help others improve. They also have a direct line of communication with the game's developers, providing feedback and suggestions that can shape future updates and features.

Ethereal Wardens are invited to participate in exclusive, high-stakes tournaments where they can compete against the best of the best. They are also honored guests at community events, both online and offline, where they can interact with fans and other top players.

Finally, Ethereal Wardens receive custom merchandise such as exclusive Ethereal Warden-themed apparel, accessories, and collectibles. They also receive digital badges and certificates that they can display on their profiles and social media, further showcasing their elite status.

## **Tournaments**

### **Permanent Activity Tournament Participation**

Web3 users will have the opportunity to compete in an **ongoing activity tournament**, designed to reward consistent engagement both in and outside the game. Participation involves completing **daily quests**, actively engaging with our community through social interactions, and sharing or referring game-related news to friends.

This model is specifically designed to align with current **Web3 engagement trends**, as many Web3 users are increasingly drawn to **tournament-based reward systems**.

By integrating this competitive framework, we not only create a more immersive and rewarding experience but also establish a powerful mechanism for **organic growth**. Encouraging social interaction and referrals helps expand our community, ensuring **continuous user acquisition and long-term sustainability**.

## Top 100 Player Rewards

The **top 100 players** will have the opportunity to earn exclusive rewards by showcasing their skills, excelling in gameplay, and surviving the longest in intense in-game challenges. This ranking-based reward system is designed to foster a **highly competitive environment**, encouraging players to push their limits and refine their strategies.

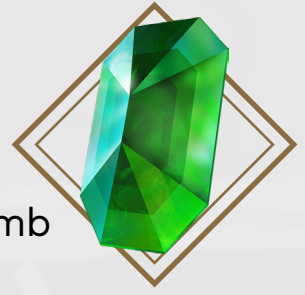
By implementing this model, we ensure that both casual and competitive gamers remain engaged, while also providing an aspirational goal for all players. This approach not only enhances player retention but also strengthens the overall competitive spirit within the game's ecosystem.

## Future Expansion & Competitive Model

As our game evolves with **new game modes** and our ecosystem expands to include additional titles, such as a **Brawl game** and a **PvP Tower Defense game**, we will introduce an enhanced competitive framework tailored to these experiences. Players will have the opportunity to engage in thrilling **1v1** and **3v3 duels**, putting their skills to the test in high-stakes battles against one another.

This expansion not only diversifies gameplay but also strengthens our competitive scene, offering more avenues for players **to prove their dominance** across multiple genres. By continuously evolving our ecosystem, we ensure long-term engagement, fresh challenges, and a dynamic player experience.

# Token & In-game currencies



## EMER

**\$EMER** is the cornerstone governance token in the Catacomb Crawlers ecosystem, offering valuable utilities.

**Governance Authority:** Vote on future developments and policies

**In-Game Rewards:** Earn rewards for achievements and participation

**Marketplace Currency:** Facilitate transactions for items and upgrades

## RUBY

**Rubies** are a versatile in-game reward currency in the Catacomb Crawlers ecosystem, essential for upgrading and crafting assets.

**Upgrade:** Enhance heroes, companions, and gear

**Crafting:** Create unique and powerful items

**Earned Through Gameplay:** Accumulate by progressing and completing challenges



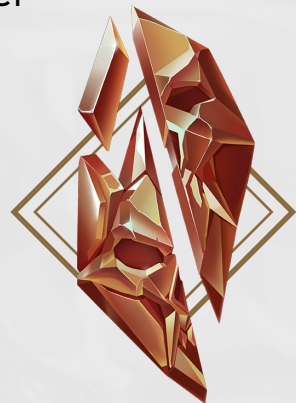
## RUNE

**Runes** are powerful in-game shards essential for obtaining, unlocking, and evolving assets in the Catacomb Crawlers ecosystem.

**Evolution:** Evolve heroes to enhance their abilities and power

**Unlocking Assets:** Unlock new heroes and exclusive skins

**Acquisition:** Obtain by defeating bosses or purchase them



# Tokenomics Overview

Token Distribution	%	Tokens (EMER)	TGE	Vesting
Seed Raise	16%	1.600.000.000	10%	9 months of vesting
Private Raise	12%	1.200.000.000	17,5%	6 months of vesting
Public Raise	3%	300.000.000	35%	2 months of vesting
In-game Tutorial Reserve	37%	3.700.000.000	—	Restricted to tutorial distribution Withdrawal is not allowed
Team	16%	1.600.000.000	—	12-month cliff, followed by 36 months of vesting
Game Studio Treasury	10%	1.000.000.000	—	12-month cliff, followed by 36 months of vesting
Liquidity & Launch Partners	5,5%	550.000.000	—	—
AirDrop	0,5%	50.000.000	100%	—
Total	100%	10.000.000.000		

# Roadmap

## Q4 2022 – Q1 2025

- » Character concepts, splash art & animations
- » Character/monster modeling & rigging (handcrafted, low poly)
- » Modular map aesthetics system
- » Initial website & social channels launch
- » Litepaper completion & pre-alpha preview
- » Integration of first character (Atreida)
- » UI/UX system foundation & internal testing
- » Sound and environmental design expansion
- » Boss level & first 3 characters completed
- » Mobile alpha & closed-alpha testing
- » **Community beta testing**
- » Rewards system development
- » **First marketing campaign test (UA + influencers)**

## Q2–Q3 2025

- » Analytics & telemetry foundation for live-ops
- » Compliance/KYC & fraud-prevention systems
- » Branding refresh & new store assets
- » Localization rollout (EN + target languages)
- » **Public Raise initiation**

## Q4 2025

- » **Survivor Roguelike launch**
- » **NFT Marketplace launch**
- » **Marketplace MVP with seamless login**
- » Token Generation Event (TGE)
- » Major marketing campaign (2nd wave)

## Q1 2026

- » PC adaptation readiness build (beta)
- » Official trailer release
- » AI companion behavior (v1)
- » Support & moderation tools (v1)
- » **Community & Creator program (v1)**

## Q2–Q3 2026

- » PvP Combat Mode launch
- » PC version official release
- » Marketplace v2 (bundles & auctions)
- » Live-ops cadence kickoff
- » Expanded in-game rewards & progression systems

## Q2–Q3 2026

- » **Brawl Game launch**
- » First offline PvP tournament
- » Animated motion story (Vlad) release
- » **PvP Tower Defense full launch**
- » Open-world expansion (Hideouts)
- » Prestige systems launch
- » Cross-IP collaborations

## Disclaimer

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