SUPREMACY

NINJA SYNDICATE

THE SUPREMACY METAVERSE GAMING PLATFORMS

WHITEPAPER
Version 1.1.1 - July 2022

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The Supremacy Metaverse Gaming Platforms

Whitepaper v1.1.1

July 2022

For **Ninja Syndicate**

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1.1.1	July 2022	Release of next major version

THE SUPREMACY METAVERSE

Summary

About Ninja Syndicate

Ninja Syndicate is a Web3 development studio based in Perth, Australia, established in 2020. Its team of designers, artists, and engineers share a common vision to build an immersive, inclusive, and innovative Metaverse, leveraging the power of Web2 and the potential of Web3.

Vision: To be architects of the Metaverse.

Mission: To onboard five million users into the Metaverse within five years.

Introducing Supremacy

Ninja Syndicate's first foray into the Metaverse is **Supremacy,** set in a future version of Earth where players battle for honor, wealth, and power.

Supremacy is a live, persistent virtual world where players support AI factions in an endless global conflict for control of Earth. The foundation of this virtual world is compared to a Massively Multiplayer Online Role-Playing Game (MMORPG), but with the integration of Web3 technology, what you can do in this world expands to blend in elements that can be realized in the real, physical world.

To bring this world to life, we are integrating Web3 tools (like blockchain, utility tokens, and decentralized systems) to support our vision of the Metaverse, where physical and virtual worlds work seamlessly together.

Supremacy offers a game experience like no other:

- **Multi-platform gameplay:** where players come together (from different game platforms, including desktop computers, dedicated consoles, and mobile devices) in a single, unified virtual world.
- **Game mechanics** that support engaging experiences for all types of gamers: casuals, gladiators, strategy masterminds, efficiency buffs, and all-rounders.
- **A rich player-driven virtual economy**: fueled by play-to-earn mechanics that encourages play and collaboration between players.
- **True ownership of game assets**: unlocking the full potential of players to own and control game assets in and out of the game world through non-fungible tokens (NFTs).

- **Interoperability of digital assets**: building use cases for interoperability of game assets with other games.
- **Cooperative play:** with different platforms connecting into a persistent, unified world, users can choose their roles within Supremacy based on preferences, device, time commitment, or level of ability. There are opportunities for players to create groups and communities and play together in our Metaverse.

Problem

The biggest challenge facing Web3 (commonly referred to as the future internet domain utilizing decentralized blockchain technologies) is mass adoption by mainstream internet users. History has shown us that mass adoption helps foster momentum in improving new technologies and creating new economic opportunities – the adoption of smartphones and web apps being one example.

In our view, the Metaverse is the future user experience layer of Web3, where users can experience the internet in a new and familiar space, with games and other entertainment platforms supporting the embrace of this new technology.

While the prospects of Web3 are numerous, several critical roadblocks hold Web3 back from mass adoption:

Understanding Web3:

Web3 seems complicated to those who are not *in-the-know*. The most significant barrier to the mass adoption of Web3 is the general lack of understanding of the technology. Crypto enthusiasts easily understand Web3, but it presents a steep learning curve for the average user. Web3 can revolutionize the digital economy for those well prepared and well informed.

Usability:

Learning to use dApps and smart contracts is complex, and mistakes can be costly. The overall user experience for Web3 lacks simplicity, interoperability is still a challenge, and the existing innovations of Web3 are more complicated to use than the base protocols. With the mainstream struggling to grasp Web3, they also have little to no patience to put the needed effort to get started. As the mainstream tends to use things that are familiar to them, Web3 needs to be easily used as Web2.

Accessibility:

The limitations in understanding and usability limit the access of Web3 to a technological elite which goes against their intent of a more decentralized and fairer world. Web3 becomes too hard, complicated, and out of reach, rendering it inaccessible to the mainstream. There is no point to Web3 if the technologically elite are the only ones able to access it.

Trust:

The advent of Web3 (especially cryptocurrency and non-fungible tokens) challenged those with the technical ability, entrepreneurship, and capital to find viable use cases for this technology. The actions of certain players (such as speculative market movements, fraudulent schemes, scams, and *rug-pulls)* have created a negative reputation for Web3 projects, practitioners, and believers to the public at large.

Solution Approach

Supremacy meets the above challenges by building and supporting a Metaverse that embraces a measured approach toward the future of gaming, ensuring that we properly educate gamers on the benefits of Web3.

Supporting the Web2 to Web3 transition

Currently, standard gamers are Web2 gamers; for every 1 Web3 gamer, there are over 4,750 Web2 gamers.

This is no surprise, as Web3 is still very new and would require some time for gamers to transition to Web3 gaming. To help onboard gamers onto Web3, Supremacy will release a Web2 game to help introduce our game and our world to gamers around the world, which will be released via console. Supremacy allows Web2 players to enjoy the experience of Web3 games without any prior knowledge of cryptocurrency or tokens. Over time, our ongoing mission will be to educate our user base on the benefits and risks of Web3 and assist them with the transition.

Commitment to Supremacy through delivery

The team at Ninja Syndicate is entirely committed to bringing Supremacy to life. We are aware that the crypto-gaming space is full of bad faith actors designed to extract funds from users and investors. Other projects are only focused on raising funds with no fixed plan on how they will deliver a project that meets or exceeds expectations.

Our approach is different – within 12 months of concept design, we released our first game platform, **Battle Arena,** and continue to make regular improvements. Our Roadmap lists our priorities for future expansions of Supremacy through the release of new content and new platforms.

About this Whitepaper

This Whitepaper briefly describes the **Supremacy virtual world**, its use cases, and its business proposition. This document is intended to represent, as far as practicable, the maximum strategic extent of Supremacy development and planning as of this document's date. As the game evolves, this document will be updated from time to time.

In this Whitepaper:

- The term **On-World** means within Supremacy (any platform or mechanism designed to simulate the game world, including actions in the real world that directly connect to the in-game world). All other environments (including actions using Supremacy Digital Assets on the blockchain) are **Off-World**.
- **Game Assets** are all the created, manufactured, or purchased items players interact with On-World.**Digital Assets** are Game Assets exported into digital records recorded on the blockchain (in the form of NFTs).

Welcome to the Supremacy Era

The Supremacy Era has evolved out of technological innovations and geopolitical events on Earth during the 21st and 22nd centuries.

By 2149, governments have fallen, and the world is a battleground for AI-run **Factions**. Under the control of the Overseer, an artificial intelligence of unknown origin, the three Factions of *Red Mountain*, *Zaibatsu,* and *Boston Cybernetics* fight with giant War Machines in Battle Arena events that are broadcast live around the world.

When war breaks out between the **Factions**, human-run **Syndicates** are tasked to fight in epic battles and coordinate the manufacturing of mechs and weapons to support the war effort.

In a world of limited resources, the fight for the control of land and resources pushes these Syndicates to the limit as they compete in the ultimate battle for supremacy.

By playing, you claim your right as a **citizen of Earth -** using your cunning, intelligence, and might to influence the outcome of the continuing struggles across the planet.

In this futuristic landscape, Supremacy sets the scene for players to choose how to write their own stories and find their place in this world.
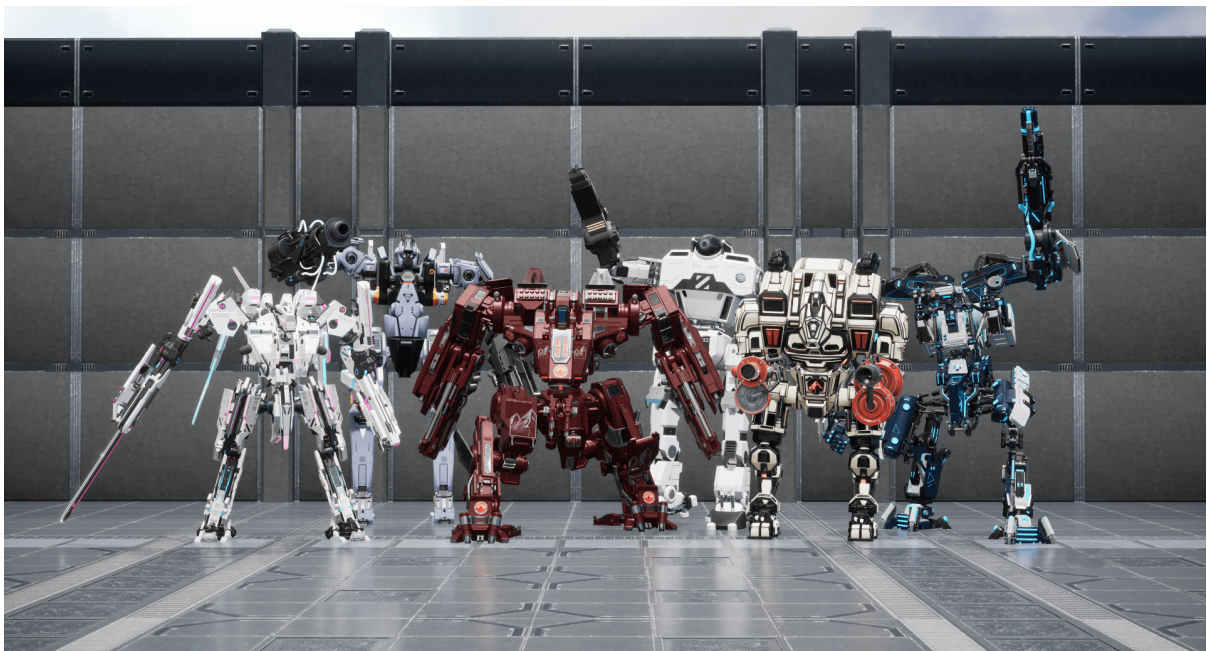
Many Game Platforms, One World

In the virtual world of Supremacy, players can choose any role that suits their interests, play style, or ability. As they immerse themselves in the world, they will encounter opportunities for glory, profit, power, and influence.

Supremacy is more than a single game; we offer a multi-platform gaming Metaverse where each platform is played on different devices, with interoperable game mechanics and game assets interacting in the same virtual space.

Our platforms encourage both single play (on a platform chosen by the player), depending on their gameplay preference, and cooperative play, where different players simultaneously work together and take on different roles on other platforms.

Supremacy operates in a Web2/Web3 Hybrid environment, in a *separate-but-equal*

Our platforms offer many different flavors of gameplay to suit players of different abilities and interests:

Battle Arena (Web2/Web3 Hybrid)

A massive Multiplayer Online Battle Arena (MOBA) with cooperative game elements   and live 24/7 battles between player-owned War Machines fighting for their chosen Faction. *Battle Arena* is in early access (as of the release of this whitepaper) and can be accessed via browser at https://www.supremacy.game.

Battle Lobby (Web2/Web3 Hybrid)

A game mode where members of player-run Syndicates can battle against their rivals in tournament-style competitions and single-match formats. This limited format is an extension of the Battle Arena.

Human Resistance (Web2)

A 3D VR-enabled first-person shooter game where players take the place of pilots in their own War Machines. Battles can be in the Battle Arena, the Battle Lobby, or a dedicated 3D sandbox environment. *Human Resistance* is intended for desktop, console, and VR play.

Syndicate HQ (Web2/Web3 Hybrid)

A grand strategy economic simulation and resource management game, where players and Syndicates can extract and refine resources, construct base complexes, manufacture components, trade goods, and resources and goods, and improve their War Machines with different components and upgrades.

Enrichment Centre (Web3)

A mobile-first platform where players can play minigames, solve puzzles, and perform simple actions which convert to activities in the game world or *Proof of Effort (PoEf).*

Blockchain

Blockchain plays a vital role in Supremacy by underpinning the virtual world's asset management, financial, and economic systems. The focus of Supremacy's internal infrastructure on blockchain integration is essential.

Web3 technologies, edge computing, improved 3D graphics engines, virtual reality, and augmented reality will lead the next evolution in gaming. We have begun developing and implementing Web3 infrastructure to support our belief in the technology and the Metaverse's potential.

Our internal infrastructure is built with a Web3 mindset, ensuring that we remain in line with the latest technology trends while delivering users an easily accessible gaming experience.

Supremacy is our use case to confirm the viability of Web3 in the gaming space, as well as acting as the transition bridge of traditional players onto this new technology.

A WORLD OF DIGITAL ASSETS

Supremacy is dedicated to exploring the potential of NFTs and their utility in the next generation of game experiences. Unlike some NFT projects, where the item underlying the utility is based on speculation and what people will pay for it, our approach to utility explores three key concepts:

- How the asset is used within the game environment.
- The composition of the asset (whether as a single object or as a component of a larger object).
- The potential for the asset to be customized by players.
- The transfer of the characteristics of an asset between owners or 'controllers.'

Blockchain and Web3 technologies are the future of gaming, allowing players to trade, sell, and lease their in-game assets for rewards. Everything in Supremacy, from War Machines to plots of land, can be bought, sold, and traded, creating a fully functioning in-game economy.

Every Game Asset, whether a War Machine, Weapon, Building or *consumable*, possesses its own attributes and characteristics used in the game world to support gameplay. These attributes are uniquely assigned to the Game Asset and accessible on the blockchain when ready to be exported Off-World.

All items and land in Supremacy become *Digital Assets* when minted as NFTs (non-fungible tokens) on the Ethereum blockchain, based on ERC-721/ERC-1155 specifications - with more blockchains and specifications being added in the future.

All Digital Assets within Supremacy can be traded, whether On-World or Off-World, between players, player Syndicates, and various peer-to-peer markets like OpenSea.
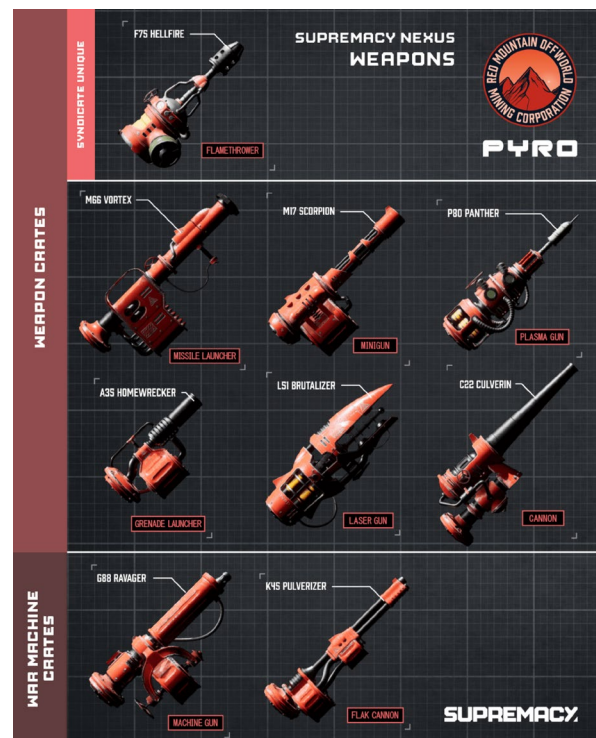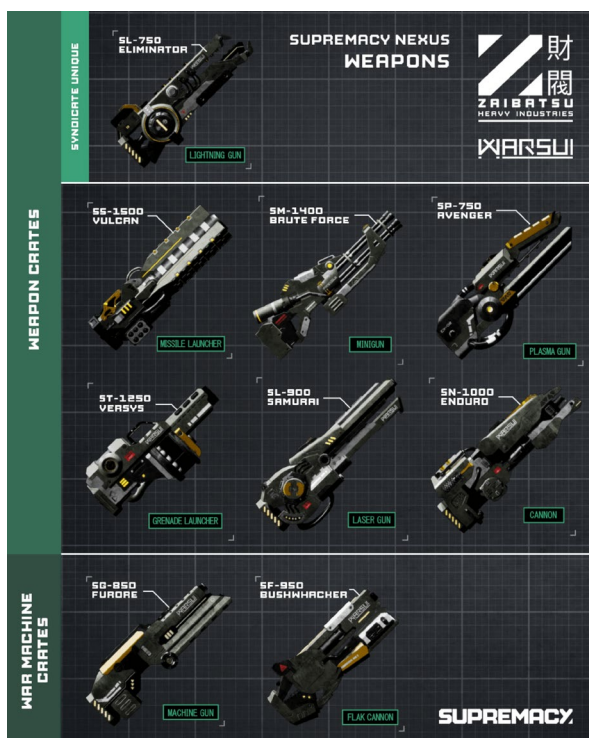

Features of Assets include:

- **True ownership**: Minted NFTs will always be accessible on the blockchain, meaning players can forever own their assets, even if the underlying game fades out of view.
- **Truly collectible**: NFTs can record relevant details such as battle orders and fight history. Every NFT item's honors are forever etched on the asset itself.

- **Fully transferable**: Players can find willing buyers on the in-game marketplace, where players can trade for SUPS or other accepted currencies. Assets can also be transferred "off-world" to be sold on the black market (OpenSea).
- **Game-ready**: Supremacy NFTs are 3D game assets that can be utilized in-game.

War Machines

Towering five to seven stories tall and weighing over 15,000 metric tonnes, **War Machines** are labor and resource-intensive, taking time and effort to manufacture. Almost all available industrial output on Earth is dedicated to constructing these Machines. War Machines are made of different Components: chassis, weapons, CPU cores, pilots, and accessories.
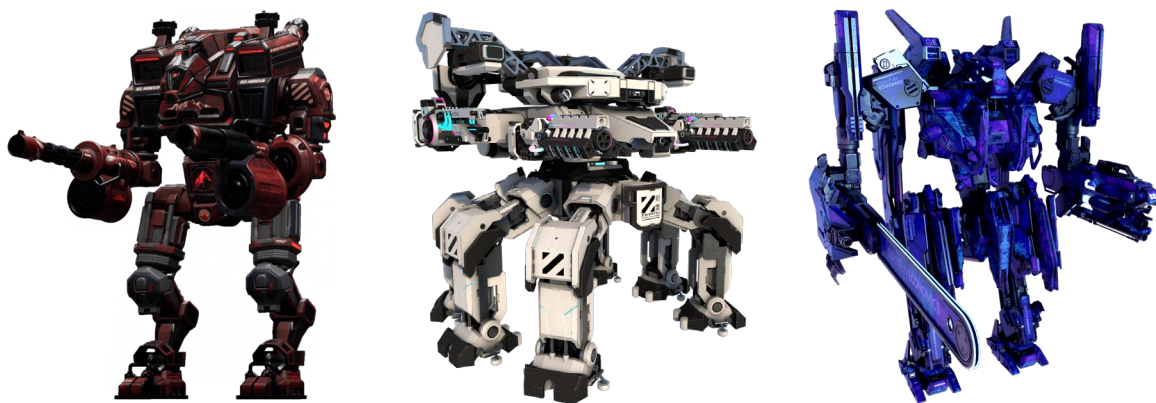
In the **Syndicate HQ**, players build Producers, Armourers, Enhancers, and Special Buildings to create different Components that can be fitted to War Machines.

War Machines are designed to be customizable with different skins, weapons, accessories, cinematics, and ammunition types to suit each player.

Resources

Players will need Resources extracted from finite reserves on plots of limited Land to build War Machines and other materials for battle. The Earth of 2149 has a finite number of extractable resources available – there will be a time in the future when some Resources will run out.

As Resources deplete, players will need to control more Land or purchase the required Resources on the open market.

The base Resources are **Metal** and **Energy**.

Production will require a combination of Metal, Energy, Resources, and Time to create the necessary Components for their War Machines.

All Resources that can be transformed into NFTs (quantities will depend on their utility within the game world):

- Parcels of Land.
- Quantities of Resources: Metal, Energy, other metallic elements (Steel, Lead, Aluminium, Iron, etc.), and other energy sources (Hydrogen, Uranium, Thorium, etc.).

- Buildings in a Syndicate HQ (i.e., production factories, storage units, refineries, intelligence centers).
- Components for War Machines (CPU Core, Weapons, Pilots, Accessories, Expansions, Energy Core, Ammunition).
- War Machine Assemblies (fully equipped War Machines).

The Features of Digital Assets

Game Assets can be exported Off-World,

All Digital Assets imported On-World will be assigned attributes and characteristics. These attributes are retained during peer-to-peer transfers between players and Syndicates and may include (but are not limited to) the following:

Armor points – parameter for the durability of the War Machine's armor based on its material components.
Composable records – historical records of composable digital assets attached to the War Machine.
Degradation & destructibility – War Machines are subject to deterioration and require repair; parameters depend on the lifetime health.
Hit-points – parameter for damage that a War Machine can take on the battlefield before they are eliminated.
Kill history – historical records of the War Machine's activity on the Battle Arena.
Lifetime health – parameter for the overall lifespan of the War Machine until it is rendered unusable.
Ownership history – a historical record of previous owners of the War Machine.
Special abilities – additional features and abilities exclusive to the War Machine model.
Ownership history – a historical record of previous owners of the Component.
Building level – parameter for the Building's overall level, encompassing all other attributes according to its leveling class features and abilities.
Production capacity – parameter for the building's speed of production and output capacity.
Special utility – additional features and abilities exclusive to the Building.
Use for life – Buildings are subject to deterioration and will require repair; parameters depend on the length of their Use for Life in accordance with the Building's exposure to activity in the Battle Arena.

Ninja Syndicate will retain the right to release new Digital Assets on the Supremacy Store, either as exclusive items, limited edition items, or loot boxes. The release of Digital Assets will be continuous in response to player activity and community demand.

CORE GAMEPLAY

Battle Arena and Battle Lobby

Supremacy's primary gameplay is to engage in battles with your War Machines, fighting on behalf of your chosen Faction in the Battle Arena, Battle Lobby, and other random battles across Earth.

Battles are organized in managed queues; each Faction has its own queues for players to join. When in the Battle Arena, players can participate by voting for Faction-wide abilities, like sending in a robot dog army, or engaging in a nuclear strike.

Citizens can then watch the battles in real-time on the Supremacy Worldwide Streaming Service, operating 24 hours a day, seven days a week. Random battles are occurring over Earth against AI- and player-controlled War Machines.

Each battle is approximately 5 minutes in duration.

Citizens and receive rewards by engaging War Machines in the Battle Arena and completing work contracts.

Game Economy

A Growing, Circular Economy

Supremacy is more than an arena where War Machines fight for glory. Macroeconomic and microeconomic movements, controlled by smart contracts regulate an entire virtual economy like in the real world.

The On-World economy is driven by growth, the circulation of the SUPS token, player participation as economic actors, and real-world behaviors within a laissez-faire market economy. There are pathways for players that elect for a more familiar Web2 experience, operating in a hybrid gameplay environment, whilst maintaining some economic separation.

Players can choose to become landowners, resource barons, insurance underwriters, arms manufacturers, defense contractors, and much more, with an expanding tree of resources and items to be crafted. The power of the economy is focused on the ability to build assets from the ground up and utilize those assets in various actions and encounters in the Supremacy world.

The overall economy will increase in size and velocity over time due to the growing range of items for sale as more players find their place in the world.

On the consumer side, players can purchase game-ready items, including War Machines, weapons, skins, and modifications such as shields, anti-missile systems, and energy packs. In the early phase of the game, these playable items are available through the storefront in major releases but will transition towards being sourced directly from players.

On the producer side, player-run Syndicates will have the ability to use blueprints to create War Machines and weapons by extracting resources from land, refining these resources, and building production facilities that will be required to develop the game-ready assets. In addition, the ability to create AI and up-skill human pilots will also add to the production capacity of player syndicates within the Supremacy world.

By bringing together consumers and producers within in-game marketplaces, Supremacy is well-positioned to see increased demand for the SUPS game token while token supply remains at 300 million.

The Treasury

The Treasury is designed to manage Game Assets and $SUPS to bring stability to the virtual economy. A portion of the game's income will be diverted to the Treasury to ensure sufficient circular flow within the game economy.

The Treasury income comes from (but is not limited to):

- Transaction fees, including in Earth Trade Centres and the Supremacy Store (up to 10%).
- Contributions by players in the Battle Arena.
- Direct sales of loot boxes, exclusive items, and cosmetic items (such as skins)
- A small fee from each transaction in a marketplace.

Treasury funds are spent on ensuring the circular flow of $SUPS between decentralized exchanges and the general economy, promoting a healthy user base, and contributing promotional events.

Marketplaces

Economic activity between players, Syndicates, and Factions are managed by listing Game Assets on On-World and Off-World marketplaces. From these marketplaces, players can:

- **Buy** everything from raw materials to fully-equipped War Machines for the right price.
- **Sell** excess production and unwanted items.
- **Trade** between players and Syndicates.
- Set **Contracts** to obtain in-demand items, bulk orders, or regular deliveries.

The On-World exchanges are:

- The **Earth Trade Centre** is the primary On-World trading floor for Resources, Components, War Machines, Land, Contracts, and other Game Assets manufactured or owned by other players and Syndicates. Each Faction has its own Earth Trade Centre, with opportunities to access *global* and Off-World exchanges.
- The **Supremacy Storefront**, where Citizens can purchase Digital Assets/NFTs of Game Assets directly from Ninja Syndicate, may be unique or have special On-World attributes that can be enjoyed within the game. All transactions on the Supremacy Storefront can be processed in $SUPS.

Off-World, Digital Assets minted by Supremacy will be chained onto several peer-to-peer exchanges for potential players to access.

Contracts and **Proof-Of-Effort**

Supremacy's economy is driven by the participation of players across the entire virtual supply chain – from producing, to trading, to using Digital Assets within the game world.

To support participation and active involvement, we have developed a *Proof-Of-Effort* process as a core game mechanic.

Proof-Of-Effort represents a time value exchange between two non-equivalent actions – one in the game world and the other outside the game world. Players are encouraged to issue Contracts to either speed up time on a particular action (like waiting in a queue) or receive a reward for performing a specific action (like targeting another player).

Contracts are delivered to the *Enrichment Center* is a mobile-enabled platform that simulates the time value exchange on behalf of players. The Enrichment Centre is designed for the casual or mobile gamer - these exchanges take the form of minigames, puzzles, and other short-form games delivered to the mobile device, the completion of the task indicates that the Contract was successful.

For example:

1. Player 1 issues a Contract to reduce the time needed to process in the Factory: the reward for fulfilling this Contract is 100 SUPS.
2. Player 2 accepts Player 1's Contract and plays a 5-minute timed Sudoku puzzle in the Enrichment Center. Solving the puzzle will complete the Contract.
3. After Player 2 completes solving the puzzle in the allotted time; they receive the reward of 100 SUPS in their wallet.
4. The Contract executes: Player 1's processing time in the Factory is reduced by half the time.

The Enrichment Centre will deliver a variety of random tasks to the player, with a Contract award attached to each game, providing the player completes the job. Players can choose their Contracts or elect to have Contracts delivered to them at random for a given period.

Contracts can be issued by players, Syndicates, and the Factions themselves to encourage gameplay.

Management (via Syndicate HQ)

The Syndicate HQ is the control panel for the internal operations of the Syndicate, as well as your connection to On-World marketplaces where you can trade any item in the game with other players or Syndicates.

Unlike other games, Factions will be burdened with the same constraints as human players and must interact with the On-World economy similarly.

As major players in 2149 Earth, Factions are the entities that provide the rewards On-World to Battle Arena winners, which they generate from their profits from trading Digital Assets and Game Assets within the game economy.

Game 'Administrators' will also interact in-game within Factions, except with the ability to produce spontaneous promotional actions in-game, such as special missions, challenges, random appearances, etc.

TOKENOMICS

The SUPS Token ($SUPS)

The unit of account within Supermacy is the SUPS token ($SUPS), a utility token based on the BEP-20 protocol on the Binance Smartchain.

The $SUPS token is connected to and synchronized with the Binance Smart Chain. The token can be easily, quickly, and cheaply sent from one digital wallet to another on the network. It can also be sent into and out of the Supremacy Metaverse.

The primary use of the $SUPS token is as the native in-game currency of the Supremacy Metaverse, across all platforms. $SUPS has the following functions:

- As a unit of account for internal gameplay transactions.
- As a reward for participating on any of our game platforms.
- As a reward for in-game Contract/Proof-of-Effort mechanisms (for instance, players using the Enrichment Centre to complete Contracts).
- As a reward for completing in-game actions, fulfilling requirements as part of achievement systems.
- For trading Game Assets on in-game Marketplaces (valued in $SUPS).
- As a trigger for an in-game action to be performed (e.g., paying for an ability to be actioned).

All asset-related transactions within Supremacy will be executed in $SUPS or through contractual agreements for direct trade of Game Assets.

All $SUPS were minted at the beginning of the contract.

Players will need to be careful of their cash flow, just like a real business, balancing the operating expenses of the Syndicate against any income received through sales, deals, or dividends. Success encourages expansion. Loss encourages liquidation.

All player-focused costs (relating to gameplay, i.e., in-game fees and charges) are payable in $SUPS.

Off-World Actions

Game Assets are represented Off-World by Supremacy's set of Digital Assets as non-fungible tokens (NFTs) based on ERC-721/ERC-1155 standards.

All Digital Assets can be traded:

- for $SUPS in an On-World marketplace.
- on peer-to-peer trading market.
- between players in-game.

NFTs imported On-World are held in Supremacy-controlled security wallets while their utility is made available in-game; the NFT is released when exported Off-World.

Citizens retain the underlying ownership of all NFTs.

On-World Actions

In-game engaging (which is performed off-chain) will allow Game Assets to be 'reserved' to enable certain gameplay features, including (but not limited to):

- Adding War Machines to the Battle Arena, to be queued for battles.
- Enabling Game Assets as part of primary and secondary game loops (defending land, assigned to shipment.
- Presenting a War Machine as collateral for in-game finance or completing Contracts.

Liquidity Pools and Staking

Ninja Syndicate has deployed 32.7% (10.8M SUPS) of its planned liquidity allocation (33M SUPS) towards a SUPS yield farming program. Participants can add liquidity for SUPS/BNB pair on Pancake Swap decentralized exchange, giving participants Cake-LP (liquidity pool) tokens in exchange for the liquidity. The Cake-LP tokens can be staked into the yield farming contract through Supremacy's website. The longer the Cake-LP tokens are staked in the contract, the more SUPS rewards participants can collect.

Token Allocation

$SUPS can only be obtained through:

- in-game activity: playing Supremacy through its different game platforms and using various game mechanics.
- activity on external peer-to-peer exchanges.
- via player-to-player direct transfers.
- directly through Supremacy via an exchange of other approved currencies on a fixed rate basis.

Initial allocations on the launch of Supremacy will be hard-coded into the smart contract to a maximum of 300 million $SUPS but provide for future expansion on governance approvals.

$SUPS Total Allocation: $SUPS 300.00 M (Hard limit)		
Category	%	Supply
In Circulation *includes tokens held by players, tokens held in the Treasury, and available for future sales or exchange by special arrangement.*	72.33	217,000,000
Liquidity Pool *Locked in L2 liquidity pools for peer-to-peer transfers (released under selected decentralized exchanges, DeFi mechanisms, and other Web3 enabled products)..*	11.00	33,000,000
Team and System Game Utilisation *For system utilization, in-game play, and team in-game play.*	16.67	50,000,000

Governance

Governance functions of the Supremacy gaming platforms is a future-planned functionality and will be determined once the initial phases of Supremacy are released.

Elements of Supremacy will be transferred to an on-chain governance model that keeps Ninja Syndicate connected and responsible for its community of Citizens.

On-chain governance is a way to manage and implement changes to smart contracts. The controls for initiating changes are coded into the smart contract, and the developer can propose changes through code updates. Initially, citizens active in the Supremacy community will be selected to participate in the governance model. It will open to those with a set minimum level of governance tokens. Each Citizen will have voting power based on the amount of governance held.

Functions to be delegated to the governance model include (but are not limited to):

ECONOMIC SYSTEMS:

● Set Fees for transactions, Digital Asset, transfers Off- and On-World, and Taxes.

GAME DEVELOPMENT:

● Make suggestions for new features to be integrated into the metaverse
● Prioritize features for each new release
● Receive priority access to new releases.

EXCLUSIVE BENEFITS:

● Receive presale notification of NFT Digital Asset releases.
● Receive early access to new platforms in the metaverse.
● Receive exclusive access to specific items in the Supremacy Store.

ROAD MAP

|	
Released **Q1 2022**	✓ $SUPS Token Sale ✓ 24/7 Interactive Battle Arena Launched ✓ 10,000 Genesis 3D Mech NFTs SOLD OUT ✓ Lore Wiki Release
Released **Q2 2022**	✓ LP Token staking program ✓ In-game player-to-player marketplace ✓ In-game Supremacy storefront ✓ In-game inventory management system: Fleet ✓ *Nexus* NFT Weapons & Mech crates released
In Testing **ETA Q3 2022**	□ Composability: Switch weapons, skins, and abilities □ In-game NFT Rental/Scholarship system □ First-person 3D Fleet Hangar inventory environment □ Release of unique-game-changing Player Abilities □ Mech Commander ability: Guide mech location □ Player Syndicates release
In Development **ETA Q1 2023**	□ Battle Lobby System □ Player-controlled War Machines □ Third/First Person Shooter (FPS) Battle Arena Update □ Virtual Reality (VR) PVP Battle Arena Update □ Release of physical merchandise for $SUPS on Storefront
In Planning **ETA 2023**	□ Release of Supremacy Land plots □ Release of *Syndicate HQ* on web platforms: economic simulation, resource management, and trading □ Release of *Enrichment Centre* mobile companion app

ABOUT NINJA SYNDICATE

Team

Leadership

Alex Dunmow *Co-Founder & Chief Executive Officer*

Alex formed Ninja Software in 2016 with John Nguyen, offering high-concept software development solutions Australia-wide. In 2020, this partnership led to the creation of Ninja Syndicate; a product company focused entirely on GameFi and MetaFi.

Alex's vision is to bring sovereign ownership of digital game assets and interoperability of game worlds through NFTs. You can read more about Alex's metaverse vision in his manifesto at proofofmetaverse.com.
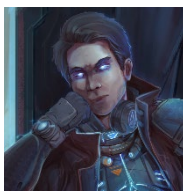
John Nguyen *Co-Founder & Chief Technology Officer*

John has been active in the cryptocurrency and blockchain since 2012, when he traded 0.6BTC for malaria medication in a dark alleyway in Ghana, West Africa.

When he isn't tinkering with DeFi, 3D printing, electronics, or making music, John and co-founder Alex Dunmow are tirelessly growing the most robust dev house and a group of Web3 builders in Australia, providing a real, proven platform for Metaverse Gaming.
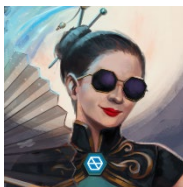
Lan Tran *Chief Business Officer*

Lan has worked worldwide, leading sales teams, and brings a wealth of contacts and proven strategies critical to our global reach and marketing team.

She focuses on building key relationships and securing industry partnerships for Supremacy and XSYN.
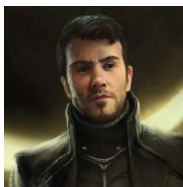
Reece Roguski *Chief Operations Officer*

Reece oversaw the massive recruitment drive at Ninja, tripling the team to over 70 staff members. He was instrumental in transitioning Ninja from an app agency into one of Australia's largest Metaverse gaming companies.

He focuses on managing culture and inter-department relationships.
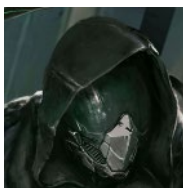
Steven Hilton *Chief Financial Officer*

Steve's career as a high-performing CFO span over two decades. He has been involved in numerous capital raises, including ICO and traditional equity. Notably, Steve was a founding employee at Capcom London, overseeing £100M+ of revenue in the first year and reporting directly to the Japanese president and board.

Steve has led high-performing teams across global finance and accounting operations, from start-ups to blue-chip organizations.

Team Leaders

Kyle H.	VP Marketing	Corey W.	Battleship Commander
Brendan R.	Technical Director	Jamie F.	Art Director
Matt M.	Creative Director	Kye H.	Animation Director
H.T. Kutia	Strategy Director	Troy W.	Media Director
Maricel T.	Project Manager	Spencer H.	Social Media Leader
Michelle S.	Administration Officer	Steve M.	Community Manager
Mac M.	Battle Stream Chief Engineer	Vernon B.	Customer Support Manager
Vincent W.	Fleet Commander		

Advisors

Mati Greenspan (@MatiGreenspan)
Strategic Advisor

"By now, we know that blockchain adoption is simply inevitable, and nowhere is this more apparent than the world of GameFi, where players can earn money by playing video games. With a generous mix of pride and humility, I join the pioneers of Ninja Syndicate to advise on what could likely be an entirely new exciting genre."

Miss Teen Crypto (@missteencrypto)
Social Media Influencer

"Supremacy is a game that catches one's attention in many ways. From the art to the animation to the play-to-earn aspect, there's just so much to the game that draws people into the ecosystem.

Supremacy is going to be a game that will have an engaged community because you have to work with others in the game and actually have to play the game to earn rewards."

Brad Yasar (@YasarBrad)
Collaboration Advisor

"As we work towards a more unified and accessible future, the metaverse is going to become an essential part of our lives. Gaming starting with play-to-earn or play-and-earn models is already proving to be at the forefront of this innovation, and I am excited to play a part in it."

Neo Legal
Legal Advisor

"What Supremacy is creating is a paradigm shift in the gaming space and society in general. The digital is becoming real and tangible and is further being entrenched into our daily lives. Supremacy is creating an ecosystem where people can become gamers full-time and support their real-world needs with the effort they contribute to gaming.

Not only can the top players in the world make a living in gaming, but we're also including the whole world, whether good or bad."

APPENDICIES

Appendix 1 - Opportunity

Blockchain-enabled Games

Trust and popularity in the old gaming model where only big influencers earn money are decreasing. Fairness, transparency, and much more opportunities are the signature features of blockchain technology. One solution to overcoming the challenges presented by the old gaming model is synergizing online games with blockchain technology using **non-fungible tokens** (NFTs).

Significant growth trends exist in the gaming market and the blockchain industry. Every day, about 1 million internet users come online, yet there are still 3.2 billion people globally who still lack internet access.

The computer gaming industry (which includes games delivered via desktop computers, dedicated gaming consoles, and mobile devices) still has much room for growth and is estimated to have a total value of USD 200 billion by the end of 2021. It is expected that the number of gamers will rise to 2.9 billion worldwide by the end of 2021, with one in three people being gamers worldwide. Mobile is the fastest-growing segment, accounting for over 50% of all gaming revenue.
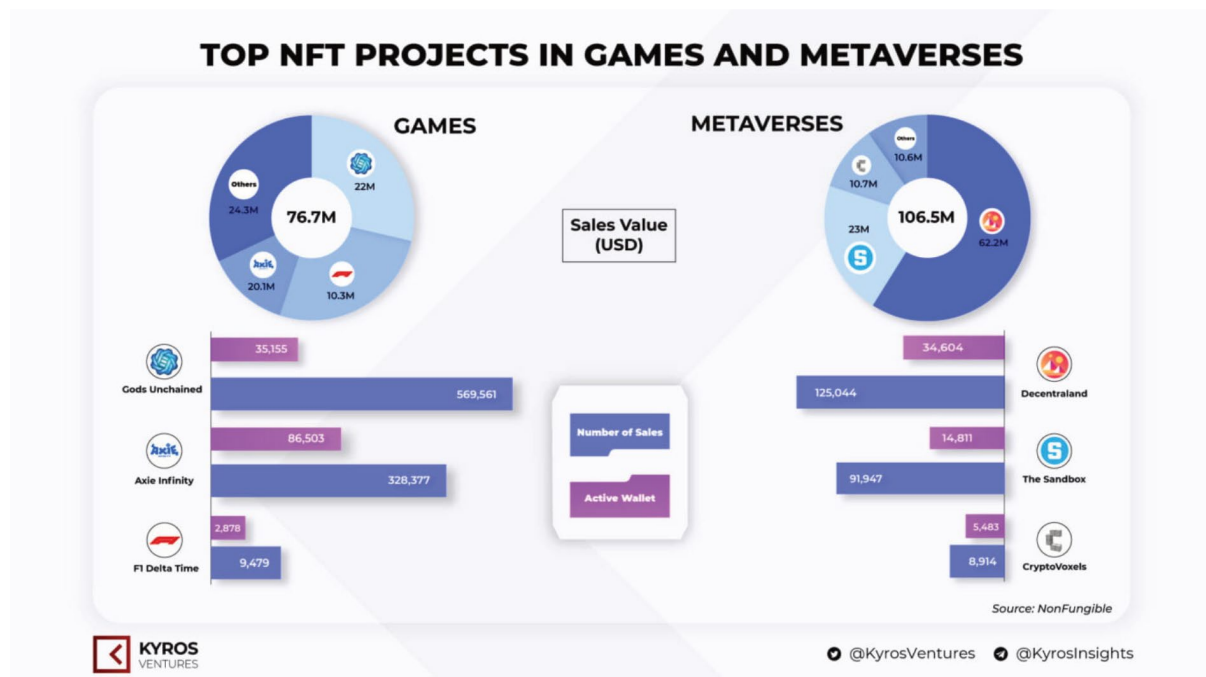
The blockchain industry is also a large and rapidly growing industry, with a forecasted growth of up to US$60.7 billion by 2024. Likewise, with how the internet became a catalyst for the creation of the online gaming sector, blockchain may prove to be a similar technological catalyst to create a new gaming sector in the global game industry.

NFTs are digital blockchain-linked assets that are unique and not interchangeable with other assets. An NFT is unique and cannot be replicated, which allows them to bridge the gap between the virtual and physical economies, offering a vast market of valuable digital goods that can be scaled, collected, and traded. The total value of all NFT transactions increased from US$62.8 million in 2019 to $250.8 million in 2020.

The current sales value of NFT games is up to US$76.7 million, and NFT metaverses up to US$106.5 million.

References:
https://kyros.ventures/2021/07/02/nft-market-report-2021/
https://www.nasdaq.com/articles/nfts-and-gaming%3A-a-match-made-in-heaven-2021-07-08

Play To Earn

With the proliferation of blockchain technology worldwide, new game economic models are starting to emerge. In 2020, The Philippines saw a massive number of non-traditional gamers migrate to crypto-based video games as a way to earn income during the COVID-19 lockdowns. The country saw grandparents, single mothers, and taxi drivers all turning to video games to supplement income - playing, crafting, and trading digital assets, which they could then sell on public blockchain exchanges to transfer into cash. What makes these games different from MMO Gold Farming are games designed around open economies, the elimination of restrictive ToS, and new technology utilizing NFTs operating on the blockchain. These new models give power back to individuals by facilitating the ownership of assets they purchase and earn.

Play-to-earn games are the latest innovation in the blockchain gaming industry. It will revolutionize how people interact with the economies of their favorite games. It has ensured and embraced the concept of an open economy, ensuring players who bring value to the gaming world are rewarded financially. This has, in turn, seen a domino effect on the crypto markets as many people are trooping to these games (regardless of how gaming-oriented they are) to play and make money for themselves.

The markets are upward because these games get investments from prominent institutions and retail investors. This is the DeFi season, and I expect it to be so for a while as more games keep getting recognition and traffic. This would lead to more investment which ultimately depends on the market. The immediate future is green, and you'd be wise to participate in these play-to-earn games.

Appendix 2 – Market Statistics

Gamers' Geographical Breakdown (Top 10 Countries):

Market	Revenue (USD)	Players
China	49.25B	685.48M
United States	47.32B	191.12M
Japan	21.78B	75.62M
South Korea	8.26B	33.01M
Germany	6.76B	46.12M
United Kingdom	5.73B	37.66M
France	4.34B	38.08M
Canada	3.68B	20.98M
Italy	3.15B	36.55M
Brazil	2.53B	92.4M

Reference:
https://newzoo.com/insights/rankings/top-10-countries-by-game-revenues

Geographic Distribution of Gamers by continent/region

Region	Players	Percentage
Global Gamers Total	3,243.3M	100.00%
Asia	1,478.9M	45.60%
Europe	715.8M	22.07%
Latin America	419.6M	12.94%
North America	284.9M	8.78%
MENA	168.4M	5.19%
Sub-Sahara Africa	143.6M	4.43%
Oceania	32.0M	0.99%

Reference:
https://www.statista.com/statistics/293304/number-video-gamers/

Top 20 MMORPGs (Massively Multiplayer Online Role-Playing Games)

Game	Active Players	Total Players
FINAL FANTASY XIV: A Realm Reborn	1.86M	39.19M
Old School RuneScape	1.35M	35.51M
Lost Ark	1.16M	17.44M
World of Warcraft	1.14M	119.81M
Path of Exile	0.75M	26.38M
World of Warcraft Classic	0.49M	25.95M
Destiny 2	0.38M	40.66M
Star Citizen	0.48M	17.09M
RuneScape	0.47M	16.60M
Guild Wars 2	0.47M	16.65M
Warframe	0.29M	30.57M
The Elder Scrolls Online	0.39M	21.02M

Game	Active Players	Total Players
Maple Story	0.30M	5.33M
Black Desert Online	0.23M	11.92M
EVE Online	0.18M	9.24M
Elite Dangerous	0.17M	17.39M
Star Wars: The Old Republic	0.21M	11.11M
ROBLOX	0.26M	26.94M
New World	0.14M	14.21M
Conan Exiles	0.11M	11.71M

Reference:
https://mmo-population.com