POLY

GUNNERZ

13 PLAY

# INTRO

Poly Gunnerz is a fun first, shooter game from T3 Studios. The style is "low poly" but still retains a high quality look.

The game is simple and smooth, with a huge focus on **customization** of characters, as well as integration of assets and items from many other web3 projects.
This is the game web3 needs!

As a player you can play, take part in cross-community tournaments, earn XP, open loot boxes, purchase in-game NFT skins and assets, then customize and **FLEX** your character.

Poly Gunnerz will also have a high stakes mode where players can **earn XP** and **MATIC**. This opens up the door to MATIC tournaments and much more!

# GAME MODES

## Deathmatch

Everyone vs Everyone

2-10 players

**Earn**

[ XP  NFT  Matic  $T3P ]

## Team Deathmatch

2 teams - Team vs Team

4-10 players

**Earn**

[ XP  NFT ]

# CORE GAME PROGRESSION

PLAYER CREATES ACCOUNT

SELECT CHARACTER

CUSTOMIZE

JOIN GAMES TO EARN XP OR MATIC

EARN XP OR MATIC PLAYING

ENTER TOURNAMENTS

PURCHASE UPGRADES & SKINS WITH XP
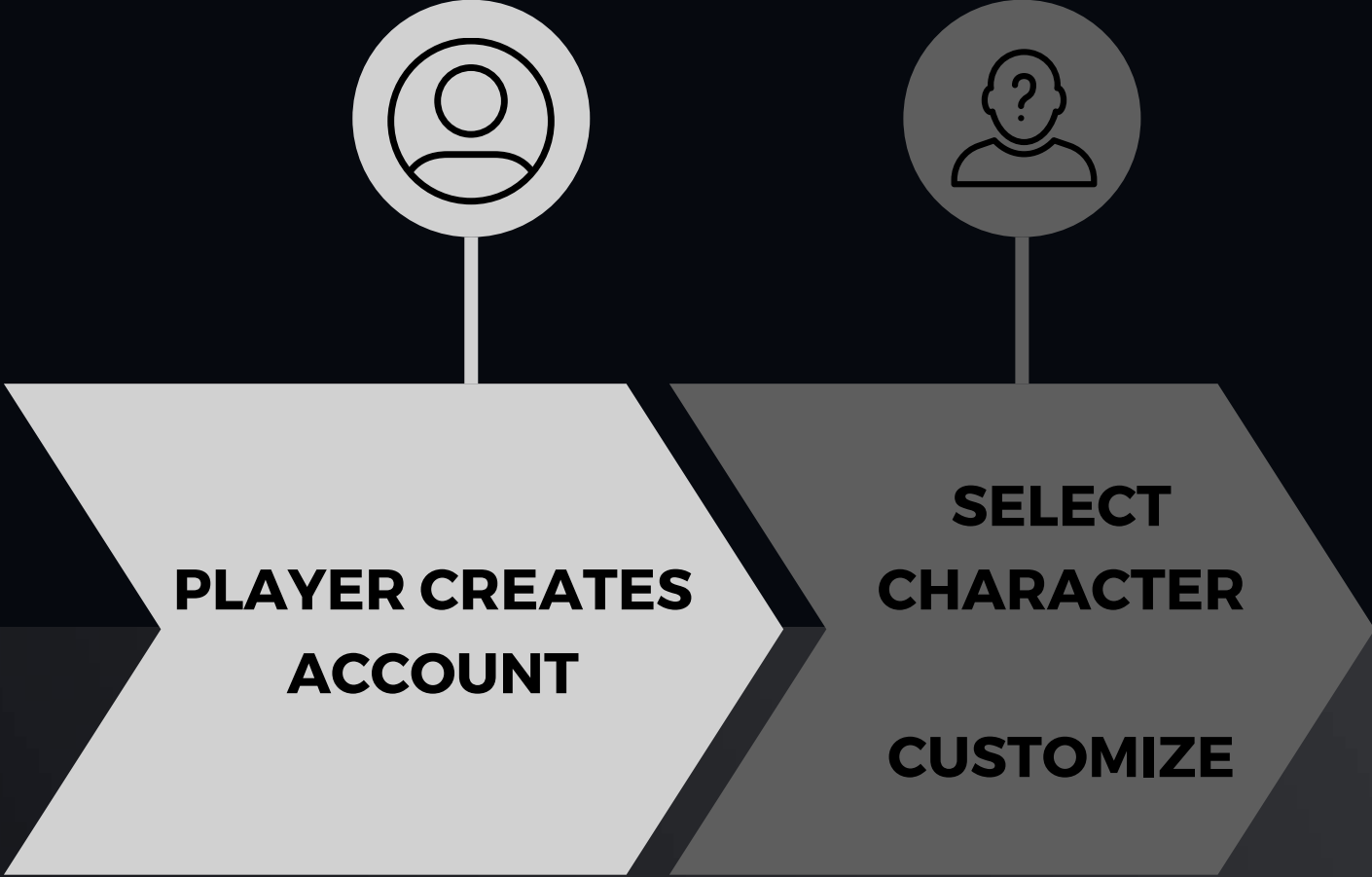
# PLAYER PROGRESSION

Poly Gunnerz **phase 1** launch will begin with 2-3 maps, multiple characters, weapons, attachments, and skins for you to begin earning and using straight away!

Players can **create unique characters** and custom loadouts as they play and earn.

As players progress, more assets, maps, and tournaments become available.

The more XP and NFTs you earn/collect, the more options you have to **buy, sell,** or **rent** your assets ALL of which, will be NFTs that **YOU** own.
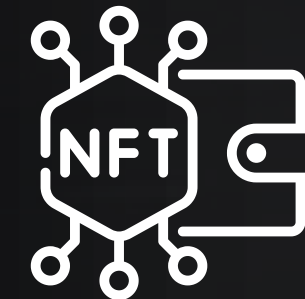
# PLAYER LOGIN EXPERIENCE

**Players will create an account easily with email/google/social media and a password.**

Players can then choose to connect an EVM wallet to access any in-game NFT assets they already own. Including selected FF4 assets.

Each player will be able to customize characters, and their entire loadout using assets they have earned or bought with XP.

Once the T3 Play platform is live there will be an "in-game" wallet assigned to each gamer profile which will store all earned assets and XP to help onboard non web3 native users smoothly.

# IN-GAME ASSETS

"Military" Gunner

**Poly Gunnerz** will have hundreds and eventually thousands of in-game assets that players can earn or purchase with XP. Every asset in the game will be an NFT you can own and **FLEX** in-game.

There will be super rare items, rare, common and more all with their own extra benefits

Just some of the assets you will be able to own:

- Characters
- Character skins
- Character bodies
- Character heads
- Weapons
- Weapon attachments
- Weapon skins
- Taunts/Celebrations
- Spray emblems
- More to come

# LOOT BOXES

**Loot boxes** are going to have a **HUGE** part to part to play in **Poly Gunnerz**
Every match will have **multiple** loot boxes hidden in the map.
These boxes will contain **XP, Matic, $T3P, in-game assets, armor, ammo, NFTs** and much more!

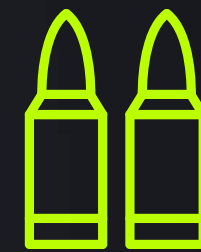We can even add custom tokens or NFTs from partner projects!

**NFT's**　　**XP**　　**Matic**　　**$T3P**　　**Armor**　　**Ammo**

**More items will be added over time**

# LOYALTY QUESTS (AIRDROP)

From the **start of the phase 1** launch, players will be able to level up in-game through mini quests to reach 3 different **loyalty reward** tiers.

Each tier will have different quests, different reward amounts, and different timeframes for the loyalty rewards to be distributed.

The requirements will be clear and made available once a player creates their account. **Hint - This is a web3 game ;)**

**XP**  **Matic**  **$T3P**

# PARTNER INTEGRATIONS

A huge focus for Poly Gunnerz, is to onboard multiple web3 communities and projects with their own "Gunner" characters, some will also have their own custom assets or maps too.

This creates a central hub where community vs community matches, custom tournaments + much more can happen! This is just the tip of the iceberg!

More communities playing = more players in Poly Gunnerz. More players means more fun, more competition, and more value associated with all the in-game items players earn!  It also means more eyes on those who partner with Poly Gunnerz

# PHASE 1 LAUNCH

- Character customization
- **Loadout customization**
- 4-8 base weapons
- Custom **skins & attachments**
- 2-3 small maps
- 2-10 players per match
- Deathmatch and Team deathmatch game modes
- Complex weapon & character animations
- **XP** token system for NFT purchases
- Loot boxes in every match **(including Matic)**
- Built in, **mini store** to purchase all assets using XP
- Secondary marketplace to trade all game assets
- Player and community **leaderboard**s
- 10-15 web3 launch partners (web3 communities with their own playable character in the game)
- High Stakes Deathmatch mode **(earn MATIC)**
- **Loyalty quests for rewards**

Skellie *"Gunner"*

# PHASE 2 LAUNCH

TSAS based "Gunner"

- More characters
- More Maps
- More weapons
- More weapon attachments
- More custom skins
- More customizing options
- **50-100** + web3 partners (web3 communities with their own character in the game)
- Large scale community vs community tournaments
- Social platform (messaging, community pages)
- **Dynamic player NFTs**
- Ability for partners to add custom prizes for their tournaments

# LONG TERM GOALS

- Onboard millions of gamers
- Revenue generation
- Multiple chain access
- Large in-game asset marketplace
- Active rental hub
- Metaverse portals for large community access
- Become the biggest web3 community played shooter game with 1000s of quality web3 communities having their own characters and skins in the game
- Cross compatible assets from all T3 Play games



**PERFORMANCE**
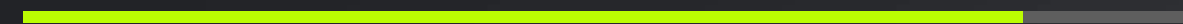
**RELIABILITY**

**COST-EFFECTIVE**

# CHARACTERS

**TROGS**

**SKELLIES**

**TSAS**

**MILITARY**

**DEFENDER**

**THE HERD**

**11 MORE PROJECTS
COMING SOON**

# PLANNED ROADMAP (2024)

T3 PLAY

X-Ion character mint

Launch token rewards campaign

Launch T3P token

Launch Phase 1 Space Kartz

Launch FF4 Alpha

H1  **1**  **2**  **3**  **4**  **5**  H2  **6**  **7**  **Additional Goals**

Launch Phase 1 Poly Gunnerz

Launch FF4 Multiplayer Demo

Launch T3 Play Platform

Launch Phase 2 Poly Gunnerz

# GAMEPLAY (MORE COMING SOON)