As bet to earn has become one of the emerging trends in blockchain gaming, VoxNet has created the ultimate world where players can live, play and batter in a unique world that offers exciting opportunities.

VoxNet is an arena-style battle game with advanced blockchain mechanics that allows over 5,000 unique characters to exist in a fully realized environment with 24-hour cycles. Quite simply, VoxNet has created a fully realized blockchain gaming platform that is ready to draw in the next wave of blockchain gamers.

The goal of VoxNet is to be much more than a game. It is designed to be a social experience where players from around the world can battle, wager, and trade with a chance to earn serious rewards. We want to attract the world's top gamers with the opportunity to earn more than they thought possible. This will be accomplished by offering robust mechanics, exciting marketplace items, and intense battle gameplay.

The Ultimate
Gameplay Experience

When it comes to attracting gamers who are willing to invest their time and their resources in a game, three important elements are required. First, the gameplay needs to be exciting and engaging. VoxNet was created by top gaming engineers who have tested all aspects of the gameplay to ensure that the battle arena environment is unique, fun, and engaging.

Second, the game needs to have stunning graphics. As you already know, some studios invest hundreds of millions of dollars and years of development to create the ultimate statement in gaming environments. VoxNet has upped the ante with one of the most realistic battle game environments ever created. This includes a 24-hour cycle where players can battle day and night. That includes dramatic sunsets, moonlit nights, and stunning daylight motifs. The game even features intriguing NPCs (non-playable characters) such as butterflies and other elements that add another level of realism to the game.

Finally, a successful game needs to have a thriving and growing community that wants to be a part of the game on a long-term basis. That is why VoxNet has created several incentives for new and experienced players alike. As you will see in a later section, VoxNet has created attractive play-to-earn and staking rewards for participants.

Wagering

The game offers three wagering modes to choose from:

1). Cash Game:

With a cash game, a player will create buy-in for other participants to enter the game. When the game starts, there will be a total prize pool based on the buy-ins. The prize pool will then be distributed (minus the game's cut) by the number of kills scored in the game.

2). Tournament:

In a tournament-style wagering environment, players pay an entry fee. The entry fee will make up the prize pool. At the end of the tournament, the top three players will split the prize pool (minus the game's cut).

3). Team Deathmatch PvP and PvE:

A team deathmatch will consist of two teams. All players will pay an entry fee which will make up the prize pool. At the end of the match, the team with the highest number of kills wins the prize pool. The prizes are distributed by the number of kills scored by each player. The losing team does not win any part of the prize pool. PvE = Players vs Bots

Play to Earn

In the past, players were used to paying to play games. Today, things have shifted. Players are expected to be paid to play games. VoxNet was conceived with the notion that the game will be rewarding with more than just exciting gameplay. We wanted to create a game with one of the most lucrative play-to-earn structures in the gaming world.

Here is how the play-to-earn model works: Battles in the game can last anywhere from one to 10 minutes. During gameplay, players can earn tokens for certain achievements such as frags and kills. For instance, every frag/kill rewards players with 0.0001% of their token balance (As an example, if a player has 100,000 tokens in their balance and scores 5 kills, then the player will receive 5 tokens).

As you can see, the game incentivizes players who have higher token balances. This was designed to keep players engaged in the game and ensure long-term playability.

In-Game Store

Some new players will want to become competitive right away. To meet the needs of these players, we have an in-game store that will offer items that many players will want to add to their character's appearance, and skill set. Here's a look at some of the items that will be offered for sale:

- **Skins:**

We will have thousands of attractive skins available

- **Skill Points:**

New players can quickly up the skill level of their characters with in-store skill point purchases.

- **Mystery Boxes:**

Players love the unpredictable fun of purchasing a mystery box that can potentially hold a high-value item whose value may exceed the cost of the box. We expect the in-game store to be a popular destination for many players as well as a major source of revenue for the game.

NFT:

One of the best ways to keep players participating in a game is to give them a real sense of ownership and investment in their players. That's why VoxNet is offering over 5,000 unique NFT characters that participants can purchase.

Itchy NFT character will have their unique appearance and traits along with specific game capabilities. The NFTs will hold the player's stats which will be utilized in a global stat system of the game.

All stats are transferable when the NFT is sold. As an example, if a player NFT has +10 ATK on his NFT, then the new owner of the NFT will receive that +10 ATK. Thus, players who win and score more kills and victories with their character will hold more valuable NFTs. This will create an exciting incentive for players to make the most of their characters.

Secondary Market :

VoxNet has a marketplace where NFTs can be purchased and sold. The game itself will receive a commission from each transaction. Additionally, the VoxNet NFTs will be available on various secondary markets.

Staking:

In-game balance is rewarded with 5% APY maximum per each 1000 $VXON staked. APY is increased by 1% per day starting at previous APY plus 1% at the day of balance change.

Example:

0-1000 $VXON - 5% APY
1000-2000 $VXON - 10% APY
2000-3000 $VXON - 15% APY
3000-4000 $VXON - 20% APY
4000-5000 $VXON - 25% APY
5000-6000 $VXON - 30% APY
6000 $VXON or more - 35% APY

Dividends:

$VXON token holders receive 50% of revenue generated by platform.

Total Revenue = In-Game Purchases + Wagering Tax + Treasury Tax

50% of Total Revenue is being split across token holders proportional to the amount of tokens they hold.