



>> WHERE ALL
GAMERS MONETIZE

LITLAB GAMES WHITEPAPER



INDEX

LITLAB GAMES	PAGE 04
THE PROFESSIONAL GAMER	PAGE 05
eSPORTS	PAGE 05
OUR TEAM	PAGE 06
PARTNERS	PAGE 09
ROADMAP	PAGE 10

CYBERTITANS	PAGE 12
→ GAMEPLAY	PAGE 13
→ QUICK GAME	PAGE 14
→ FREE TABLE	PAGE 15
→ LITT GAME	PAGE 16
→ TOURNAMENTS	PAGE 17
→ CHALLENGER	PAGE 18
→ LITT	PAGE 20

INDEX

- **TOKENOMICS** **PAGE 22**
 - **W2E** **PAGE 25**
 - **STAKING** **PAGE 26**
 - **LITLAB GAMES (TEAM)** **PAGE 27**
 - **RESERVE** **PAGE 28**
 - **MARKETING** **PAGE 29**

- **ADVISORS** **PAGE 30**
- **LIQUIDITY & LISTING** **PAGE 31**
- **PRIVATE SALE** **PAGE 32**
- **PRIVATE ROUND** **PAGE 33**



>> WHERE ALL
GAMERS MONETIZE

LITLAB GAMES

WHERE ALL GAMERS MONETIZE

LitLab is the first Esports developer and publisher launching games backed by blockchain technology with a **crypto-based economy**.

As a first project, we aim to be a Blockchain gaming publisher leader.



LITLAB GAMES GROUP



THE PROFESSIONAL GAMER

We believe in the **independent professional gamer**.

A player who will be able to monetize his dedication and skill without having to rely on streaming platforms or creating contents as the main way of income, which right now it only applies to a few of the elite influencers.



ESPORTS

We are Esports. We are focused on creating a **World Circuit** with different stops that will forge the new legends and change gamer's lives.

Our mission is to create games of all genres that generate a lot of emotions among all types of players. We widely open our doors to content creators in order to view and create content through in-game features.



DANYIL SHATKO

CEO | FOUNDER

Former Esports player and coach
(Barça eSports, Valencia CF eSports, ASUS ROG
Army) | Founder of AppGrade.



JAVIER CELORRIO GONZÁLEZ

COO | FOUNDER

Innovation Manager and professor at **Tutellus.io**
Strong background developing tokenomics on digital
projects (Bull Run the film, Vip 2 Fan).



TONI CAÑAS

CTO

Strong technical background in computer science and
programming with more than 20 years of experience
(Vueling, Volkswagen and Cirsa)
Unity Team Lead at Zitro Interactive.



ROI GÓMEZ

CMO

Strong background in Marketing, with more than 15
years of experience in Gambling companies such as
PokerStars, NetEnt or RFranco Games.



JAVIER FLORES

PRODUCER

More than 20 years of experience in digital environments. Worked on Ubisoft (PC & console), MGA (gambling) and Tangelo (casual) Software Program Manager at Wallbox Chargers.



IVÁN SALA

STRATEGIC FUNDRAISING MANAGER

Business administration and ESADE MBA
More than 10 years experience in tech startups and fundraising.



DAVID DE LEÓN

ART DIRECTOR

More than 5 years experience in artistic workflow at video game development. Worked on Hotel Transylvania, Virtway, among others. Winner of Playstation talents awards.



DAVID GARCÍA

GAME ECONOMY DESIGNER

Game economy designer with experience in several published video games accumulating more than 30M unique players in F2P and P2E models.



>> WHERE ALL
GAMERS MONETIZE

> ROGER CAMPS
HUMAN RESOURCES

> JOSÉ IGNACIO CARRETERO
BACKEND DEVELOPER

> LEONARDO PERALTA
3D MODELER

> SAÚL MORENO
BACKEND DEVELOPER

> AYAX CAPLLIURE
CONCEPT ARTIST

> JOAQUÍN MORENO
3D ANIMATOR

> ALEX LASHERAS
UNITY DEVELOPER

> PABLO AVILÉS
CONCEPT ARTIST

> MARIO ALCAÑIZ
3D ANIMATOR

> MARCOS VIDAL
UNITY DEVELOPER

> MIGUEL GÓMEZ
3D MODELER

> LLUC SÁNCHEZ
SOUND DESIGNER

> ÓSCAR TEJEDR
PRESS OFFICER

> XAVIER LÓPEZ
3D MODELER

> CARLOS PICAS
TECH ARTIST





>> WHERE ALL
GAMERS MONETIZE



GATE.IO



ELIXIR



TEAM QUESO



BELOBABA



THE BREACH STUDIOS



THE BLOCKCHAIN HOUSE



MONSTROPOLY



LIGHTNITE



LITLAB GAMES GROUP >> OUR TEAM >> OUR PARTNERS

ROADMAP

2022

FIRST QUARTER

Concept

Idea and game design

Development begins

Whitepaper

SECOND QUARTER

Gameplay 1.0

Own Blockchain

Synchronization game and blockchain

THIRD QUARTER

ICO \$LITT

Own Exchange

Gameplay 1.1

PC Alpha Version

FOURTH QUARTER

Gameplay Beta

P2E Games

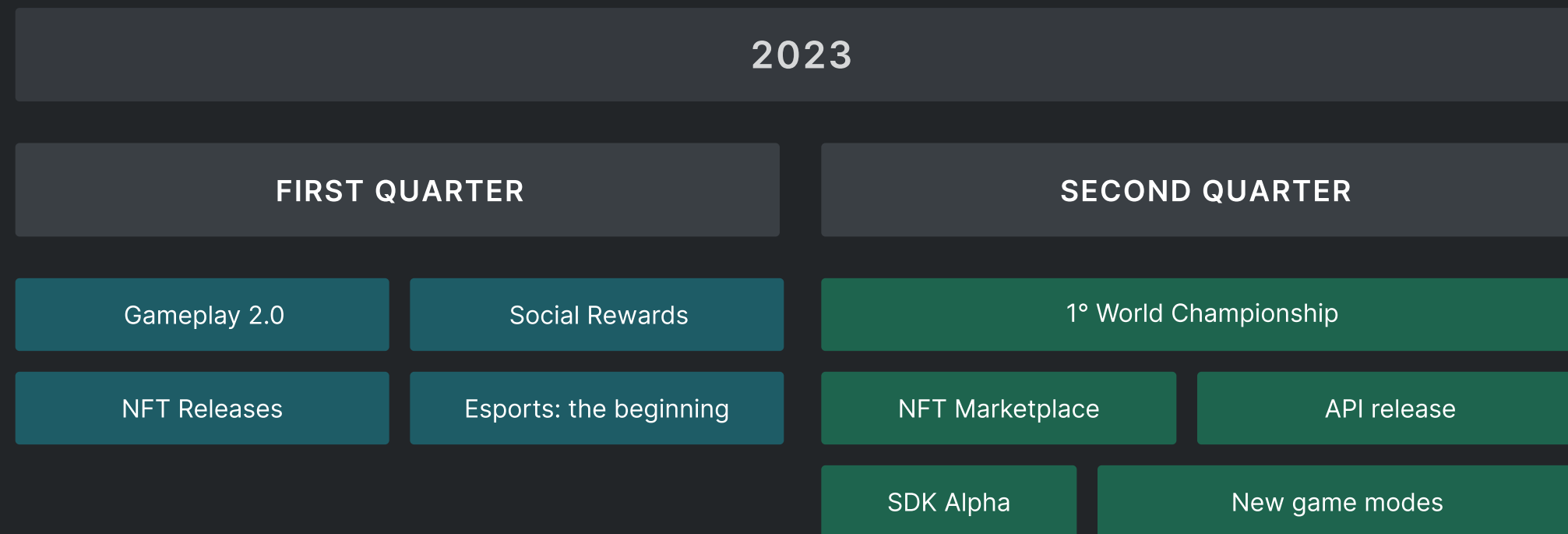
Tournaments

Spectator Mode

ROAD MAP

LitLab Games' goal begins with CyberTitans but goes far beyond a single game:

- Creation of a LitLab Games launcher.
- Games within the Titans metaverse with sustainable economy based on gambling.
- NFTs compatible with the entire Titans metaverse.



CYBER TITANS



OUR FIRST GAME

CYBERTITANS

GAMEPLAY

CyberTitans is a strategy videogame that will be developed in the auto battler genre.

The action takes place in **8-player online games**, where each one forms his team of titans and chooses his own strategy to be the last one standing.

The arena, or battlefield, is made up of 64 squares (32 for each player) divided into 8 rows and 8 columns.

There are 2 main types of games:

Quick game and Tournaments.

GAMEPLAY

QUICK GAME

20 minutes games of 8 online players where the TOP3 get a prize based on their position.

There will be different ways to play a Fast game with \$LITT rewards based on the entrance fee of the game. However, players can play for free in order to try different strategies and earn tickets.



FREE GAME

Players compete for tickets, only the TOP3 players of each game will earn them. These tournament tickets will allow players to join competitions (\$LITT or special events) in order to have the opportunity to win prizes.



LITT GAME

Players pay an entrance with \$LITT in order to fight for more tokens. Games will be divided into a lot of different stake matches in order to suit everyone.

In every level, players will compete against others that paid the same entrance fee. Furthermore, there is an organization fee of 2.5% and also 2,5% of the \$LITT in the game will be burnt. Users who play \$LITT games will receive an extra Challenger Tournament Ticket based on their position.





QUICK GAME | FREE GAME

*CTT: Challenger Tournament Ticket

PLAYER POSITION	PRIZE	PLAYER POSITION
Top #1	CTT (3)	Top #5
Top #2	CTT (2)	Top #6
Top #3	CTT (1)	Top #7
Top #4	-	Top #8





QUICK GAME | \$LITT GAME

*CTT (Challenge Tournament Ticket)

POSITION	%	1 LITT	10 LITT	100 LITT	500 LITT	1000 LITT	5000 LITT
Top #1	50%	3.80 + CTT (1)	38.00 + CTT (5)	380 + CTT (23)	1,900 + CTT (66)	3,800 + CTT (100)	19,000 + CTT (200)
Top #2	30%	2.28	22.80 + CTT (3)	228 + CTT (13)	1,140 + CTT (33)	2,280 + CTT (50)	11,400 + CTT (100)
Top #3	20%	1.52	15.20 + CTT (2)	152 + CTT (9)	760 + CTT (25)	1,520 + CTT (35)	7,600 + CTT (70)
Top #4	0%	-	-	CTT (5)	CTT (15)	CTT (20)	CTT (40)
Top #5	0%	-	-	-	CTT (8)	CTT (15)	CTT (30)
Top #6	0%	-	-	-	CTT (3)	CTT (10)	CTT (20)
Top #7	0%	-	-	-	-	CTT (10)	CTT (20)
Top #8	0%	-	-	-	-	CTT (10)	CTT (20)
Burn	2.5% of total	0.20	2.00	20	100	200	1,000
LitLab Fee	2.5% of total	0.20	2.00	20	100	200	1,000

GAMEPLAY

TOURNAMENTS

The structure of the tournaments is a simple bracket with games of 8 players, only the TOP4 players of each game will advance to the next round. This process is repeated until the final round is reached.

The bracket is generated based on the number of players registered in the tournament.

For example, if there are 48 registered players, a bracket will be generated automatically with 8 games in the first round, which will be filled equally (6 players per game).

Tournaments have a starting time, after which no player can register or delete.

The minimum number of participants per tournament is 8 players and, if this minimum is not reached at the start of the tournament, the tournament will be canceled and the tokens will be returned.

GAMEPLAY

CHALLENGER TOURNAMENTS

Challenger Tournaments are daily tournaments in which players can participate and qualify for great prizes by redeeming the CTTs (Challenger Tournament Ticket) or paying the entrance fee. Entry to the tournament costs 100 \$LITT or 10 CTTs and will change based on user amount and community decisions.

All challenger tournaments have always a guaranteed prize and are divided into different tiers:

- **Daily tournaments:** \$LITT of guaranteed prize.
- **Special events:** Tournaments with special and bigger prizes will be organized from time to time.

These guaranteed prize tournaments payout at least that amount of \$LITT. If registrations with \$LITT (no tickets) exceed the guaranteed prize, the extra amount will be accumulated in the total prize pool of the tournament.

Challenger Tournaments have a 2.5% burn and 2.5% fee on the final prize pool and are distributed as it follows:

CHALLENGER TOURNAMENTS

[illegible]

TOURNAMENTS

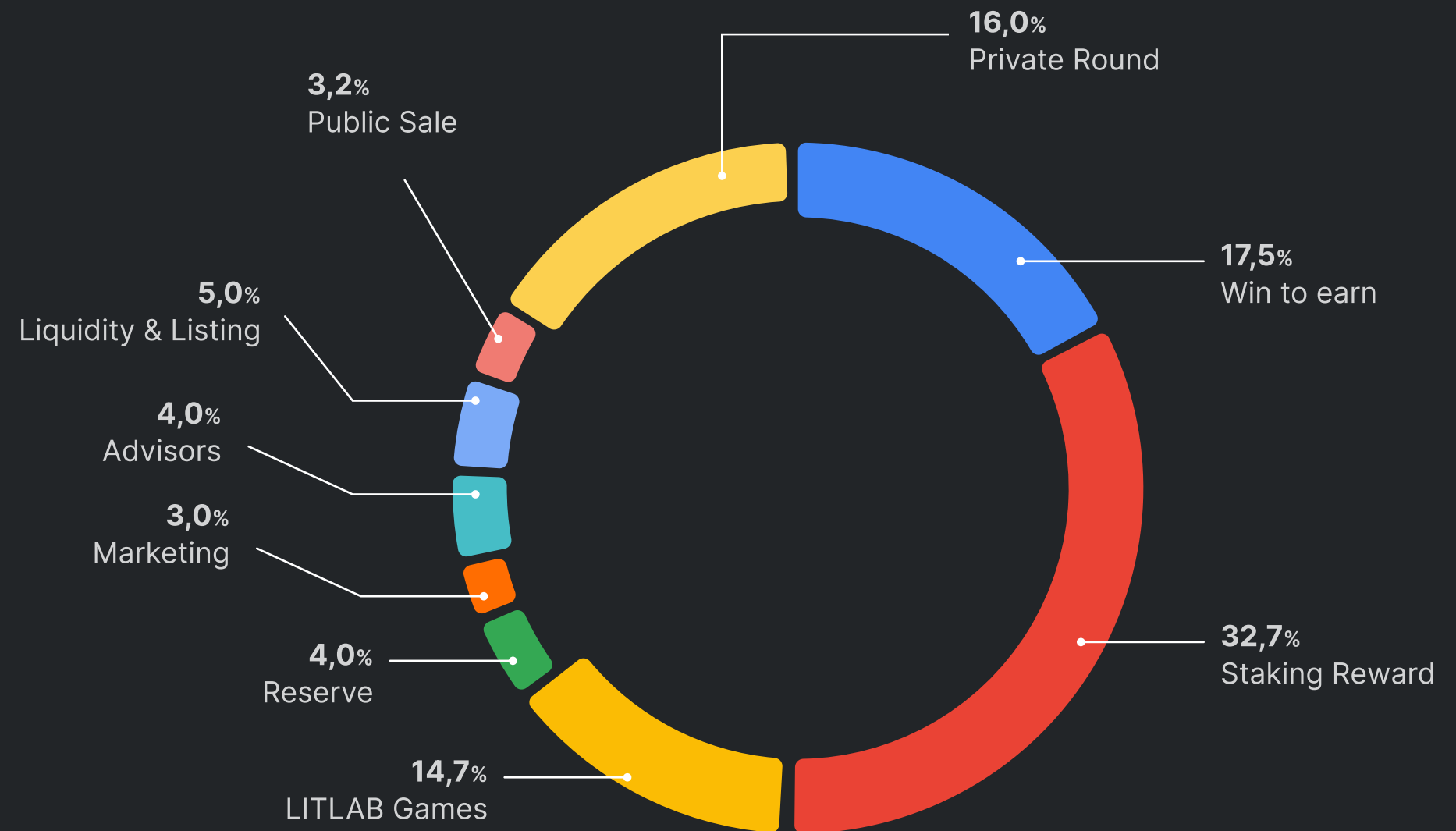
[illegible]



CYBERTITANS

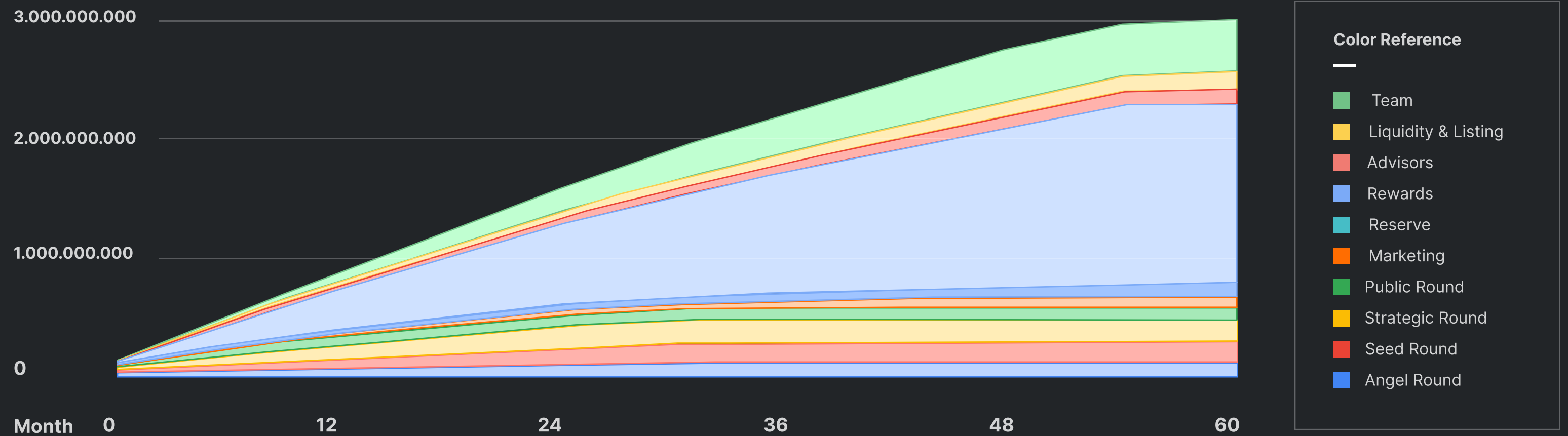
TOKENOMICS

This is how the \$LITT token issuance will remain for the next years. With a total supply of **3,000,000,000 tokens**.



TOKEN VESTING

TOKEN VESTING



TOKENOMICS

DISTRIBUTION	TOKEN AMOUNT	%	VESTING
WIN TO EARN	525,000,000	17,5%	During 54 months
STAKING REWARDS	980,000,000	32,66%	During 54 months (36 months for the box)
LITLAB GAMES	440,000,000	14,67%	6 month cliff, then linear vesting for 42 months
RESERVE	120,000,000	4,00%	As required
MARKETING	90,000,000	3,00%	As required and established with partners and collaborators
ADVISORS	120,000,000	4,00%	6 month cliff, then linear vesting for 42 months
LIQUIDITY & LISTING	150,000,000	5,00%	As required to provide adequate liquidity to the ecosystem
PUBLIC SALE	95,000,000	3,17%	20% unlock at TGE and vesting period for 8 months
PRIVATE ROUND	480,000,000	16,00%	15% unlock at TGE and vesting period for 24-36 months
TOTAL	3,000,000,000	100%	

TOKENOMICS

WIN TO EARN

In order to create community engagement there is a part (17,5%) of the tokens that will be given away, as gaming rewards by being active in the game and interact with the different tables of CyberTitans.

These rewards will be progressively reduced as you can see in the detailed tab. These rewards will incentive different gaming tables and quests:

FREE GAME:

This is the tryout area, where users can practice and play the game for free during the first months while the Beta game is being developed.

\$LITT GAME:

The community table, where players play and earn \$LITT tokens.

A total of **525.000.000 \$LITT** tokens will be distributed between the community.

On this tab, it can be seen the tokens that will be spread, and the daily rewards will be modified based on users activity on P2E:

TOKEN AMOUNT

525,000,000 DURING 54 MONTHS

STAKING

To boost the community and increase the sustainability of the project, there will be strong Staking rewards to those holders that stake their \$LITT tokens in order to obtain more \$LITT tokens.

DISTRIBUTION MONTH	TOKEN AMOUNT
MONTH 1 -20	22,500,000
MONTH 21 - 40	14,250,000
MONTH 41 - 54	10,000,000

The APY (Annual Percentage Yield) will be calculated based on the amount of users and the rewards per time. The tab shows the rewards that will be distributed between the stakers during a total of 54 months:

STAKE %
4.67% P/MONTH
2.67% P/MONTH
1.90% P/MONTH

PRE-STAKING BOX (FOR ELEGIBLE INVESTORS)

In order to reduce the selling pressure from private rounds, a 3% of the tokens (a total of 1,050,000,000 LITT) will be allocated into a staking box distributed between the whitelisted investors from these rounds, with a vesting of 36 months. **This will incentive the private round investors to keep \$LITT tokens staked as long as possible.**

DISTRIBUTION MONTH	TOKEN AMOUNT
MONTH 1 -12	1,500,000
MONTH 13 - 24	2,000,000
MONTH 25 - 36	5,250,000

The private investors will be only eligible for the STAKING BOX if they block the total of tokens received, once they unstake any amount of tokens from the whitelisted wallet, they will be no longer eligible for it.

STAKE %
1.43% P/MONTH
1.90% P/MONTH
5.00% P/MONTH

TOKENOMICS

LITLAB GAMES

(TEAM)

LitLab Games games is the publisher behind CyberTitans, in order to keep growing and incentive part of the supply will be rewarded. As we understand that the team is the part of the community that

trust the most on the project, the locking period is the highest regarding all distribution (during 60 months) and here is not unlock on TGE (there is a freezing period of 3 months):

DISTRIBUTION MONTH	TOKEN AMOUNT	TEAM %
TGE UNLOCK	-	6 MONTH CLIFF
MONTH 7 - 48	10,476,190	2,38% P/MONTH

TOKENOMICS

RESERVE

In order to support the community and the incentives, 4% of the tokens are going to the reserve of the protocol in order to boost Play To Earn, staking, yield farming or airdrops to players and users.

This reserve is based on user's demand and gamers interactions, plus the capability of the NFTs to absorb value.

TOKEN AMOUNT
120,000,000

TOKENOMICS

MARKETING

CyberTitans relies quite strongly on finding the best ways to grow, so marketing becomes a very critical face of the project. There will be a part of the tokens that will be reserved for both influencers and

eSports (Youtube, Twitch, events...) in order to maximize the growth. We count with Esports experts and people related to videogames market so this strategy will boost CyberTitans.

DISTRIBUTION MONTH	TOKEN AMOUNT	MKT %
TGE UNLOCK	90,000,000	AS REQUIRED AND ESTABLISHED WITH PARTNERS AND COLLABORATORS.

TOKENOMICS

ADVISORS

We count with advisors on different areas like gaming development, eSports, blockchain and growth.

We have combined this game development experience to create, a small but very talented team capable of huge feats.

DISTRIBUTION MONTH	TOKEN AMOUNT	ADVISORS %
TGE UNLOCK	-	6 MONTHS CLIFF
MONTH 7 - 48	2,857,143	2,38% P/MONTH

TOKENOMICS

LIQUIDITY & LISTING

In order to provide liquidity to the ecosystem 150,000,000 LITT tokens will be reserved for exchanges and DEX.

Wrapped LITT tokens will be deployed in different public blockchains depending on community needs and launchpads.

TOKEN AMOUNT
150,000,000



TOKENOMICS

PUBLIC SALE

TGE starting price begins at 0,01 \$ per \$LITT through a public ICO. All participants of the public sale will received their tokens with a 1 month cliff starting at TGE.

DISTRIBUTION	TOKEN AMOUNT	TEAM %
TGE UNLOCK	19,000,000	20% TGE UNLOCK
MONTH 2 - 9	9,500,000	10% P/MONTH





TOKENOMICS

PRIVATE ROUND

DISTRIBUTION MONTH	TOKEN AMOUNT	PRIVATE %
TGE UNLOCK	7,200,000	15% TGE UNLOCK
ANGEL ROUND MONTH 1 - 36	2,479,167	2,36% P/MONTH
SEED ROUND MONTH 1 - 30	4,958,333	2,83% P/MONTH
STRATEGIC ROUND MONTH 1-24	7,083,333	3,54% P/MONTH



