DOTWAR

ENGLISH

04 - 03 - 2023

WHAT IS DOTWAR?

DOTWAR is a P2E HUB minigame, where the goal is to earn HUBT tokens by first capturing a randomly placed dot on the world map. The game features both active and passive modes and the use of strategies to maximize profits.

1 HUBT = 1 BUSD

DOTWAR is part of the MiningRoom ecosystem and supports its liquidity with 65% of its proceeds.

Game login link : https://dotwar.hubt.org/
Official telegram group : https://t.me/p2ehubofficial

REWARDS

DOTWAR is a dynamic game and offers numerous earning opportunities:

PASSIVE GAME (24/24):
- 0.20 HUBT HubDot every 30 minutes

ACTIVE GAME:
- 0.02 HUBT every 5 min
- 0.20 HBUT every 30 minutes using boosts
- Treasure hunt (premium chests): 1 HUBT every 12 hours
- Special events (chests) via Telegram: random prize

FREE ACTIVE GAME:
- Treasure Hunt (silver chests): 0.05 HUBT every hour

SINGLE PLAYER TOURNAMENT: 25 HUBT every 15 days (Top 10)
TOURNAMENT OF CLANS: 75 HUBT every 15 days (Top 5)

HOW TO PLAY

The game map of DOTWAR consists of a 1:1 map of the earth, where the player can place his markers. Markers are the bases from which the player can launch his craft to reach the HubDots and HubBoxes , which appear randomly numerous times each day. Each HubDot and each HubBox has a prize in HUBT and the first to reach it wins it.
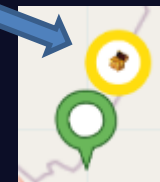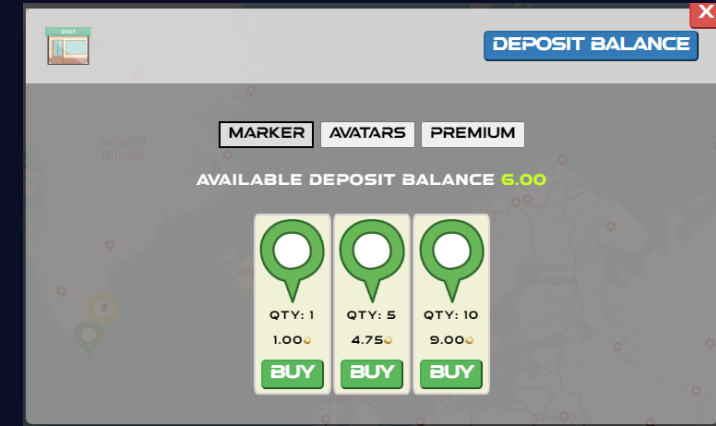
The P2E gameplay can be summarized as follows:
1) You buy one or more markers
2) They are distributed on the map and you start playing passively thanks to the automatic launch of your aircraft
3) You decide strategies based on how much you want to maximize the own profit possibilities
4) You look for the chests during the "treasure hunt" mode The

Free To Play gameplay instead consists of searching every hour for the silver chests.

THE MARKERS

The player can place a maximum of 15 markers, which must first be purchased in the "SHOP" section. Each marker placed on the map is valid for 15 days.

➢ Markers can be treated as airfields and when a new HubDot is generated the closest marker automatically launches the aircraft upon its capture.

➢ Markers can be placed with a simple click anywhere on land, as long as it's dry land.

➢ Each marker can also launch an aircraft towards the HubBoxes , but the launch must be done manually.

HUBDOTS, HUBBOXES AND BOOST

HUBDOT: HubDots are generated completely randomly on the map every 30 minutes. Every time a HubDot is captured, a timer starts indicating when the next one will come out. To view the timer, simply refresh the page.

HubDots are captured totally passively, but you can increase your chances of capturing them using Boosts.

Catching a HubDot gives you 1 tournament point and 1 clan point (if you belong to a clan).

BOOST: the Boosts allow you to reach the HubDots 10 seconds in advance. By activating more Boosts, the seconds of advance can be accumulated.

Players with at least 1 marker: 1 free Boost per day

Premium Players: 5 Boosts per day

Boosts can be purchased for 1 BUSD

HUBBOX: HubBoxes are generated on the map completely randomly every 5 minutes (288 per day) and can be captured by manually launching your aircraft by clicking on the yellow marker. The Boosts cannot be used with the HubBoxes .

HUBBOX AUTOFARM: with this option (10 BUSD, in the SHOP) the aircraft are launched automatically

Remember: to be able to launch an aircraft you need to refresh the page or use the combination Ctrl + F5

TREASURE HUNT

FREE TO PLAY TREASURE HUNT: A silver chest is randomly generated every hour and has a value of 0.05 HUBT. All players have a chance to catch it and the chest goes to the fastest. The trunks can be seen from above, but by zooming in they disappear and must be searched for in the indicated area.

PREMIUM TREASURE HUNT: Every 12 hours a premium chest is randomly generated (catchable only for those who have activated the premium mode) and its value is 1 HUBT. Chests will spawn at 11 am server time and 23 pm server time.

SPECIAL EVENTS: occasionally in the Telegram groups of the P2E HUB clues can be given for the capture of chests entered on the map manually and with a random value, even very high.

UFO HUNT

Every 3 days an enemy spaceship appears on the map, which can be attacked by players and with a predefined life.

Each of your Avatars can attack the UFO, damage it and at the same time get damage points that allow you to enter the ranking of the 50 best hunters. Your own Avatars damage themselves until they can no longer attack. The more damage points are done to the enemy ship, the higher you climb in the standings.

CAN'T ATTACK

UFO AS BEEN DEFEAT ALREADY.

NEXT UFO SPAWN IN: 2H 8M 24S

500 / 0 HP LEFT

PRIZE: 10.00 HUBT

RANK	USERID	DAMAGE	PRIZE
1	133	102	3
2	161	67	1.4
3	233	48	0.75
4	5	46	0.35
5	112	43	0.2
6	54	35	0.09
7	3	29	0.09
8	162	23	0.09
9	303	18	0.09
10	322	15	0.09
11	237	13	0.02
12	175	11	0.02
13	20	11	0.02
14	285	9	0.02
15	15	8	0.02
16	6	7	0.02
17	149	3	0.02
18	317	3	0.02
19	241	1	0.02

AVATAR AND MARKETPLACE

AVATARS: in DotWar you can buy and have numerous Avatars (shop). Having more Avatars is useful for carrying out multiple attacks on the enemy spaceship and therefore to obtain higher prizes in the ranking of the 50 best hunters.

LEVEL OF THE AVATARS: each attack performed allows you to increase the power level of your Avatar, which can reach up to 50. The more powerful an Avatar is, the more damage it will do to the UFO and the more damage points it gets with each attack.

MARKETPLACE: in the marketplace players can sell their Avatars, choosing a price based on its power. High level Avatars gain more damage points with each attack and consequently are more valuable.
A 5% tax is applied to the sale of Avatars.
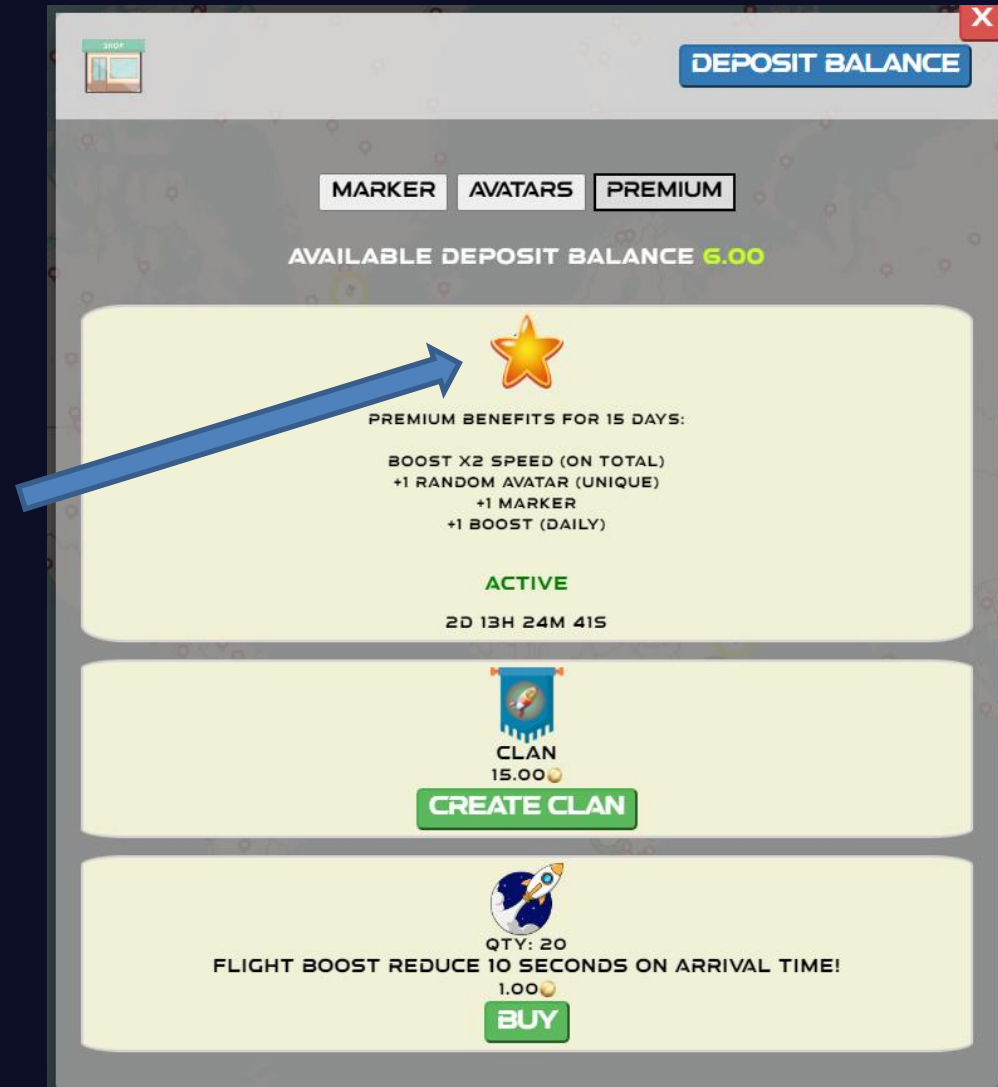
STRATEGIES AND PREMIUM MODES

In DOTWAR you make profit by reaching the HubDots and HubBoxes first, so the key factors are the distance and speed of your aircraft.

Distance is a factor that depends on both luck and the number of markers placed on the map. The more markers you have, the closer you are likely to be to the next HubDot/HubBox .

The speed can be improved by purchasing by activating the PREMIUM mode, which provides a double of the total speed (x2), 5 Boosts per day and 1 random aircraft (cost 5 BUSD every 15 days).

Thanks to the Boosts, they allow the flight time to be decreased by 10 seconds and several can be activated at the same time.

The premium mode can be activated in the SHOP.

TOURNAMENTS AND CLAN MODE

In DotWar there are two tournaments, the single player tournament and the clan tournament:

SINGLE PLAYER TOURNAMENT: Rewards the 10 players who have caught the most HubDots over the course of 15 days. Capturing HubDot scores 1 tournament point. Jackpot of 25 BUSD each tournament.

CLAN TOURNAMENT: rewards the clans that have obtained the most points over the course of 15 days. Jackpot of 75 BUSD each tournament.

ACTIVATING A CLAN: Anyone can start a clan for a one-time fee of 15 BUSD. Clans can consist of up to 3 people and each person who catches a HubDot gets 1 single player tournament point and 1 clan tournament point. The tournament prize is divided as follows: 50% to the clan creator and 25% to the other 2 members

WITHDRAW

In Dotwar it is possible to withdraw upon reaching 3 HUBT, which will be automatically converted into 3 BUSD and sent to the wallet connected to the game.

Withdrawals are handled manually and can take up to 24/48 hours to process, but generally the wait is short.

A small fee of 3% is applied to the withdrawal and a withdrawal can be requested every 3 days.

DISCLAIMER

The information provided in this white paper and the game features in no way constitute investment advice, market trading advice or any other type of financial or general advice and this information should not be treated as such. DotWar is a Play-To-Earn game and operating it should be considered a recreational activity.

GOOD FUN