

Angels of Ryina (AoR) Metaverse

Whitepaper: 6th Edition (7-Dec-2024)



Abstract

Angels of Ryina (AoR) Metaverse Galaxy is a revolutionary eSports project bringing the thrill of eSports to the MASSES!

It's about people and connections and the THRILL of the game!

This document provides insights into AoR's vision, tokenomics, technology, and roadmap for AoR.

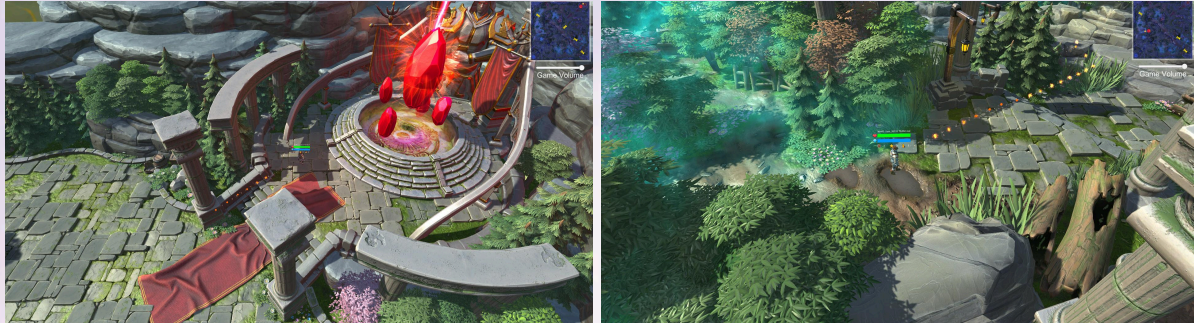
For details, visit our website: <https://www.AngelsOfRyina.com>

DISCLAIMER: All content in this document is subject to change as we are actively developing AoR and the way the game works and is played could change over time as we grow and expand. We may start off as an eSports game and migrate to the Metaverse or vice versa.

NOTE: THE INFORMATION PROVIDED IN THIS DOCUMENT IS NOT FINANCIAL ADVICE - PLEASE SEEK PROFESSIONAL FINANCIAL ADVICE

1. Introduction

Background



Imagine a world of eSports and gaming where users can setup an eSports event ANYWHERE they go and dive right into the heart of the battle!

By purchasing the AoR FAN Token one will be able to gain exclusive access into the world of AoR and forge amazing friendships and experiences along the way.

AoR Fan tokens will give additional benefits and discounts for users within the game.

1.2 Vision and Usage

AoR tokens will be used to gain early access to the game, priority access to events, discounts on purchases in the AoR ecosystem as well as other yet to be named benefits that we plan to bring out for Fan token holders over time.

Imagine being able to setup an eSports game anywhere and have up to 12 users come into a game with various team configurations including 1v1, 2v2, 3v3, 4v4 or any combination (Ex. 1v2 or 3v2, etc.). Add to that an Announcer and Viewer mode allowing for LIVE streaming of eSports events and even announcing in public to really give the overall experience and excitement of eSports to the fans in your local groups and communities!

2. Technology Overview

2.1 Blockchain and Technology Architecture

The underlying blockchain technology being used and built on is **Solana**. Solana was chosen due to its low gas fees and ease of development. The overall game will be powered by **Unity 3D**. Earlier in our development there was a major set of events that shifted our teams completely over to Godot Engine which caused a delay. This has since been addressed and Unity 3D was chosen once again to gain back

precious lost time and delays.

Please check out our LATEST video demos (As of 7-Dec-2024) showcasing gameplay and announcer eSports mode:

https://www.youtube.com/watch?v=VN_0-KNKbl8

<https://www.youtube.com/watch?v=SSMc3Uc-zNw>

2.2 TOKENOMICS

After a lot of ups and downs in the ecosystem and market, our decision led us to supply nearly the entire token amount to the public DEX via Raydium after making it into a Fan token and not to be directly integrated into the AoR game directly.

This was not an easy decision however a much needed one. It was done to allow our teams to focus on making a great game and letting the market decide what happens to the token.

We thank everyone for their support however our team will focus on making a great eSports game and experience instead of being financial advisors or having to explain every price movement in the ecosystem.

During the early days this not only delayed our project, but on several occasions nearly destroyed AoR completely.

We believe in FULL TRANSPARENCY and so listed below are some of the most challenging moments in our early history (As reflected on the actual chart via DexScreener or Birdeye):

-Early in the token lifecycle, Solana went down TWICE. Not only did this spook our users, it scared our investors. We even had to remove liquidity to protect our funds as the Solana network went down for nearly a week (As can be seen in the early spikes in the chart). As Solana finally came back, we started to put back the liquidity slowly to help avoid bot attacks.

-In Q3 of 2024 we finally completed all replenishment of the pulled out amounts and even made the decision earlier in the year to fully make the token a Fan token and place the entire set of tokens for the Market to decide as our team controlled a much smaller amount to help grow the game.

-The liquidity has been fully locked in Raydium and we now make 0.25% on transactions via Raydium and plan on using these funds to further expand and grow AoR. Today, AoR Fan token is now doing well and we look forward and hope for its ongoing growth and success (Not financial advice)

Fan-Based Token Overview (\$AoR)

Total Supply: 15 Billion tokens.

In Circulation: Approx. 14.96 Billion tokens.

Breakdown:

Raydium DEX Controlled: 11.295 Billion tokens (openly tradable).

Team Owned: 1.65 Billion tokens (planned for future airdrops, events, and other initiatives).

Raydium Farming: 100 Million tokens.

Early Adopters & Airdrops: 2 Billion tokens.

Burnt Tokens: 40 Million tokens (burned independently by bots/users).

Current Market Cap (via Dexscreener): \$53,000 USD

2.3 FAN Token

In Q2/Q3 2024, the team made the AoR Token a fan based token which will be separate from the game yet a part of helping to build up the fanbase and ecosystem.

The goal is for users to both use and keep the token for various utilities and benefits over time, including discounts, priority access to events and other opportunities, perks, and benefits in various online and offline products and services related to AoR.

2.4 Price Variance and Speculation

Understand that the price of the token will fluctuate, even at times it may become volatile. Please keep in mind crypto is extremely risky and users purchase at their own risk. The AoR team is a group of highly skilled game developers, not financial advisors. Our team's focus is FULLY on creating the best gaming eSports experience and ecosystem around.

2.5 What problem does AoR solve?

This is a great question! So our game is here to take the traditional game model of eSports style gaming and bring it to the masses. Many times users don't have the opportunity to experience the thrill of these types of events. We hope to make every event more memorable and bring the thrill of eSports to local communities worldwide. Using Micro-eSport events, users can throw together a gaming experience for their local users, groups and communities.

We truly are trying something really unique here and look forward to everyone's ongoing support! A big THANK YOU to our fans!!

3. AoR Metaverse Token Details

3.1 Token Basic Details

AoR token issuance date: Dec 25, 2023

SPL Token Address: EvKHAeYT8XrLvkpDQURuFDPA9WZL3CcJmvgJTssDk7x2

Solana Explorer:

<https://solscan.io/token/EvKHAeYT8XrLvkpDQURuFDPA9WZL3CcJmvgJTssDk7x2>

Total Supply: 15 Billion Tokens

Decimals: 9

Token name: AoR Metaverse (AoR)

Mint Authority: Locked (No one can create more AoR Tokens)

4. Initial DEX Offering (IDO)

4.1 IDO Overview

The team has seeded the following decentralized exchanges with a supply of tokens based on the tokenomics outlined above and have also started the Airdrops.

- **Raydium** (Maximum Supply, Locked Forever, Our Team Makes 0.25% of Transactions Over Time which we plan to use to continue to further the game experience) - due to their size and popularity in the space
- Orca
- Meteora

We will continue to monitor additional DEX opportunities to add liquidity and give users opportunities to obtain the token and build awareness for the project across the various ecosystems

4.3 Airdrops

Our current Airdrop plan continues to evolve and includes twitter airdrop promotions, AMA Airdrops, Beta Testing Airdrops and airdrops to various communities (Such as Roblox and Fortnite communities to pull in that userbase) and other social media and even other creative Airdrop ideas proposed by our teams and communities.

Our goal is to grow to millions of users and build our ecosystem with fans who benefit from access to gated experiences, discounts, promotions and more.

5. Roadmap

5.1 Development and Testing Stages:

(Stage 1 - DONE) Q1 2024: Project marketing and growth, Development of basic systems, strategic partnerships

(Stage 2 - DONE) Q2 2024: Testing and integration of token system, First round of beta testing start

(Stage 3 - DONE) Q3 2024: Basic game and experiences with early beta testers and stress testing

(Stage 4 - READY) Q4 2024: eSports Systems Start

(Stage 5) Q1-Q2 2025: Base Experience and eSports Systems to be heavily tested

(Stage 6) Q3-Q4 2025: In Person and Online Fan Events

(Stage 7) Q1-Q2 2026: User based updates and bug fixes, all subsystems to become fully ready and working

(Stage 8) Q3-Q4 2026: Growth and expansion, Growth of Marketing, Ads and Revenue and Sales Expansion, AoR as a serious competitor to the largest eSports Games

In Stage 8 we are fully ready and now launch officially during the big December push with an aim for growth and expansion worldwide using Marketing and Ads and focusing on increased revenues and having AoR now compete as a serious competitor to some of the top eSports games in the world.

During this time we plan to introduce a BI-YEARLY event that will be held twice a year, once in the United States and once in another location (Singapore or Other Area, etc.). It will be an event for all the fans of the game like a Comicon style event where users can battle against each other and families can check out universities and colleges related to video games, eSports, AI, Blockchain and other technical and STEM programs. The goal of these events is to gather all the players around the world together and be a fan based experience. There players and users can share their love

of the game, buy and sell incredible fan art, play in competitions, Use AoR tokens throughout for various discounts and benefits and continue to grow with the ecosystem for generations to come.

NEXT STAGES

Over the years after 2026 we plan to have development teams keep the systems up and running and staff helping to manage the overall experience. We will continue to deliver and innovate and grow by looking at new ways for fans to experience the magic behind AoR including massive merchandising agreements and other areas of expansion including TV Shows, Music, Movies, Books, Stage Shows and other ways to bring the magic and experience of AoR to the masses!

7. Our Team (Will keep growing)

7.1 TEAM

Mr. Metaverse

Team Lead and Head of Development Team

7.2 Global Advisors

Amit Niraj

Head of Global Business Dev and Web Team

7.3 Development Teams

Global Development Team

Highly Skilled Team of Video Game and Software Developers

Web Development and Web3 Team

Highly Skilled Team of Web and Web3 Developers

3D Team

Our team of highly skilled 3D Modellers and Artists globally

8. Current Stats (7-Dec-2024)

8.1 Stats

Telegram: 137 Members (Down 17.96% Since Last Update)

Twitter: 249 Followers (Down 11.7% Since Last Update)

Discord: 44 Members (Down 18.52% Since Last Update)

AoR Current Wallet Holders: 179 (Up 13.29% Since Last Update)

9. Conclusion

9.1 Summary

AoR eSports Fan Token is aimed at getting users into the exciting world of eSports and is powered by Solana Blockchain.

9.2 Call to Action

Raydium DEX: <https://raydium.io/swap/>

Meteora DEX:

<https://app.meteora.ag/pools/54gFXShsxRfm4ZrmWbTwtZo5nGTz7NSsd4nit4knyoj>

Jupiter Swap:

https://jup.ag/swap/SOL-AoR_EvKHAeYT8XrLvkpDQURuFDPA9WZL3CcJmvgJTssDk7x2

Please join our communities and stay up to date as follows:

Website: <https://angelfryina.com/>

Discord: <https://discord.gg/RM8SzYhvVA>

Twitter: <https://twitter.com/AoRMetaverse>

Telegram: <https://t.me/+muyKESMyEck4YTMx>

YouTube: <https://www.youtube.com/@Angelfryina>