Cue Club

Play to Earn 3D billiard game

The Cue Club team is building a unique 3D virtual world where players can enjoy billiard games, and monetize their gaming experiences using $CUE, the main utility token of the platform.

$CUE holders will be also able to participate in governance of the platform via a Decentralized Autonomous Organization (DAO), where they can exercise voting rights on key decisions of Cue Club ecosystem.

The Cue Club aims to bring blockchain into mainstream gaming, attracting both crypto and non-crypto game enthusiasts by offering the advantages of true-ownership, digital scarcity, monetization capabilities, and interoperability.

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Table of Contents

Introduction

1.1 Metaverse

A metaverse is a network of 3D virtual worlds focused on social connection where people can interact in different ways, by playing, working, or socializing. The idea about metaverse get popular in 2021, and even Facebook CEO Mark Zuckerberg announced on October 29, 2021, that his company will be now known as Meta or Meta Platforms.
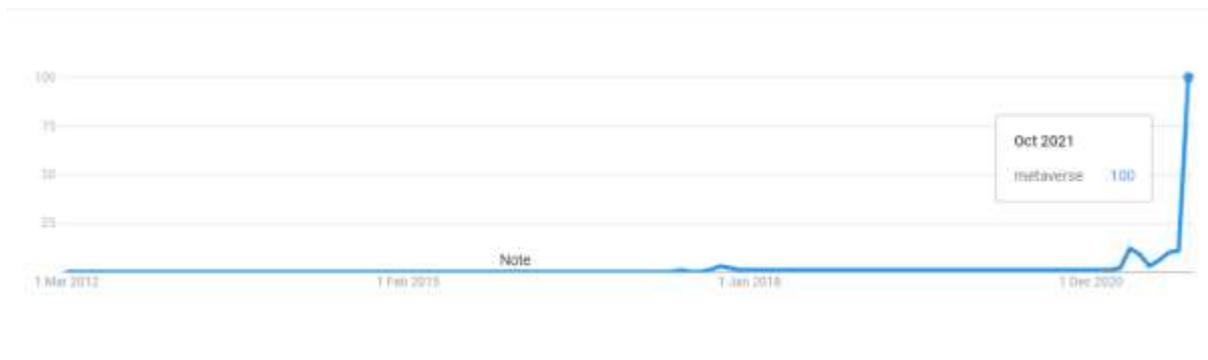
1.2 Blockchain

Since the publication of the Bitcoin whitepaper in 2008, the concept of blockchain has spread across the world. The original Bitcoin blockchain was designed as a peer-to-peer payment system that allows people to transfer value without intermediaries like banks or payment processors. Bitcoin uses Proof of Work (PoW) algorithm based on the SHA-256 hashing function in order to validate and confirm transactions as well as to issue new bitcoins into circulation. Bitcoin stands for first-generation blockchain.
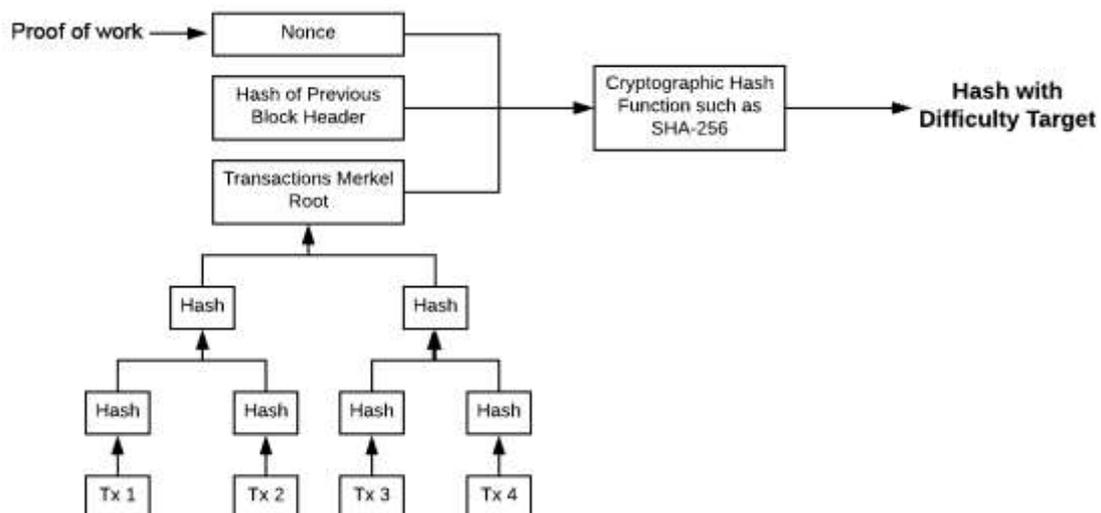
In 2013, Vitalik Buterin proposed a new blockchain infrastructure called Ethereum, enabling developers to create various kinds of blockchain applications using "smart contracts". However, Ethereum uses the same outdated Proof of Work algorithm which is very secure, but is slow and can't scale. Because of that Ethereum is moving to a consensus mechanism called proof-of-stake (PoS) from proof-of-work (PoW). However, getting PoS right is a big technical challenge and not as straightforward as using PoW to reach consensus across the network. Etherium stands for second-generation blockchain.

Proof of Work VS Proof of Stake

Mining capacity depends on computational power

Validating capacity depends on the stake in the network

Miners receive block rewards to solve a cryptographic puzzle

Validators do not receive a block reward, instead, they collect transaction fees as reward

Hackers would need to have a computer powerful than 51% of the network to add a malicious block, leading to 51% attack

Hacker would need to own 51% of all the cryptocurrency on the network, which is practically impossible and therefore, making 51% attacks impossible.

1.3 Third generation Blockchain

Cardano is a blockchain project founded by Charles Hoskinson, co-founder of Ethereum, to "provide a more balanced and sustainable ecosystem" for cryptocurrencies. Cardano was founded in 2015 and aims to solve problems related to scalability, interoperability, and sustainability on cryptocurrency platforms.

The first problem refers to the slowing down of networks and high fees due to an increase in transaction volumes. Cardano's algorithm Ouroboros has been put forward as a possible solution to its scaling problems.

Ouroboros utilizes a Proof of Stake (PoS) approach to save on energy costs and enable faster transaction processing. Instead of having a copy of individual blockchains on each node (as is common in bitcoin), Cardano's blockchain streamlines the number of nodes in a network by appointing a leaders responsible

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5

for verifying and validating transactions from a collection of nodes. Subsequently, the leader node pushes transactions to the main network.

Cardano has also adopted RINA (Recursive Internetworked Architecture) to scale its network. This network topology was first developed by John Day and enables customized increments to heterogeneous networks. Hoskinson has said that he wants Cardano's protocols to reach the standards of TCP/IP, the dominant protocol used on the Internet for exchange of data.

Cardano aims to enable cross-chain transfers through side chains, which conduct transactions between two parties off chain. It is also exploring ways for institutions and individuals to selectively divulge metadata related to transactions and identities to enable use of cryptocurrencies for trading and daily transactions.

Finally, sustainability is about governance structures that provide incentives to miners and other stakeholders and about evolving a self-sustaining economic model for the cryptocurrency. In addition to this, it aims to build what its creators describe as a "constitution" of protocols to avoid messy hard forks (such as the ones that occurred in bitcoin and ethereum).

In the future, protocols will be hard coded into Cardano blockchains and applications using the protocol, such as online exchanges and wallets, will automatically check for compliance as the applications are being built. The automation could also cut down time required to discuss and implement forks. Hoskinson has referred to it as "mechanization of a social process." Cardano stands for third-generation blockchain.

Cardano is a decentralized proof-of-stake blockchain platform. It's designed to be a flexible, sustainable, and scalable blockchain platform for running smart contracts - making perfect choice for developing games.
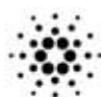
CARDANO'S PROOF OF STAKE

ouroboros — Cardano's PoS algo is called Ouroboros. It provides network stability and runs the blockchain with no central authority.

PoS makes 51% attacks expensive. Higher number of block producers leads to a distributed & secure network. Re-join & sync to the "good chain" with only a trusted copy of genesis block.

Stakeholders can pool resources by delegating their stake to stake pools. Stake pool operators, manage block production & generate rewards for progressing the network.

The PoS model is cost & energy efficient. No race between stakeholders to produce blocks. Slot leaders are selected via a formula.

Ouroboros divides time into epochs that are made up of slots. One epoch is around 5 days and has a slot leader. Slot leaders create transaction blocks to be added to the blockchain.

Everyone who owns ADA could 'stake' their share to be selected to be the next block creator and to receive regular block rewards.

1.4 Web3

Web3 (also known as Web 3.0) is an idea for a new iteration of the World Wide Web based on blockchain technology, which incorporates concepts such as decentralization and token-based economics. Some technologists and journalists have contrasted it with Web 2.0, wherein they say data and content are centralized in a small group of companies sometimes referred to as "Big Tech". The term "Web3" was coined in 2014 by Ethereum co-founder Gavin Wood, and the idea gained interest in 2021 from cryptocurrency enthusiasts, large technology companies, and venture capital firms.
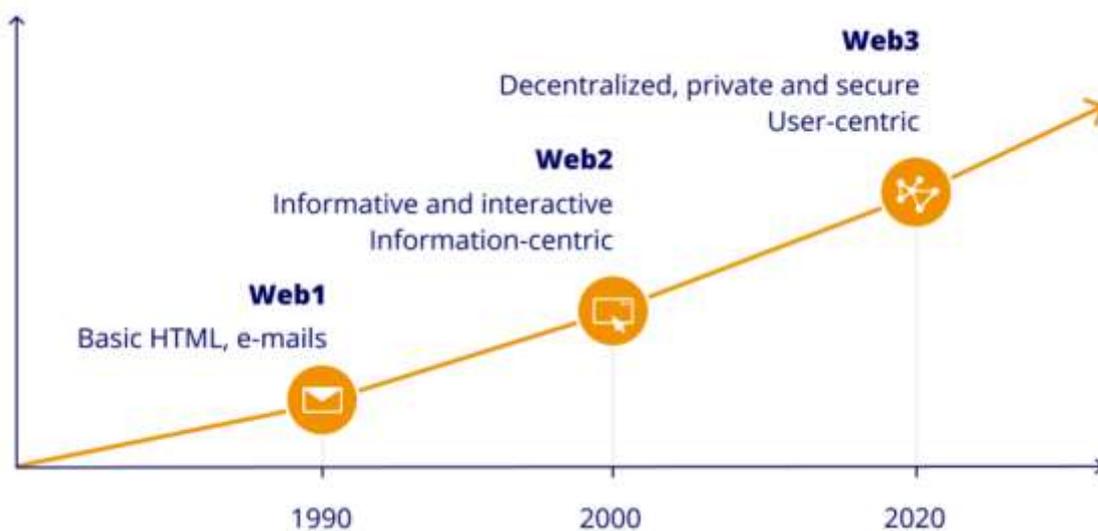
2.0 Cue Club development

The Cue Club is a 3D virtual world where players monetize their gaming experiences in the Cardano blockchain using $CUE, the platform's utility token.

Our vision is to offer a deeply immersive metaverse in which players will enjoy billiard games and interact with other players via voice and chat messages.

We are aiming to provide players free access to all parts of the game and reward their participation with our utility token – $CUE. Instead of spending money on a monthly subscription or game items, players will be rewarded with $CUE tokens.

With Cue Club, we aim to accelerate blockchain adoption and grow the blockchain gaming market. All game benefits will be available to everyone free of charge! Investing in Cue Club is a matter of choice, and every player will be able to earn $CUE simply by winning billiard games in Cue Club!

2.1 Blockchain Gaming with NFTs

NFTs are non-fungible tokens that represent someone's ownership of digital assets such as social media posts, digital art, painting, signature, and so on. In addition to tokenizing the intangible or digital content, NFT can also represent the tokenized version of real-world assets, including land and building.

Non-fungible tokens and the underlying technology of NFTs play a crucial role in developing the Metaverse. NFTs exist on the blockchain, which was initially useful to trade digital assets, and now it has diverse use cases. If we demonstrate the role of NFTs within the digital environment of the Metaverse, NFTs integrate with existing VR and AR technology and thus regulate the whole space.

It means that NFTs in the Metaverse can represent ownership for anything, including in-game assets, virtual avatars, and real estate properties (digital version). Similarly, Metaverse-based NFT marketplace allows the user's avatars to explore the marketplace, take a closer look at the digital products, and choose the product of their choice.

NFTs work in the Metaverse as real-world objects work in the existing universe. Simply put, NFTs are the key component of the emerging Metaverse where viability heavily relies on the tokenization of assets.

2.2 Cardano NFTs

The Cue Club uses Cardano blockchain technology and NFTs to empower players. NFTs are an emerging segment in the global game market: virtual tokens for digital scarcity, security, and authenticity. Each NFT is distinct or unique; it is indivisible and it is not interchangeable for another.

- **TRUE DIGITAL OWNERSHIP:** Gamers are the true and perpetual owners of their digital items, even if the game was shut down or abandoned. With Cardano blockchain, every game item can be tokenized, allowing gamers to decide how they want to trade, sell, or gift their items.

- **SECURITY AND IMMUTABILITY:** Digital game items can be easily tokenized and traded in primary and secondary markets that are managed and facilitated by blockchain technology. Items based on scarcity and demand usually invite fraud and theft, but these risks are minimized on blockchain because it is a distributed ledger.

- **TRADING:** Blockchain-based gaming platforms can provide users with ultimate control over their digital assets. They can buy and sell items freely without concern that they will be ripped off or that a platform will close and cancel all the value of their in-game items.

Cue Club uses several tokens (fungible – $CUE, and Non- Fungible NFTs) to create a circular economy between the players. Fungible and Non-Fungible are native tokens on the Cardano blockchain. Native tokens are an exciting utility feature for Cardano, which will allow it to handle tokens and cryptocurrencies from other blockchain platforms in the same way and with all the key functionality available to Cardano's native currency, ADA.
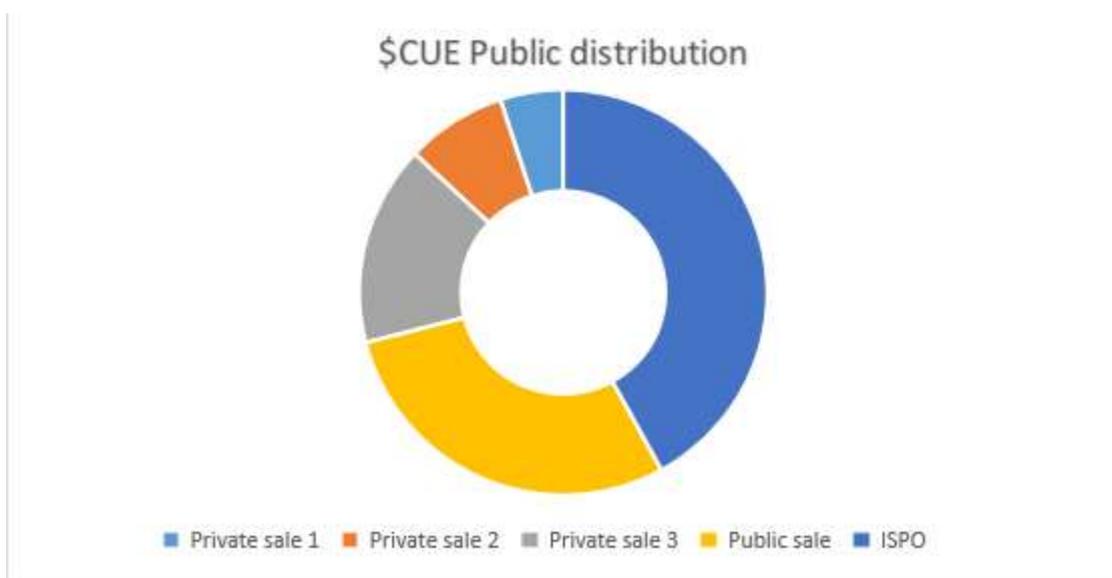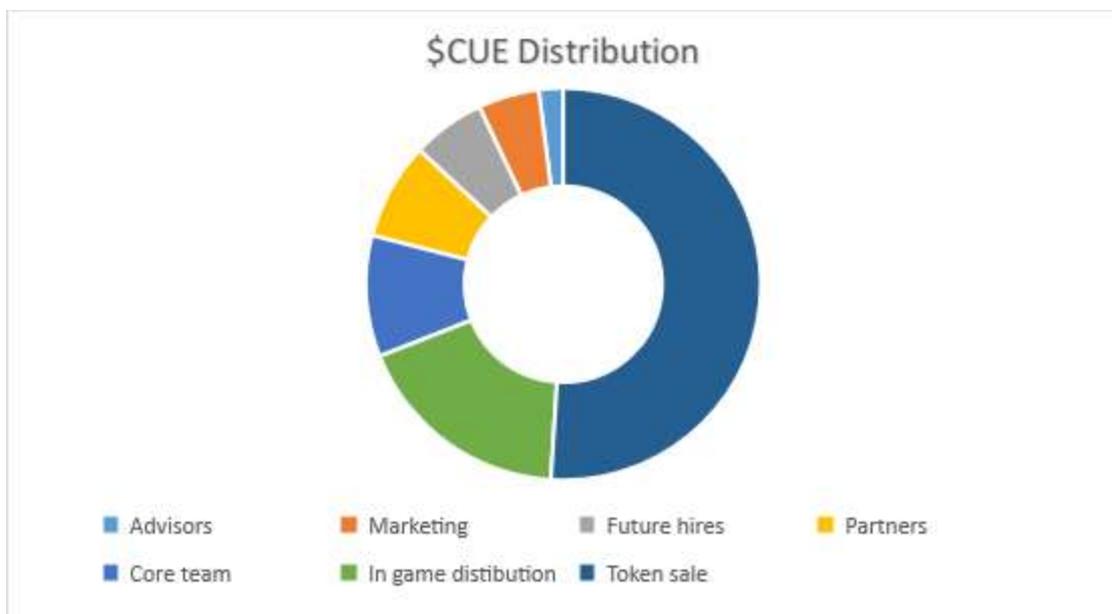
2.3 $CUE Token

$CUE is a utility token and essential part of the Cue Club platform, allowing users to earn, trade & stake $CUE tokens! $CUE will serve as the main currency of Cue Club and also as a governance token - allowing users to vote on the upcoming Cue Club development.

- **Access Cue Club platform:** Players spend $CUE in order to play games, buy equipment, or customize their Avatar character—and can potentially collect $CUE through gameplay.

- **Governance:** $CUE is a governance token that allows holders to participate in Governance decisions of the platform, using a DAO structure. They can exercise voting rights on key elements such as $CUE distribution and future Cue Club development.

- **Staking:** $CUE allows for staking, which allows for passive revenues on POOL TABLE'S: you get more $CUE by staking it.

- **Fee Capture model** = 5% of all transaction volume carried out in $CUE tokens (Transaction Fees) shall be allocated with 50% to the Staking Pool as rewards for token holders that Stake $CUE tokens and 50% to the "Treasury."

- **Treasury:** The role of the Treasury is to support the ecosystem of Cue Club, offering valuable rewards for the players in terms of NFTs and $CUE tokens.

2.4 $CUE Distribution

$CUE Distribution

Legend: ■ Advisors ■ Marketing ■ Future hires ■ Partners ■ Core team ■ In game distibution ■ Token sale

$CUE Public distribution

Legend: ■ Private sale 1 ■ Private sale 2 ■ Private sale 3 ■ Public sale ■ ISPO

$CUE Public distribution may be subject to changes. Please follow www.cueclub.org for updated information.

Name	Cue Club
Symbol	$CUE
Max Circulation Supplly	1.000.000.000

3.0 Cue Club features

Cue Club will feature several game modes including 8-Ball, 9-Ball, Daily Challenges & practice mode.

- **8-Ball** is a call shot game played with a cue ball and fifteen object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 thru 15 (stripes). THE PLAYER POCKETING HIS GROUP FIRST AND THEN LEGALLY POCKETING THE 8-BALL WINS THE GAME. Each player has 35 seconds to take a shot.

- **9-Ball** is a call shot game played with a cue ball and nine object balls, numbered 1 through 9. The Player aims to pot the balls in order until the 9 ball drops. Whoever pots it has won, regardless of how many of the previous balls the player was responsible for holing.

- **Daily Challenges** appear every 24 hours. Players who successfully complete daily challenges will get valuable rewards in $CUE tokens or NFTs.

- **Practice** is a simple mode where players can practice their skills against Cue Club engine. Practise mode main purpose is to make players familiar with the game before playing competitive matches.

3.1 Use of NFT's in Cue Club

- **Cue collection NFTs** - Cues have a big role in Cue Club. They come as a NFTs and can be purchased and sold on Cue Club Marketplace. Their role is to increase cue stats and enhance player skills like applying more power to his shots, giving extra time per shot or applying more spin to the cue ball. In Cue Club, we have 3 Cue Stats: Power, Time & Spin. Each of these Stats could be increased up to 10 points.

RARE CUE

POWER	TIME	SPIN

Rarity	Quantity	Stats	Price
Common	5000	Up to 30% stats increase	10-100 ADA
Rare	1000	Up to 70% stats increase	150-300 ADA
Epic	500	Up to 100% stats increase	500-1000 ADA

1000 Cues from Cue collection will be minted at the inception of the game and will become available slowly over a period of time as the ecosystem matures.

- **Pool table NFTs** - In order to play in Cue Club you need a pool table. Pool tables are optional and can be purchased on the Cue Club marketplace. Player who play at their own pool table will receive a bonus of 10%-50% of the total $CUE token earned in a monthly period. This bonus will come from Cue Club treasury. Additionally, a player can borrow a pool table to another player, and earn interest from that.
Pool tables will also come in three categories, common, rare & epic. Pool tables will be released later in the game.
- **Avatar NFTs** - An Avatar is an in-game representation of a player, which may be modified piece by piece by the owner. An avatar has certain specifications and formats and comes with a default set of animations. Avatar use in Cue Club is purely cosmetic.

3.2 How to earn $CUE tokens

Cue Club players will be able to monetize their game experience with $CUE token - the utility token of the platform. There are three ways players can achieve that.

- **Winning competitive matches** - players can compete between them in 8-Ball or 9-Ball. The winner will take the opponent's $CUE tokens minus the capture fee!
Example: If player 1 bets 1000 $CUE tokens on winning, and player 2 bets also 1000$ CUE tokens on winning, that will make a total of 2000 $CUE tokens. The winner will get 1900 $CUE tokens, and 100 $CUE tokens will be distributed via our Fee Capture model.

- **Completing daily challenges** - Daily challenges are another Cue Club mode with a purpose to engage the players on a daily basis providing an opportunity to earn $CUE tokens without any risk. Players will earn $CUE tokens from Cue Club treasury fund by successfully completing daily challenges.

- **Lend NFTs to other players** - is a unique Cue Club feature that will empower players who are "Pool Table" owners to earn $CUE tokens without playing the

game. They can simply borrow their Pool Table to another player and earn interest from that.

3.3 Game engine

Cue Club is being developed in Unity engine.

With unrivaled cross-platform features, Unity is popular with both hobby developers and AAA studios.

One of the best things about Unity is that it supports a multitude of platforms, 23 of them at the moment to be exact.

Cue Club is primarily developed for Microsoft Windows, but thanks to the Unity engine the game will be available on Mac & Linux.

3.4 Virtual reality

Virtual Reality (VR) is the use of computer technology to create a simulated environment. Unlike traditional user interfaces, VR places the user inside an experience. Instead of viewing a screen in front of them, users are immersed and able to interact with 3D worlds. By simulating as many senses as possible, such as vision, hearing, touch, even smell, the computer is transformed into a gatekeeper to this artificial world.

By nature, Cue Club is a 3D Metaverse world and we are working to support Virtual reality in near future. This will enable Cue Club players to be physically active while experiencing all the fun of traditional billiard games.

4.0 Road Map

Previous Milestones

2021 Q3

- Preparation
- Marketing & brand awareness
- Testnet Completion

2021 Q4

- Global Marketing Campaign
- Token Listing Submissions
- Partnerships & integrations research

2022 Q1

- Whitepaper published
- Game Teaser video released
- Release road map

Future Milestones

2022 Q2

- Private Sale
- Apply for Project Catalyst fund
- Gameplay trailer video released

2022 Q3

- Public Sale
- Add more partners to Cue Club
- Beta testing registration

2022 Q4

- Release a cue NFT series
- ISPO start
- Release beta game

2023 Q1

- Game public release
- In game NFT trading
- Listing on Major Exchanges

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2023 Q2

- Release governance app
- Release a Pool table NFT series
- Add more partners to Cue Club

2023 Q3

- Mobile platforms partnership research
- Release roadmap for p2e 2D mobile game annouced
- Mobile game whitepaper

5.0 Team

Cue Club is originally started by 4 experienced members and later on expanded to a total of 6 members, adding two part-time employees with marketing roles. The Cue Club Team combines a passion for gaming, industry expertise & proven record in development, marketing & licensing.

- **Florian Egger** – Founder & Game developer
  Experienced Game Developer with a demonstrated history of working in the gaming industry. Skilled in Unity , Unreal, C#, Visual Studio, Algorithms, and Object-Oriented Programming (OOP). Strong engineering professional graduated from Information Technology Institute (ITI).

- **Lauren Parker** – Graphic Designer &NFT artist
  As a Team Lead of Design, Lauren has worked with funded startups, entrepreneurs, small businesses to large organizations, agencies, and manufacturers.

- **Erwin Helmut** – Cardano Developer
  Experienced Developer with a demonstrated history in blockchain industry. Skilled in functional programming in Haskell, OCaml, and Plutus smart contract development - Implementation of cryptographic protocols in C - Full-stack web development with JavaScript, TypeScript and Node.js (React + Angular PWA w/ SSR)

- **Samuel Buerki** – Game developer
  Experienced Associate Software Engineer with a demonstrated history of working in the computer software industry.

- *Peter Neugebauer* – Marketing manager
  Dynamic and multifaceted technology enthusiast, investor, and consultant with a passion for delivering impactful solutions that drives engagement

across the digital stratosphere. Strong foundation in performance marketing and business consulting

- *Melissa Chabok* – Social Media manager
Melissa has a unique ability to connect fans with the brand through social media channels. In the past years, Melissa created advertising campaigns for startups, some of which were broadcast on local television. Skilled in (SEO), WordPress and Social Media Marketing.

6.0 Advisors

Thilo Richter	Co-Founded and operated a start-up mobile software company that built a sophisticated web service platform delivering digital mobile content to mobile devices. Firm was sold in 2009 to Digby. Holds an MBA in Technology Management from the University of Washington.
Filip Lien	Game developer, crypto enthusiast, and co-founder of MetaChess game. Filip has great knowledge about Metaverse and has experience implementing blockchain technology and gaming.
Cem Dilmegani	Founded AIMultiple, the global marketplace for emerging tech solutions like AI, IoT & RPA. AIMultiple is helping 1M+ businesses/month (as per SimilarWeb) make better tech procurement decisions. 55% of Fortune 500 rely on AIMultiple every month.

7.0 Summary

The Cue Club 3D Metaverse world where players can enjoy billiard games, and monetize their gaming experiences using $CUE, the main utility token of the platform.

In the following year, our experienced and dedicated team will build an unique virtual world where you can play, collect, earn, govern, and own anything in the game.

Join us now.