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PROJECT QUANTUM

Future of AAA Gaming

Player Economy

Built in Unreal 5

MMOFPS

F2P x P2E

PC & Console

Executive Summary

'Project Quantum' is a AAA rated, **free-to-play, play-to-earn** game, being built in Unreal Engine 5. It is powered by our own cryptocurrency token, **QBIT**, and will be the inaugural title from Quantum Works.

Our mantra is "**Game First**". The sole focus is to build a game that is **enthralling and distinct** while offering a low barrier to entry through our free-to-play model. We are utilizing smart contracts and innovative game design to allow the best performers to be rewarded; a true realization of the Play-to-Earn vision.

Proven track record. The studio has been entirely self-funded, generating revenue via our VAT style smart contract. Project Quantum has generated over \$4.9m in trade volume in 12 months.

The Model is based upon player-to-player trading in a **player driven marketplace**. Once the game is launched, our cosmetics, items and upgrades are designed to enhance player individuality and playstyle, promoting a fun but fair game experience.

Development is on track for launch in late 2026. Alpha and Beta versions of the game will be available sooner. Our aim is to launch on the Epic Games Store on PC, and then on Playstation and Xbox consoles.

Community engagement and Data-backed operations through our marketing and liveops strategy is perfectly aligned with the data-centric dynamic worlds of crypto and gaming.

Our Proposition is to invite investors to take part on this journey together with Quantum Works to help boost Project Quantum to the next level sprint in bringing the next generation of gaming to life.

Mission

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I

Developing

a sustainable gaming
business and economy
through the
QBIT tokenomic model.



Qbit

II

Eliminating

hostile monetisation models
through a player driven,
free-to-play, free market
economy.



ONBOARD

III

Assembling

a Team of experts
and veterans to
deliver a world
class game.



QUANTUM
WORKS

IV

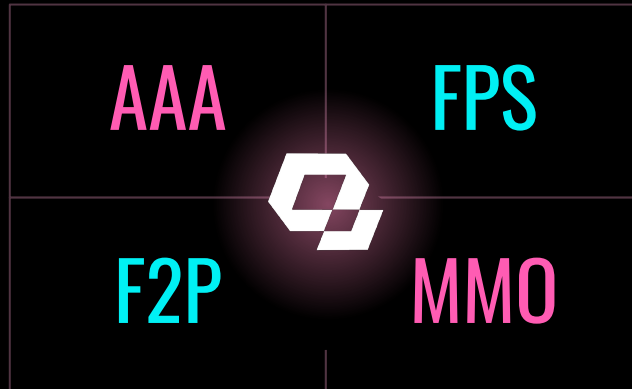
Crafting

a gaming experience
that is enthralling and
distinct, pushing to
every limit of its traits.

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Market Overview

Market



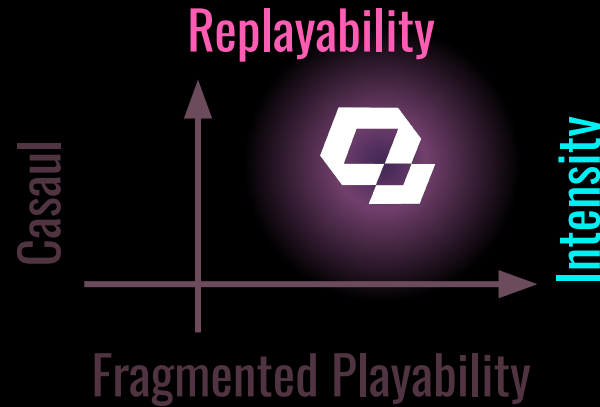
EST. \$32 B Market Size

Top performing Game: Call of Duty
6 M+ Active Players / 100 M+ Downloads*
\$ 1.91 B Revenue in 2020 **

AAA FPS F2P MMO (Game Markets)

<https://www.statista.com/statistics/1110000/call-of-duty-warzone-players/>
<https://www.statista.com/statistics/328683/leading-online-video-games/>

Competition



Esport Viable P2E Model
rare in blockchain games

Esports Market Size (Esport Market)

<https://www.emergenresearch.com/industry-report/esports-market>

Industry

FPS Players

50.5%

Players had played in 2020
base on Statista *

Play-to-Earn Economy

\$ 125 B

12% CAGR 2020 ~ 2025 **

Trend of Growth (P2E)

<https://www.statista.com/statistics/240990/global-online-games-genre-breakdown/>
<https://finance.yahoo.com/news/gaming-market-grow-usd-125-013000894.html>

The P2E market had revenue of US\$321 million in 2020 with around 41.9 million gamers owning crypto.
According to Newswagg's research 67% hope there are more opportunities for using cryptocurrency in gaming.

The Opportunity

Business Pain-Points

In-game monetization models of Loot boxes and hefty virtual cosmetics price tags are reducing player life cycle.

Continuous increase in marketing spend to counteract diminishing returns of efficiency of Player life-cycle decay.

Homogeneity of competition in Games industry driving high cost of continued development and forcing shortened update cycle to sustain use-base.

Our Solution

Player Economy

Lower barrier of entry and exit through blockchain technologies and open market trading system

Replayability

Depth of skills-focus Gameplay

Interoperability

between players' creation and gaming universe

Players Pain-Points

Heavy upfront investment required for play-to-earn

Complicated Barrier of entry fees and signup processes

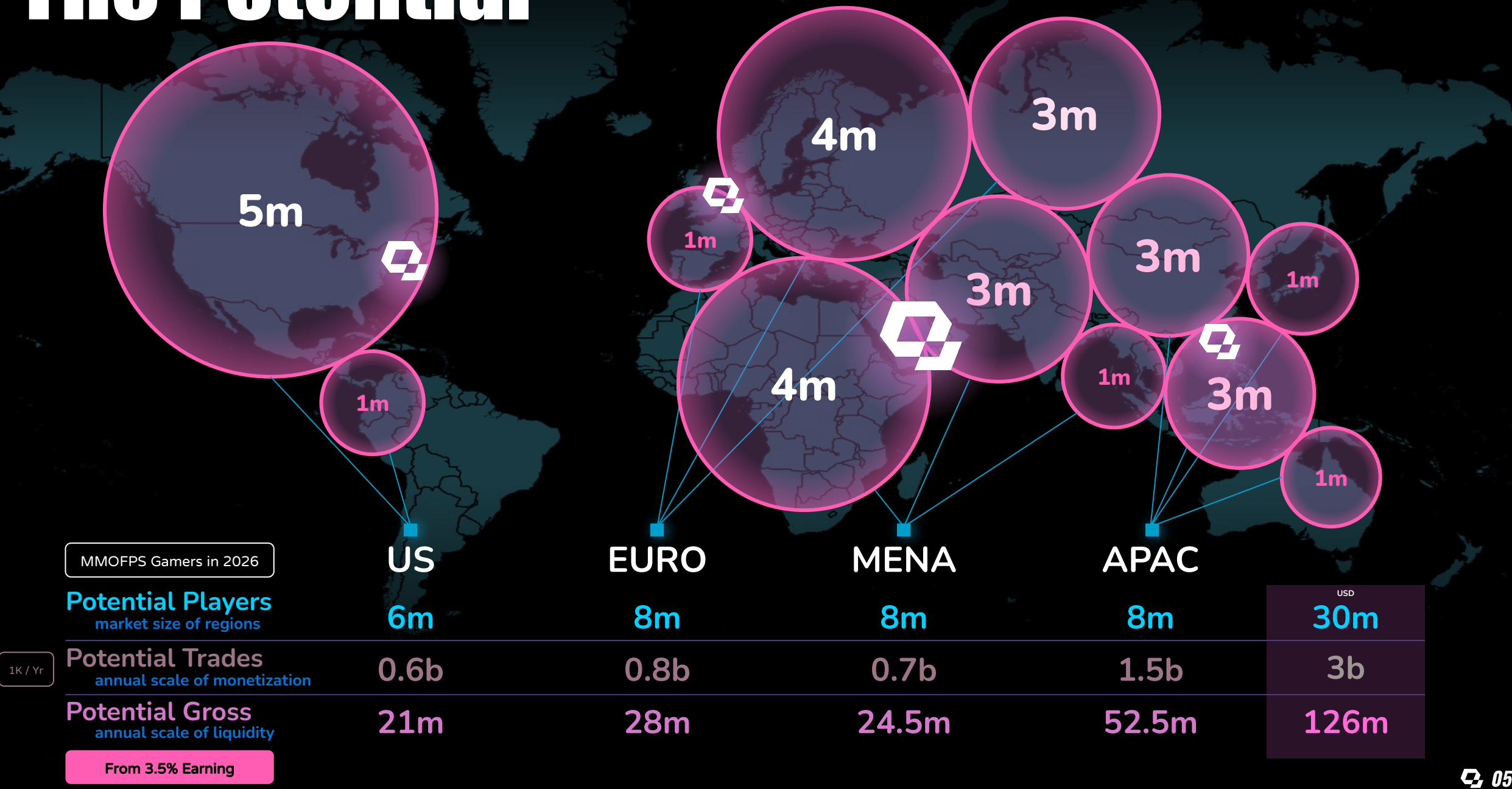
Reliance on Pay-to-Win Unbalanced Gameplay

Fragmented playability

Reskin Product

Game Developers are yet to provide a solution for a balanced, sustainable model serving current needs.

The Potential



The Traction



Project generated over \$150 million + in trade volume first 12 months

Aggregated over 50,000+ Unique wallet holders

Total amassed community of 50,000+

Business Model

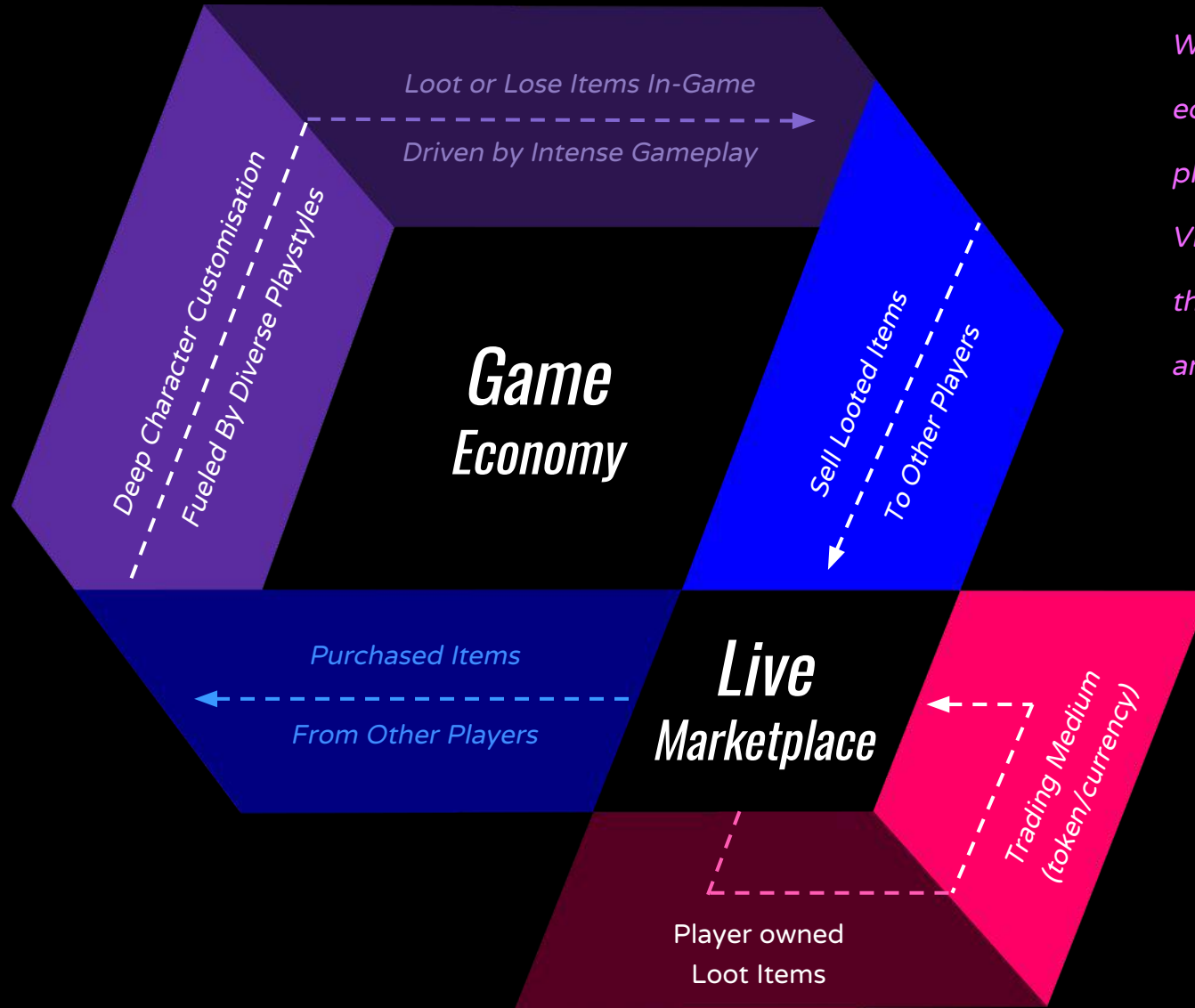
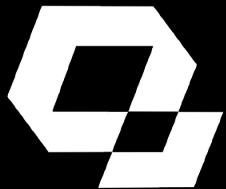
Sustainability

Data-centric

Value-chain

Model

Quantum Works is challenging the current gaming meta by pioneering a more interoperable and sustainable free-to-play game model.



We are creating a player-to-player economic ecosystem empowering players to find, loot and create their own VIRTUAL items and trade amongst themselves based on the uses, trends and rarity of an immersive world.

Our business model allows us to capitalize on every player trade or transaction with a VAT style tax, without questionable price tags. All of this allows us to focus on what is really important to our target audience - *the game*.

Economy

Player driven, player priced

Digital assets are usually sold to players as non-refundable purchases. This sunk-cost mentality leaves a bad taste in players' mouths. We want to build a system where players can sell their items on when they are finished with them, just like in reality.

Project Quantum is different.

Our in-game **gameplay** assets are **crafted, valued, and traded by players.**



With the power of blockchain technologies, we allow players to truly own their assets and trade it.

With each virtual item minted as NFT, a smart contract is deployed allowing the company to capitalise on a percentage of the trade value.

Tactical SMG

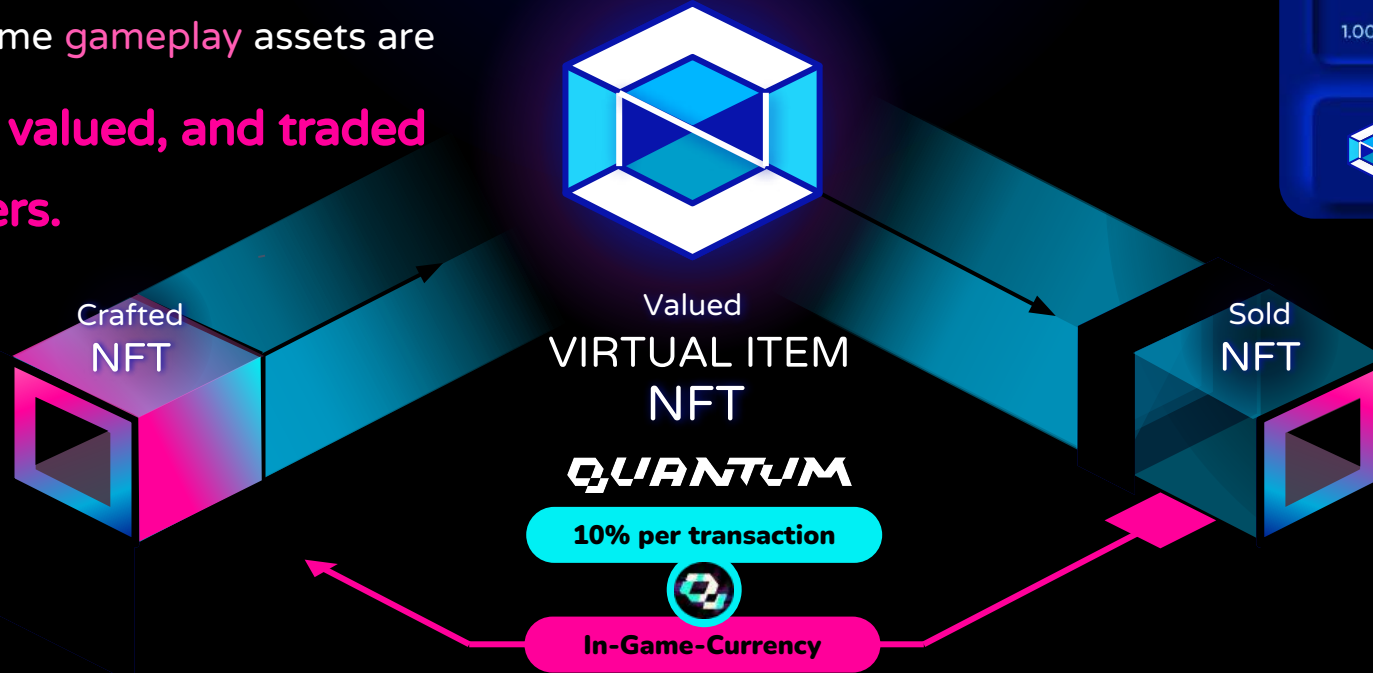
Set Price
380,000

OVER UNDER

End Date 12am UTC
10/01/2022

Wager Balance: 3.60081
1.00

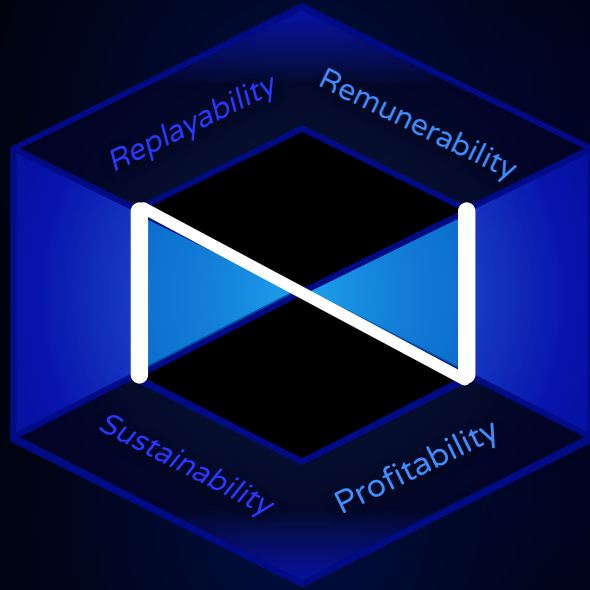
PROCEED



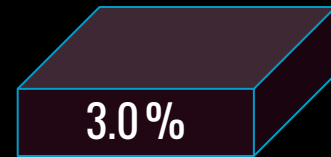
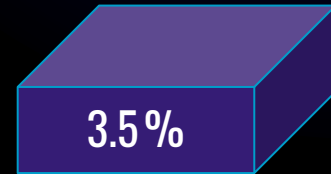
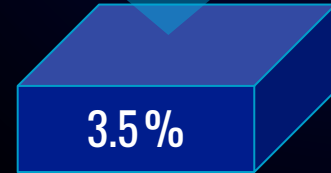
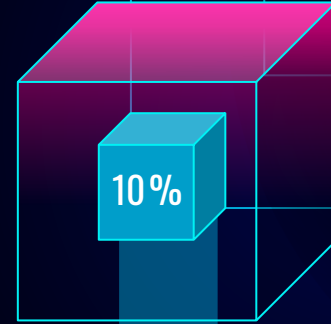
Players decide the value of an item that they have crafted or earned through gameplay then sell / buy by minting **via** our **proprietary blockchain technology.**

Monetization

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In every Transaction
of Virtual Goods



QBIT smart contract allows us to keep our game free to play. Enabling us to both develop the game, and when the game launches, continue to support and update our live service title.

	QBIT
Token name	QBIT
Token type	BEP-20
Amount minted	1 TRILLION-20
Decimal points	2
Other aspects	AUTO-STAKING
Contract address	
<code>0xa38898a4ae982cb0131104a6746f77fa0da57aaa</code>	

This simple but elegant smart contract design generates revenue for Quantum Works via the 10% tax on all buy, sell and move transactions.

Back to Studio to support further Game Development

3.5% is swapped and liquidated to BNB.

Back to Game to incentivise players and extend player life-cycle

3.5% is injected back into the game ecosystem in the form of in-game rewards, item value, competition prizes. 50% of this can be used by Quantum Works for additional development funding up until game launch, either as a direct sell or liquidity removal and token burn.

Back to Community to reward active Participation

3% is given back to all the players holding Quantum in-game currency..

3.5% > Development Wallet

3.5% > Game World Wallet

3.0% > Automatic Redistribution

Our Focus

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At its core a game must have fulfill its central pillar:

Engagement.

Quantum Works seeks to provide integrity, openness and a stalwart resolution to develop fun and engaging experiences.

Project Quantum is first and foremost designed for gamers, by gamers.

We want to lay the foundations for a direction of fair and sustainable monetisation practices within an industry at odds with its own audience.



"Game First"

Let's get something straight



The Game

Fully Customisable Playstyle

Co-Happening GameMode

Player Driven Economy

'Welcome to Charnel'

The Game World

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The player assumes the role of a **Seeker**: a colonist now turned treasure-hunting warrior, reawakened after decades of cryo-sleep. You were sent to reinforce a besieged human colony on **Charnel**, a planet on the fringes of the known universe. But your ship, **Jericho**, mysteriously crashed on arrival.

Now, decades later, a unique treasure-hunting culture has emerged from the wreckage. Bands of seekers venture into the treacherous Charnel landscape, teeming with dangers, buried treasures and valuable resources from the planet's enigmatic and violent past.

Make your own Builds

Mix and match your various weapons and equipment in our canvas like MODEX system.

Fully realise your potential and fulfill **that** role in your squad.

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With your looted blueprints, craft new armour and weapons to bolster your arsenal. Fine tune the crafted items, as the materials you use affect the outcome, allowing for an even deeper level of customisation.

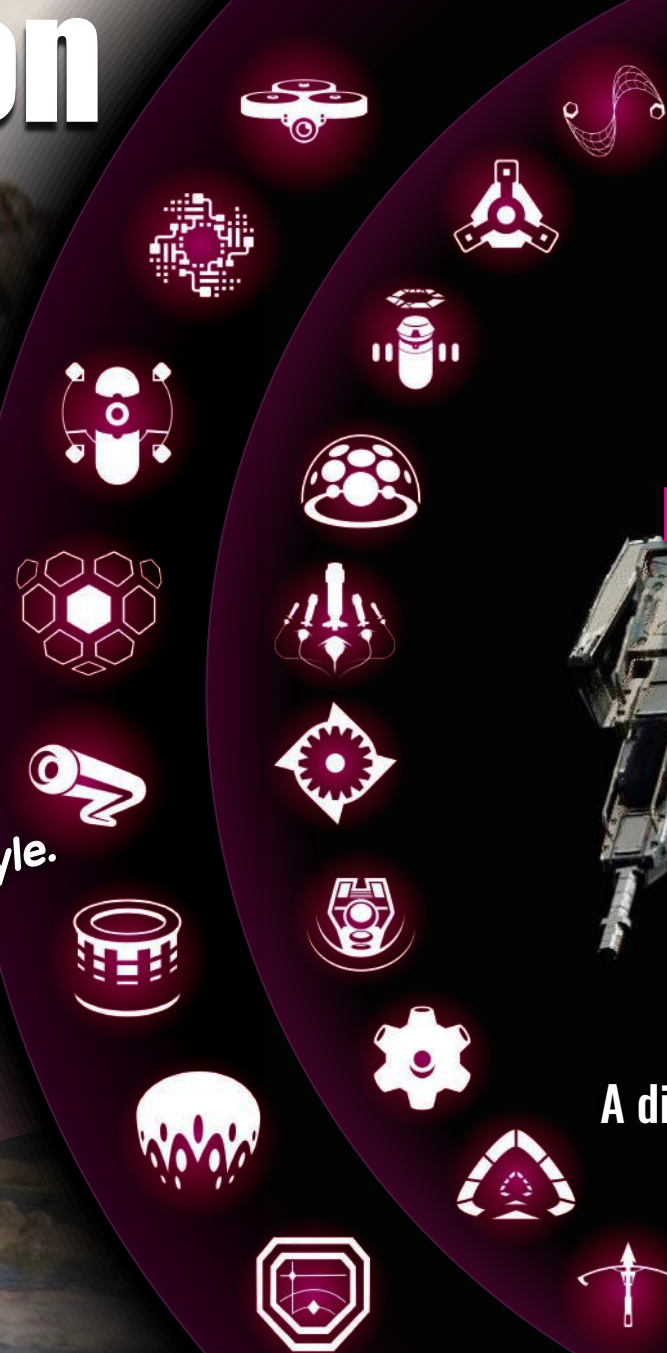
Customisation

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Fully customise your Modular Exoskeleton, **MODEX**, to adapt your playstyle.

Create the perfect loadout for the task at hand and fulfill that role in your squad.

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Each MODEX comprises of eight separate NFT parts, six armour pieces and two weapons.

A diverse depth in tactical combinations



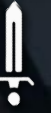
Play your way

A fun first extraction royale

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Extract before you lose it all.

Project Quantum is an extraction-royale treasure hunt to the death.



GET LOOT



GET OUT



GET PAID



Suit up, gather supplies and friends then drop-into Charnel. From there your objective is your own: mine for materials, scavenge for lost treasures, track down ferocious creatures or other players. Project Quantum elicits a sandbox style extraction-royale where the players determine their goal.

Survive the rival squads of players and creatures then return to your drop-pod, strap down your loot and extract. Store your materials, sell on what you don't need and relish in your new loot, ill-gotten or otherwise.

Coreloop

Encountering enemies from all side

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The sandbox

nature of

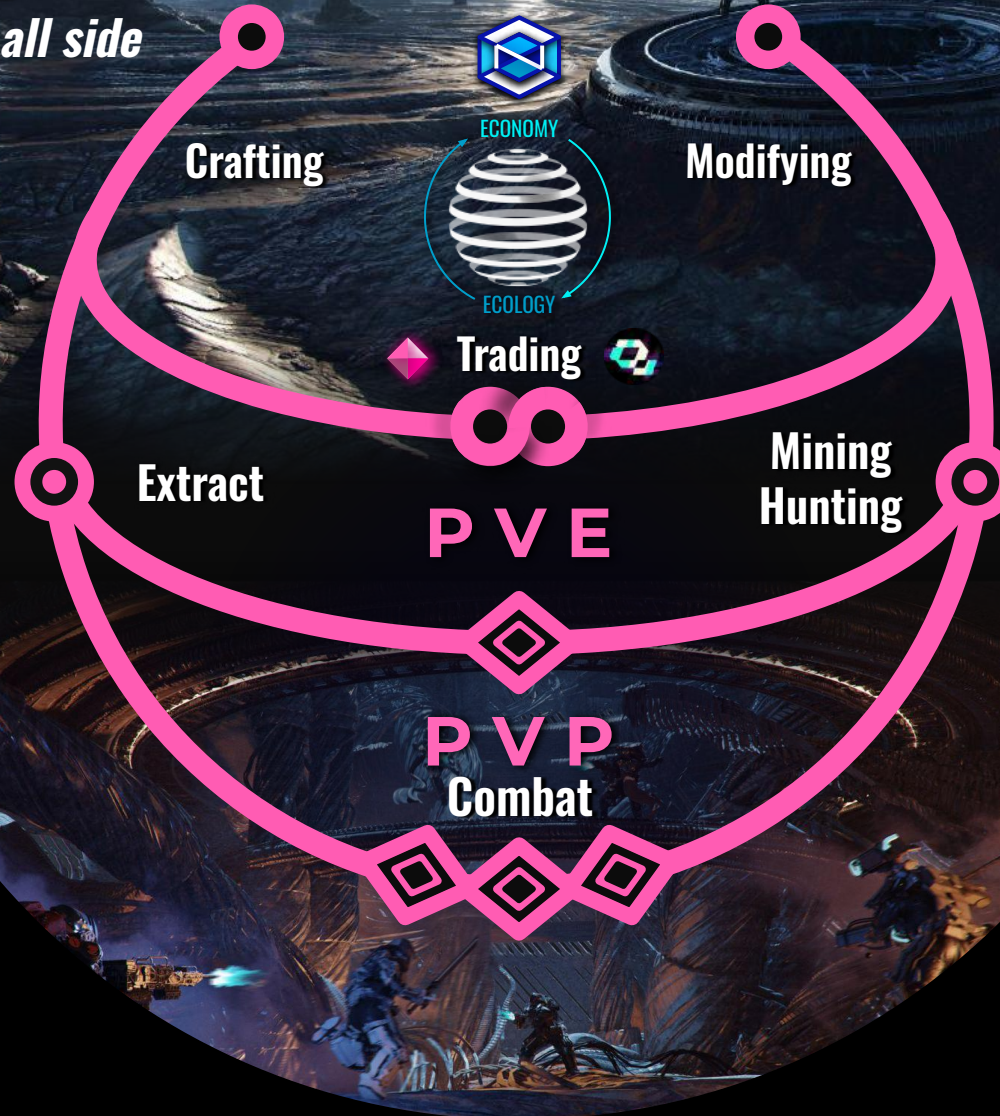
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offers a palette of activities

addressing a large spectrum of

player audiences, profiles,

moods and motivations.

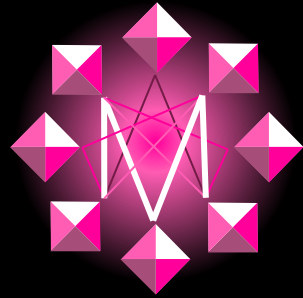


Suit up, gather supplies and friends then drop-into Charnel. From there your objective is your own: Mine for materials, scavenge for lost treasures or track down ferocious creatures; Project Quantum elicits a sandbox style extraction-royale where the players determine their goal.

Be cautious though, for some Seekers prize...may be you.

Survive the competing squads of Seekers and creatures then return to your drop-pod, strap down your gear and loot and extract back to the tenuous peace of Jericho.

Store your materials, sell on what you don't need and relish in your new loot, ill-gotten or otherwise.



Fully customisable playstyle

Customise a mechanical exosuit made of 8 separate parts, facilitated by NFT technology, that determine your character's in-game stats and abilities.



Co-Happening Game Modes

Each match has various encounters and avenues for players to pursue. Seeker squads can forge their own path in a rich but objectiveless flagship mode.



Player Driven Economy

A unique player-to-player economy where players sell to players and prices are set by the market. A fairer and more sustainable game economy.

Chapters

Seasonal Instalments

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*Dawn of
the Seeker*

*The
Scythe*

*The Ossian
Revolution*

*The
Hattusa*

*Genesis of
the Scythe*

*The League
Return*

CHAPTER 1



Players explore Charnel in search of loot and answers as to why their League ship crashed and what mysterious force destroyed the old colony.

CHAPTER 2



Seekers have begun to encounter roaming troops of a terrifying new enemy: The Scythe. Are they remaining occupying forces or a vanguard for an encroaching invasion?

CHAPTER 3



Seekers can now explore a recently uncovered tunnel network that was ground zero for a violent colony-era uprising, 'The Ossian Revolution'.

CHAPTER 4



The Hattusa: Jericho's precursor and sister ship, has been found. The ship that first established a human presence on Charnel and spawned Colony One. Amazingly, the scans show signs of activity.

CHAPTER 5



A treacherous mountain biome of incredible peaks, deep ravines and a massive discovery: Scythe spawning grounds. The Scythe didn't invade to conquer Charnel, they come to spawn in the mountains as part of their lifecycle.

CHAPTER 6



The League are back to try and take Charnel one last time. But far from being the saviours many Seekers had hoped for, The League are bent on a clean start for their new colony and wish to eradicate Seekers and Scythe alike.

Features and Contents will be released on a seasonal basis which will continuously expand the edge of narrative, draw new players in, and further engage existing players.

Each season will introduce new biomes, enemy types, themed items/loot and objectives.

Liveops

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Early access for VIP players

Grant early access to early adopters and VIP players.

Core-loop of Gameplay in limited map with limited types of monsters and crafting options.

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Open Beta Test

Open for blockchain gamers to join, all looted items will be retained and will exist after the test.

Basic maps with co-happening Gameplay, with low quantity of Monsters and MODEX parts.

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Available on PC & Consoles

Launched as the 1st Freemium MMOFPS for shooter lovers and advertise the stories of looting experiences.

Complete Gameplay consists of major MODEX parts, starter Skills and a large amount of untold Blueprint designs.



Dawn of the Seeker

Limited roster of pre-designed 'authored' maps.

AI monsters populate the map, but the AI Scythe enemies do not. Although the Scythe's presence should be hinted at through environmental storytelling, npc dialogue and lore pickups.



The Scythe

Advanced Scythe AI enemies.

Player is ostensibly 'exploring new territory'. From season 2 onwards, players could choose whether to deploy into a randomly generated "frontier" map or into the season's authored map/map roster.



The Ossian Revolution

New cave based map

New loot type

New cave-dwelling monster(s)

VIP Access

Open Beta

Launch

Season 1

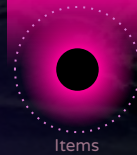
Season 2

Season 3

Games as a service and our commitment to Project Quantum run hand in hand.

We are creating a lasting franchise that will evolve and grow far beyond our launch date. It will be an experience players can enjoy season by season with ongoing content, features and development.

Alongside this we will host tournaments, events and liveops campaigns that retain, refresh and engage our players.



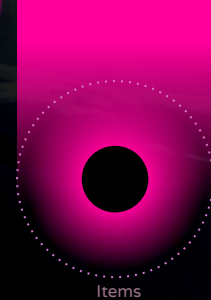
Quests

Events



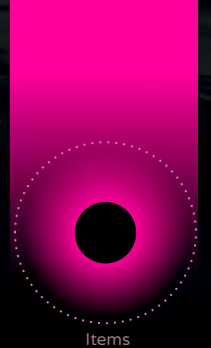
Quests

Events



Quests

Events

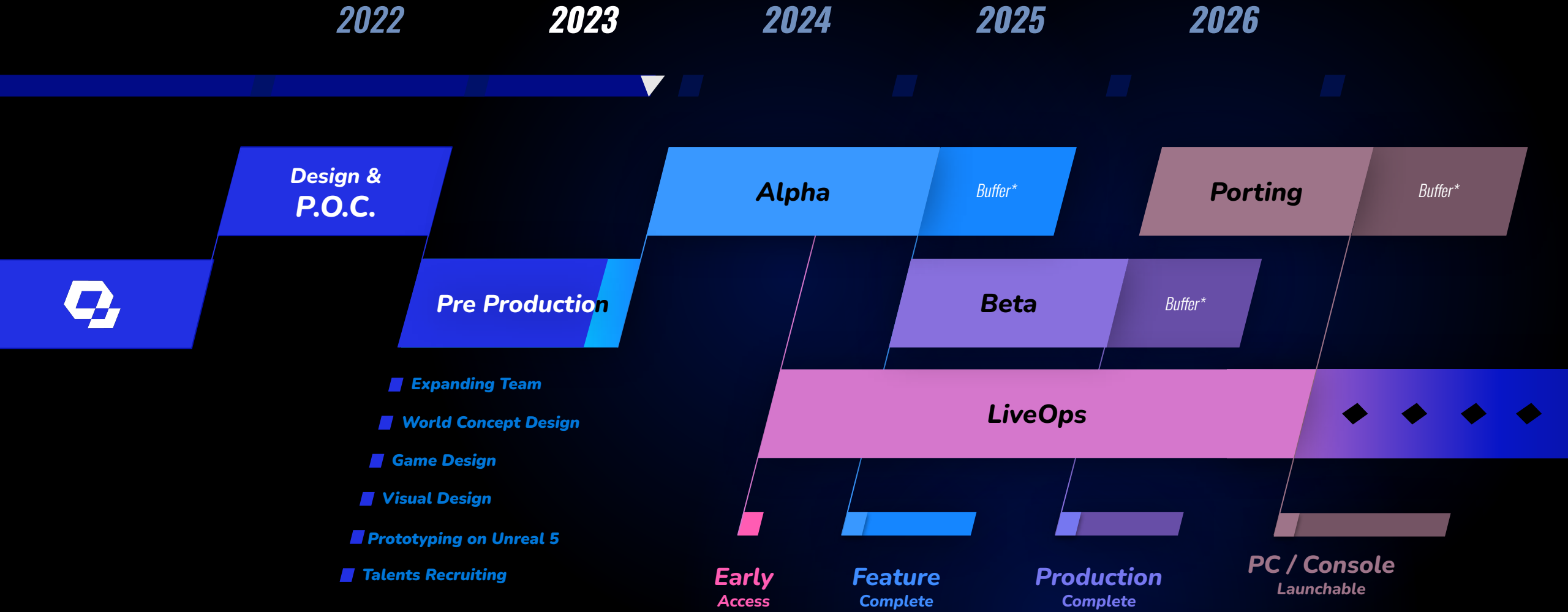


Quests

Roadmap

All roads lead to Charnel

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Budget Allocation

2022

2023

2024

2025

2026

In-House Personnel

IT as Software + Hardware
+ Cloud + License

MISC including Office + Legal +
Professional Services

3 %

2 %

5 %

Marketing
Expenses

LiveOps
Expense

COMMUNITY +
CS + BI + Token
Management

20%

20%

GameDev
Expense

50%

Estimated Requirement

\$50m

\$2.4m

\$5.5m

\$9.4m

\$14.5m

\$18.2m

The Team

Game-First

Engagement

Commitment

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Magnus Stone

DIRECTOR - PRINCIPAL DESIGNER



Jason Tennent

DIRECTOR - PRINCIPAL DESIGNER



Fraser Gordon

FOUNDER & CEO



Ace Van Acker

SOLIDITY CONTRACT DEVELOPER



Caitlin Walker

DIRECTOR - HEAD OF MARKETING



Shaddy Safadi

CONSULTING ART DIRECTOR



Tony Fang

BUSINESS INTELLIGENCE DIRECTOR



Jamie Magnus Stone

LEAD WORLD BUILDER



Daniel M. Cinco

SENIOR 3D ARTIST



Randolph Watson

VISUAL ART DIRECTOR



Adam Siu

SENIOR PRODUCER

Game as a Service

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Quantum Works aims to be the UAE's first AAA Web3 Game Studio based in Dubai a multicultural city that has two-thirds of the world's population within reach on flights of eight hours or less, allowing it to serve as a nexus for the East and West.

This gives our company the perfect foundation to pioneer the transition between Web2 and Web3. Creating tech that allows NFT technology to seamlessly integrate with Unreal Engine.

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Enquiry for investment please contact via

investor@quantumworks.co.uk

Enquiry for partnership please contact via

partner@quantumworks.co.uk



quantumworks.co.uk



onboardapp.me



discord.gg/ProjectQuantum



t.me/projectquantum



medium.com/quantum-works



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[@projectquantum_](https://twitter.com/projectquantum_)



pancakeswap.finance/swap

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On a diet
again?

I tire of eating
human flesh.

Thank you and Good Hunting



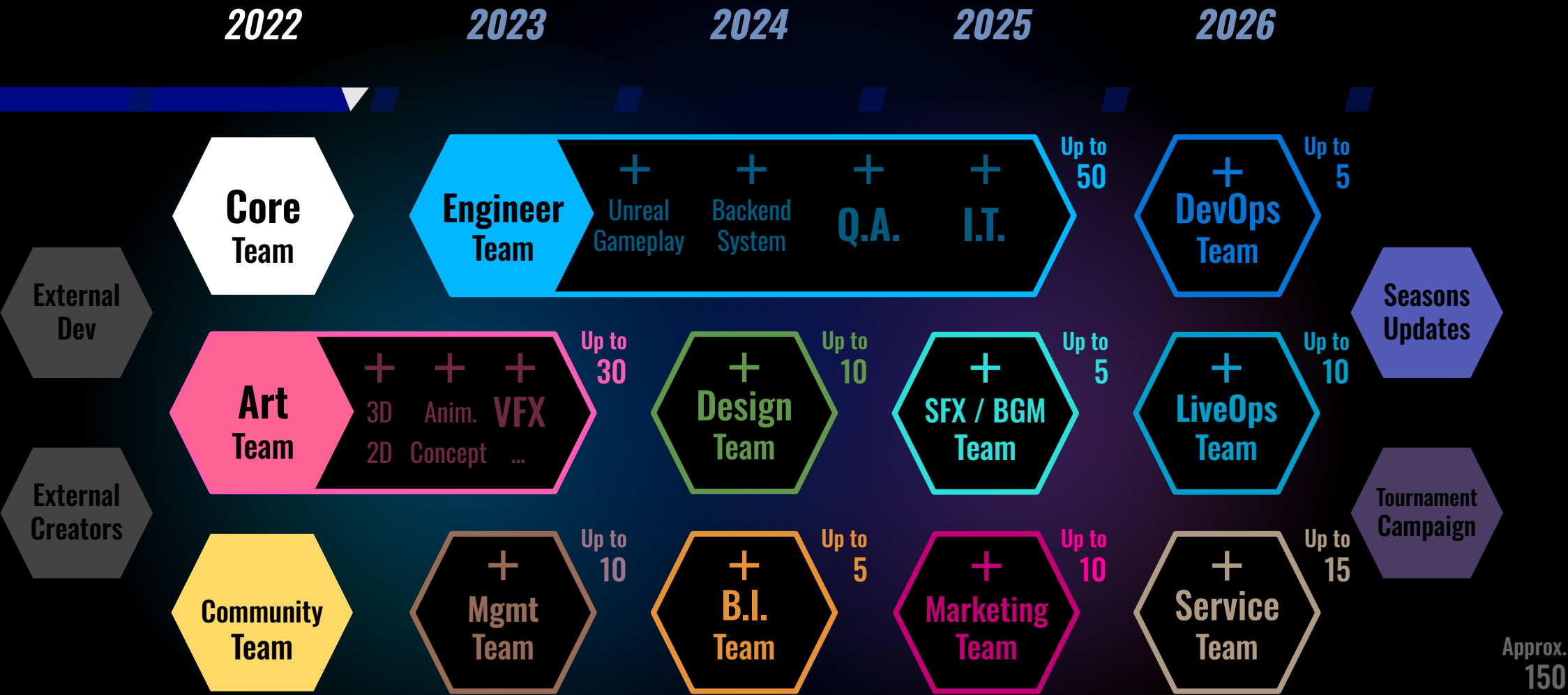
Appendix

Scale of the Team

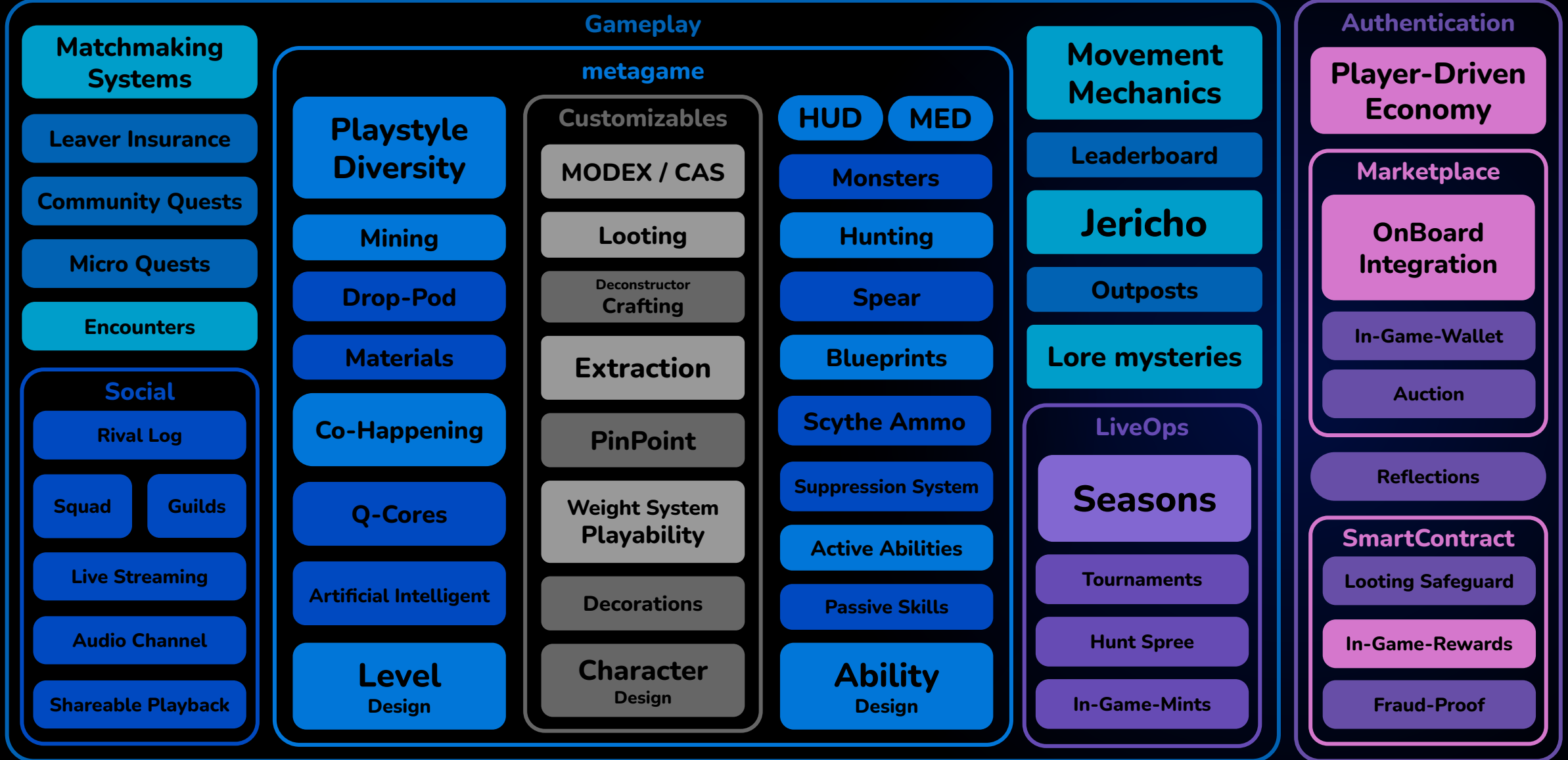
Features

Prototyping

Scale of the Team



Features



Prototyping

