



◆ B R E A C H ◆

WHITE PAPER

[www.soulbreach.com](http://www.soulbreach.com)

# ◦ INDEX ◦



1. **The Project**
2. **The Game**
3. **Revenue flow**
4. **Marketing & Communication**
5. **NFTs system**
6. **Token system**
7. **Tokenomics**
8. **Play to Earn economy**
9. **Road Map**
10. **Team**
11. **Partners**
12. **Risks**
13. **Compliance**



## ◦ THE PROJECT ◦

### Introduction



The purpose of this Whitepaper is to inform potential investors that the investments described in this document may be of very high risk, including possibility of loss of the entire amount invested. The tokens that may be acquired will not be held in custody by entities legally authorized to provide investment services and the registration technology that is planned to be used (blockchain) is novel and may entail significant risks.

This document is not a Prospectus nor has it been subject to any kind of review by the Comisión Nacional del Mercado de Valores (CNMV) or any other administrative authority. As published by the CNMV on September 20, 2018 in the document entitled "Criteria in relation to ICOs1" in line with document 1 "Fintech Q&A2", previously published by the CNMV itself, no Investment Services Company (or ESI) will intervene in this particular Issue as neither Article 34 of the LMV, nor securities regulations in general will apply as what is offered to the public is a "utility token".



## Soul Breach

Soul Breach is a Free to Play, turn-based combat, role-playing game, where players acquire items and creatures that fight alongside them. The game is set in a universe full of magic and fantasy, made of several worlds inhabited by ancient and powerful beings.

Soul Breach is born due to blockchain technology, which allows players to have real digital ownership of the items they acquire while playing. \$ANIMA is the main currency of the game, and gives life to the universe of Soul Breach allowing players to improve the collectible items they get while playing, in two different ways:

1. By powering them up through the "awakening" process.
2. By converting them into Non Fungible Tokens (NFTs), that can be traded.

## Cosmic Spell S. L.



Game developer studio focused on blockchain technology, located in Valencia (Spain), which was born thanks to the confluence of three different companies with their respective expertise.

This union allowed us to cover the main aspects of the project, establishing the pillars on which Soul Breach is based.



## No Spoon

Venture builder, founded by a group of serial entrepreneurs, with more than 20 years in the videogame industry and a total of more than 80 completed projects.

Their most successful project so far has been Akamon, a digital multiplayer gaming platform that reached one million monthly active players.

No Spoon's mission is focused on innovating and experimenting with new forms of gaming, creating projects with innovative technologies such as augmented reality, GPS-based games, machine learning and applying blockchain technology.

No Spoon has a team of more than 70 professionals, covering very diverse disciplines within the gaming industry. This is its most valuable asset.

## World eSports Corp

Agency specialized in the eSports sector, with extensive expertise in high-level video game competitions, live stream broadcasts and face-to-face video game events.

WEC works with major influencers in the gaming sector, and has achieved amazing results in terms of media coverage for its clients (among them are various Spanish sports organizations and large consulting firms).

WEC has professional players and ex-players of strategy games, with great experience in world-class competitions.

## Dekalabs

Software development company from Valencia (Spain), specialized in Blockchain projects. Dekalabs has been part of the launching of tokens of such notorious projects as ClimateTrade/Climatecoin (project with environmental purposes), Bit2me (exchange platform) or Bnext (digital bank).

Specialists in EVM (Ethereum Virtual Machine), some Dekalab's components are part of the faculty of business schools such as EDEM or Núcleo Digital School.





## Warning

1. This Whitepaper has been prepared on the occasion of the issuance of 15 billion tokens, corresponding to the Pre ICO and ICO (Initial Coin Offering or initial cryptocurrency issuance) together (Pre-Sale and Sale).

2. Investors may be aware that:

- A. The investment described in this Whitepaper involves the assumption of greater risk than investing in publicly traded companies.
- B. There is currently no legislation regulating (i) the processes of initial issuance of cryptocurrency or ICOs nor (ii) the legal nature of the rights derived from cryptocurrencies or tokens.
- C. The custody of cryptocurrencies or tokens is not performed by an entity qualified to provide investment services.
- D. The ICOs, as well as the custody of the cryptocurrencies or tokens, are based on the so-called distributed ledger technology or Blockchain, a novel technology and not exempt from certain risks, as described below.

3. Investors are advised that for a complete understanding of the information contained in this Whitepaper; as well as to make any type of investment decision in relation to the same, it is necessary to make a full and careful reading of this Whitepaper.

4. This Whitepaper has not been verified or registered in the official registers of the Comisión Nacional del Mercado de Valores ("CNMV"). The ICO described in this Whitepaper is exempted from the obligation of publication in the prospectus pursuant to the provisions of Article 34 of Royal Legislative Decree 4/2015, of October 23, 2015, which approves the revised text of the Securities Market Law (hereinafter the "Securities Market Law").

5. The ICO described in this Whitepaper has not been rated by any credit rating agency.

6. Investors are advised that the functionalities of the Platform and the Game described in this Whitepaper are subject to change in the event of technical limitations, legal, regulatory or product strategy changes during the course of its development.



## Definitions

**"Cosmic Spell"**: Cosmic Spell, S.L., with C.I.F. B67958439 and address at C/ Serpis 68 planta 1 puerta 7 (CP: 46022) by virtue of the deed granted on December twenty-ninth, two thousand twenty-one before the Notary of Valencia, D. Clara Barberá Pichó on page 221 of volume 11121, sheet number V-202774.

**"Soul Breach"**: The game developed by Cosmic Spell, object of the ICO (as this term is defined below), described in this Whitepaper.

**"Issuer"**: Cosmic Spell.

**"ICO"**: Issuance of 15 billion Tokens on the terms and conditions set forth in this Whitepaper, to be made by Cosmic Spell, for the purpose of raising sufficient funding for the creation of the necessary infrastructure and launch of Soul Breach.

**"Token"**: Cosmic Spell's native network token, also called "\$ANIMA".

**"Whitepaper"**: document containing information of interest regarding Cosmic Spell, as an issuer, the ICO, Soul Breach and the Tokens to be issued. The information contained in this document shall (i) be presented in an easily analyzable and understandable form and (ii) enable investors to make an assessment, with sufficient information, of the assets and liabilities, the financial situation, profits and losses, as well as the prospects of the Issuer and the rights attached to the Tokens.

## Responsibility of the Whitepaper

Héctor Fuentes García, sole director of Cosmic Spell, (i) assumes in the name and on behalf of Cosmic Spell the responsibility for this Whitepaper and (ii) confirms the truthfulness of the content of this Whitepaper and that no material information is omitted or misleading.

## Mission, vision & values

### Our Mission Statement

To create a fun and innovative universe, offering a digital adventure and experience that leaves an impression, with economic opportunities for players.

### Our Vision

To grow and improve every day, to bring fun and entertainment to more players around the world.

### Our Values

Innovation, quality, passion, fun and continuous improvement.



# What makes us different?

## We are gamers

We are gamers and we know the needs of the gamer community.

Soul Breach is designed to provide fun and entertainment to players with very diverse profiles:

- Competitive and professional gamers, who aspire to compete for great prizes in PVP (Player Vs Player) mode.
- Enthusiasts of the blockchain ecosystem, who will invest and trade with tokens and NFTs.
- RPG (role-playing game) enthusiasts who want to live an adventure exploring the Soul Breach Universe in PVE (Player Vs Environment) mode.
- Casual players who play a few times a week in any of the modalities
- Players with limited financial resources, who will be able to enjoy and compete in Soul Breach as a Free to Play game.

## Multidisciplinary team

Our team has been formed by bringing together very diverse talent and profiles from the video game, eSports and blockchain sectors:

- Developers and auditors of the blockchain ecosystem.
- Video game producers and developers, with a successful background in technology startups.
- Professional eSports players and former players.
- Other Players profiles: hardcore & casual.
- Professional streamers and video game content creators.
- Managers of events and tournaments of strategy games and eSports.
- Managers of professional eSports teams.

## Expanding Universe

The Soul Breach Universe will have an important size at the game's release and will continue expanding over the years.

New content will be released periodically, in the form of new regions, creatures and items.

Other game modes will also be added after launch, such as large multiplayer tournaments or the clan system.

In a future stage, we aspire to the creation of a Metaverse of our own by expanding the experience and possibilities offered by the Soul Breach Universe.



## **eSport component**

Soul Breach is designed to be fun and exciting, beyond the blockchain component.

Our Game Design team contains professional players, streamers and event and tournament producers. We know the eSports ecosystem, and we are designing a game suitable for:

- Professional gamers competing for prizes.
- Twitch and Youtube content creators.
- Spectators and eSports enthusiasts.

## **No barrier to entry**

Soul Breach allows you to start playing immediately and for free, through a simple registration process. We want everyone to have the opportunity to enjoy the game.

When the player decides to do it, he will be able to increase the registration level of his user account generating his identity in blockchain. This will allow him to access the functionalities related to \$ANIMA, as well as the creation and possession of NFTs.

On the other hand, the player will be offered with the possibility of making internal purchases (both with FIAT money and \$ANIMA), which will allow him to advance faster.

## **Three levels of registration**

A player will be able to increase his registration level by completing a total of three stages, which will allow him to unlock the various functionalities of the game gradually.

The functionalities offered by each registration level are described below:

- Level 1: the player will be able to play Soul Breach completely free.
- Level 2: the player will be able to access the in-game purchases, using fiat money as payment method
- Level 3: the player will have access to blockchain elements (tokens and NFTs).

## **Digital real property**

Thanks to the blockchain component, players have real digital ownership of the assets they get in the game, which can be converted into NFTs.

Players will be able to exchange the NFTs obtained. This way, they are able to obtain a return on the time and effort invested in the game.



## **Free to Play & Play to Earn**

As indicated, Soul Breach is a 100% Free to Play game, so starting to play does not imply an economic expense for the user, since access to the game is free.

In addition, thanks to blockchain technology, which allows the inclusion of tokens and NFTs, Soul Breach allows users to earn returns in correspondence of the time and effort invested in the game.

# ◦ THE GAME ◦



## Story

"Ten years ago, the gods ceased to answering our call. Whether they died or abandoned us, no one knows.

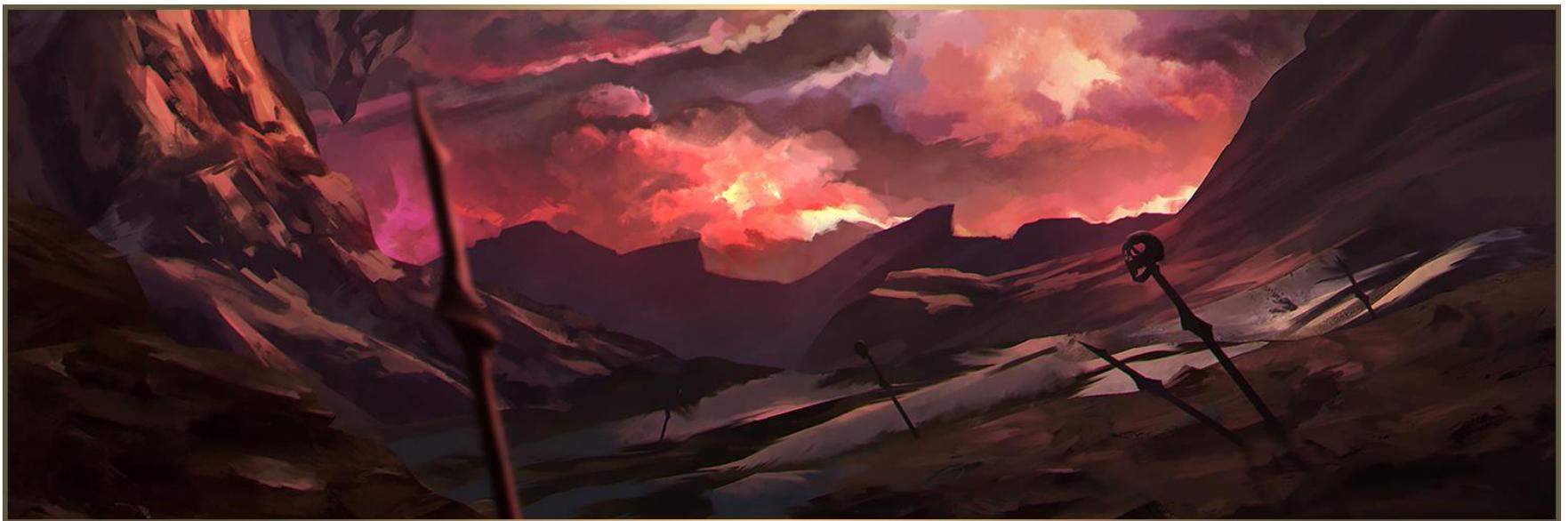
With their banishing, the balance between the five primordial races was broken. Centuries of hatred and rancor led to a war that threatens all the creation. And their conflict has finally reached our world.

The primordial beings, even the celestial ones we revered, fight each other to enslave and subjugate the creatures of other worlds, forcing them to participate in their battle.

When a primordial is destroyed, its immortal spirit travels to its world by getting into a primordial gem, from which it will be able to reborn again.

During their war, the primordial races gave the gems another use, turning them into a prison in which they seal their enemies preventing them from reborn.

No primordial can break a gem. Only some mortals who are born with "the gift" can break them. And the ritual of breaking the gem allows to gain control of the freed primordial, forcing it to fight even against its own race."



## Main elements

These are the most important elements of the game:

### Hero

The Hero is the character representing the player himself, who participates in combat by empowering creatures and summoning spells.

Players can customize the hero's appearance, alternating between various collectible skins (some of which will be NFTs or can be converted into NFTs).



## Creatures

Creatures are the most important collectible element of the game. Players can obtain creatures during their adventures, that are added to their collection and fight alongside them.

Creatures are classified into four levels of rarity, listed from lowest to highest: common, rare, epic and legendary.

Legendary creatures are hard to obtain and really powerful, so they can reach a great value on the market.

Most creatures (except the common ones) can be converted into NFTs, so players can trade them.

## Equipment items

Players can also acquire various collectible items that allow them to empower creatures as well as the hero. As with creatures, equipment items are classified into four levels of rarity (common, rare, epic and legendary) and generally all of them, except those of common rarity, can be converted into NFTs, which can be traded on the secondary market.

## Primordial gems

Many creatures are locked in Primordial Gems. By breaking a gem, the player releases the creature trapped inside and joins his collection so it can be summoned to fight by his side.

There are several types of gems. The category of each one will determine the rarity level of the creature trapped inside, as well as the race associated with it.

The player will be able to obtain gems during his adventures. Breaking gems always provides a creature within a random tier. This way, the opening ritual will result as an exciting process for the player.

Below this lines, there´s an analysis of the rarity probability of a creature contained in a gem of intermediate rank (these percentages may vary at the launch of the game):

Rarity	Probability
Rare	75%
Epic	23%
Legendary	2%



## Maps

Players will explore the maps of the worlds, kingdoms and dungeons of the Soul Breach Universe, living adventures in remote and forgotten regions. During their travels, players will visit various cities, where they will interact with their inhabitants, who will guide and assist them in their adventures.

Soul Breach's maps contain interaction nodes for a simple and intuitive movement system. The player will choose each step of his adventure by selecting the next node he wishes to advance to.





## Coins, store items and rewards.

### **\$ANIMA**

Token of the ecosystem that gives life to the Soul Breach universe, fully designed to provide great utility. \$ANIMA is the main currency of the game, and as will be discussed in later sections, it is the payment method that will give access to the most advanced features of Soul Breach.

The best ranked players in the PVP ranking will receive a reward in the form of \$ANIMA every month. All other users will be able to purchase \$ANIMA on the Exchange platforms where the token is listed.



### **Planar dust**

Secondary in-game currency, used in trade between the different allied kingdoms. This dust is generated by the formation of a rift between planes, and is of great utility as it allows the opening of dimensional portals.

The player will obtain planar dust during missions and will be able to use it to buy consumables, pay for the reforging of equipment items and activate portals between the different cities of the game.

Note: planar dust is not a token (it does not have a blockchain component) and cannot be sent to other players or be used to trade with it (i.e. it is linked to the player's account).

### **Primordial shards**

These shards have a great value, as they allow to empower the most powerful creatures and equipment items by activating the awakening process.

The player will obtain primordial shards during his adventures, and will also be able to buy them in the internal store, accelerating his progress.



## **Consumable items**

There are several consumable items, which can be used only once, granting a benefit to the player.

The consumable items will be analyzed in detail before Soul Breach release. Here are some examples of the most representative ones:

- Healing potion: heals a percentage of the total health points to one or more allied creatures.
- Teleportation scroll: instantly transports the hero to an allied city.
- Rune of stealth: reduces the chance of being ambushed by enemy creatures.

Note: new consumable items will be included over time, as the Soul Breach Universe grows and evolves.

## **Arks**

During their adventures, players will earn arks as rewards, usually by completing a dungeon.

Arks contain a variable set of items, some of them of great value. These are the usual contents of an ark:

- 1 x primordial gem
- 1 x equipment item
- A variable amount of planar dust
- Some consumable items (example: healing potions)

## **Chests**

Chests will be available for purchase in the store, and will offer players various benefits that will accelerate their journey in the Soul Breach universe.

The content of the chests will be listed in detail before the game's release. One of the most valuable items offered by the chests is the double loot runes, a consumable item that will allow the player to double the rewards they receive for a specific amount of time.



These are the most common types of chests:

- **Starter Chest:** designed to help players in their first steps in the Soul Breach Universe. It will cost around 15€, and will be limited to one per player.
- **Monthly chests:** set of chests that the player will be able to purchase every month, granting him various benefits that will enhance his game sessions. The total of monthly chests will cost around €30. This is the maximum amount of money a player can spend on monthly chests each month.
- **Special chests:** a few times a year (about four times), the player will be offered with some special chests with a great value of money (example: Christmas Chest). Each special chest will cost approximately 30€, and will be limited to one per player.

**Note:** more in-depth content for chests will be available prior to Soul Breach's release date.

### Cosmetic items

The player will be able to obtain various cosmetic items, which will allow him/her to customize the appearance of some characters in the game (example: the hero's appearance). These items can be obtained during quests as a reward, and some of them can be purchased in the in-game store.

Some cosmetic items will be NFTs (or can be converted into NFTs), which can be traded on the secondary market.



## Progress system

Both the hero that incarnates the player and the creatures will increase in power with each victory obtained in battles.

On the other hand, the different equipment items of the game can be reinforced, increasing the power bonus that they grant to the bearer.

Here we list some of the functionalities that define the Soul Breach progress system:

### Level

Both the hero and the creatures have a specific level, which will increase as they acquire experience points.

At the launch of Soul Breach, the hero and creatures will start at level 1 and will be able to advance up to level 50.

Creatures will improve their attributes each time they increase a level.

Heroes will only be able to use in battle creatures that don't exceed their level, what means that they can only set up their battle team with creatures with a level equal or lower than their own.

**Note:** depending on its rarity level, a creature may start at a level higher than 1.

### Experience points

When a player wins a battle, both the hero and his creatures gain experience points. Depending on the current level of each character, by acquiring a specific number of experience points, the character will level up.

### Reinforcing items

Many equipable items can be reforged to several stages, gradually increasing the bonus they grant to the wearer (within a variable range).

To reforge an item, the player must hire the services of a blacksmith in one of the various cities of the game.

- **Method of payment for the reforging process: planar dust.**



## Awakening process

Rare, epic and legendary creatures, as well as legendary equipable items, can be awakened once they reach their maximum level (level 50 for creatures and second reforge for legendary items).

The awakening will grant an additional bonus to one of the creature's attributes and will improve one of its abilities considerably increasing its power. Just like in creatures, the awakening of a legendary item will activate its special effect.

In addition, the awakening process will grant a cosmetic effect to the creature or item in question.

When a creature or item awakens, there is a small chance of completing a second awakening, obtaining an improvement in a second attribute and an additional cosmetic effect.

- **Methods of payment for the awakening process: primordial shards** (which can be acquired in the adventure mode and can also be purchased with \$ANIMA).

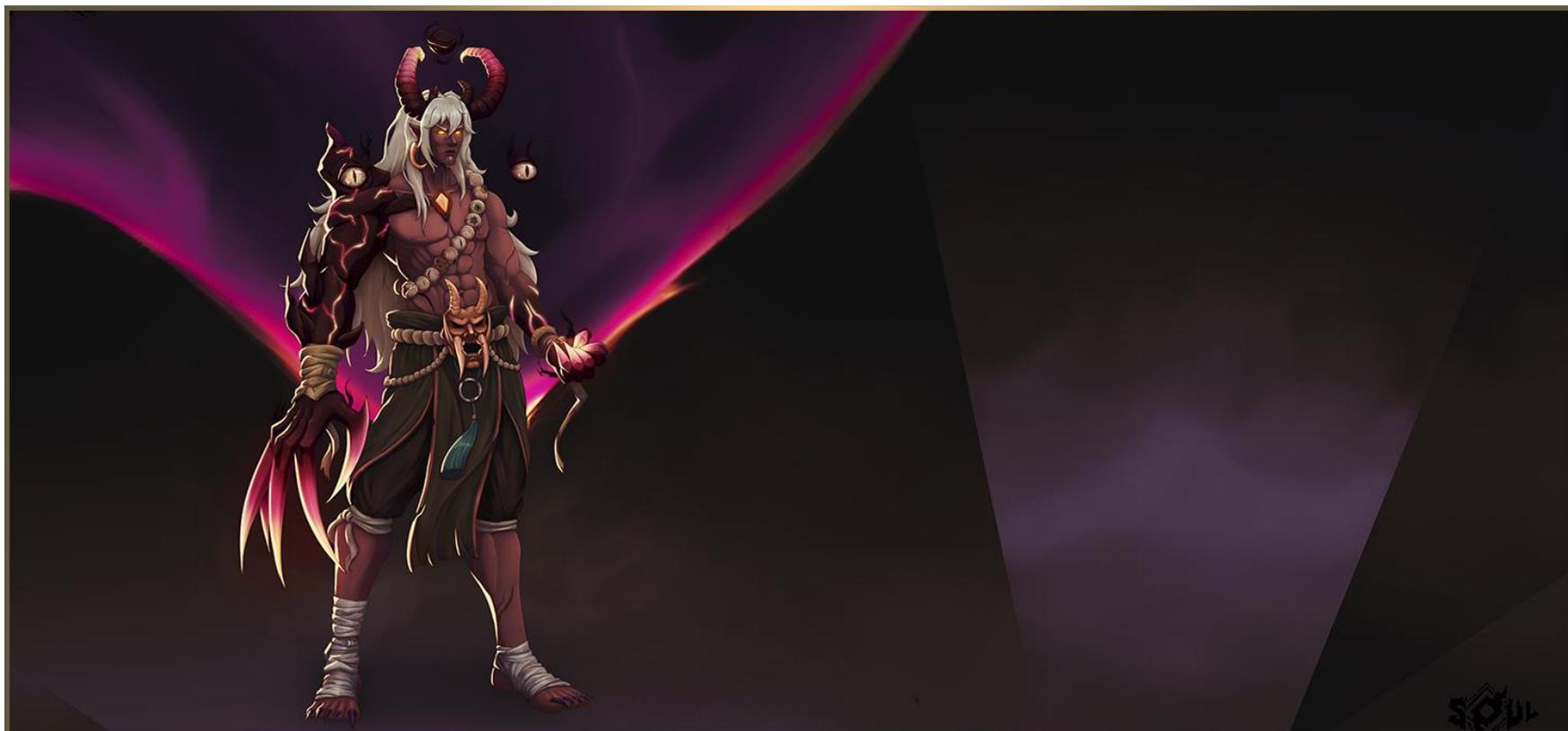


# Creature features

The different features that each collectible creature possesses will be discussed below:

## Name

Main identifier of a creature. Each creature will have a unique name, which will differentiate it from the rest of the creatures.



## Blockchain status

This feature defines the blockchain component of a particular creature. There are three possible states:

1. **Not convertible to NFT:** a creature in this state is not an NFT, and cannot be converted to NFT. That is, it is "bound" to the player's account and the player will not be able to trade with it. NFT
2. **Convertible:** the creature is not a NFT, but it can be converted to NFT, through a process paying a specific amount of \$ANIMA according to its rarity.
3. **NFT:** the creature is an NFT that can be traded on the secondary market (either it was already an NFT when the player acquired it, or the player converted it to NFT after acquiring it).

Creatures (and items) of common rarity will always possess the status of "not convertible to NFT". A rare, epic or legendary collectible item will generally be "NFT Convertible", but some of them will be bounded to the player's account and will not be able to be converted to NFT.



## Race

Each collectible creature belongs to one of the five primordial races: Celestial, Oniric, Infernal, Doomed or Nightmare.

Each race has two of the other four races as its enemy. Enemy races will inflict each other more damage in combat (a bonus of about 15%).



## Rarity

The various collectibles in Soul Breach can be classified into four levels of rarity, which from lowest to highest are: common, rare, epic and legendary.

Collectible items of common rarity will not be able to be converted into NFTs. These items will be useful at the beginning of the game, and as the player progresses they will acquire items and creatures of higher rarity and power.

Rare, epic and legendary collectibles can be NFT Convertible, which can be traded on the secondary market. In some specific cases (such as for starter chests) some of these items will be bounded to the player's account and cannot be NFTs.

## Experience

The player's creatures will gain experience points for each victory achieved in combat. The more powerful the enemies, the more total experience they will grant to the Hero and the creatures on victory.

When a creature acquires a certain amount of experience points, it will increase it's level by one.



## Level

At the very launch of Soul Breach both the creatures and the hero will be able to progress up to level 50.

The increase of a creature's level will result in three different factors:

1. It will increase its attributes at each new level.
2. It will be able to equip more powerful items.
3. When you reach level 50, you will be allowed to perform the awakening process (except for creatures of common rarity).

## Attributes

Creatures possess eight attributes, that will determine their power in combat:

- **Health points:** The total amount of damage a creature can take. When a creature's health points reach zero, the creature is defeated.
- **Speed:** Represents how fast a creature advances on the action bar, this will modify the frequency of its turns during combat (the action bar will be analyzed later).
- **Critical attack:** probability of getting a critical attack with an offensive ability (a critical attack inflicts additional damage).
- **Critical damage:** increased damage of an offensive skill in a critical attack.
- **Physical attack:** bonus to the physical damage of a creature's offensive abilities.
- **Magic attack:** bonus to the magic damage of a creature's offensive abilities.
- **Physical defense:** grants reduction of physical damage.
- **Magic defense:** grants reduction of magic damage.

## Skills

Most creature sown three skills, which can be used in combat. The skills are very diverse and different from one creature to another. The main characteristics of an ability are listed below:

- **Name:** each ability has a specific name, which differentiates it from the rest of the creature's abilities.
- **Number:** an ability has the number 1, 2 or 3 (generally in increasing order of power).
- **Activation:** an ability can be active (it can be activated during combat) or passive (it cannot be activated and will produce an automatic effect, that may be permanent or will occur at certain specific times).
- **Recharge time:** the recharge time determines the number of turns the creature has to wait before being able to use the ability again.



- **Damage:** offensive abilities inflict a certain amount of damage to the target. The damage can be physical or magical. The damaged target can be a specific creature or two or more enemies (this may be all enemy creatures).
- **Healing:** recovers a percentage of the total health points to one or more allies.
- **Bufs:** a variety of boosting effects that can be applied to one or more allies for a specific number of turns (example: Increases the speed of all all allies by 30% for 2 turns).
- **Debuffs:** a variety of harmful effects that can be applied to one or more enemies for a specific number of turns (example: Reduces the speed of all enemies by 30% for 2 turns).
- **Special effects:** there are some special effects that can include more complex abilities. An example would be the change of form of the creature when certain conditions are met (example: transform into a dragon, consequently enhancing several of the creature's characteristics).

**Note:** the complete list of buffs and debuffs of Soul Breach will be shared later.





# Characteristics of equipment items

The different equipment items of Soul Breach have the following differential characteristics:

## Name

Each equipment item will have a name that identifies it.

## Blockchain state

Similar to the blockchain state of creatures, an equipment item will be in one of the following three states:

1. **Not convertible to NFT**
2. **NFT Convertible**
3. **NFT**

## Rarity

Like creatures, Soul Breach's various equipment items can be classified into four rarity levels, which from lowest to highest are: common, rare, epic and legendary.

Items with rarity: rare, epic or legendary, can be converted into NFTs.

## Slot

A creature can be equipped with up to four items, which fit in each of the four slots of the character:

1. **Weapon: main offensive bonus**
2. **Armor: main defensive bonus**
3. **Pendant: variable main bonus**
4. **Ring: variable main bonus**

The hero can be equipped with a total of three orbs, which will empower all allied creatures and fit into the following slots:

1. **Active Orb: will produce an effect activated once per combat, when a specific condition is met.**
2. **Active Orb: (the hero will be able to equip a total of two active orbs).**
3. **Passive orb: will provide more permanent bonuses to creatures than those provided by active orbs.**



## Bonuses

An equipment item will provide one or more permanent bonuses to the creature wearing it (example: increases the magic attack of the carrier by 8%).

An orb equipped on the hero will provide one or more bonuses to all allied creatures (example: increases the speed of allied creatures by 5%).

## Reinforcements & Awakening

Equipment items can be reforged (by the blacksmith of a city) up to a maximum of two times, increasing the bonuses they grant to the wearer. In addition, legendary items can fulfill the awakening process, providing a special effect of great power.

An item can evolve up to a certain degree according to its rarity level:

- **Common:** it will not be able to be reforged
- **Rare:** it can be reforged 1 time
- **Epic:** can be reforged 2 times
- **Legendary:** can be reforged 2 times and then the awakening process can be completed.

## Special effect

As indicated, when a legendary item is awakened, it provides a powerful special effect to the bearer. The effects are very diverse, allowing the player to configure his battle equipment according to his preferred strategy.

Example of the special effect of a legendary pendant: when this creature completes a critical attack, it increases its action bar by 14% (so that it accelerates its next turn).





## Limit of creatures and legendary items

The collectible items of legendary rarity will be the rarest and generally the most powerful.

For this reason, we will set a limit on the legendary items that a player can include in his battle configuration:

- **Creatures:** A team will be composed of four creatures, but only two may be legendary.
- **Creature items:** A creature may equip up to four items, but only two can be legendary.
- **Hero's orbs:** A hero may equip up to three orbs, but only one can be legendary.

## Exclusivity: unique attributes

In Soul Breach there will be multiple "versions" of each collectible item, either a creature or equipment item. This means that for example, there will be multiple versions of a creature with an specific name.

To increase the diversity and exclusivity of the collectible items, at the time of acquisition of each item by the player, the following process will take place:

### Variable initial increase.

When a new version of a collectible item is generated, there is a constant variable increase of its attributes (in the case of creatures) or bonuses (in the case of equipment items).

The range of the variable increase will generally be in the range from +1% to +50%. This way, two versions of the same collectible item will generally have different coefficients. For example: comparing two versions of the same creature, one of them may have more health points, while the other one will have more speed.

This variable process will result in different versions of each collectible that may differ considerably in value, depending on the increase of the coefficients in each case.

Below is an example of the random increase of the eight attributes of a creature at the moment it is acquired by a player:



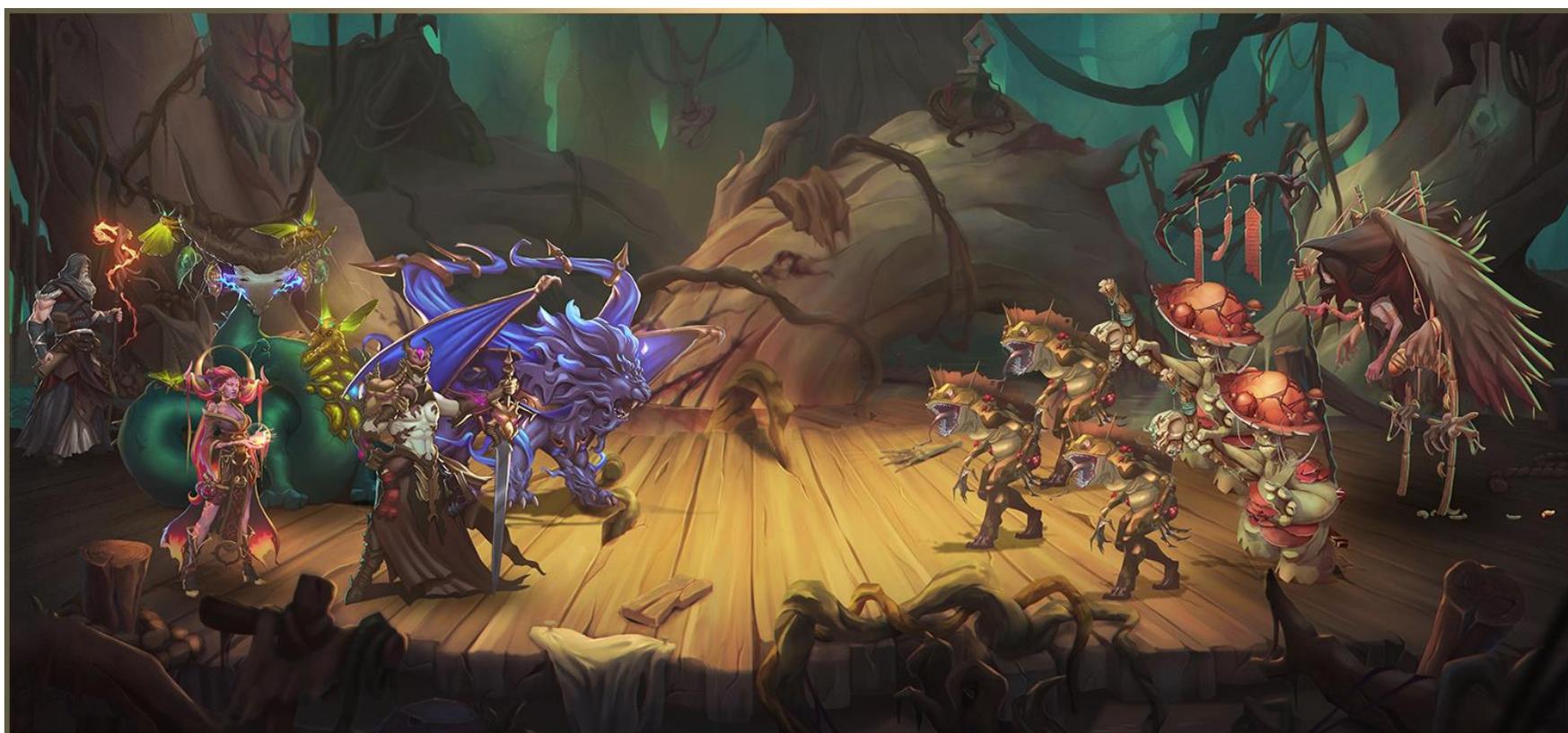
<b>Attribute</b>	<b>Increase</b>
<b>Health Points</b>	<b>+45%</b>
<b>Speed</b>	<b>+32%</b>
<b>Critical Chance</b>	<b>+3%</b>
<b>Critical Damage</b>	<b>+24%</b>
<b>Physical Attack</b>	<b>+49%</b>
<b>Physical Defense</b>	<b>+17%</b>
<b>Magic Attack</b>	<b>+36%</b>
<b>Magic Defense</b>	<b>+21%</b>



# Combat System

Soul Breach's combat system is designed to be simple and intuitive, while offering great depth to competitive players who wish to work on strategy, analyzing the ratios of creatures and equipment items as well as their combinations and synergies.

The main features and elements of combat will be discussed below:



## Turn-based combat.

Soul Breach uses a turn-based combat system. The order of each creature's turn of action (allied or enemy) will be determined by the speed of each one of them.

When a creature's turn comes, it will be able to execute one of its available abilities (which will be selected by the player if it is an allied creature), and then it will yield the turn to the next creature.

## Action bar

This element is located at the top of the combat scene, and visually represents the order in which the different creatures will take their turns.

When a creature completes its turn, it starts over at the beginning of the action bar, and all creatures keep advancing (at a rate defined by their speed) until a creature reaches the central part of the bar, triggering its turn.

To understand it better, the action bar is a "continuous race" between all the creatures involved in the combat, competing to take the turn.



## **Bufs and debuffs**

Some of the creatures abilities will grant buffs to allies and/or debuffs to enemies.

Some of these modifiers will produce a specific effect at the beginning or end of the turn.

Example: a creature with the curse debuff will receive an amount of damage equal to 5% of its maximum life at the beginning of the turn.

## **Role of the hero**

The hero joins and empowers allied creatures in the battlefield, but it does not works like a creature:

- Cannot be targeted by a creature's ability, whether allied or enemy.
- It does not take damage and is not affected by Buffs and Debuffs.
- It does not participate in the action bar.
- It can only perform actions when the effect of one of its orbs is triggered.

The visual appearance of the hero may be altered by cosmetic collectibles that offer an alternative appearance. But this external change will not affect the hero's characteristics.

## **Victory condition**

In a battle, two armies always face each other, it may be a player against another player, or a player against a group of enemy creatures in the adventure mode.

When one of the sides defeats all the enemy creatures, it wins the combat. The player can resurrect his fallen creatures in the city by paying a quantity of planar dust to the priest.



# Universe of Soul Breach

As noted, the Soul Breach Universe will grow over the years, with new regions and offering new content and game modes.

At Soul Breach's release, the Universe will contain a total of nine realms, divided into two different blocks:

## The Veiled Lands

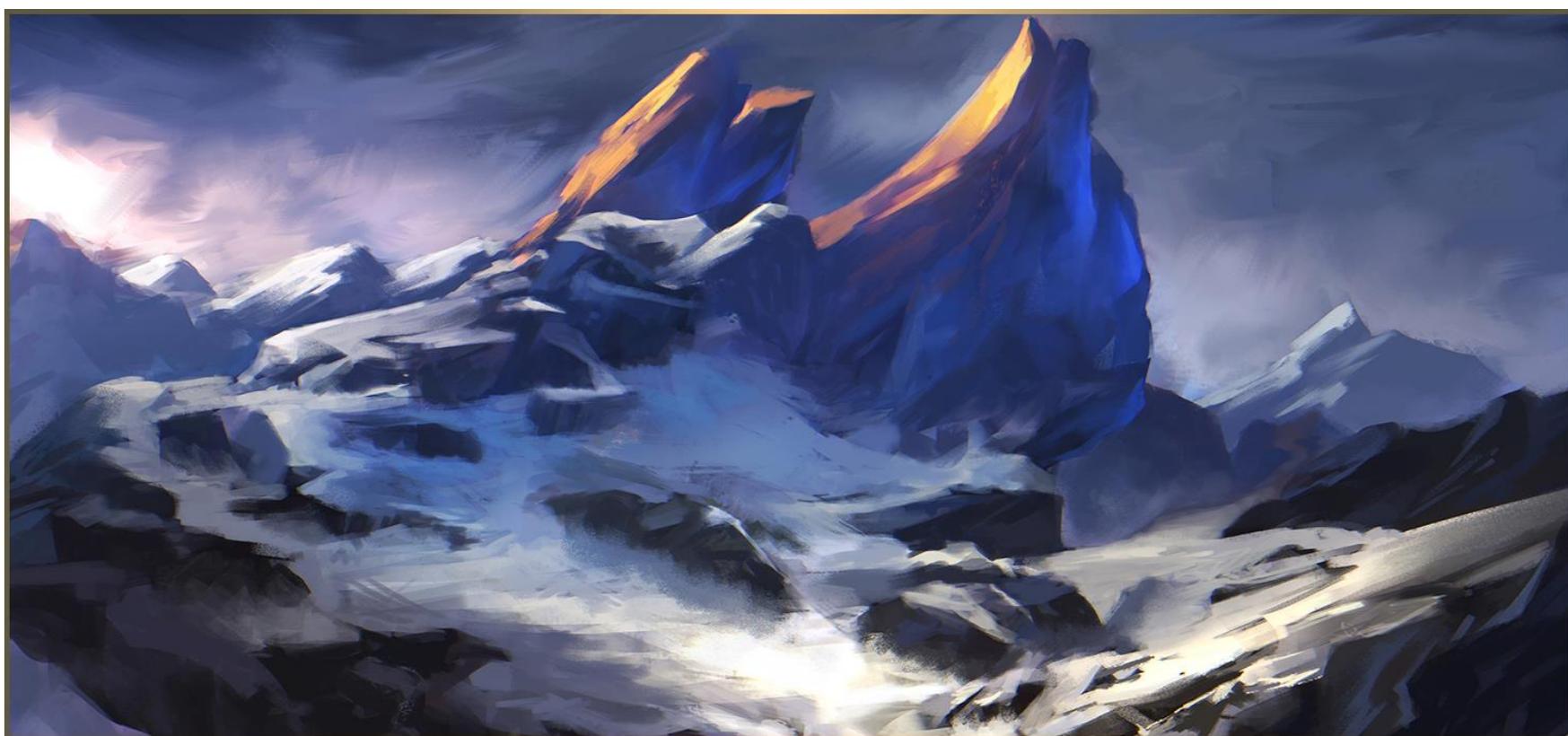
A continent surrounded by a veil of impenetrable mist, that includes four realms:

- **The Forest Kingdom**, inhabited by beasts and nature spirits.
- **The Kingdom of the Dunes**, a desertsic area and home of a hive of giant insects.
- **The Arcane Kingdom**, inhabited by artificial beings of a forgotten civilization.
- **The Fire Kingdom**, an underworld region inhabited by the powerful draconian race.

## The Primordial Realms

Located in other spheres, these five realms are inhabited by ancient and powerful beings:

- **The Celestial Realm**, inhabited by beings blessed by light.
- **The Dream Realm**, home of creatures born of dreams.
- **The Nightmare Realm**, inhabited by horrors feeded by fear
- **The Infernal Realm**, home of beings born of blazing fire and torment.
- **The Realm of the Damned**, home to creatures forever punished.





# Game modes

## Arena (PvP)

The classic competitive mode, the arena will allow players to fight in single combat (one vs one), fighting to climb the PVP Ranking. At the end of each season, the first ranked players will receive a \$ANIMA (tokens) reward.

When participating in the arena, players will be able to choose between the following game modes: Ranked game and Friendly game.

## Adventure (PVE)

In the adventure mode, the player will travel the regions of the Soul Breach Universe, exploring the kingdoms and civilizations of different worlds.

During their adventures, players will complete quests with the help of allied characters, earning rewards if they manage to complete them.

## Dynamic Dungeon (PVE)

Classic RPG dungeon crawling where the player has to fight his way through hordes of creatures until reaching the final enemy, that will grant a great reward when defeated.

Each dungeon will be dynamically generated as the player enters it, offering a unique gameplay experience each time.

The player will (generally) be able to enter one dungeon per day, after completing the daily quests in Adventure mode.

As stated, completing the dungeon will reward the player with an ark, which will contain various items, including a primordial gem and an equipment item.





## Future Development

Following the release of Soul Breach, our team will continue working hard to deliver new content, features and game modes.

### Blocks of new content

Soul Breach will receive new content on a regular basis, such as: new regions, collectible creatures, equipment items, hero skins, etc.

We want players to experience the feeling of being in a living and continuously growing universe.

### Multiplayer tournaments

Our vision is to create a competitive ecosystem able to offer internally generated tournaments, in an easy way for participants, allowing them to compete for great prizes.

Our planning goes from small knockout tournaments of about 32 players, to large multiplayer tournaments in which hundreds or thousands of participants will compete.

### Multiplayer Raids (PVE)

Game mode in which multiple players participate together in a high-difficulty dungeon, joining forces to defeat the most powerful enemies.

The Multiplayer Raid will be one of the first cooperative modes on Soul Breach and will be released at the same time of the clan system.

### Clan system

In order to enhance the Soul Breach community a clan system will be released. Players will be able to ally with their friends to form a brotherhood, establishing internal communication through the clan channel and interacting with each other in various ways.

A clan war mode will also be launched, allowing players to fight together with their buddies to defeat the enemy clan.

### Mercenary mode

The launch of this feature will allow the temporary loan of different Soul Breach NFTs (usually in the form of creatures and equippable items) to other players, who will be able to use them in their adventures, giving in exchange a part of the rewards obtained to the owner of these NFTs.

The holder will be able to obtain a continuous supply of various game elements, like new creatures and items (convertible into NFTs) to an amount of \$ANIMA (ecosystem token) in the case of the most competitive players.



## **Nightmare mode**

This new game mode designed for the most advanced players, consists in a colossal increase of Soul Breach's difficulty. Enemies will be much more powerful, and while it will only be suitable for players with the best creatures and equipment, Nightmare mode will also grant much greater rewards to the brave who achieve victory.

## **Craftsman mode**

Players will be able to refine one or more professions and they can become artisans capable of producing powerful equipment items in the form of NFTs, which may be traded on the secondary market.

The launch of this functionality will provide a new source of income for players.

## **Metaverse**

At a later stage, we aim to create an own Metaverse, where players will be able to enter and interact with each other while exploring the vast Soul Breach Universe.

Players and clans will be able to purchase portions of land, build castles and cities, as well as create businesses, such as a smithy that can produce items (NFTs) on demand.

The metaverse will offer more functionalities yet to be defined, which will be determined as the Soul Breach ecosystem evolves, maintaining at all times a direct dialogue with our community of players to help us improve every day.

## **Governance mode**

In a future phase, we will develop a system that allows the most engaged players to participate in decisions about the direction of Soul Breach.

Here are some ideas on how to make this possible:

- Launch of a "Governance NFT", which will reward enthusiasts with most gameplay hours.
- Creation of the "Soul Breach Council", designed just for the most outstanding players (based on various criteria).

The purpose of this feature is on the one hand to reward the most involved players, and on the other the creation of a direct communication channel with them to add their knowledge and ideas to ours, so that we can collaborate together in the expansion and improvement of the Soul Breach Universe.

# ◦ REVENUE FLOW ◦



As will be discussed later in this document, ANIMA is the currency that makes Soul Breach ecosystem come to life and will be used as the main payment method.

For the launch of the game, the possibility of including the option of payments with fiat money in some of the functionalities (such as internal purchases or tournament registrations) will be explored.

There are four constant revenue channels, which will capitalize Soul Breach's treasury. We will discuss this first, followed by the expected use of the treasury revenues.

## Internal purchases

Soul Breach is a Free to Play game, which offers players the possibility to do in-app purchases.

Through these purchases, the player will be able to acquire from merely cosmetic items, to chests containing various benefits, which will accelerate the player progress on his journey in the Soul Breach universe.

These are some of the items that the player will be able to purchase in Soul Breach's internal store (this have been analyzed in detail in previous sections of this document):

### Store items

- **Chests:** set of items that will accelerate the player's progress. There are several types of chests: Starter (limit of one per player), monthly (limit of one per month) and special (available only on specific dates).
- **Primordial shards:** element necessary to complete the awakening process for empowering creatures or equipment items.
- **Planar Dust:** secondary in-game currency, used to open portals, as well as to purchase various consumable items (e.g. healing potions).
- **Cosmetic items:** used to customize some elements of the game, such as the appearance of the hero or some iconic creatures. These items will be an aesthetic change, and will not affect the player's progress.

### Payment method for in-game purchases

Main payment method: ANIMA

Alternative means of payment: fiat money (to be confirmed)



## Creation of NFTs

There are two ways a player can use to create new NFTs:

### Conversion of collectibles to NFTs

The player will be able to convert most of the creatures and equipment items he gets during his adventures (except those of common rarity) into NFTs. In this way, the player will obtain the real digital ownership of these items and will be able to trade them in the secondary market.

### Craftsman mode

With the launch of the Craftsman mode, players will be able to master a profession, which will allow them to create a new NFT from a set of materials.

### Payment method for the creation of NFTs

Unique payment method: ANIMA

(For the launch of the game, the possibility of offering fiat money as alternative pay method will be studied).

## NFTs market commissions

The secondary market will allow players to trade each other, buying and selling the different NFTs in the game (creatures, equipment items, etc.). A small commission will be charged on each sale (around 4%), that will go to the treasury.

### Payment method of the NFTs marketplace

Unique payment method: ANIMA

## Tournament registration fees

From the launch of the multiplayer tournaments, a small registration fee (around 4%, similar to that of the secondary market) will be charged, and also will go to the treasury.

The rest of each player's participation fee will go to the prize pool, and it will be shared among the winners of the tournament.

### Means of payment for tournament registrations

Main payment method: ANIMA

Alternative means of payment: Trust money (to be confirmed).



# Treasury & use of income

## Revenues

Soul Breach's treasury will be fed by the four revenue channels described in this section:

- **Internal purchases**
- **Creation of NFTs**
- **Commissions from the NFT marketplace**
- **Tournament registration fees**

## Expected use of revenues

This is an estimate of the use of treasury funds, which may be adjusted over time based on the evolution of the Soul Breach ecosystem:

Concept	% Allocated
Funding and growth of Cosmic Spell Empowerment of the Soul Breach Universe (Capital mainly earmarked for Development and Marketing)	50%
Rewards for ANIMA blocking Special Tournament Prizes	25%
Booking & Token Burning	25%

## Strengthening the economy

If it happens to be necessary at a given point, the amount allocated to reserve & burn tokens can be increased, in order to strengthen the Soul Breach economy while increasing the value of ANIMA.

# ◦ **MARKETING & COMMUNICATION** ◦



Our team has extensive experience in marketing and communication, both in the video games and eSports scene and in the blockchain ecosystem.

Our goal is to create a great product, as well as to carry it to everyone through the right channels, so it can become a global phenomenon. For this and as outlined in this document, a high percentage of our resources will be allocated to marketing and communication.

Our marketing plan will evolve over time along with the blockchain and video game ecosystem. Some of the highlights within our marketing strategy will be discussed below:

## **Airdrops**

With the intention of increase hype of the project for the media and the Blockchain ecosystem community, we will carry out various airdrops campaigns, mainly belonging to the category "task airdrops" (ANIMA raffles that can be accessed by completing a simple task, such as following our RRSS accounts).

## **Influencers**

When it comes to advertise a video game, one of the most effective means is to work with influencers in the gaming sector. The streamers and youtubers we work with will make Soul Breach known to their community and eventually, reaching millions of video game fans.

## **Referral system**

Our team has extensive experience working with affiliation platforms and traffic management. We will have a referral system, collaborating with high end affiliates which handle a large amount of traffic.

This functionality will be implemented at a later stage after the launch of Soul Breach.

## **Social Networking**

Starting in 2022, the various Soul Breach social networks will be launched progressively, until cover the entire blockchain ecosystem, as well as the video games and eSports ecosystem:



## **Telegram**

This social network gives a great performance in terms of information and interaction with users of the blockchain ecosystem. It will be one of the fundamental pillars when it comes to establishing an appropriate brand image, provide confidence and trust to users interested in our token in the public sale phase and subsequently on the Exchange platforms.

We will have a channel moderator, who will attend to the community and resolve any doubts that may appear.

## **Discord**

This is one of the most used networks by gamers, and it will have a great importance in the interaction with Soul Breach players. As in our Telegram channel, we will also have a moderator who will interact with players, answer questions and solve their doubts.

## **Twitch.tv**

This platform owned by Amazon, is the number one in the world in terms of live broadcasts of video game and eSports content.

We will create the official Soul Breach channel, from where we will broadcast tournaments, events and news highlights. We will also work with various Twitch.tv streamers for boosting our reach to the gaming ecosystem.

## **YouTube**

We will create our own YouTube channel, where we will publish content on a regular basis. This way, besides creating expectation and offering explanatory videos, we will be able to announce the different phases of the project (public sale phase, closed beta, open beta, launch of multiplayer tournaments, etc.) reaching the mass public.

## **Twitter**

We will create several Twitter channels, covering many languages, using the power of this massive social network to announce news related to Soul Breach, as well as other publications of interest. Twitter will also allow us to promote our other social networks, linking to content posted on them.

## **Instagram & Facebook**

These two social networks, one related to the other, have a great importance in the ecosystem of video games and eSports. In a second phase, we will work with various influencers, such as cosplayers, who will dress up imitating the most iconic characters of the Soul Breach Universe and publish their photos on their Instagram and Facebook channels to increase engagement.



## Press releases

We will take special care of our relationship with the media, as well as the habitual elaboration of press releases.

We will work with communication agencies, to make sure that we will boost our arrival to both traditional media and specialized video games media, eSports and blockchain sectors.

## Organic marketing

Here we will list some functionalities that will become by themselves a great promotional power:

### PVP ranking rewards

At the end of each month, a reward in the form of ANIMA will be given to the top ranked players in the Arena PVP ranking.

As will be discussed in a later section, ANIMA is designed to be released on the Exchange pages at the starting price of \$0.02 per token. The total monthly reward for the top ranked players will be 75,000,000 ANIMA. At the starting price of the token, this would translate into \$1,500,000, to be distributed among the top Soul Breach Duelists.

Of course, the value of ANIMA will vary over time. In a scenario where the value of ANIMA increases considerably, the monthly reward would become proportionally much higher.

We allude to ranking rewards here in this section, because this system alone will mean a great promotional and marketing action on a recurring basis.

### Tournaments & Events

In a second phase, with the launch of multiplayer tournaments, we will establish a competition mode in which hundreds (or thousands) of players will be able to participate in a self-generated tournament, fighting for great prizes in the form of ANIMA.

Some of these tournaments will have a guaranteed prize, for example "the million dollar tournament" (constituting a promotional mechanism in itself).

On the other hand, the competitive structure of Soul Breach will feature open tournaments, invitational tournaments and qualifying tournaments.

Special tournaments will be streamed live, featuring eSports commentators in collaboration with influencers.

The competitive system will also offer the possibility of creating tournaments sponsored by our partners (e.g. an exchange site), greatly enhancing the visibility of the sponsor(s).



We will also attend face-to-face events, this way we will have the opportunity of talk face to-face with Soul Breach enthusiasts, learning from their opinions and collaborating together to improve the game. At the events we will also have the chance to interact with the blockchain ecosystem, as well as the Video Games & eSports ecosystem.

## **Alliances & collaborations**

Over time, we will establish a series of alliances and collaborations with very diverse partners, so we can obtain benefits together.

Our goal is to establish alliances both with major players in the blockchain ecosystem (such as exchange sites) as well as with brands in the video games, eSports and technology market in general.

## **Merchandising items**

In a second phase, we will develop our own merchandising products, establishing alliances and collaborations with clothing brands, computer peripherals and other sectors. Some of the products we want to offer to Soul Breach enthusiasts are: themed mugs, t-shirts, sweatshirts, hats, backpacks, gaming mice, mouse pads, etc.

# ◦ NFTS SYSTEM ◦



## **BNB Chain**

Soul Breach non fungible tokens (NFTs) will be developed on the BNB Chain (Binance Blockchain), as we consider it the main implementation blockchain. Additionally and depending on the type of token, some of the NFTs may also be available on the Ethereum Blockchain.

The non-fungible token system will be developed under the standards: BEP-721 and BEP-1155 (and their counterparts in the Ethereum Network, the ERC-721 and ERC-1155 standards).

## **Categories of NFTs**

As mentioned in previous sections, much of the collectibles in the game can be converted into NFTs, which can be traded on the secondary market:

### **Creatures**

As noted in previously, most of the collectible creatures (except those of common rarity), can be converted into NFTs, which players will be able to trade.

Creatures of higher rarity (such as legendary creatures) are really powerful and will be able to be of great value on the secondary market. Creature trading will be a source of income for adventurers on the hunt for primordial gems.

### **Equipment items**

Like creatures, equipment items (except those of common rarity) can also be converted into NFTs, which can be traded on the secondary market.

Equipment items will be really important in Soul Breach, as they will allow the player to empower the creatures and the hero in combat.

### **Cosmetic items**

In Soul Breach will be possible to acquire various cosmetic elements, among them the hero's alternative appearance, which will allow the player to customize it as they wish.

Many of the cosmetic elements will also be NFTs (or can be converted into NFTs), and among them the rarest and most exclusive ones can reach a great value in the secondary market.



## Scarcity: limited NFTs

Over time, some creatures and equipment items will be no longer generated when opening a gem or a chest. That means that no more "versions" of that collectible item will be generated. With this "no reissue" mechanism, even more exclusivity will be granted to those NFTs. This will provide great value to the existing NFTs within that category.

## NFTs Market

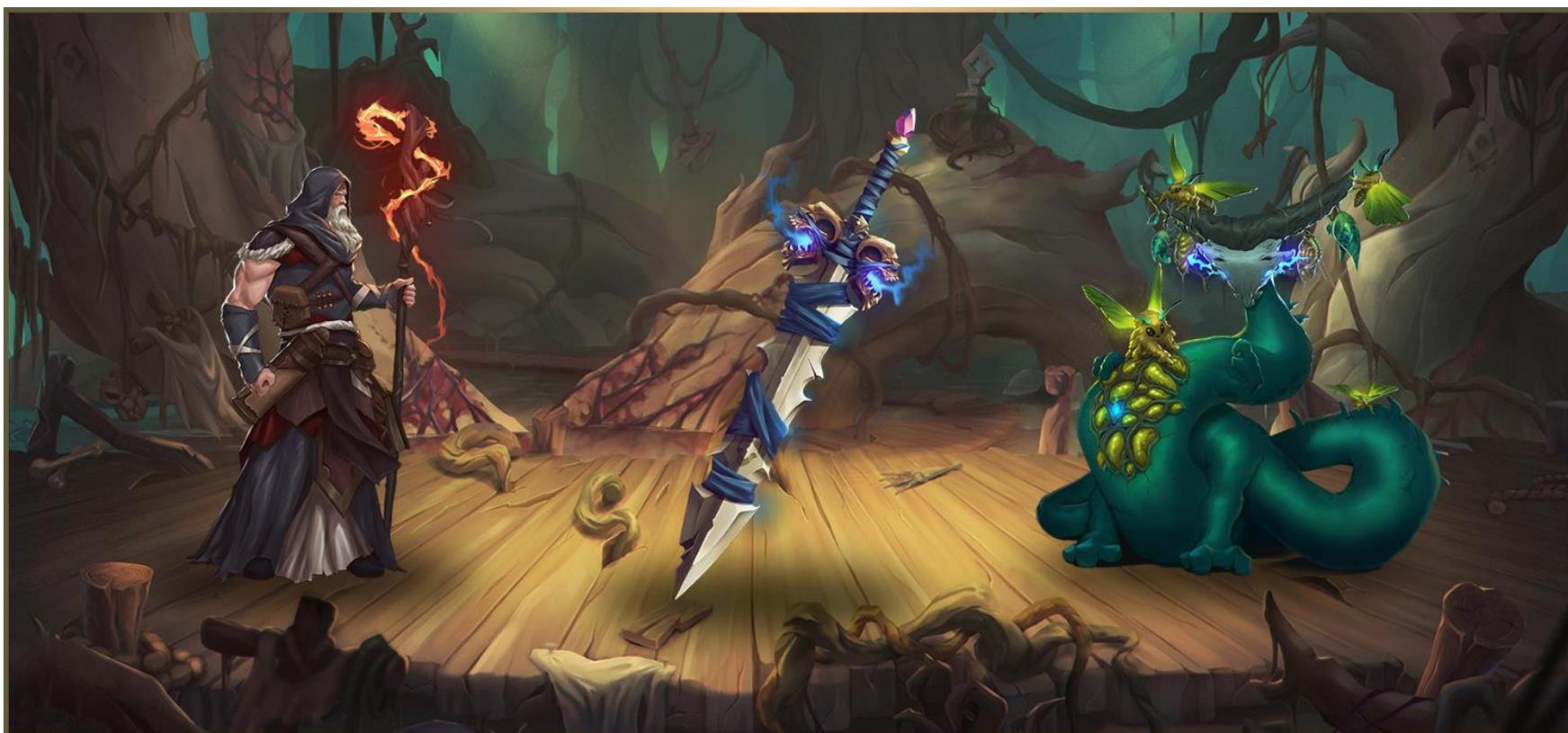
The Soul Breach Universe will contain an NFT Marketplace, where players will be welcome to trade each other, buying and selling the various collectibles in the game.

The NFTs Marketplace will not be integrated internally into the game, but will be accessible externally using a web browser.

When interacting with the market interface, players will be able to use filters to find NFTs with the characteristics they want, according to their combat strategy.

The commission for each sale will be only 4%, which will be deducted from the amount received by the seller.

Our goal is to generate a safe environment for trading, allowing players to buy NFTs that will help them in their battles, as well as to sell some of the NFTs they acquire while playing and even better, providing a source of income.





# Future development

## **Mercenary mode: NFTs transfer**

The launch of the mercenary mode will allow holders of NFTs to lend them to other players for a specific period of time, obtaining a portion of the rewards that he may acquire during that period.

This modality will make possible a new source of income for Soul Breach NFTs players and collectors.

## **Crafting: creation of NFTs**

After the launch of Soul Breach, we will implement the Craftsman mode allowing players will to be able to acquire mastery in a particular profession, generating themselves new equipment items in the form of NFTs, from a set of raw materials.

For example: the blacksmith profession will allow the player to forge weapons and armor from metal combined with other elements.

## **Soul Breach Metaverse**

In a future phase, we have the ambition to create a metaverse of our own, merging together all Soul Breach Universe.

In this world, players will be able to interact with each other as they do in real life, as well as acquire plots of land (in the form of NFTs).

The plots will offer various benefits and opportunities to the owner, such as building their own business (for example: a blacksmith shop), providing value to other players and obtaining a source of income.

# ◦ TOKEN SYSTEM ◦



The Soul Breach universe has its own economic system, formed by two currencies with different utilities.

The main currency of the ecosystem is ANIMA, a utility token that players can obtain while playing, which can be used as a means of internal payment, as well as exchanged for real world money in the exchange pages, providing a potential source of income to the player.

The secondary currency is planar dust, which is not a token and is bounded to each player's account (it cannot be sold or transferred, and can only be used for some internal in-game transactions).

As will be showed in this section, ANIMA is developed on the BNB Chain (Binance's Blokchain), which has a high level of security and a very low transaction cost.

The following table shows the main features of ANIMA:

<b>Name</b>	<b>ANIMA</b>
<b>Token Type</b>	<b>Utility</b>
<b>Protocol</b>	<b>BEP-20 &amp; ERC-20</b>
<b>Max Total Supply</b>	<b>15.000.000.000</b>
<b>Initial Supply</b>	<b>300.000.000</b>
<b>Exchange Launch Price (USD)</b>	<b>\$0.02</b>
<b>Initial Market Cap</b>	<b>\$6.000.000</b>
<b>Fully Diluted Market Cap</b>	<b>\$300.000.000</b>



## Characteristics of ANIMA

- Developed on the BNB Chain under the BEP-20 standard.
- Available on other Blockchains (Ethereum, Polygon and others to be determined) under the ERC-20 standard.
- Utility token with many different profits within the Soul Breach ecosystem.
- Limited supply: the maximum number of ANIMA that will ever exist is 15,000,000,000,000.
- At the time of token launch, the number of ANIMA in circulation will be about 300,000,000,000 (2% of the total).
- The remaining amount of ANIMA will be generated over the years based on various criteria (see section: Tokenomics).
- The launch price of ANIMA will be \$0.02.
- As explained, a great percentage of the total treasury funds will be used in the reserve and burning of ANIMA (25%, adjustable over time), with the target of fighting inflation and generate a sustainable economic model.

## ANIMA technology

Soul Breach's fungible token system will enable ANIMA's in-game interaction, as well as interaction with other external projects and protocols.

### Blockchain

ANIMA will be developed on the BNB Chain (Binance Blockchain), making it the main blockchain for the token.

ANIMA will be also available on the Ethereum blockchain. At launch, implementation on other blockchains will be studied, such as: Polygon, Algorand, Chromia or Solana.

### Protocol

The token will be developed under the BEP-20 standard (and its counterpart in the Ethereum Network, the ERC-20 standard).

### Interoperability

ANIMA will be interoperable between different blockchains, through bridges that we will make available to users, so it can be moved from one blockchain to another.

ANIMA focuses on interoperability and the possibility of being bought, sold and exchanged on most exchange platforms. In addition, it will be the token used in the various DeFi protocols that will be implemented.



# How to get ANIMA

There are several ways for Soul Breach enthusiasts for obtaining ANIMA:

## **PVP Ranking Rewards**

At the end of each month, a reward will be given to the top ranked players in the PVP Arena Ranking, in the form of ANIMA.

The total amount to be distributed on a monthly basis will be 75,000,000 ANIMA (0.5% of the total supply). At the starting token price of \$0.02, the total PVP Rewards will equal \$1,500,000 each month.

This amount may be adjusted over time if necessary.

## **Sale of NFTs**

Players will be able to obtain ANIMA by selling on the secondary market some of the NFTs they acquire in the game (or collectible items they have acquired by playing the game transformed into NFTs).

## **Private & public sales**

Throughout 2022, ANIMA private and public sales will take place, structured in several phases. Users who participate in them will help to make possible the creation and expansion of the Soul Breach Universe and for this, they can obtain ANIMA at a reduced price.

## **Airdrops**

We will carry out various Airdrops for promotional purposes, to raise hype for the Soul Breach Universe within the Blockchain and video games & eSports ecosystem.

## **ANIMA Blockchain System**

When ANIMA gets launched, users will be able to benefit from this system, blocking an amount of tokens to strengthen the Soul Breach ecosystem, obtaining certain returns in return.

## **Multiplayer Tournament Prizes**

The launch of the Multiplayer Tournament mode will offer a new competitive structure, where participants will compete against each other for great prizes in the form of ANIMA.



## Utility of ANIMA

The Soul Breach Ecosystem token has been designed as a useful tool and can be used as a method of payment for a multitude of services for players and users:

### **In-game purchases**

ANIMA can be used as in-game currency, this way the player can complete any purchase he/she wishes (example: the purchase of the Monthly Chest, which will boost the player's progress and allow him to advance faster).

### **Converting collectibles to NFTs**

As we already mentioned in this document, in the Soul Breach Universe there are a multitude of collectibles that the player can obtain during his adventures, and can be converted into NFTs by using a certain amount of ANIMA that may vary depending on the rarity of each collectible.

### **Buying NFTs on the secondary market**

Players will be able to trade each other on the secondary market, using ANIMA as a method of payment when buying an NFT from another player.

### **ANIMA blocking system**

As mentioned above, players will be able to block as much ANIMA as they wish, strengthening the Soul Breach ecosystem and obtaining certain benefits in return.

### **Tournament registrations**

With the launch of the multiplayer tournaments mode, players will be able to participate in the championships by paying the registration fee with ANIMA, and this will make them eligible for great prizes.

### **Creation of NFTs**

At a later stage, we will launch the artisan mode, which will allow players to learn a profession, becoming artisans who will be able to craft NFTs (e.g. equippable items) from a set of materials. The most powerful of the NFTs will require the use of ANIMA during the crafting process.

# ◦ TOKENOMICS ◦



This section will analyze the economics regarding ANIMA, the main in-game currency that makes possible that the Soul Breach Universe becomes real.

## Distribution of ANIMA

ANIMA has a fixed total supply of 15,000,000,000,000, which is allocated as follows:

Line item	Percentage of total	ANIMA
Seed Round	4%	600.000.000
Private Sale	10%	1.500.000.000
Public Sale	2%	300.000.000
Equipment and Advisors	20%	1.800.000.000
Development, marketing, growth and partners	8%	1.500.000.000
Reserve & liquidity	5%	1050.000.000
Staking rewards	10%	1500.000.000
Internal rewards	40'5%	6.075.000.000
Airdrops	0'5%	75.000.000



## Reward items

As can be seen in the above distribution, 51% of ANIMA's total is assigned to the three items corresponding to rewards:

- Internal game rewards.
- ANIMA block rewards.
- Airdrops.

This way, more than the half of the total ANIMA supply will be distributed among the Soul Breach community.

Each of the three rewards will be discussed below:

### Internal Rewards.

This item will be the largest of the three and will go primarily towards the monthly PVP Ranking rewards. As seen in previous sections, 75,000,000 ANIMA (0.5% of the total) will be distributed each month to the highest ranked players. At a token starting price of \$0.02, this monthly reward will be equivalent to \$1,500,000.

With the launch of the Multiplayer Tournaments, several Special Tournaments will take place (e.g. Soul Breach World Championship), which will award great prizes to the winners.

### Rewards for staking

As previously indicated, at launch phase of ANIMA, the ANIMA locking system will also be ready so users will be able to lock an amount of their tokens to strengthen the Soul Breach ecosystem, earning a return for such activity.

Additionally, as indicated in the Treasury section, 25% of the total revenue will go towards blockchain returns. This supply will be in addition to the allocated token allocation of 10% of ANIMA's total.

It is important to point that at the time of ANIMA's launch and until the game's release date, the only items that will be able to take benefit from block rewards are those corresponding to airdrops and public sale.



On the other hand, the returns per blockade will increase depending on the number of months the user decides to block his tokens, as indicated below:

Allocation	1 month	2 months	6 months	12 months
Annual yield	36%	39%	42%	48%
Yield total (APY*)	3%	10'07%	22'93%	60'10%

The maximum number of months for blocking is limited to twelve. After this period, the user will be able to lock his tokens again, if he wishes to do so.

The performance generated by the ANIMA lockout may be modified according to the evolution of Soul Breach.

### **Airdrops**

During the Soul Breach promotional campaigns, various airdrops will be made, helping us to reach the communities that compose the blockchain and the video games & eSports ecosystem.

The airdrop distribution strategy will be decided during the first half of 2022. It is important to note that the amount of ANIMA assigned for airdrops is 75,000,000 (0.5% of total tokens). At a token exit price of \$0.02, this line item will equal \$1,500,000.

By allocating this significant amount of ANIMA to the airdrops reward, we will considerably boost our marketing and communication strategy.

### **Private & public sale**

The seed stage of \$540,000, was completed during the last quarter of 2021. This has brought the project to life and allowed us to start a strong game development process.

In order to complete the creation of the Soul Breach Universe and to have the necessary economic power for the marketing and communication campaigns, we have decided to launch the public and private sale of tokens. This will capitalize the project and may allow interested users to acquire ANIMA at a reduced price with premium conditions.



## Private sale

The information corresponding to the private sale of ANIMA will be discussed below:

<b>PRIVATED VENTAGE</b>	
<b>Phase date</b>	<b>May 2022 - September 2022</b>
<b>Sale token</b>	<b>ANIMA</b>
<b>Token Type</b>	<b>ERC-20 &amp; BEP-20   Utility</b>
<b>Token Price</b>	<b>\$0'005</b>
<b>Fundraising target</b>	<b>\$7.500.000</b>
<b>Total tokens to be sold</b>	<b>1.500.000.000 (10% of total)</b>
<b>Minimum limit</b>	<b>\$100.000</b>
<b>Payment Accepted</b>	<b>USD, EUR, Stable Coins</b>
<b>Blocking time</b>	<b>Until Soul Breach release date (Estimated in Q4 2023)</b>
<b>Gradually during the first two years (Starting from game release)</b>	<b>Gradually during the first two years (Starting from game release)</b>



As indicated in the table above:

- ANIMA's private sale will take place from May through September 2022, during a total of five months.
- The selling price of the token will be \$0.005, equivalent to one quarter of the token's starting price on the Exchange pages where it will be listed.
- The fundraising target is \$7,500,000.
- The total number of tokens for sale is 1,500,000,000,000 (10% of ANIMA's total supply).
- This group of tokens will complete its unlocking during the first two years from the launch of the game.

## Public sale

The information regarding the public sale of ANIMA will be discussed below:

PUBLIC SALE	
Phase date	Octubre 2022
Sale token	ANIMA
Token Type	ERC-20 & BEP-20   Utility
Token Price	\$0'02
Fundraising target	\$6.000.000
Total tokens to be sold	300.000.000 (2% del total)
Minimum and maximum limit	(Según condiciones del Exchange)
Accepted Payment	USD, EUR, Stable Coins
Blocking time	Ninguno: desbloqueado en noviembre de 2022
Immediate	Inmediate



As indicated in the table above:

- The public sale of ANIMA will take place during the month of October 2022.
- The token sale price is \$0.02, equivalent to the token's starting price on the Exchange pages.
- The fundraising goal is \$6,000,000.
- The total number of tokens for sale is 300,000,000,000 (2% of ANIMA's total supply).
- This group of tokens will be unlocked immediately in November 2022 (the month after the end of the sale phase).

## Expected use for the raised funds

The capital raised from the public and private token sales will be allocated as follows:

<b>Concepto de la partida / Item Item</b>	<b>Percentage of procedes</b>
<b>Percentage of proceeds</b> Development team growth New content creation Server & internal infrastructure enhancement	<b>55%</b>
<b>Marketing and communication budget</b> Influencer collaborations Creation of promotional items	<b>25%</b>
<b>Positioning of Soul Breach in the blockchain ecosystem</b> Recruitment of high-level positions & advisors Attendance at industry forums & events	<b>10%</b>
<b>Expenses related to platform security Legal and compliance department expenses</b>	<b>7%</b>
<b>General and administrative expenses</b>	<b>3%</b>



## Unblocking of items

The following is the schedule for the release of ANIMA's various line items:

<b>Attribute</b>	<b>Percentage of total</b>	<b>Start of unblocking</b>	<b>Unlocking time</b>
Seed Round	4%	Oct 2023*	3 years
Private Sale	10%	Oct 2023*	2 years
Public Sale	2%	Nov 2022	Inmediato
Team and Advisors	20%	Oct 2023*	3 years
Development, marketing, growth and partners	8%	Oct 2023*	3 years
Reserve & liquidity	5%	Nov 2022	Inmediato
Staking rewards	10%	Nov 2022	Over 4 years
Internal rewards	40'5%	Oct 2023*	Over 6 years
Airdrops	0'5%	Nov 2022	To be determinated



Distribución de tokens	2022	2023				2024				2025				2026			
	Q4 (Nov)	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
4.00% Seed	🔒	Incremental (3 años)															
10.00% Private Sale	🔒	Incremental (2 años)															
2.00% Public Sale	Instantáneo																
20.00% Team & Advisors	🔒	Incremental (3 años)															
8.00% MKT & Partners	🔒	Incremental (3 años)															
5.00% Reserva & Liquidez	Instantáneo																
10.00% Staking	Lineal (4+ años)																
40.50% Play to Earn	🔒	Lineal (6+ años)															
0.50% Airdrops	Estratégico (1 año)																



**ANIMA Listing**  
(Noviembre)



**Soul Breach PC**  
(Octubre)



**1º Torneo Mundial**  
(Octubre)

(Septiembre)

(Septiembre)

As can be seen at the table above, the various items begin their unlocking on each of one of two key dates. Both dates will be analyzed below:

### Nov 2022: ANIMA release.

During the month of November 2022 and after the conclusion of the public sale phase, ANIMA will be launched on the Exchange platforms.

It is important to note that ANIMA will be active for at least ten months prior to the launch of Soul Breach.

During this period ANIMA will not be able to be used internally in the game, but in return the token holders may benefit from the returns granted by the blockchain system.

As stated above, at the time of ANIMA's launch, the only two items that will be able to benefit from the blocking system are those corresponding to the public sale of tokens and the rewards for airdrops.

### Oct 2023: launch of Soul Breach

Soul Breach is scheduled for release in October 2023. At the time of the game's release, the rest of the ANIMA games will start to be unlocked.

The Cosmic Spell team is working very hard to complete the release of Soul Breach on schedule. In case it is necessary to modify the release date, we will announce it in advance through our channels.

It is important to note that the Soul Breach Universe will have a considerable size at the game's release date and will continue to expand over the years.

# ◦ PLAY TO EARN ECONOMY ◦



One of the masterkeys of this project is to generate a solid and sustainable economic model, which allows players to obtain a source of income while exploring the Soul Breach Universe.

## **Different ways of income**

As has been demonstrated historically and in very diverse environments, a solid economic model is the one that offers users the opportunity to have income in different ways.

This allows each user to contribute in a way he feels comfortable and motivated, obtaining a reward in return.

Based on this, we can classify players into various roles. Each of them will obtain income in a different way (of course, a player can benefit from several of these roles, or even all of them):

### **Adventurers**

Any player can become an adventurer, focusing on the PVE mode. Venture into the heart of the dungeons and castles in the Soul Breach Universe, the players will acquire various collectibles (convertible into NFTs) by defeating the most fearsome enemies. Once obtained they will be able to sell some of these NFTs on the secondary market for obtaining a source of income.

### **Duelists**

Duelists will focus on the Arena mode, specializing in player vs. player combat. At the end of each month, the top ranked players in the PVP Ranking will receive a large reward in the form of ANIMA.

At a later stage, Duelists will also compete in the multiplayer tournaments, proving themselves their skills against a legion of opponents and competing for great prizes.

### **Merchants**

Merchants will specialize in trading on the secondary market with the different NFTs in the game (mainly creatures and equippable items).

By analyzing the value of each NFT, a merchant will know when the price is right to make a purchase, and then sell the NFT at a higher price, making a profit in the process in the form of ANIMA.



### **Mercenaries (future development)**

Mercenaries are partly collectors, who will own a wide range of NFTs in the form of powerful creatures and equippable items, which can be temporarily loaned to other players in exchange for a share of the rewards obtained.

### **Artisans (future development)**

At a later stage after the release of Soul Breach, this mode will be launched and which will allow players to master a profession, giving life to a new NFT from a set of raw materials.

An example would be a blacksmith, who specializes in metalworking, producing NFTs in the form of equippable items such as weapons and armor.

At a later stage and with the launch of Soul Breach's Metaverse, crafters will be able to set up their own business shops, crafting NFTs for other players.

## **Token Reservation & Burning**

As stated in this document, the Soul Breach Treasury will be fed through various channels, and 25% of the total funds in the Treasury will be used to reserve and burn ANIMA.

This functionality should be understood as an inflationary mechanism, making this way that the price of ANIMA gets boosted and strengthening the currency that gives life to the Soul Breach Universe benefiting the players.

The percentage of funds destined to the reserve and burning of ANIMA may be adjusted over time, increasing considerably if necessary, in order to maintain a healthy and sustainable economy.

In addition, some of the tokens in the reserve can be sold just in case of an explosive growth of the token and always looking for gradual and sustained growth of ANIMA. In this particular case, the resulting funds will be used to strengthen even more the growth and development of Soul Breach.

## **Price regulation**

As discussed in this document, ANIMA is the currency that can be used as a method of payment in the various internal functionalities of the game.

Each functionality will have established costs (for example: the cost of awakening a creature of legendary rarity), in the form of a specific amount of ANIMA.

A balance will be maintained between the costs of the different functionalities and the price of ANIMA, in order to maintain a stable economic model over time.



## Reduction of NFTs

One problem that affects some games in the blockchain ecosystem is that over time the total amount of NFTs in circulation can reach astronomical proportions, and many of these NFTs become obsolete and useless.

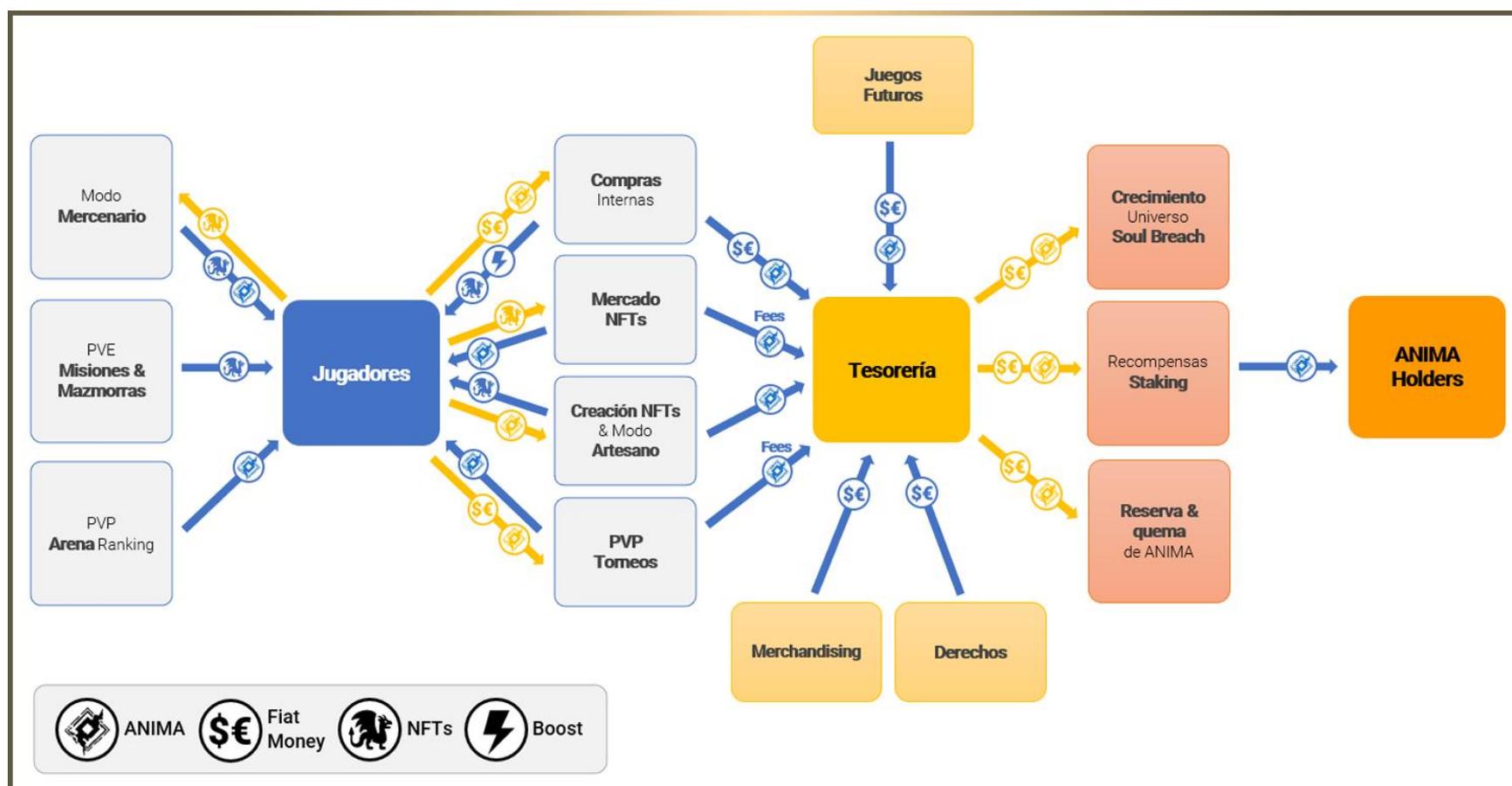
This phenomenon is more harmful than it may seem at first glance, as a large supply of unusable NFTs can be extremely bad for trading between players and for the smooth functioning of the secondary market.

In order to avoid this scenario, a mechanism will be implemented for making Soul Breach players able to "destroy" a set of low-value NFTs, obtaining a new NFT to add to their collection. Doing so, the player will have the possibility of obtaining a valuable NFT while getting rid of a set of useless NFTs and reducing the total amount of NFTs in the game.

## Sustainable economic model

Thanks to the mechanisms described in this section, we are sure that our system is a solid and sustainable economic model, that will provide many players with a source of income, and which will last over the years as the Soul Breach Universe expands.

The following diagram reflects Soul Breach's economic model, analyzing the different functionalities that players and ANIMA holders can benefit from:



# ◦ ROAD MAP ◦



<b>Q4 2021</b>	Seed Round (\$560K)	Game design > 80%	Early concept art
<b>Q1 2022</b>	Production start	Whitepaper & Deck	Work team creation
<b>Q2 2022</b>	Private Sale Start	Blockchain development starts	Social media release
<b>Q3 2022</b>	Private Sale End	Technical Demo PC	Marketing campaign
<b>Q4 2022</b>	Public Sale	Blockchain development ends	<b>ANIMA Release</b>
<b>Q1 2023</b>	Closed Beta PC		
<b>Q2 2023</b>	Open Beta PC		
<b>Q3 2023</b>	Influencers actions		
<b>Q4 2023</b>	<b>Soul Breach PC Release</b>	Beginning of Metaverse development	
<b>Q1 2024</b>	Mercenary Mode	Nightmare Mode	
<b>Q2 2024</b>	Multiplayer Tournaments	Affiliation system	
<b>Q3 2024</b>	Soul Breach iOS Release		
<b>Q4 2024</b>	1° World Championship	1ª Expansion	Artisan Mode



## ◦ TEAM ◦



**Héctor Fuentes**

CEO & Design Lead



**Sergio Checa**

Producer



**Juan Manuel Martín**

Game Technical Lead



**Ginés Sanz**

Backend Lead



**David Ortega**

Blockchain Lead



**Antonio Lorente**

Art Director



**Yaiza Moreno**

UI/UX Lead



**Alejandro Losa**

CMO & Investment Lead



**Sergio Benet**

CCO

As of June 2022, the Soul Breach team has more than 20 members and continues to grow and recruit talent.

## ◦ ASESORES ◦



**Diego Fuentes**

Streamer &  
Professional Player



**Carles Pons**

Entrepreneur



**Marcos García**

Entrepreneur



**José Mas**

Character Animator



**Arturo Guerrero**

Financial Director



**Fernando Alonso**

Economist



**Salvador Martínez**

Lawyer



# ◦ PARTNERS ◦



# ◦ RISKS ◦



## **Risk of changes in Spanish or European legislation**

The Tokens will be issued in accordance with Spanish legislation in force as of the date of this Whitepaper. There can be no assurance as to the impact of any possible court decision or any possible change in Spanish legislation or administrative practices after the date of this Whitepaper, and any such change may significantly affect the price or usability of the tokens affected by such circumstances.

Notwithstanding the above, it is necessary to point out that, as of the date of this Whitepaper, despite the fact that both the CNMV and the various European regulatory bodies have issued different opinions and/or recommendations regarding the legal concept of tokens, as well as the potential regulation of tokens and Initial Coin Offerings, there is no national regulation or specific and harmonized regulatory framework at European level on tokens, their different types or Initial Coin Offerings.

From the point of view of the main legal risks in relation to Tokens and ICOs, some of the warnings or recommendations made by different regulatory and/or supervisory entities in this regard are briefly summarized below:

### **CNMV press release: ESMA warns of the risks of the so-called "ICOs" ("Initial Coin Offerings").<sup>1</sup>**

**(February 8, 2018)**

- The European Securities and Markets Authority (ESMA) issued two communications on Initial Coin Offerings (Initial Coin Offerings), including risks for investors and recommendations and rules addressed to entities considering participating in them, such as:
  - "ESMA warns investors of the high risk of losing the capital invested in these types of offerings, as they are generally highly speculative and high-risk investments."
  - "The price of the coin or token could be highly volatile and investors may not have the possibility of recovering their investment over a prolonged period."

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<sup>1</sup> <https://www.cnmv.es/portal/verDoc.axd?t={d1d37c47-84fd-4a9b-8251-3186085e0c86}>



## **Joint communiqué of the CNMV and the Bank of Spain on "cryptocurrencies" and "initial offerings of cryptocurrencies" (ICOs) (February 8, 2018). <sup>2</sup>**

- ""Cryptocurrencies" are not backed by a central bank or other public authorities, although they are sometimes presented as an alternative to legal tender, although they have very different characteristics.
- "The CNMV and the Bank of Spain warn that, to date, no "cryptocurrency" issue or ICO has been registered, authorized or verified by any supervisory body in Spain. This implies that there are no "cryptocurrencies" or "tokens" issued in ICOs whose acquisition or holding in Spain can benefit from any of the guarantees or protections provided for in the regulations relating to banking or investment products."
- "In this type of investments there is a high risk of loss or fraud."
- "Either because of how they are structured or because of where the residence of their issuers is located, "tokens" issued in an ICO or financial products referenced to "cryptocurrencies" may not be subject to regulation. Therefore, buyers or investors would lack the protections offered by Spanish and, in general, European Union legislation to regulated investments."
- "Cryptocurrencies" lack intrinsic value, making them highly speculative investments. Also, their heavy reliance on poorly consolidated technologies does not exclude the possibility of operational failures and cyber threats that could entail temporary unavailability or, in extreme cases, total loss of the amounts invested."
- "For the most part, ICOs are associated with entrepreneurial projects in very early stages of development, without a consolidated business model or with uncertain cash flows. These initiatives may have a high probability of failure."
- "The absence of markets comparable to organized securities markets subject to regulation may make it difficult to sell cryptocurrencies or tokens issued in ICOs for conventional cash."

## **CNMV considerations on "cryptocurrencies" and "ICOs" addressed to financial sector professionals (February 8, 2018). <sup>3</sup>**

- "The CNMV considers that a good part of the operations articulated as ICOs should be treated as issues or public offerings of negotiable securities."
- "In the case of ICOs that, based on criteria such as those just mentioned, may be considered negotiable securities or financial instruments, it is recalled that the corresponding national or European rules will be applicable to them, fundamentally, those contained in, related to or derived from MiFID II, the Prospectus Directive and the Directive on Alternative Investment Fund Managers."

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<sup>2</sup>[https://www.bde.es/f/webbde/GAP/Secciones/SalaPrensa/NotasInformativas/18/presbe2018\\_07.pdf](https://www.bde.es/f/webbde/GAP/Secciones/SalaPrensa/NotasInformativas/18/presbe2018_07.pdf)

<sup>3</sup> <https://www.cnmv.es/portal/verDoc.axd?t={9c76eef8-839a-4c19-937f-cfde6443e4bc}>



**For the above purposes, doctrinally the following distinction has been established:**

- We are talking of a Utility token and when we are in the presence of tokens that allow digital access to applications or services supported by a structure based on Blockchain technology. In principle, the utility token does not attribute rights or expectations of participation in a potential revaluation or profitability of businesses and/or projects, nor political or economic rights (in the sense of distribution of dividends, for example) in relation to the company issuing the token.
- A security token, on the other hand, is one that represents rights of economic content that, due to their legal configuration and transmission regime, are susceptible to generalized and impersonal traffic in a financial market. This occurs, for example, normally in projects or businesses for which security tokens are issued as a financing mechanism (called ICOs, STOs or IEOs). A security token, in this way, attributes or can attribute rights or expectations of participation in a potential revaluation or profitability of businesses and/or projects, assuming that investors acquire it for this purpose.

**Analyzing the characteristics of ANIMA Token, we can conclude that:**

- The token received by the user does not represent a valuable asset of the company.
- The token received by the user is not associated with the shareholding and the final value of the company, nor is its sale or acquisition linked to a possible revaluation of the price.

**Therefore, we can conclude that ANIMA token is a utility token, according to Spanish legislation and CNMV criteria.**

Also, "MiCA" (proposal for a Regulation of the European Parliament and of the Council on cryptoasset markets, amending Directive (EU) 2019/1937, currently pending approval) expressly recognizes that Cryptoassets are digital representations of value or rights with the potential to bring significant benefits to consumers and market participants.

It also expressly recognizes that there is a varied typology of Cryptoassets; some of them can be assimilated to financial instruments and, therefore, included in the scope of application of the rules on securities markets or to electronic money and, therefore, included in the scope of application of the EU rules on electronic money.

These two types of digital assets would be excluded from the scope and subject matter of MiCA once this regulation is adopted.



However, MiCA recognizes the existence of other typologies of digital assets which are precisely those that this Regulation intends to regulate. Particularly, MiCA refers to:

- Cryptoassets or digital assets that have a payment functionality and intend to serve as a means of payment to acquire goods and services and as a store of value, and;
- Utility tokens whose primary functionality is to digitally give their holders access to an application, services or resources available and offered on a DLT and whose issuers only issue and accept them precisely to enable the use of such services, applications or resources. This is the definition of utility token precisely stated in Article 3.1 (g) of MiCA.

Notwithstanding the foregoing, the Client must take into account the final wording and entry into force of MiCA, since this new EU Regulation imposes legal obligations on those companies whose activities are related to the issuance, trading and custody of utility tokens and establishes a complete regulation of this type of tokens in the European legal framework.

By virtue of the foregoing, investors should be aware that at the time of the issuance of the Tokens, the legal nature of the rights derived from the Tokens cannot be guaranteed, as well as the rights that may derive from the Tokens for the investors after the ICO.

In other words, the investment in Tokens derived from the ICO planned by Cosmic Spell is subject to the risk inherent to the impact that may be caused by any court decision, regulatory change or new regulation that, both at national and European level, occurs after the date of this Whitepaper, in relation to the Tokens or the ICO.

In conclusion, the investor in ICO Tokens should be aware that any of the aforementioned regulatory, administrative or legal changes, could significantly impair the price, the rights derived from, or the usability of the Tokens.



## **Risk related to withholding tax liability as a result of non-compliance with reporting procedures.**

The procedure described in this Base Prospectus for the provision of the information required by Spanish laws and regulations is a summary and the Issuer assumes no responsibility for them. In the event that the procedures currently applicable are modified or supplemented by, among others, any Spanish law, or by any interpretation or resolution of the Spanish tax authorities, the Issuer will notify the holders of the Tokens of such information procedures and their implications, given that the Issuer may be obliged to apply withholding tax on distributions in respect of the securities in question if the holders do not comply with such information procedures.

In addition, the investor is aware of the following risks that may occur:

- Risk of loss of usability of the tokens on the blockchain platform where they are hosted due to problems in the blockchain platform.
- Risk of illiquidity and lack of representation in the market.
- Risk of abrupt change in the valuation of tokens due to changes in the market.
- Risk of abrupt change in token valuation due to token unlocking.
- Risk of unknown bugs in the blockchain technology.
- Risk of loss of tokens by their owner or a third party.
- Risk of loss of tokens or cryptocurrencies by Cosmic Spell.

# ◦ COMPLIANCE ◦



## **Prevention of money washing and terrorist financing**

Cosmic Spell is committed to comply with the provisions of Law 10/2010, of April 28, on the prevention of money washing and terrorist financing (the "Law 10/2010"), which takes us into Spanish law the Directive 2005/60/EC of the European Parliament and of the Council of October 26, 2005 on the prevention of the use of the financial system for the purpose of money washing and terrorist financing (Third Directive), on the prevention of the use of the financial system for the purpose of money washing and terrorist financing (the "Third Directive"), as well as with the provisions of Royal Decree 304/2014 of May 5, which approves the Regulation of Law 10/2010, as well as Royal Decree-Law 7/2021 of April 27, on the transposition of European Union directives in matters of competence, prevention of money washing, credit institutions, telecommunications, tax measures, prevention and repair of environmental damage, posting of workers in the provision of transnational services and consumer protection and with any other rule and/or regulation implemented or created in accordance with such rules, or that implement, develop, modify, replace, recreate or consolidate them, as well as any other laws applicable to the prevention of money washing and financing of terrorism that may exist in any applicable jurisdiction, to the extent that such rules may be applicable to it.

Accordingly, Cosmic Spell declares that neither it as a company nor, to the best of its knowledge, any of its shareholders (or their legal representatives, employees or agents) has engaged in any activity or acted in any way that could be construed as constituting a violation or non-compliance with applicable regulations relating to the prevention of money laundering and the financing of terrorism.

Cosmic Spell also declares that it will implement and maintain an identification system for its investors and/or users, requiring them to provide proof of their identity (indicative, but not limited to: national identity card, passport, residence card, etc.).



## Protection of personal data

Both in relation to personal data processing activities involving the ICO and in relation to processing in the framework of its operations, Cosmic Spell will comply with the General Data Protection Regulation (EU) 2016/679 of 27 April 2016 (hereinafter the "GDPR") as well as with any other rule and/or regulation implemented or created in accordance with the said regulation, or that implements, develops, modifies, replaces, recreates or consolidates it, as well as any other laws applicable to the processing of personal data that may exist in any applicable jurisdiction, including, where applicable, guides and codes of practice issued by supervisory authorities.



# SOUL

## BREACH

[www.soulbreach.com](http://www.soulbreach.com)

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