



THE
DESOLATION
WHITEPAPER 1.5



THE DESOLATION

THE DESOLATION is a **Third-Person Looter-Shooter**. Your task is to defend a future version of earth from the Shade – a mysterious synthetic alien race.

Use **Exo Suits** to fight back against the alien invasion and shape humanity's future.

Play together with your friends to complete missions, upgrade your Exo Suits and **collect better equipment** to face harder challenges.

- **PLAY ANYWHERE** through cross-play availability (PC & Mobile)
- **A NEW KIND OF SHOOTER** that merges Action RPGs with unique and intuitive shooter controls
- **OWNERSHIP 2.0** by using a strong F2P core experience and enhance it with Web 3.0 ownership and value proposition
- **COOPERATIVE ACTION COMBAT** where every team member counts with a focus on class roles and teamplay
- **ENDLESS REPLAYABILITY** through procedural missions, seasonal challenges and tons of randomized loot

TARGET AUDIENCE.....MID-HARDCORE PLAYERS
TARGET PLATFORM.....PC, IOS, ANDROID
GENRE.....THIRD-PERSON SHOOTER
ACCOUNT SERVICE.....PLAYFAB, OPEN LOOT
BACKEND.....SERVERLESS AZURE FUNCTIONS
NETWORKING.....QUANTUM + SERVER PLUGIN
ENGINE.....UNITY



THE DESOLATION

OVERVIEW

GAME PILLARS



COOPERATIVE ACTION COMBAT

- Focus on 3-Player Coop
- Synergies between classes
- Use skills & drones
- Optimized mobile controls
- Clan Tournaments & scalable challenges



DEEP BUILD CUSTOMIZATION

- 9 equipment slots
- Class Specializations
- Perk Systems
- Randomized Stat Mods
- Skill Modifications
- Modular elements



EVER CHANGING WORLD

- Procedural mission content
- UGC – user owned missions
- UGC based endgame activity
- Fight for territories
- Modified event challenges
- Realistic & relatable world



ECONOMY DRIVEN LOOT

- Resource collection
- Craft and Produce
- Monetize time
- Unlock & Upgrade
- Conquer Mining Machines & generate resources

FULL CROSS-PLATFORM SUPPORT

MOBILE

COMPLETE OBJECTIVES

Follow your objective markers and complete them before Extraction.

SKILLS

Tap and drag to use and control the suit skills.

LEFT VIRTUAL JOYSTICK

Here the you control the movement of your suit.

RIGHT VIRTUAL JOYSTICK

Here you rotate your suit and camera to target enemies. Auto-Shoot.

WINDOWS PC



CORE GAME LOOP



The core game loop consists of four key phases players cycle through:

- **CHOOSE YOUR MISSION** on the worldmap to deploy your Exo Suit.
- **FIGHT ENEMIES AND EXPLORE** the territory, complete mission objectives.
- Finish the mission and return to the **EXTRACTION ZONE** to secure your loot
- Invest resources to **UPGRADE YOUR GEAR** and base of operations (player ship)

FACE THE SHADE



BECOME THE CHIMERA AND RECLAIM EARTH

In an alternative future, humanity started to colonize our solar system just as an unknown alien threat invaded earth. Humanity had no chance against the aliens known as the **SHADE**.

Over a hundred years later a mercenary comes to Earth with the intent of completing a simple but lucrative mission. But nothing goes according to plan. And the old conflict between Shade and humanity erupts again.

You are the mercenary called a **CHIMERA**. Your physical body has been uniquely transformed to interface with humanity's most powerful weapon: the **EXO SUITS**.

Each **EXO SUIT** comes with a unique set of skills and weapons. You need whatever advantage you can get against the shade. Humanity's destiny is in your hands.

EXO SUITS AND CLASSES



Take Exo Suits into battle which fit your preferred gameplay style



Research your Exo Suit Technology to unlock new skills & passive boosts



Upgrade your suits and equip exo modules with better perks & stat modifiers



The most powerful equipment can only be found in endgame activities

LIGHT



HEAVY



MEDIUM



CHOOSE YOUR SUIT

Three Exo Suit archetypes can be leveled up and customized, each with several class specialization tech trees, skills that synergize and game changing ultimate abilities. Choose the Exo Suit that fits best to your preferred team role in a Coop Action RPG Shooter.

PROCEDURAL WEAPON SYSTEM



Collect a wide variety of weapon types out of a huge loot pool



Use damage types that have different effectiveness against various enemy types.



Every weapon loot drop is randomly generated out of several parts & perks



Find blueprints and unlock weapon parts to craft your perfect weapon



We will constantly add new weapon parts & perks to expand the loot pool



MODULAR WEAPON GENERATION

Weapons are generated out of a variety of possible weapon parts together with up to two possible perks.

They have different damage types, special functions and synergies! Weapon crafting will enable limited customization based on blueprints & unlocks.

Examples: Borderlands, Destiny, Diablo

MODULAR DRONES



Every player will be supported by a drone on missions



Drones offer very specific utilities to support your playstyle



Drones are created out of modular parts and can be crafted



Drones have a variety of potential behaviors and skills you can unlock



SUPPORT YOUR PLAYSTYLE

Drones are a key element of your build. They range from defensive drones that provide shields/healing to offensive ones with heavy artillery. Every drone type comes with a wide variety of modular parts, behaviors & combat skills to make each one unique.

ABILITY LOADOUT



Every player has two active skills, an Ultimate skill and a drone skill in battle.



Every suit brings their own set of skills with unique strengths & weaknesses.



Each suit has their own way on how to charge up the Ultimate skill faster.



Develop your tech tree to unlock new skills or make them stronger.



SUPERCHARGED
Main tank



LIGHTNING STRIKE
Damage dealer

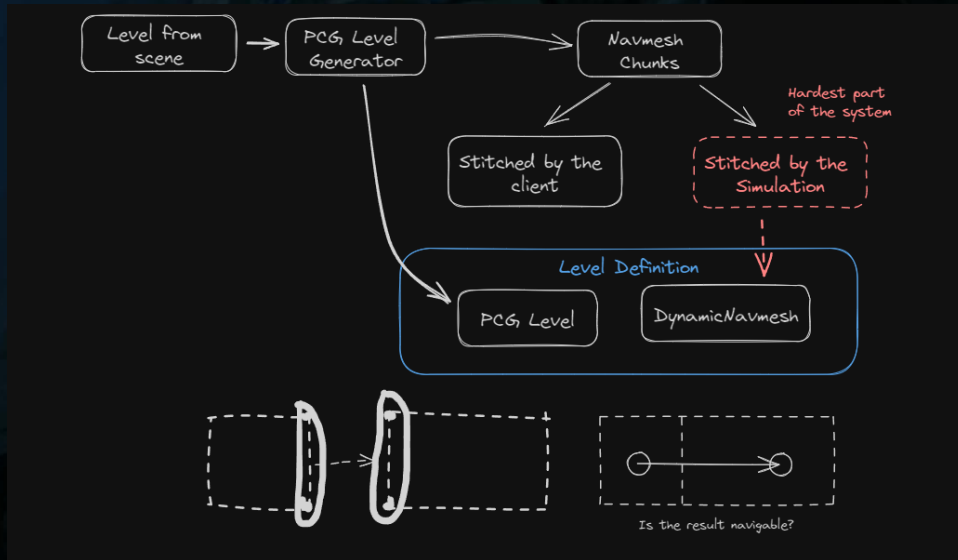
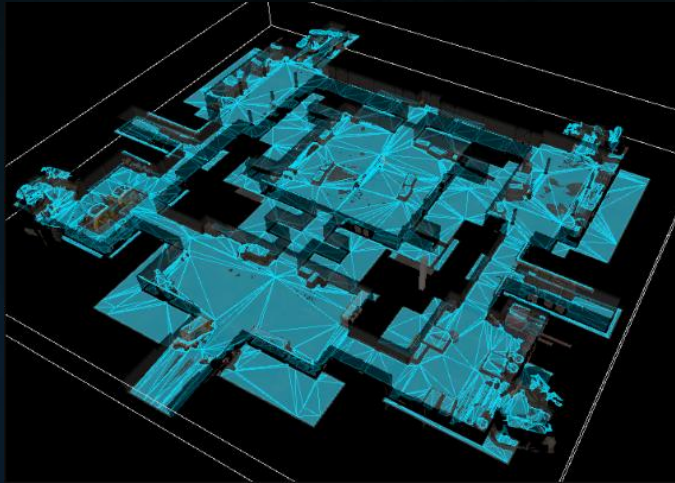


RESURRECTION
Supporter

SKILL MATTERS

Every battle requires the right set of skills. Each type of suit offers a wide variety of unique skills you can bring into a mission. Even your drone brings a skill. As a team you should adapt your skills to the type of mission and consider skill synergies between all members.

PROCEDURAL LEVELS AND MISSIONS



PROCEDURAL MISSIONS

We use a layered randomization approach to create procedural missions selectable on the world map. We randomize layouts, areas, enemy spawns and objectives with Wave functions algorithm to create endless variety. There are always only a handful of procedural missions available for a limited time. Rare missions should drive community engagement.

PLAYER HOME SHIP



Invest resources to upgrade your gear and your ship and unlock new content



A vast number of systems create a constant resource demand



Develop new technologies to improve your Exo Suits and learn new skills



The ship is your safe haven where you return to after every mission



SHIP INTERIOR



PLAYER BASE

The ship is your personal player base where you upgrade your suits, craft new gear, extract resources and research new technology.

Unlock new features throughout the campaign and make the space your own (ship customization).

DUNGEONS AND BOSSES



Gain access to dungeons and face a true endgame team challenge



Every dungeon will have unique mechanics & challenges to overcome as a team



Defeating bosses can earn you some of the rarest loot in the game (masterworks)



DUNGEONS offer some of the hardest challenges in the game. Good team play and planning is important to succeed. Every dungeon will have its own unique challenges which need to be mastered. Dungeons have both custom encounters and randomized elements.

BOSSES play like MMO style encounters including phases, telegraphed attacks and higher and higher difficulties. Each boss will have unique loot drops.

GEAR CUSTOMIZATION

WEAPONS

Equip two weapons generated from modular parts. Come with up to **two perks**.



PERKS

Suits, weapons, drones and exo modules all have random perks that massively affect your build.



Kill targets with this weapon to restore HP.



The first time you die you get immediately revived.

ORIGIN PERKS

Every suit comes with at least one origin perk to enhance the suit gameplay.



EXO MODULES

Equip four different Exo Modules to boost your suit. Each has multiple stat mods and **one perk**.



DRONES

Equip a drone companion to assist in battle. Created out of modular parts with unique skills and **perks**.



RARITIES

COMMON WEAPON



Attributes

- No perks
- **Tier 1** weapon parts

Acquisition

Regular loot drop and easy to craft. Crafting only requires common resources.

RARE WEAPON



Attributes

- 1x **Tier 1** perk
- **Tier 1&2** weapon parts

Acquisition

Rare loot drop from major enemies or bosses. Crafting requires rare crafting resources.

EPIC WEAPON



Attributes

- 1x **Tier 2** perk
- **1x Tier 1** perk
- **Tier 2** weapon parts

Acquisition

Very rare loot drop from dungeon bosses or shade chests. Crafting requires refined crafting resources.

LEGENDARY WEAPON



Attributes

- 1x **Tier 3** perk
- 1x **Tier 2** perk
- **Tier 3** weapon parts

Acquisition

Extremely rare loot drop from challenge dungeon bosses. Crafting requires limited endgame resources.

MYTHIC WEAPON



Attributes

- 1x **UNIQUE** perk
- 1x **Tier 3** perk
- **UNIQUE** weapon parts

Acquisition

Unlockable after completing MASTER questlines. Crafting requires limited endgame resources.



ECONOMY FLOW

REMOVE ENTRY BARRIERS

01



CREATE STRONG FOUNDATION

We first focus on delivering high-quality gameplay experience intended to keep players engaged for a long time.

02



OPT-IN WEB 3.0

Our implementation of Web 3.0 features are at first a separate layer on top of the core game. No entry barrier for F2P players, Web 3.0 is completely optional.

03



ENGAGE AND EXPAND

Engaged players are more likely to convert. Over time, more players want to profit from their playtime. Web 3.0 is stronger integrated into the core loop.

ECONOMY OVERVIEW

FREE

PLAY ALL
CONTENT

FULLY UPGRADE

UNLOCK ALL
CLASSES

LIMITED RARE
RESOURCES

UNLOCK ALL
MODS & PERKS

MERCENARY
COMPANY

LIMITED ACCESS
TO ENDGAME

SLOW PROGRESSION & LIMITED ACCESS

As a Free 2 Play user you will be able to experience nearly everything the game has to offer. But you have to invest a lot of game time to get there.

PREMIUM

BUY CRAFTING
RESOURCES

SPEED UP
PRODUCTION

EXCLUSIVE SHOP
OFFERS

SALVAGE GEAR

BATTLE PASS

SHADERS

UNLIMITED
ACCESS

VIP MEMBERSHIP

PAY FOR FAST PROGRESSION, CONVENIENCE & CUSTOMIZATION

As a paying user you have a variety of options to progress faster and make life easier. You can circumvent any limitation and stand out through exclusive skins.

WEB 3.0

ACCESS
MARKETPLACE

PLAY TO EARN

MINT SUITS, GEAR
& MAPS

EXCLUSIVE MINT
BUFFS

OWN LAND

PASSIVE
RESOURCE GAIN

MAP OWNER
REWARDS

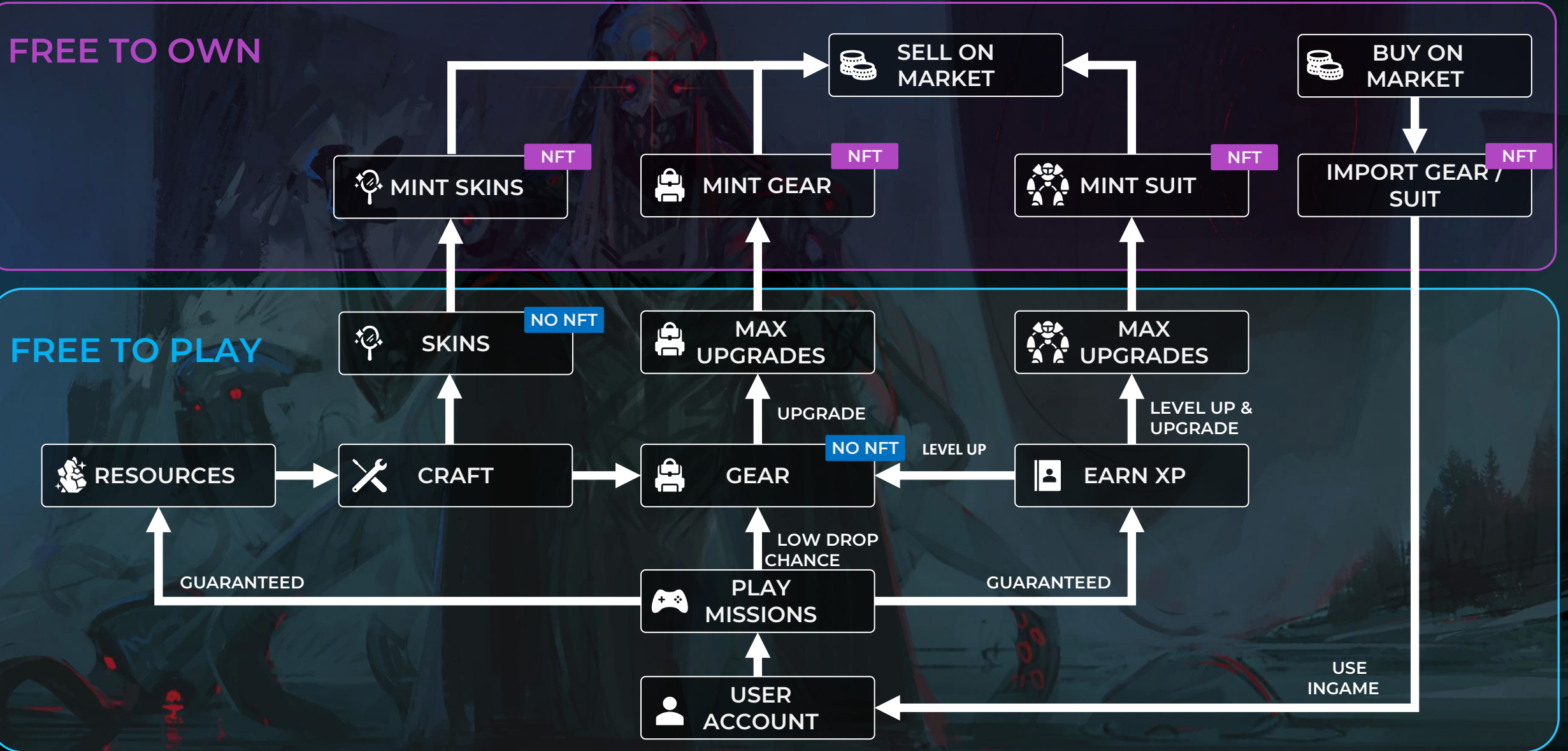
EARN MINT
RESOURCES

SHIP MODULES

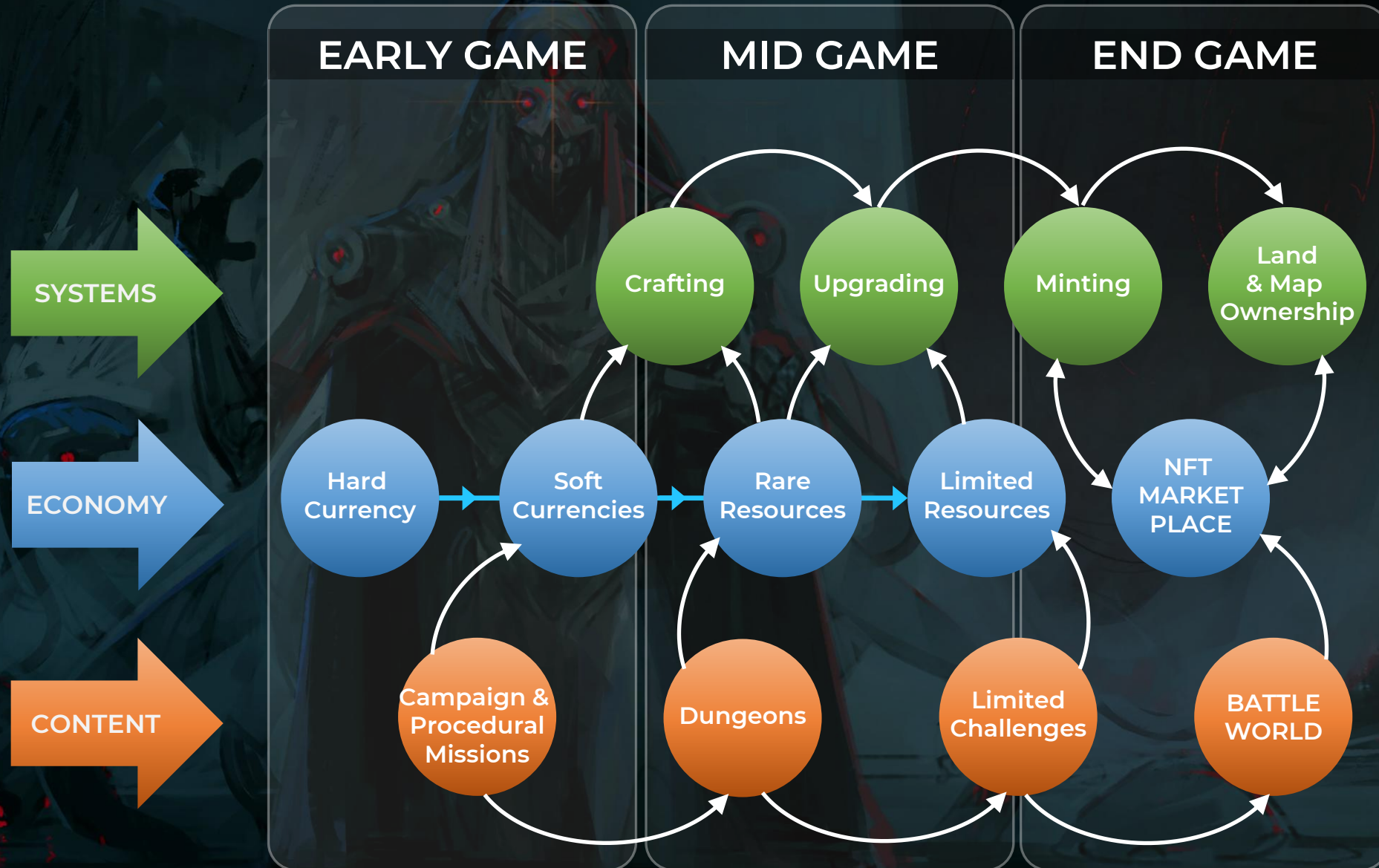
CREATE VALUE AND BE REWARDED FOR YOUR TIME

Our Web 3.0 features make it possible for you to transfer all of your efforts into real world value. Sell items or earn passive rewards through the Battleworld.

MERGING F2P & WEB3



OWNERSHIP PROGRESSION FLOW



JOURNEY FROM F2P TO WEB3

01

INTRODUCTION



ENJOY THE
GAME

02

ENGAGEMENT



UPGRADE
YOUR GEAR

03

CONVERSION



EARN RESOURCES
GET READY TO MINT

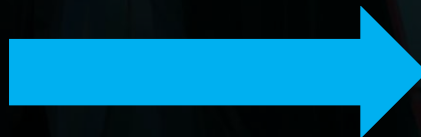
04

COMMITMENT



ACCESS MARKET
AND TRADE ITEMS

ENGAGED PLAYER



ENGAGED OWNER



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345.67

COMMAND CENTER. BALTIC SEA . NORWAY
1231-SD

SQUADRON
FS-34A

UCA-VOYAGER
12W3-FD

\$TRATO TOKEN

\$TRATO TOKEN



The \$TRATO TOKEN will be essential for generating value for players via their NFTs!

- The TOKEN will be a cryptocurrency that rewards people for playing the game.
- The two primary ways to earn it will be the **BATTLEWORLD** endgame and random drops in **SENSOR MISSIONS** and **NORMAL GAMEPLAY**.
- TOKEN rewards will be controlled by the REWARD POOL that will dynamically adjust drop rates and buybacks.
- The TOKEN will be non-tradeable within The Desolation but it can be exported from Open Loot to your crypto wallets.

Expect more details regarding the tokenomics in the upcoming weeks as we nail down the full design.

TOKEN INFORMATION

EARN THE TOKEN

BATTLEWORLD

PLAY BATTLE
MAPS

COMPLETE PVE
LAND

MINING RIG
GENERATION

PLAY PVP
BATTLES

CONQUER PVP
LAND

MAP OWNER
BONUS

GENERAL CONTENT

RARE SENSOR
MISSIONS

ENDGAME
BOSSES

USE THE TOKEN

NFT MARKETPLACE

BOOST NFT
WORKSTATIONS

DISCOUNTED
NFTS SALES

BUY
NFTS

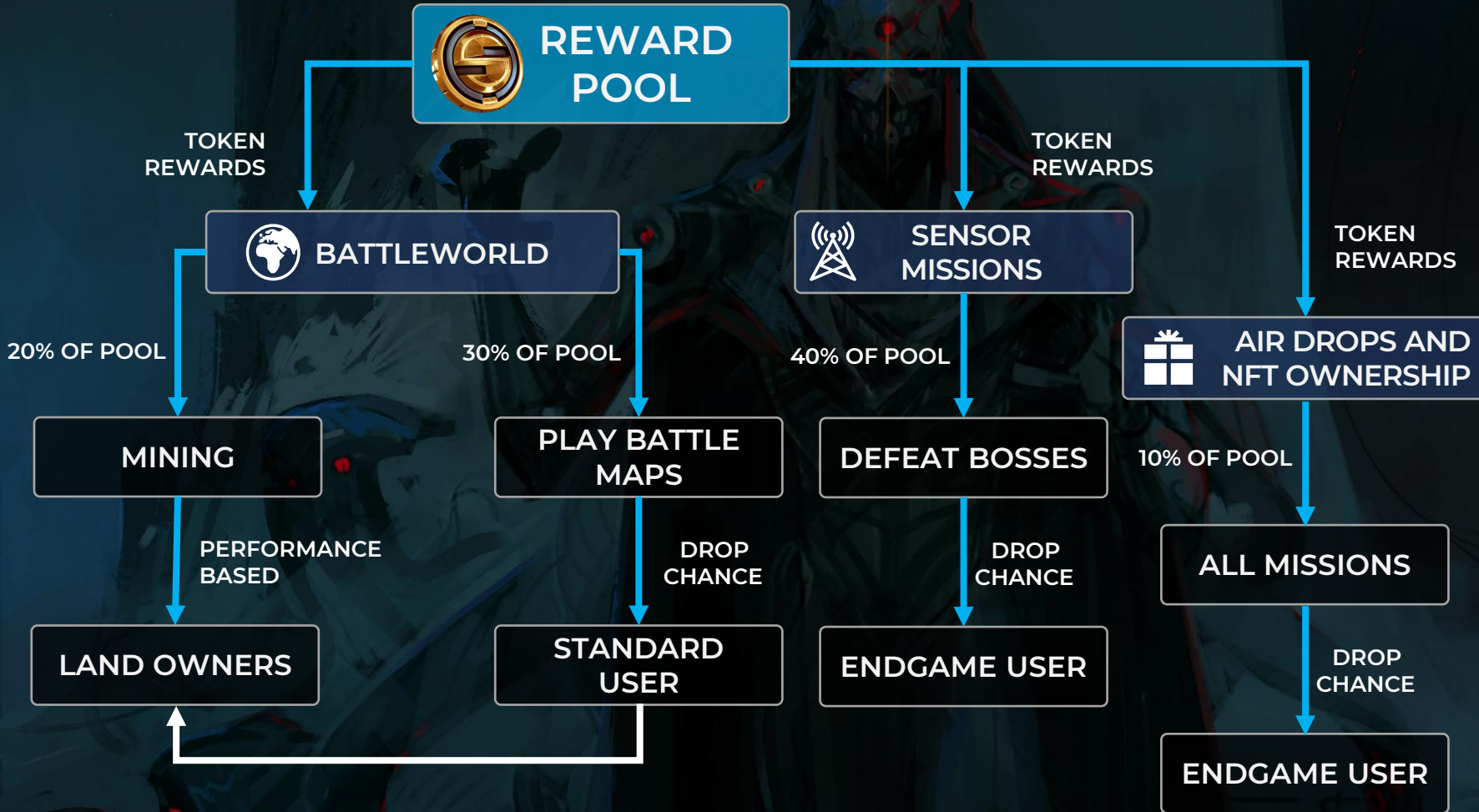
BATTLEWORLD GOVERNANCE

VOTING RIGHTS

BUILD
CORPORATIONS

BUY
LAND

TOKEN REWARD POOL



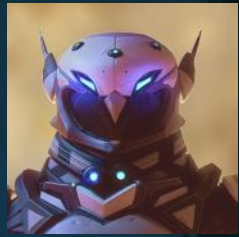
AUTOMATICALLY MANAGED REWARD ECONOMY

The REWARD POOL manages the amount of the TOKEN that is rewarded to users.

Each month the pool gives out a set quantity of tokens based on the current tokenomics.

If the monthly POOL is full, drop chances increase.

TOKEN BUY BACK AND BURN



GAME

HARD CURRENCY
WEB3 MINTING FEES



100% OF FEES



TOKEN POOL

BUY BACK &
BURN!

AUTOMATIC TOKEN BUYBACK VIA MINTING FEES

Stratosphere Games sets up a Uniswap pool to allow buy back and burn.

Stratosphere buys back the token from 100% of the in-game hard currency minting fee revenues.



\$TRATO TOKEN FARMING

GAMEPLAY FARMING

ACQUIRE BATTERY



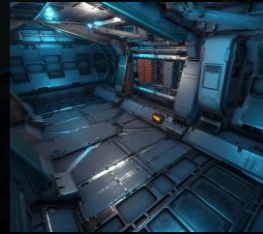
Empty Battery



CHARGE BATTERY



Charging Station



Ship Module



ACTIVATE TOKEN MISSION SENSOR



Token Sensor



Full Batteries



COMPLETE SENSOR MISSION



HIGH % Chance
for Tokens



COLLECTING NFTS AND INCREASE %DROP CHANCE



COMPLETE ALL MISSIONS



SMALL % Chance
for Tokens



\$TRATO TOKEN



MISSION SENSOR



Sensor Station

Ship sensors help players discover rare missions and boost rewards

- Ship sensors can be added to the ship to find discover rare resource missions.
- The TOKEN SENSOR (NFT) will offer a chance to discover TIME LIMITED MISSIONS that can drop token rewards.
- These SENSOR MISSIONS can only be played when users have equipped NFT gear.
- Only one TOKEN SENSOR can be installed on the ship.
- The TOKEN SENSOR needs BATTERIES to improve its capabilities. Without a BATTERY it has only a low chance to trigger a mission.
- Higher rarity sensors can store more BATTERIES.

BATTERIES



Uncommon
Battery

Rare
Battery

Epic
Battery

Legendary
Battery



Rare Charging
Station



Epic Charging
Station



Legendary Charging
Station

Batteries are NFTs which need to be charged to be used in Ship sensors

- BATTERIES are NFTs which can be bought on the marketplace or rarely be found during missions.
- BATTERIES have a Charge Status. Only fully charged BATTERIES can be assigned to a sensor.
- To charge BATTERIES players need a CHARGING STATION which they have to add to a Ship Module as a Workstation.
- Users also have to pay a Hard Currency to charge Batteries and it takes time to charge them up.
- CHARGING STATIONS come in different rarities. Higher rarities can charge multiple BATTERIES at once and charge them faster.
- Users can add multiple CHARGING STATIONS to their Ship Module.



NFT CRAFTING

MINT SUITS AND GEAR

HOW TO MINT



Unlock new blueprints, craft gear or find masterwork loot.



Complete missions to earn XP and upgrade up your suits and gear



Fully upgraded suits and gear can be transformed into NFTs through minting



Crafted NFTs become tradeable and can be put on the marketplace

EXO SUITS



UPGRADES AND
TECH TREE PROGRESSION

WEAPONS



UPGRADES, PERKS
AND MODULAR PARTS

DRONES



UPGRADES, PERKS
AND MODULAR PARTS

EXO MODULE



UPGRADES, PERKS
AND STAT MODIFIERS

SELL YOUR PLAYTIME AND GODROLLS

- None of your playtime will go to waste.
- All your efforts increase the value.
- Players can sell their maxed-out suits and gear on the market.
- All gear will have multiple perks, mods & stat modifiers that makes them unique.
- Crafted NFTs will receive a SEASONAL MINT BONUS.

MINT PROCESS



Use a Minting Station to turn a digital item into a NFT. Crafted NFTs will earn an additional SEASONAL MINT BONUS.

TRANSFORMERS



DRONE TRANSFORMERS



WEAPON TRANSFORMERS

Utility NFTs required for transforming a digital item into a NFT

- Players will be able to earn digital gear items which they can turn into NFTs
- For that we introduce TRANSFORMER NFTs
- Minting always costs TRANSFORMER NFTs and costs increase with rarity
- We create different types of NFTs for different items:

Weapon Transformers

Suit Transformers

Module Transformers

Drone Transformers

- At the start only a limited amount will be made available to the players.
- Transformers are rare drop rewards but they can also be acquired directly by burning NFTs.

TRANSFORMER ECONOMY

INGAME RARE REWARD



REWARD POOL

Transformers can be gained as rare rewards in endgame activities. The **REWARD POOL** controls all rewards. Reward chances adjust to the fill state of the **POOL**. Equipped NFTs will increase the drop chance for Transformers.

BURN NFTs



BURN POOL

Users can burn gear NFTs to receive Transformers. Higher rarities give out more Transformers. These Transformers are coming out of the BURN POOL. If the BURN POOL is empty, users can't burn their gear NFTs.

GAME UPDATES



STRATO VAULT

At the start, most Transformer NFTs remain in the STRATOSPHERE VAULT. With big updates, Transformers move from the VAULT into the ingame economy. We have full control over the STRATOSPHERE VAULT and use it to adjust the economy.

SHIP MODULES (SPACE)



SHIELD MODULES are accessed through a hallway behind the Docking Bay.

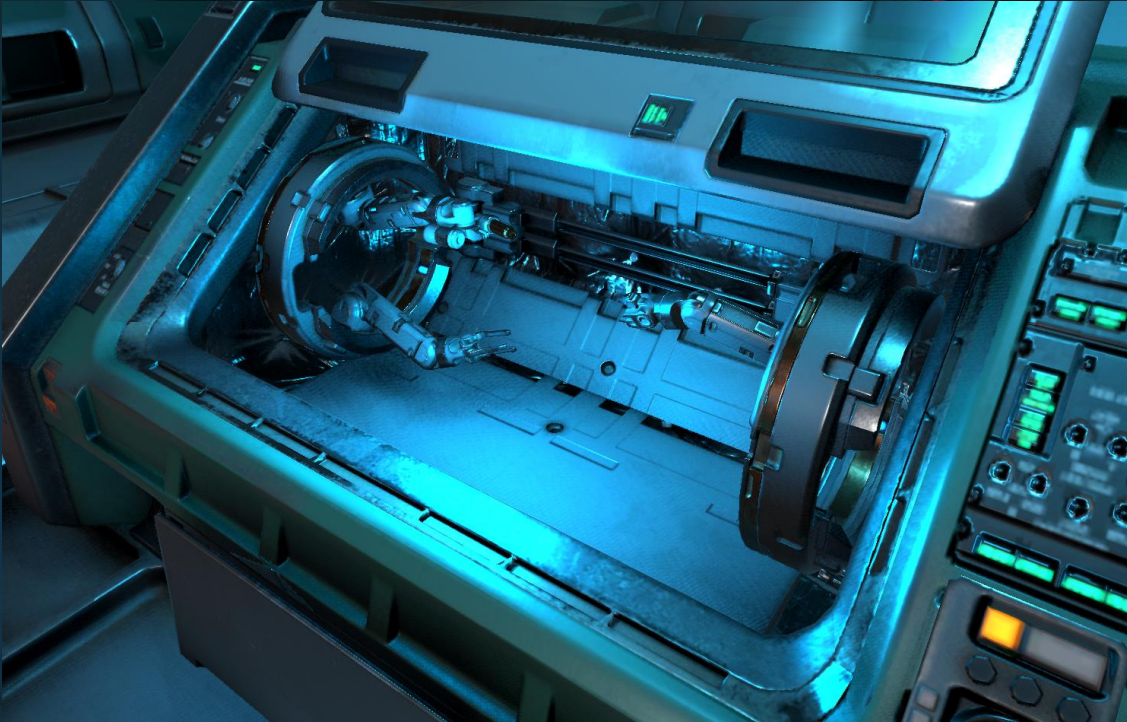


TRANSFORMATION WORKSHOP (SPACE)

The player ship is a customizable **SPACE** where players can add new modules

- Ship modules can be added to available slots on the ship once they have been acquired
- Ship modules even become available to visitors who don't own these modules
- The module slots will be limited but players can exchange them at will.
- Some of the ship modules will have additional slots for **WORKSTATIONS**.
- The first ship module will be the **TRANSFORMATION WORKSHOP** which contains four workstation slots.

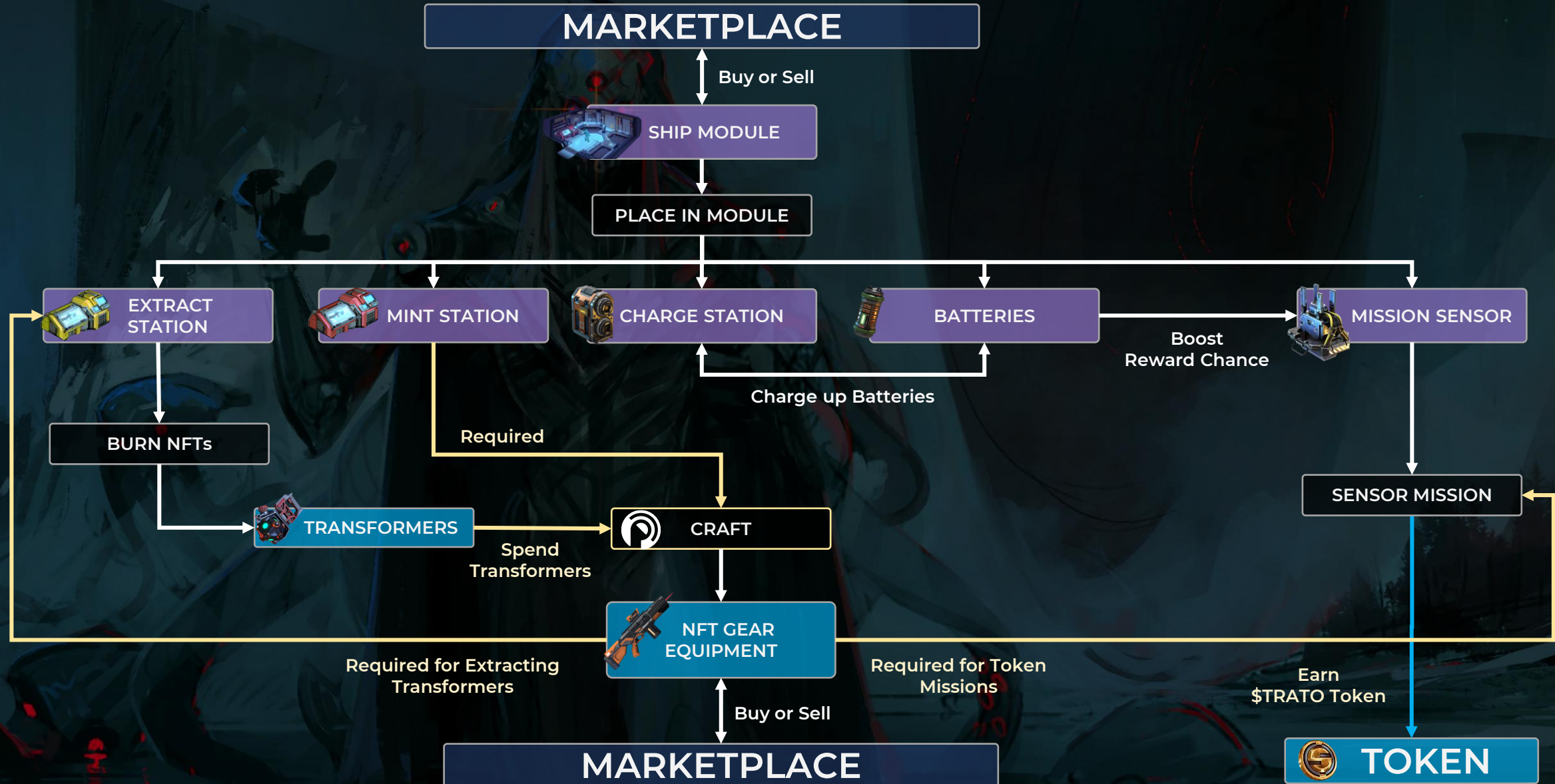
WORKSTATIONS



Workstations are new type of NFTs that are essential for creating/adjusting NFTs

- Workstations are NFTs which can be added to your ship modules
- Ship Modules will have slots for workstations
- Workstations grant users the ability to mint NFTs or extract Transformer NFTs
- With new features (e.g. Reforging) new types of Workstations will be added
- Each Workstation can only process one item at a time. Processing an item takes real time
- Workstations come in different rarities. The rarity defines the process speed and the max rarity it can produce/extract

NFT VALUE CYCLE





ENDGAME

BATTLEWORLD

WEB 3.0 BASED ENDGAME



BATTLEWORLD is created only with user-submitted Minted Battle Maps.



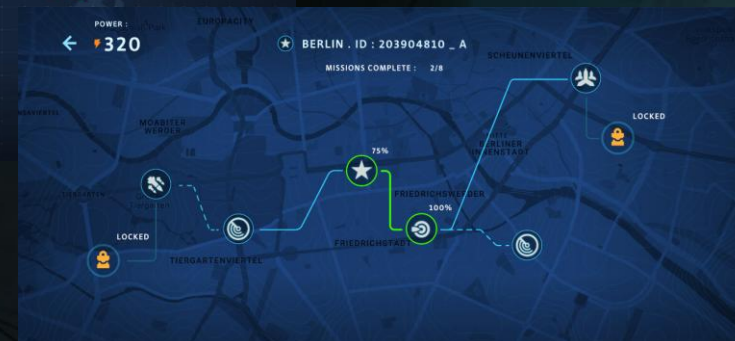
The BATTLEWORLD is completely community driven. It's their content.



Clans can own and conquer territories and set them up either for PvE or PvP.



Popular Battle Maps can stay part of the BATTLEWORLD forever.



USER GENERATED CONTENT

The BATTLEWORLD is a big endgame activity spread across several regions with fixed map slots. Every map is user- or clan-owned. Placement on the BATTLEWORLD will earn you passive income and increase the Battle Map value. The community rating of maps define which maps become part of the BATTLEWORLD.

BATTLEMAPS

UNIQUE GAMEPLAY EXPERIENCES



Players can earn their own missions called Battle Maps (fixed Seed).



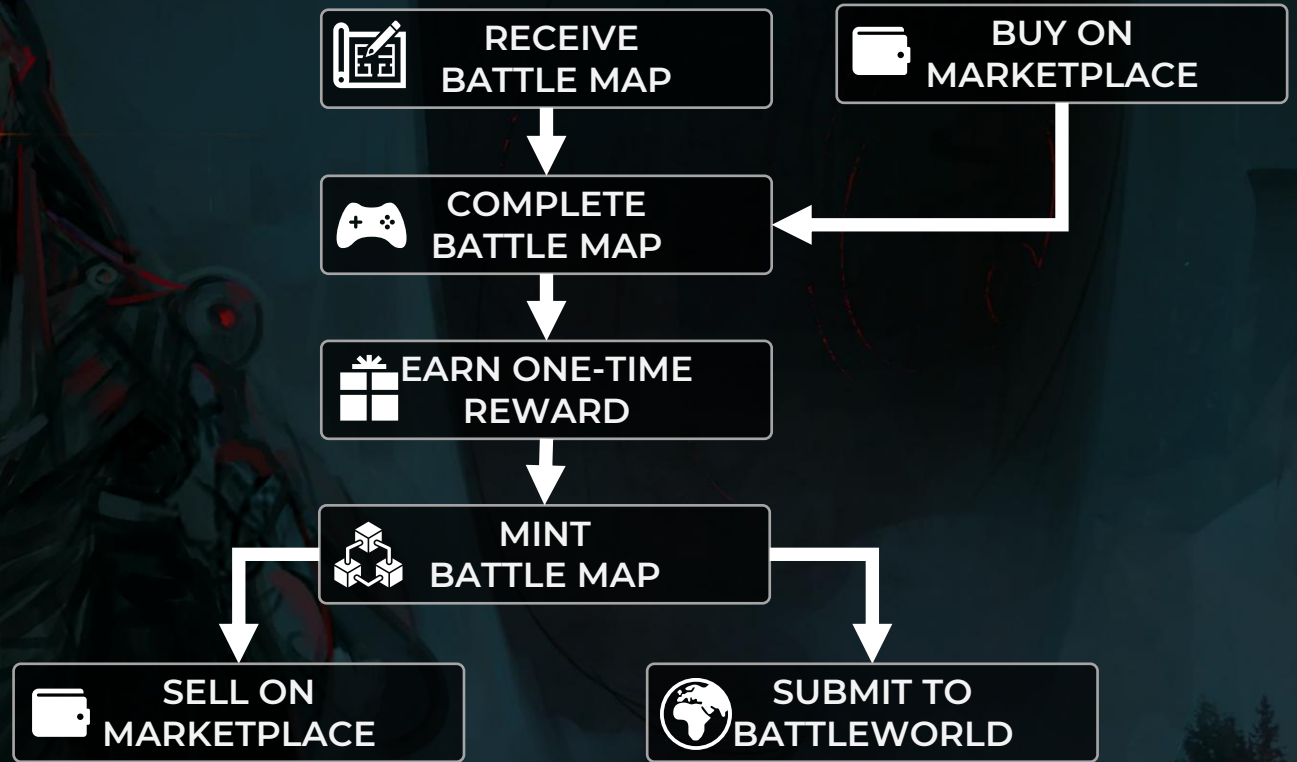
Our randomized mission generation tool creates missions for users to own.



Each Battle Map is unique with many modifications e.g. completion rewards.



Every Battle Map can be minted and sold on the marketplace.



ENDLESS CONTENT CREATION

Our mission system is designed to be heavily randomized. Users can then own a specific mission with all parameters fixed. Creating a valuable Battle Map costs time, resources and requires luck. Minted Battle Maps offer improved rewards & are the backbone of BATTLEWORLD activity.

LAND OWNERSHIP

BATTLEWORLD LAND SALES



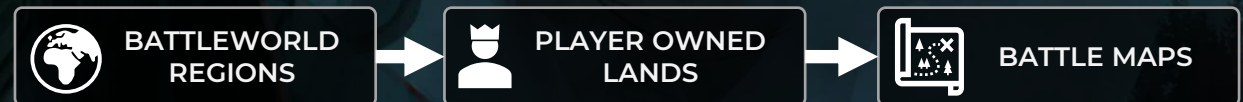
Users can buy limited Land as NFT on the BATTLEWORLD and host content.



Player activity boosts your Mining Rig, generating more valuable resources.



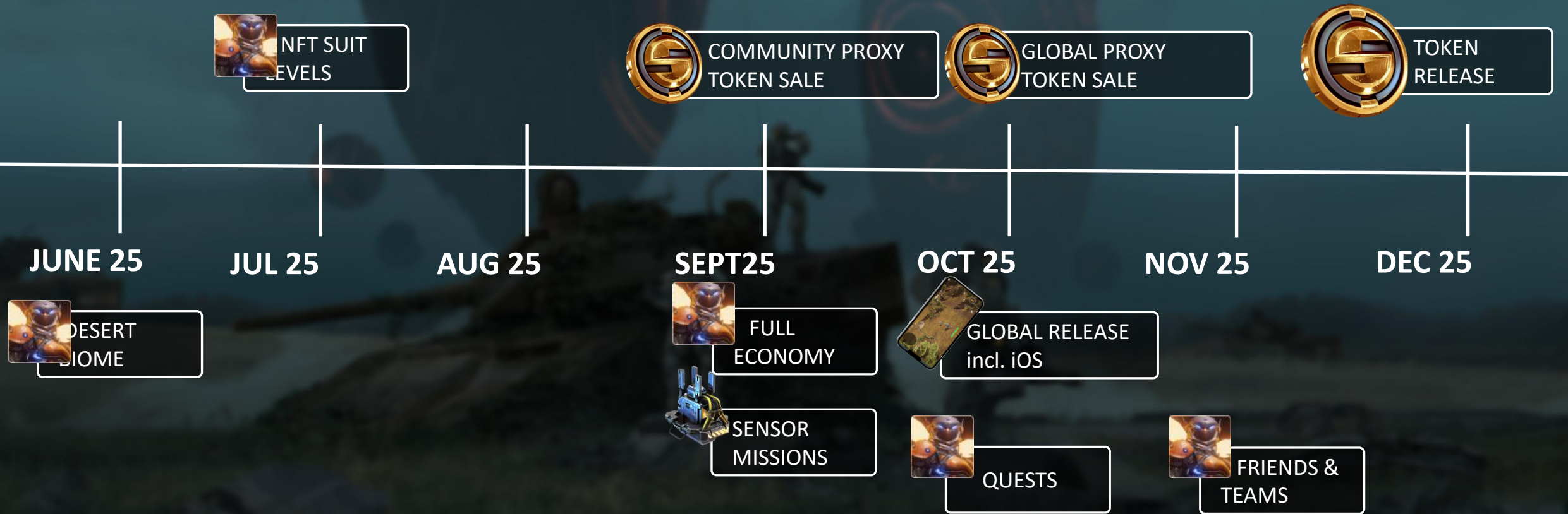
Buy PVE land to have full ownership or host competitions as PVP land owner.



OWN THE ENDGAME

Each BATTLEWORLD region hosts several PVE & PVP Lands which are sold through Land Sales. Landowners can assign Battle Maps to their Land and mine rare resources. PVP Lands are constantly fought for and can be occupied by Clans. The owner profits from the increased player activity on his land.

ROADMAP Q3-Q4 2025





**STRATOSPHERE
GAMES**

QUESTIONS OR FEEDBACK?
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