



RADDX Racing Metaverse



# RADDX - Racing Metaverse

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RADDX - The Most Authentic 3D-Real time multiplayer action racing game built in blockchain technology.

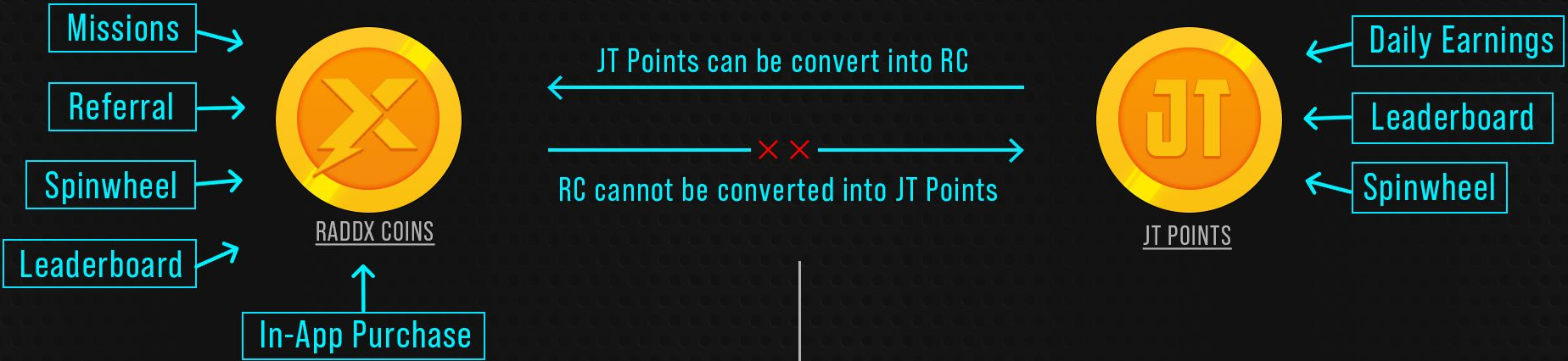
Multiple game modes and tournaments, allowing players to earn their rewards while playing the game.

**OWN** NFT car, **RACE** against global players, **EARN** JT points and other rewards.



RADDX

# GAME CURRENCIES



RC is a game currency which is used to repair, purchase Non-Tradable cars, entry fee for Quick races & Tournaments.

JT is a premium currency which is used to purchase NFT cars, Digital Lands, Digital Buildings, Accessories and Weapons in the Marketplace.

# Earnings

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- > Daily earning from Races - JT Points & RC
- > Daily Leaderboard - RC
- > Refer & Earn - RC
- > By completing Daily Missions - RC
- > Spin wheel - JT Points & RC
- > Tournament Leaderboards - JT Points & RC



# Gameplay & Controls

In Multiplayer race mode, 5 Players will face off against each other.

The main objective is to reach the finish line in time.

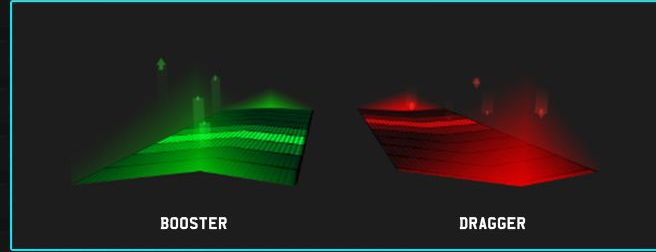
Powerups will be spawned randomly on the tracks.

In Battle Mode, Players can attack each other using the weapon to slow down the others.



- |                     |                |                    |                |
|---------------------|----------------|--------------------|----------------|
| 1. Steer Directions | 6. Switch Cam  | 11. Bonus Score    | 16. Brake      |
| 2. Minimap          | 7. Reset car   | 12. Horn           | 17. Hand brake |
| 3. Positions        | 8. Speedometer | 13. Emoticon Wheel |                |
| 4. Pause            | 9. Time left   | 14. Acceleration   |                |
| 5. Rear Cam         | 10. Lap count  | 15. Shoot/Trigger  |                |

# Powerups



Powerups will allow players to gain advantage over others.

- > Booster
- > Dragger
- > Bomb
- > Mystery box
- > Changer
- > Charge
- > Body repair
- > Teleport
- > JT Points/ RC

# Game Modes

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## Quick Race



## Casual Race

Race against global players to earn RC.

## Battle Mode



## PvP Shooter

Players compete against each other for different objective.

## Singleplayer



## Against computer

Race against computers in the tracks built for Multiplayer races.

## Private Race



## Custom bet using RC

Race privately with friends or other global players by sharing the room code.

# Account Progression

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Players will get XP after completing each race which will help them to progress in account level.

Based on the position, the XP reward will differ.

>1st = 10 XP

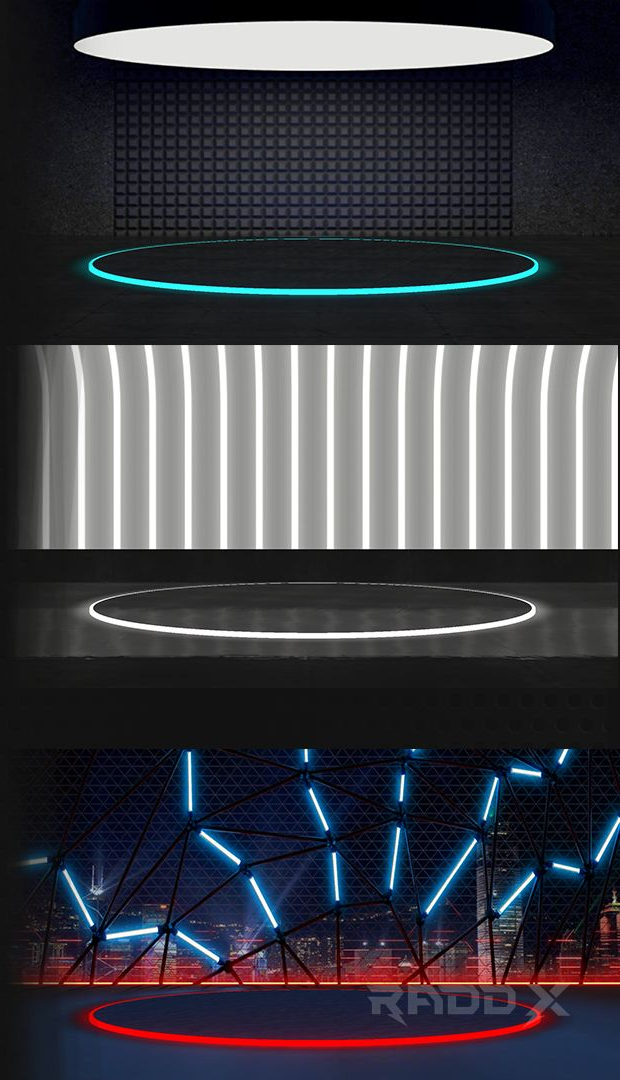
>2nd = 8 XP

>3rd = 6 XP

>4th = 4 XP

>5th = 2 XP

New garages will be unlocked with account level progression.





# NFT car collections



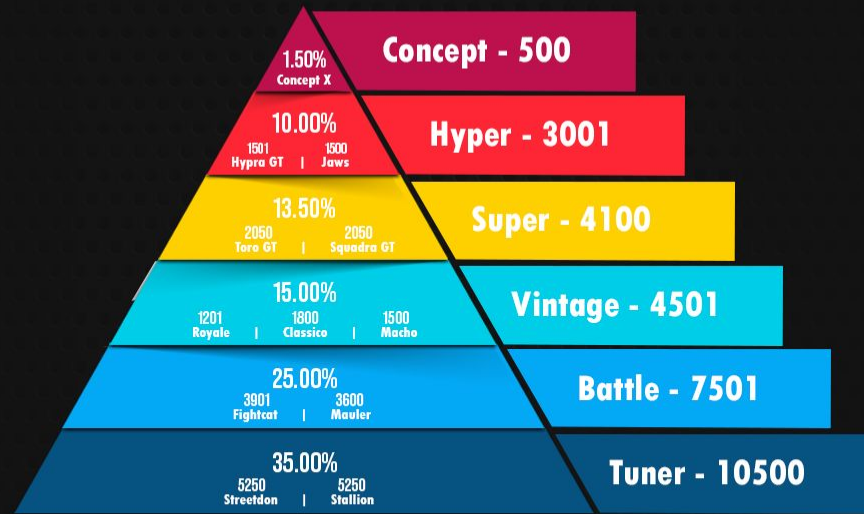
Concept Cars



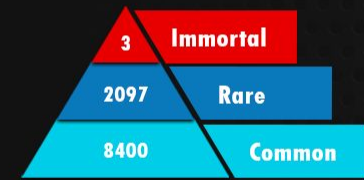
Hyper Cars



Super Cars



CAR CATEGORIES AND SUPPLY



Tuner Cars



Battle Cars



Vintage Cars

**RADDX TOTAL CAR SUPPLY = 30103**

# Car Performance Stats

CARS	TOP SPEED	ACCELERATION	HANDLING	BREAK
STREETDON	210 Kmph	4.0/ sec	64%	16.81m
STALLION	214 Kmph	4.0/ sec	62%	16.81m
MAULER	218 Kmph	3.8/ sec	42%	16.09m
FIGHTCAT	222 Kmph	3.9/ sec	44%	16.09m
CLASSICO	226 Kmph	3.7/ sec	54%	15.41m
MACHO	228 Kmph	3.6/ sec	52%	14.69m
ROYALE	230 Kmph	3.5/ sec	50%	14.00m
TORO GT	234 Kmph	3.3/ sec	90%	13.30m
SQUADRA GT	238 Kmph	3.4/ sec	92%	12.60m
JAWS	242 Kmph	3.1/ sec	86%	11.91m
HYPRA GT	246 Kmph	3.2/ sec	82%	11.20m
CONCEPT X	250 Kmph	3.0/ sec	70%	10.50m

Base Stats of the Car

CARS	TOP SPEED	ACCELERATION	HANDLING	BREAK
STREETDON	226 Kmph	3.7/ sec	68%	15.41m
STALLION	228 Kmph	3.6/ sec	66%	14.69m
MAULER	234 Kmph	3.3/ sec	46%	13.30m
FIGHTCAT	238 Kmph	3.4/ sec	48%	12.60m
CLASSICO	242 Kmph	3.1/ sec	56%	11.91m
MACHO	242 Kmph	3.1/ sec	54%	11.91m
ROYALE	246 Kmph	3.2/ sec	58%	11.20m
TORO GT	250 Kmph	3.0/ sec	92%	10.50m
SQUADRA GT	250 Kmph	3.0/ sec	94%	10.50m
JAWS	254 Kmph	3.0/ sec	88%	10.50m
HYPRA GT	254 Kmph	3.0/ sec	84%	10.50m
CONCEPT X	260 Kmph	2.9/ sec	72%	8.40m

Immortal Stats of the Car

# Car Performance Stats

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CARS	TOP SPEED	ACCELERATION	HANDLING	BREAK
FIGHTCAT	268 Kmph	3.1/ sec	70%	10.50m
ROYALE	269 Kmph	3.0/ sec	72%	9.10m
HYPRA GT	271 Kmph	2.9/ sec	84%	8.40m

Stats of the Auction Car

# Car Level Up Progression 1/2

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- Car Level can be upgraded only by Collecting Blueprint cards.
- Drop rate of the Blueprint cards will be differ based on the race completion position.
  - > 1st = 4 Blueprint cards
  - > 2nd = 3 Blueprint cards
  - > 3rd = 2 Blueprint cards
  - > 4th = 1 Blueprint card
  - > 5th = 0 Blueprint card
- Gaining BLUEPRINT CARDS will help the player to level up the car (Max 30 levels).
- By leveling up the car, players will be able to earn Race Points (RP) which will be used to increase the car upgrade attributes
  - Body Durability
  - Tyre Durability
  - RX-1 Learning ability
  - Good Charm



## Car Level Up & Progression 2/2

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At each milestone during the level up, Car visually gets upgraded.

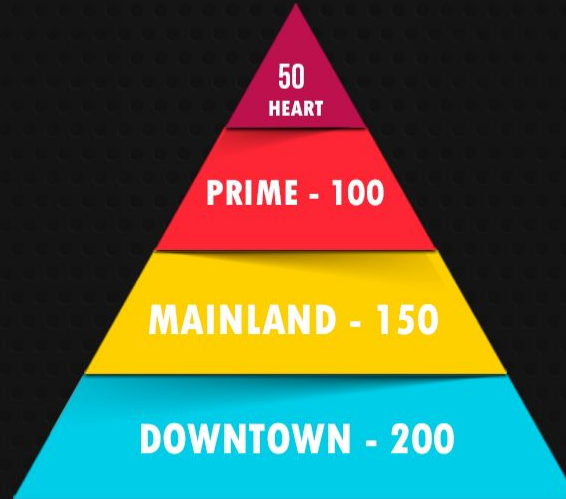
Visual Upgrades :

- Underbody glow
- Wheel rim lights
- Car back trails
- LED strip lights around the body



# Digital Lands

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**LAND CATEGORIES AND SUPPLY**

**RADDX TOTAL LAND SUPPLY = 500**

Lands & Buildings will be spread all across 10 TRACKS

# Digital Buildings

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**BUILDING CATEGORY AND SUPPLY**

**RADDX TOTAL BUILDING SUPPLY = 500**

Buildings & Lands will be spread all across 10 TRACKS

# Roadmap - 1/2

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## Q1 2023

- > Metaverse Design & Development
- > Brand partnership
- > Community Building activities
- > Drop Landing page
- > Progressive Marketing Campaign

## Q2 2023

- > Genesis Car NFTs Drop
- > Genesis Digital LandBox Drop
- > Opening for Secondary Sales
- > Onboarding 10 million users
- > Beta Game Launch on Android & iOS



# Roadmap - 2/2

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## Q3 2023

- > Litepaper release
- > Game Launch on Android & iOS
- > Daily Multiple Tournaments
- > Daily Mission & Earn Rewards

## Q4 2023

- > Weapons & Accessories
- > Rental Feature
- > New Game modes
- > Social Features

## Q1 2024

- > Brand implementation
- > Digital Land Enhancement
- > Game Launch on PC