

# GAME MANIFESTO

In this exclusive edition:

Find what the game  
is about.

What it wants for all  
players.

And how we are  
getting there!



EXODE is powered  
by the HIVE blockchain.

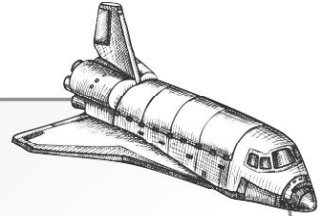
Not intended for resale. Free edition.  
Copyright DISRUPTIVE AI, 2020. All rights reserved.





# Foreword

Understanding our core values



## We will guarantee you 5 things

EXODE is a Space Colonization game; we could stop at this, drop a list of features, and let you imagine that *it will just "work"*. Then make a presale.

But I think that you deserve more than this.

This is a blockchain game and a blockchain game needs transparency, efficiency, success. A gameplay, with new players liking it. And commitment from the team.

There are many blockchain games which would give you a top position in the charts because you were "there" but then fail to give a good gameplay to new players, or to have new players at all. The funds of a very few are then keeping a game online, but the promise of the game is missed. The community does not expand.

This Manifesto is there to identify our core values. Our objectives.

Every single update will be to strengthen these values.

Every single release is made to guarantee them.

We won't work on anything else than these.

This way, you will understand EXODE.

You will understand how it fits together.

Yes, we will bring people, make ads, some day release a Steam app.

But there is more to EXODE.

If these values have any meaning for you:

**then you will know for what we fight, and what your support is used for.**

I hope to make you see the big picture.

And understand that this big picture, just has no known limit.

- Elindos, game creator

# 1. We guarantee Uniqueness

---

All players will have a unique experience in their games



We begin with the most intriguing.

Difficult to grasp - **the "unique experience"**.

This is a promise made by many.

This one is actually easier for us.

Because EXODE is a game which actually gives it by design, and with no delay.

When you begin a game, you receive **a randomized crew**. You get Officers, you get crewmen. During evacuation, you get crates, passengers, all from your decisions. When landing, you again gain **your own unique planet**.

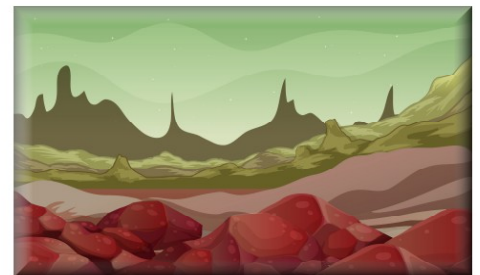
Maybe it will have some special plant to make a new medicine. Maybe a monster to terrorize your people.

You may not have to walk around and take the plant, or to kill the beast in some glorious 3D. We will take small steps. That hint that a beast is there, you will have it when one of your citizen gets eaten while exploring. That plant, maybe one scientist will mention it to you.

But you will have these unique properties. You will be able to design this plant, that no one else has on his/her planet.

You will be able to market it. Maybe it will be closer to the planet of another player, and fix a problem he has from a disease. Maybe that player will be able to help you with weapons that he will release to the supply market.

Uniqueness is in every part of EXODE, guaranteeing that your games will be very different, that you'll have stories to share with your friends, on Twitch, on youtube, and that these stories will be yours. **With EXODE, there is a: "this is what happened to me"**.





## 2. We release Collectible Features

Your Collection unlocks money gains but also entirely new features



Something we have which is interesting is how collection fits into our strategy game. Its not that you just have this overpowered ship that everyone is looking for.

It is also that you have the ability to start one game, that other players cannot.

**Origin Cards are like character classes.**

The top level Navy Lieutenant card that you upgraded may be one of the best space combatants. That does not mean that his team is better than other fighters during ground combat. But space battles? that's his thing.

This is his specialty, his character class. And that character class is only there in Alpha. So space battles can be your thing, and won't be the exact same one for others.



**That Elected Leader?** good at leading a large colony.

**That Ark Scientist?** he can research and design better.

**The Smuggler?** wow that one's ship is stealthy.

**The Secret Agent?** perfect to spy and to explore the galaxy.

Equip the Engineer skill card, and you can deconstruct ships.

Equip the Architect skill card, and you can sell buildings.

Find the Hunter skill and you can loot monster trophies.

Equip the legendary versions, and you can do it better.

Features to unlock are everywhere in EXODE.

But it is simple to play. That's the thing.

You don't play everything at once.

You play the setup you decide when you start a new game.

And your Collection has more value because it upgrades all of it.

### 3. We guarantee Valuation

---

Valuation of assets is an objective in everything released



There is no better way to prove it than when we will release a market just so soon after presale. Our objective is not to lock you.

We want to give you **liquidity** - you should be able to free your positions.  
Games where you can't sell are traps.

Everything released also follows one strategy:  
**positive valuation of existing assets.**  
We know that one is tricky so it deserves focus.

*Ways to boost one asset thanks to the other.*  
*New Origin options during beta which do not "kill" the previous ones.*  
*An open discord channel for investors, to listen to your feedback.*  
*Another for the best investors.*  
*No bots allowed...*

But one of the best things is the way we separate two markets: one for the "Launch Assets", with many cards in your packs; and one for the "Supply Market" with many items produced by players during their game. These two do not mix. They just don't.

Acquiring a Supply resource is easy; acquiring a new Asset card is not.  
The way to acquire new Launch Assets is special and has value.  
And the way to use them is entirely different, they just are not the same thing.  
Player production and rewards are great for gameplay, but cannot hit the value of your cards.

## 4. A Rich Opposition System

---

Why EXODE is fun, competitive and contributive



*A usual day in other browser games.*

Have you ever joined a game, only to find that it lied to you and that you were not the wolf it said you were, but only a headless chicken ready to be shot by 20 guys with gatlings?

Have you ever purchased or produced a resource, declared by the program to 200 guys around you, making you face a dozen ship armadas three hours later, all there ready to kill you, plunder your resource, and have you PWNED?

Have you ever wondered if it is normal that PVP is defined by ganging up on someone? Do you think it is a good way to have more players coming to the game to improve its economy, if on day 2, or day 12, they are stripped down?

Thankfully we have worked on all this.

We call that our Rich Opposition System, or ROS.

EXODE will follow a competitive system with season rankings and rewards, achievements, activity rankings... We will unlock more of it, step by step.

But EXODE does not need to make you loot your neighbor.

You can build safely. In a way. We have other ways to challenge you

Oh yes, we will challenge your strategic skills, your sense of competition, the ability of you and your group of friends to beat it. We also have player squadrons, and we will have alliances. And all these groupes will be challenged, and a lot.

We have **fearsome aliens and dreadful bosses in store**, as well. And even... other things. :-)



## 5. We strive for that Epic moment

Pleasure and Intensity are the fun EXODE wants for you



Docked to the farthest  
stations, a few spaceships  
have been spared.

There is no better way to say it than with our live video.  
Play it again ; play it fullscreen, or play it on your TV.  
This is EXODE ; this is our biggest aim.

The game is not just a strategy game, a space game, a colony management game.  
**EXODE is that space trip, that odyssey, an exceptional adventure.**

It is a game about intensity. Atmosphere. Hard and emotional decisions.  
That moment where the back of your neck is tingling.  
This is your **Frostpunk game**, but in space.

Okay, we all know we have to go there by steps.  
That's exactly the plan: persistence, step by step, we'll get there.  
But at every step, we will strive to give you these intense moments.

We have Zero-Project, an exceptional composer with us. We will release more tracks.  
Some of our artists work for us, others work for stocks. We will recruit more.  
We work on an exceptional cyberpunk-like-UI in our browser game.  
I can't wait to have it completed.  
We are a very small team, but that will expand.

The theme of EXODE is highly emotional and a strategy game like this will do its best  
to make you involved, to make you love it, and share the fun to new players!

# And now...

---

Only two things to say:

We are proud to have you  
with us. And...

WELCOME TO  
YOUR NEW  
SPACE GAME!

<https://exodegame.com>