# DOTA X

## THE METAVERSE WAR BETWEEN RADIANT AND DIRE

### Project Introduction

# STORY BACKGROUND

In the ultimate battle of the Dota universe, the eternal conflict between Radiant and Dire tore apart the boundary between reality and the void, giving birth to a brand-new parallel dimension — the Dota X Metaverse.

This world is composed of countless "Star Domains" that players can explore, conquer, and govern. Heroes are no longer limited to the battlefield but instead form teams and forge civilizations across the stars.

Blockchain technology records every crafting, trade, and battle on a decentralized, immutable ledger.

# GAME OVERVIEW

**DOTA X**

An epic AAA title developed by Valve Corporation, Dota X fuses classic MOBA competition with metaverse and blockchain tech, redefining the future of "game-as-asset.".Powered by the next-gen Source 2 engine, players traverse 4K ray-traced star battlefields，controlling NFT heroes unleashing particle-effect-level skills，and achieve both combat value and asset sovereignty via a decentralized economic system.As Valve Corporation's first flagship blockchain game, this title unites the original Dota 2 creative team and top Web3 developers, building a cross-platform, cross-dimensional digital civilization based on a decade of IP legacy.

While retaining the soul of MOBA competition, Dota X offers metaverse players a console-quality blockchain gaming experience — both the final battlefield of Radiant vs. Dire and a creative sandbox for digital citizens.

# PLATFORM INTRODUCTION

DOTA X

## 1. Valve Corporation Company Introduction

Combining Valve Corporation's AAA development standards with the characteristics of the Metaverse and GameFi, the following is the detailed development roadmap and operational timeline for Dota X, integrating blockchain technology validation, community ecosystem development, and long-term content iteration strategy:

### Strategic Partners

**Perfect World:** In 2018, partnered with Valve to launch the "Steam Platform" (Steam China), expanding into the Chinese market.

**HTC:** In 2015, jointly launched the VR device HTC Vive and the Steam VR platform, advancing the company's presence in the virtual reality space.

### Game Products

**Classic IPs:** Half-Life, Counter-Strike, DOTA 2, Team Fortress, among others—many of which are regarded as industry benchmarks.

**VR Games:** Half-Life: Alyx, released in 2020, is considered a milestone in VR gaming, significantly contributing to the development of the VR content ecosystem.

### Digital Distribution Platforms

**Steam:** The world's largest PC game distribution platform, holding a 50%–70% share of the global PC gaming market. It supports over 30,000 games and boasts more than 120 million monthly active users.

**Steam VR:** A core platform for VR content ecosystems, with over 4 million monthly active VR headsets (as of 2022). It supports cross-device compatibility, including Oculus and Valve Index.

### Hardware Manufacturers

Collaborates with companies like AMD and NVIDIA to optimize game performance and support hardware devices such as the Steam Deck.

# PLATFORM INTRODUCTION

**DOTA X**

## Hardware Devices

**Valve Index:** A high-end VR headset featuring a 144Hz refresh rate and finger-tracking technology, targeting the hardcore gaming market.

**Steam Deck:** A portable gaming console released in 2022, designed to bring the PC gaming experience to a mobile format.

## Technological Innovation:

**Engine Development:** The Source Engine (Half-Life 2) and Source 2 Engine (DOTA 2, Half-Life: Alyx) lead the industry in physics simulation and visual performance.

**VR/AR Development:** Through the Steam VR ecosystem, in-house hardware, and proprietary content, Valve has positioned itself as a key player in the metaverse space.

## Market Influence

Steam's Dominance: As of 2023, Steam generates over $10 billion in annual revenue, serving developers and players worldwide and creating a closed-loop ecosystem of platform, content, and users.

Esports Ecosystem: Valve operates top-tier tournaments such as The International (TI) for DOTA 2, with prize pools exceeding $40 million per event, driving the commercialization of esports.

Valve Corporation maintains its leadership position in the gaming industry through the ecosystem advantages of the Steam platform, the lasting impact of its classic IPs, and its cutting-edge exploration of VR/AR technologies. Its core competitive strengths lie in technological innovation, platform operations, and user ecosystem development. Looking forward, Valve aims to further integrate the metaverse with hardware infrastructure.

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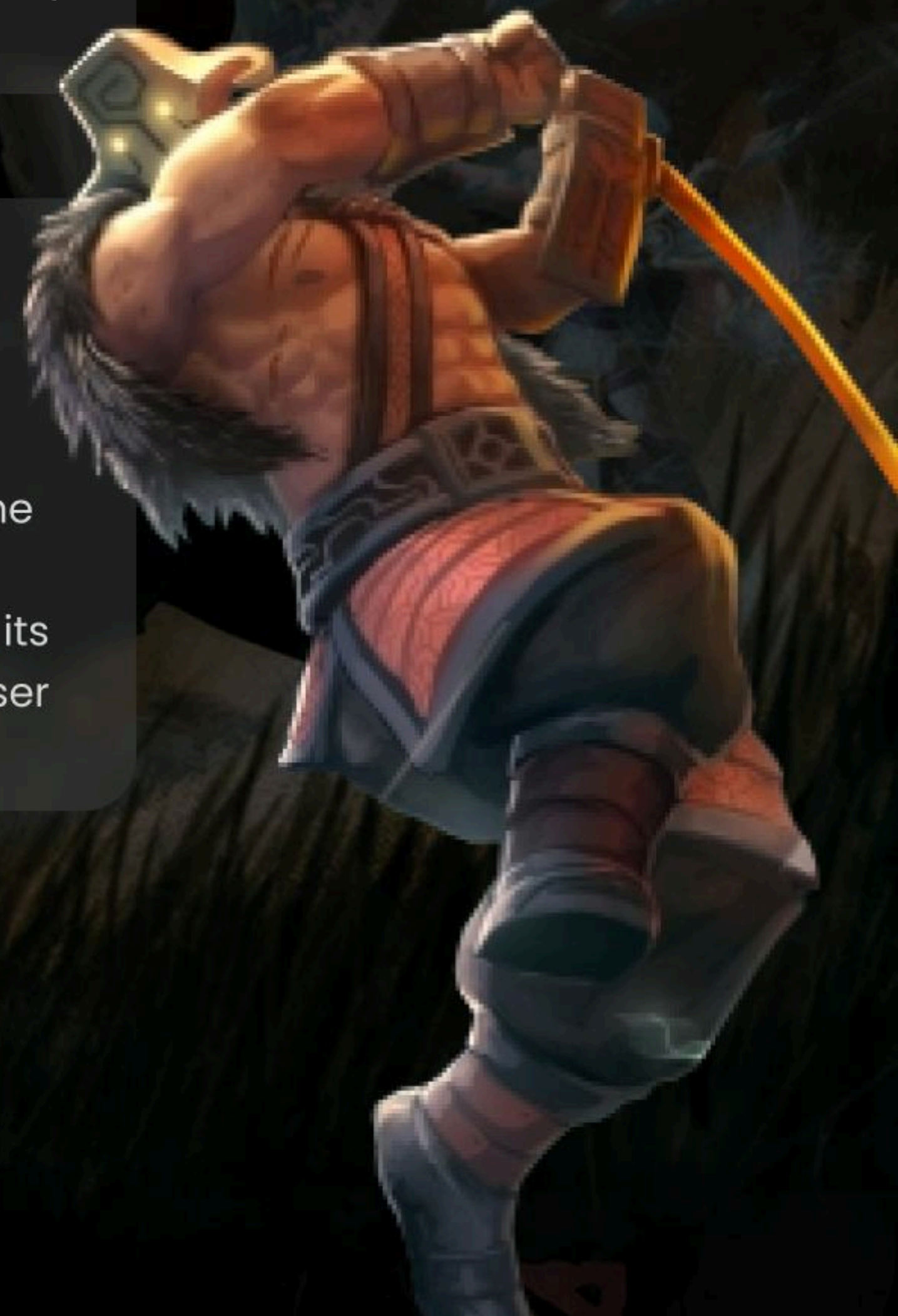
## DOTA 2 Game Introduction

Dota 2 is a free-to-play multiplayer online battle arena (MOBA) game developed by Valve. It has been widely praised for its playability, production quality, and faithful continuation of its predecessor. Many gaming media outlets have ranked it among the greatest PC games of all time. Since its release, Dota 2 has remained one of the most popular games on Steam.

The game's popularity has led to the creation of a wide range of related merchandise, including clothing, accessories, toys, and promotional collaborations with other games and publications.

At the fourth International tournament (2014), the prize pool reached $10.9 million—surpassing that of the Super Bowl, the PGA Tour, and the Tour de France. From 2015 to 2019, The International prize pools exceeded $18.4 million, $20.77 million, $24.78 million, $25 million, and $33.3 million, respectively. The champion teams—Evil Geniuses (USA), Wings Gaming (China), Team Liquid (EU), and OG (EU)—each earned over $6 million, $9.13 million, $10.9 million, $11.19 million, and $15.6 million in prize money (with OG winning back-to-back championships in 2018 and 2019).

Awards and Recognition:In 2015, Dota 2 won "Best MOBA Game" at the Global Game Awards.In 2016, TIME Magazine listed it as the pinnacle of online competitive games in their selection of the 49 greatest video games of all time.That same year, PC Gamer ranked it among the top 100 games ever, calling Dota 2 the game with the most depth and the best competitive experience.

# PLATFORM INTRODUCTION

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## OG Team Introduction

Built by players, for players.

OG Esports was founded in 2015 by Johan 'n0tail' Sundstein and has since grown into one of the most popular esports brands in the world. Originally known for its Dota 2 roster, OG achieved unprecedented success in the Dota 2 scene. Today, OG brings together a diverse group of talented individuals who share a common path—pursuing excellence across multiple esports divisions.

OG made history by winning back-to-back Dota 2 The International championships in 2018 and 2019. The team also claimed victory at ESL One Malaysia 2022 and the ESL One Stockholm Major 2022.

Red Bull

WINTERMUTE

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YZiLabs

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BINANCE

chiliz

# PLATFORM INTRODUCTION

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## Chiliz Chain Introduction

Fan Tokens™, pioneered by Chiliz and launched in 2019, are official digital assets of the world's top sports teams. Together, they form the largest digital asset category in the sports industry and the biggest sports-focused network on the blockchain. Created for sports, inspired by fans, and leading the way into Web3, Fan Tokens™ represent the largest collection of officially licensed digital assets in sports.

Chiliz is home to the largest elite sports network on blockchain. Our vision is to bring sports into the Web3 era—a vision already embraced by over 2 million Fan Token™ wallets and a vibrant community ready to participate in game-changing projects that bring fans closer to the teams and brands they love.

Chiliz Chain serves as the backbone of the entire Chiliz ecosystem, including Fan Tokens™, Socios.com, and SportFi. It is the only Layer-1 blockchain built specifically for sports, and it hosts the largest network of sports partnerships in the blockchain space through Fan Tokens™. Chiliz Chain invites innovative developers, brands, and entrepreneurs to leverage our network and expertise to unlock the full potential of Web3 in sports.

# PLATFORM INTRODUCTION

**DOTA X**

Socios.com is one of the most innovative digital platforms in the sports industry, adopted by over 70 major sports teams to enhance engagement with global audiences and create new revenue streams. Since 2019, Fan Token™ holders have enjoyed exclusive rights, participation opportunities, and rewards on Socios.com. Now, with the Socios.com Web3 wallet, they can look forward to even more opportunities to be rewarded for their passion.

Fan Tokens™, pioneered by Chiliz and launched in 2019, are the official digital assets of the world's top sports teams. They represent the largest digital asset category in sports. With over 2 million Fan Token™ wallets in existence, holders enjoy exclusive rights, access, and rewards through Socios.com. These tokens are poised for exponential growth and are ready to be integrated into SportFi dApps built on the Chiliz Chain, offering fans entirely new experiences directly from their Web3 wallets.
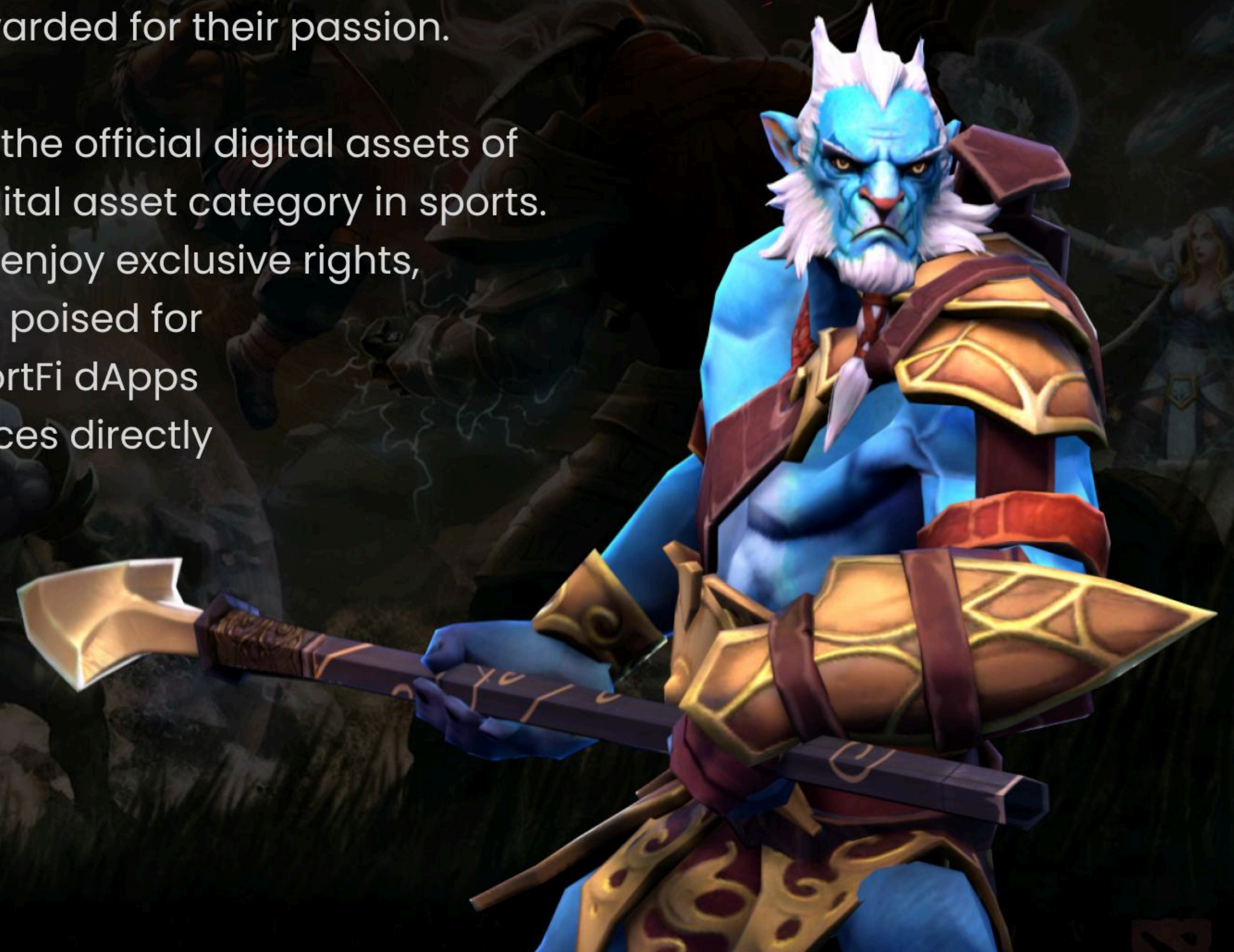
# CORE GAMEPLAY AND GAMEFI MECHANISM

DOTA X

## Four-token (Four-core engine) economic model

**OG (OG Esports):** A fan token issued on the Chiliz Chain, serving as a utility token that provides fans of esports teams with tokenized rights to participate in team decisions. OG serves as the entry point for the entire ecosystem's assets. Total supply: 5 million, fully circulated, already listed on Binance and more than ten other exchanges.

**Aghanim's Shard (AGS):** The basic in-game asset used for forging weapons and settling rewards.

**Void Stone (VOS):** A practical in-game asset obtained through winning battles, completing missions, or collecting resources. It is used for equipment upgrades, NFT synthesis, and transaction fees. In the alpha version, it can be exchanged daily for DOC.
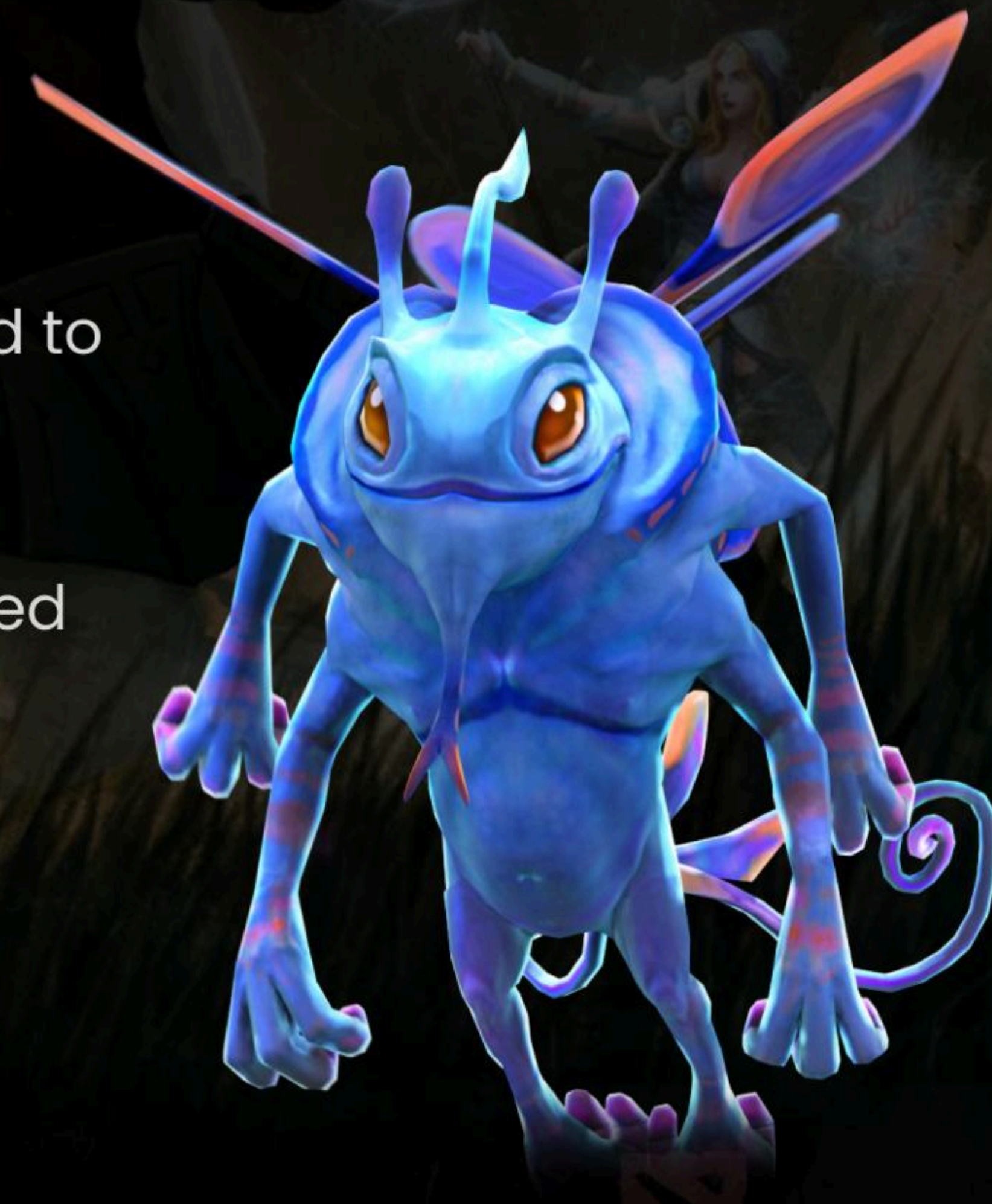
# CORE GAMEPLAY AND GAMEFI MECHANISM

DOTA X

## Four-token (Four-core engine) economic model

**Dota X Coin (DOC):** A governance token used for starfield governance, rare NFT minting, and cross-chain ecosystem rights distribution. The total supply is fixed with an extreme deflation model. It is produced through mining and will be directly listed on Binance and other exchanges after mining ends. The initial value is 0.01U. Its reference value coefficient will be dynamically adjusted daily based on user growth, weapon forging, weapon trading, and other data, increasing along with the platform's market value and offering unlimited potential.

**DOC issuance method:** Total supply of 1 billion, issuance price 0.5U, issued on the Chiliz Chain.

**DOC Issuance Plan:** 50% will be allocated for Alpha version wish-mining rewards.30% will be used to recycle high-level weapons when the Beta version goes live.10% will be used for Play-to-Earn 2.0 after the official game launch, generated through metaverse mainline storylines such as Mithril Veins and Void Rift Seals.8% will be designated for the team incentive program.2% will be allocated for ecosystem development after the official game launch, rewarding outstanding guilds and players.

# CORE GAMEPLAY AND GAMEFI MECHANISM

DOTA X

| Distribution quantity | Distribution ratio | Usage | Explain |
|---|---|---|---|
| 500 million | 50% | Mining output | In the Alpha version mining output, the daily output for the first 100 days will be 1 million, and for the following 200 days, it will be 2 million, with the total output completed in 300 days. Users can exchange based on the number of VOS they hold, with the exchange ratio calculated as: personal exchange amount / total network exchange amount × daily output. |
| 300 million | 30% | Repurchase weapons | When the Beta version goes live, high-level weapons will be repurchased from users |
| 100 million | 10% | Play-to-earn | It will be used for Play-to-Earn 2.0 after the official game launch, generated through metaverse mainline storylines such as Mithril Veins and Void Rift Seals |
| 80 million | 8% | Team incentives | After the official game launch, 5% will be released monthly in a linear fashion for the team incentive program |
| 20 million | 2% | Ecosystem development | After the official game launch, rewards will be distributed based on guild rankings and player rankings. |

Economic Balance Mechanism:
The "Energy Decay" system is introduced, which dynamically adjusts token output and consumption to prevent inflation.

# CORE GAMEPLAY AND GAMEFI MECHANISM

DOTA X

## 1. NFT Heroes and Asset Ownership

All heroes, skins, and equipment exist in the form of NFTs, granting players true ownership of their digital assets, which can be freely
Rare heroes (such as "Genesis Zeus") possess unique skills and governance rights; holders can participate in DAO voting for starfie

## 2. Play-to-Earn 2.0

**Battle Rewards:** The winning team shares Void Stones (VOS) based on contribution value, with the MVP player
receiving additional fragments of starfield governance rights.

**Starfield Colonization:** Player guilds can occupy starfields, earn DOC through resource mining (e.g., "Mithril
Veins"), and profit by constructing and renting out virtual commercial real estate (e.g., NFT-themed arenas).

**Genesis Quest Chain:** Completing main metaverse storylines (such as "Sealing the Void Rift") unlocks limited
edition NFTs and DOC token airdrops.

## 3. Cross-Dimensional Social Interaction & UGC

Players can customize starfield rules, host tournaments or art exhibitions, and earn ticket revenue
through smart contracts.

Supports VR/AR immersive social experiences (compatible with devices like Meta Quest 3), with heroes
able to integrate across platforms into other metaverse projects (e.g., virtual concerts in Decentraland).

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## 4. Technological Innovation

**Underlying Architecture:** Built on the modular blockchain protocol Vanguard Protocol (EVM-compatible), capable of processing tens of thousands of transactions per second, ensuring lag-free large-scale battles with millions of players on-screen.

**Decentralized Identity (DID):** Players can seamlessly log into any starfield via the "Void Mark" DID system, carrying over assets and achievements, with data privacy secured by zero-knowledge proofs.

## 5. Ecosystem Collaboration & IP Integration

**Traditional Game Crossover:** In collaboration with Valve, the "Classic Skin Remaster Program" allows veteran Dota 2 players to redeem limited edition NFTs 1:1 based on historical achievements.

**Branded Starfields:** Jointly developed themed starfields with IPs such as Gucci and Cyberpunk 2077, enabling players to wear co-branded NFTs and participate in exclusive story-driven battles

# DOTA X PRODUCT ROADMAP

Combining Valve Corporation's AAA development standards with the characteristics of the Metaverse and GameFi, the following is the detailed development roadmap and operational timeline for Dota X, integrating blockchain technology validation, community ecosystem development, and long-term content iteration strategy:

## 1. Concept Phase (2024 Q2–2024 Q4)

**Key Objective:** Complete the underlying design of the blockchain-based MOBA, including the NFT hero economic model, dual-token system (OG/AGS), and star domain governance framework.

**Key Milestone:** Q4 2024: Determine DAO governance and cross-chain technology solutions, initiate the first round of community voting, finalize the rules for the "Genesis Star Domain," and launch the first batch of NFT heroes and weapons.

## 2. Pre-production (2025 Q1–2025 Q2)

**Key Objective:** Develop core gameplay demo and validate the feasibility of combining blockchain with MOBA gameplay.
Key Milestone: Q1 2025: Develop the first "Star Domain Battlefield" prototype based on Source 2 engine, supporting NFT weapon forging and NFT hero upgrades.

**Q1 2025:** Complete the internal test for the cross-chain transaction system (chiliz chain) and initiate DAO governance tool development.。

**Q2 2025:** Release the alpha test demo, launch the NFT weapon forging system, allowing players to craft rare weapons using Ahaliem Crystals, and invite guilds like YGG to participate in core gameplay testing.

## 3. Full Production (2025 Q3–2026 Q3)

**Key Objective:** Complete the full star domain map, complete development of all game modules, NFT asset library, and smart contract deployment.

**Key Milestone:** Q4 2025: Launch the "Star Domain Colonization" feature, where player guilds can compete for initial star domain ownership via on-chain auctions.

**Q3 2026:** Complete VR/AR compatibility development, enabling Meta Quest 3 devices to connect to the metaverse battlefield

## 4. Testing & Optimization (2026 Q3)

Beta Test (2026 Q3): Release beta test demo, complete the migration and exchange of assets for early users, exchanging crafted weapon assets for the ecosystem governance token AGS.Open public beta to 100,000 players, dynamically adjusting battle reward algorithms based on on-chain data.

## 5. Global Launch (2026 Q4)

Launch simultaneously on Steam, Epic Games, and major blockchain gaming platforms, supporting Steam Deck cloud saves and cross-chain asset migration.
Initiate the "Decentralized Autonomous Star Domain" pilot, where players vote on resource allocation and version update direction using OG tokens.

# FUTURE VISION:
# COMMERCIAL VALUE AND ECOSYSTEM PROSPERITY

Dota X aims to redefine the boundaries of MOBA games, elevating battles from the traditional "5v5 tower - pushing" format to an epic meta - universe experience that combines "civilization building" and "economic gaming". In this world, every victory isn't just a symbol of honor; it's a key to digital sovereignty. The war between the Radiant and the Dire will never end, yet the victors will pen new on - chain legends.

Dota X isn't merely a gaming revolution; it's a self - sustaining, high - value digital economy. Through the dual - helix model of "fighting as mining + governance as rights", players, developers, and investors will jointly share the growth dividends of the meta - universe:

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## Asset Appreciation Network

NFT heroes and star - domain lands, as scarce production resources, will see their values continuously rise with the expansion of the player base and the growth of ecological application scenarios (such as virtual advertising and IP co - branding). For instance, early settlers can earn AGS dividends by leasing star - domain advertising spaces to brands (like Red Bull e - sports), or profit from breeding and trading rare - skill NFTs through the "Hero Gene Bank".

## On - chain Commercial Federation

Relying on DAO governance, Dota X will gradually open up the standards for star - domain commercial protocols, allowing third - party developers to integrate DApps (such as DeFi lending and NFT staking for mining). This will form a cross - chain economic alliance centered around AGS. Valve plans to inject 30% of Steam's advertising revenue into the star - domain treasury to buy back and burn AGS, creating a deflationary value flywheel.

## Trillion - dollar Meta - universe Gateway

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# FUTURE VISION:
# COMMERCIAL VALUE AND ECOSYSTEM PROSPERITY

## Data-driven Goals:

- Before 2030, incubate 100,000 sub-star-domain economies, and the daily average on-chain transaction volume should exceed $500 million;

- Through the "Brand Star Domain Partnership Program", attract more than 50 Fortune Global 500 companies to settle in, with the annual virtual marketing revenue reaching $1.2 billion;

- The total prize pool of the on-chain TI Championship exceeds 1 million OG tokens, making it a benchmark event in the cryptocurrency field.

The ultimate business goal of Dota X is to enable every player to become a shareholder and architect of the metaverse. Every time you forge weapons, upgrade heroes, unleash skills, transform star domains, or propose community plans, you are creating unalterable golden code for this digital civilization.