

Clash of Coins

What's Going On?



Introduction

Clash of Coins (CoC) is a next-generation real-time strategy (RTS) game that aims to redefine the gaming experience by seamlessly bridging traditional gaming with the possibilities of Web3. Players battle for control over a vast, ever-changing global map, where territories are the key to power. Conquering regions unlocks strategic opportunities, while holding them requires constant vigilance. Players face challenges not only from each other but also from dynamic AI threats, creating a game world that rewards strategic thinking, adaptability, and the ability to outmaneuver opponents in a competitive landscape.

Our Mission & Vision

Our mission is to drive the next evolution in Web3 gaming, creating a pathway for millions of Web2 players to explore the benefits of a decentralized ecosystem. CoC focuses on delivering a fun, immersive experience, where players naturally

transition into Web3 without friction. Through true ownership of in-game assets and an open economy, we aim to empower players while making the shift to Web3 gaming simple and rewarding.

Core Values

- **Fun First, Web3 Second:** At *Clash of Coins*, we're building the kind of game that we love to play ourselves—one where the excitement comes from outsmarting opponents, conquering territories, and seeing your strategy pay off on a global map. It's about creating a game where every click feels rewarding, every conquest is satisfying, and every session leaves you wanting more. In Clash of Coins fun comes first, and everything else is just a bonus.
- **Fair Play, No Pay-to-Win:** In *Clash of Coins*, every purchase is about adding variety, streamlining your experience, or upgrading cosmetics—never about gaining an unfair edge. Whether you spend or not, all players have equal access to the core mechanics. Here, it's skill and strategy that define success, not the size of your wallet.
- **Open Economy, Real Ownership:** In *Clash of Coins*, every player has genuine control over their in-game assets. It's not just about collecting items; it's about the freedom to shape your own game. Want to upgrade your holdings, trade them with others, or build a unique strategy? The choice is yours. Our dynamic economy lets you play your way, turning each decision into an opportunity—not just to refine your strategy but to earn from your efforts, making every move count both in-game and beyond.
- **Fair Rewards for Active Players:** *Clash of Coins* moves beyond traditional token farming by offering a system that recognizes and rewards players who invest time and effort in the game's growth and community activities.

Dive into *Clash of Coins* and experience a game where strategy meets the future of digital ownership. Whether you're a seasoned gamer or a blockchain enthusiast, CoC offers a world of opportunities on a truly global battlefield.

Gameplay



Territorial Conquest

Players compete on a globe similar Earth, which is divided into three hierarchical layers—**continents**, **countries**, and **territories**. To capture a **territory**, players must zoom into the desired location and click to claim it. If a **territory** is protected by a building, it must be destroyed using an offensive building before it can be captured. Once a player captures all **territories** within a **country**, that country can be locked for a certain duration, preventing others from capturing it during that time.

Passive Income from Territories

Owning territories generates in-game **currency** for players. This income is earned passively, with every controlled territory providing a steady stream of resources that players can use to expand their influence, construct buildings, or upgrade existing structures.

Core Gameplay Loop

1. **Capture:** Players click to capture unoccupied territories, or use offensive buildings to take over defended territories.
2. **Build:** Construct buildings on controlled territories to strengthen their hold, gain offensive power, or boost resource production.
3. **Upgrade:** Invest in building upgrades to increase their strength and value, making it harder for opponents to challenge control or boosting expansion capabilities.
4. **Defend and Expand:** Balance between expanding into new territories and defending against other players and the **Virus AI**.
5. **Earn and Invest:** Collect passive income from controlled territories, reinvest in further expansion, and utilize strategic abilities like the **Bomb** during key moments.

Rooms System

What You Need to Know

1. **Game Rooms:**

Each room is a complete copy of the game world, where players interact and compete.

2. **Automatic Distribution:**

When you enter the game, you're automatically assigned to the least crowded room to ensure smooth and enjoyable gameplay.

3. **Room Limits:**

To keep the experience comfortable, rooms have a player limit. Once a room is full, no new players can join it. If a room becomes overcrowded, a **Virus** might appear, challenging players to adapt or leave.

4. **Switching Rooms:**

You can switch rooms, but doing so resets your progress in the original room. Choose wisely before moving!

Province

The game revolves around capturing provinces, constructing buildings, and engaging in battles to expand territory. Interaction is streamlined with clear feedback on actions like capturing, building, and attacking.

Main Mechanics:

1. **Province Capture:**

Players can capture both neutral provinces and provinces owned by other players. Click on a province to claim it. Once captured, the province enters a short invulnerability phase, preventing immediate re-capture.

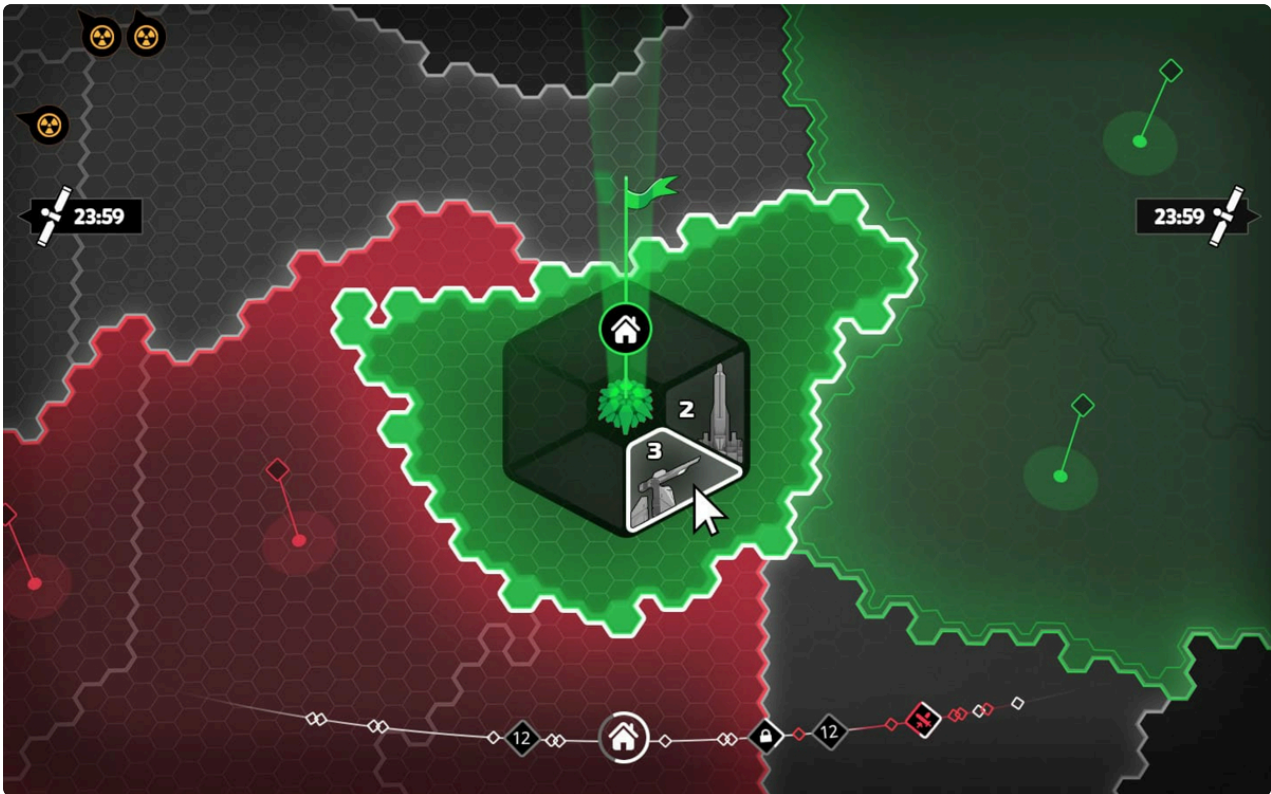
2. **Building Construction:**

Construct buildings on captured provinces to make them immune to simple capture clicks. Buildings add strategic depth, as they must be destroyed before the province can be captured again.

3. **Target Selection and Attack:**

Attack-focused buildings can target enemy provinces, allowing you to strategically weaken opponents. A clear indicator shows which province will be attacked, giving you a tactical advantage.

Buildings & Strategy



Buildings are structures that players can construct on captured territories to enhance their defensive or offensive potential. They play a crucial role in fortifying a player's hold on the map or aiding in the expansion into new regions. Each building type offers unique strategic advantages, making them central to a player's overall strategy.

Every player in Clash of Coins begins with a free set of starting buildings, allowing them to start playing without any prior purchases or limitations. This ensures that everyone has a fair gameplay opportunity without any artificial barriers.

For players seeking more options and strategic depth, additional buildings can be acquired through seasonal sales, obtained from loot boxes, or traded on the P2P after-market.

Building Types

Players can build three main types of structures on their territories, each designed to provide specific strategic advantages and tailored subtypes that suit different playstyles:

1. **Defensive Buildings:**

- Strengthen a territory's defenses, making it harder for other players or AI to capture. Ideal for securing valuable regions and maintaining control over strategic areas.

2. **Offensive Buildings:**

- Boost attack power against enemy defenses, enabling players to expand aggressively. Best for those seeking to dominate through rapid territorial gains.

3. **Special Buildings:**

- Provide unique advantages like enhanced resource production or strategic visibility, supporting players focused on optimizing resource management and strategic positioning.

Building Upgrades

Each building in *Clash of Coins* can be upgraded up to **10 levels**, making them stronger in battles, better-looking, and more valuable in the market. Higher-level buildings aren't just about bragging rights—they give you an edge, making it easier to defend territories, earn more resources, and speed up your progress.

The value of a building isn't just in its level; it's also about finding the right mix of type and rarity. A well-upgraded, rare building can be a game-changer, turning in-game efforts into something highly prized on the marketplace.

Loadout

Players can equip a maximum of **3 different buildings** at a time, allowing flexibility to match their strategic approach.

Virus



A chaotic, independent AI force appears on the map with one goal: to eliminate all players and conquer the planet. This AI entity is relentless, poses a serious threat, and blocks all global abilities, like bombs and country locks.

The virus spawns randomly and spreads in all directions, growing stronger over time. Players can either team up to defeat it or take advantage of the chaos for personal gain. However, defeating it solo is nearly impossible.

To win, players must destroy the virus's core, earning valuable rewards. If the virus isn't stopped, it will conquer the planet, and no rewards will be given.

Bomb



Any player can spend a large amount of soft currency to purchase a bomb, a powerful weapon capable of destroying all territories on a continent or even the entire planet. However, bombs cannot target protected territories, and they cannot be used while the virus event is active.

This weapon is designed for massive impact, wiping out all territories within its blast radius, including those controlled by allies. It is an extremely expensive but highly effective tool, available only to a select few, capable of dramatically altering the battlefield.

Resource Management

Types of Currency

At launch, game will feature one type of currency with two another coming soon in future updates.

Players must carefully decide whether to spend resources on expanding their territory, fortifying existing holdings, or preparing for [Virus AI](#) events.

- **[Soft Currency](#)**: Earned by capturing territories, participating in events, or purchasing. It's used for territory expansion, constructing buildings, and other in-game actions.
- **[\\$OWB Token](#)**: In-Game Purchase, Staking Rewards & Exclusive Perks.
- **Hard Currency**: Planned for introduction later, purchasable with OWB tokens and used for advanced upgrades and purchases in future phases.

Soft currency

How to Earn Currency:

- **Province Income:** Capture provinces to generate income, earned every second.
- **Special Buildings:** Certain buildings can increase the income you gain from provinces.

Where to Spend Currency:

- **Building & Upgrades:** Higher-level buildings cost more currency for each upgrade.
- **Province Capture:** Capturing new provinces requires currency. Costs increase as you control more provinces.

TIPS

Income from Provinces: Each province generates regular income. Special buildings can further boost province income.

Capturing New Provinces: Requires currency, but the first three provinces are free. Costs rise with each new province controlled.

Tips for Currency Management: Balance currency use between expanding territories and strengthening defenses for an effective strategy.

Group

Joining Groups: Invite players in the same channel to join your group. Once an invite is accepted, a group is automatically created, and the inviting player becomes the leader.

- **Group Rules:**

- Leaders handle invites and can remove members.
- Any player can leave the group at any time.
- If the leader leaves, leadership transfers to another member.
- Groups have a maximum player limit.

- **Allies, Not Enemies:**

- Players in the same group don't deal damage to each other.
- Inviting an enemy stops all ongoing hostilities if they accept.

- **Shared Income:**

- All members share a single income pool.
- Larger groups earn less overall, balancing teamwork and efficiency.

Treasure Clash Program

Introducing the first system that rewards you for pure fun – the Treasure Clash Program!

Yep, you heard that right. Play, engage in the project's social life, and you'll always snag a piece of the pie. What's key here? That slice guarantees your lifetime share of Clash of Coins' (CoC) open economy. An open economy means that every party involved, especially the players, shares in the real economic success, creating a win-win situation for everyone.

But let's break it down.

How do you grab your piece of the open economy?

We've created a user-friendly system that tracks every interaction with the project and rewards you with **ACTIVITY POINTS**.

Interactions are split into tree types:

Social Activities

Social activities are already live!

Get started right now! <https://clashofcoins.com/early>

By social activities, we mean participating in the project's community—inviting friends, chatting on X and Discord, and more. From the moment you register your personal account, you'll start earning Activity Points.

More details [here](#).

Referral Program

Our Referral Program is live and ready for you to start receiving! Invite friends to join Clash of Coins, and both of you will receive Activity Points once they verify. But it doesn't stop there—earn a share of points as your friends play and invite others. Plus, once the in-game shop goes live, you'll gain a lifetime share of the value generated from their purchases.

Start inviting now and watch your [rewards grow](#)!

Game Activities

Game Activities are coming your way with the Beta release in early December! Get ready to dive into the action and start earning Activity Points just by playing the game. Capture provinces, build your empire, and outsmart your rivals—every move you make counts.

The more you play, the more you [earn](#). It's that simple.

Now, we've saved the best for last.

At the end of **Q1 '25**, Clash of Coins will host its **Token Generation Event (TGE)**. During this event, active players will split approximately **40%** of the [tokenomics](#) in the form of **airdrop \$OWB tokens**.

Yeah, it's huge, but this is just the beginning of CoC player-centric approach, which will continue even beyond the TGE.

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The Clash of Coins team reserves the right to make adjustments during the campaign.

Social Activities

Social Activities in the Treasure Clash Program

The Treasure Clash Program is all about rewarding you for being an active part of the Clash of Coins community. Through a series of Social Activities, you can start earning **Activity Points** right from the moment you set up your profile. Here's how you can start stacking points through Social Activities:

1. Connect Your Discord Account

Steps:

- Head to the PROFILE section in your Treasure Control Center.
- Find the Connected Accounts section.
- Click the Discord icon and follow the prompts to connect your account.

Reward: XXX

Why Do It? Linking your Discord account ensures your activity is recognized and helps personalize your experience, keeping your progress in sync across the Clash of Coins community.

2. Login to the CoC Discord Server

Steps:

- In your PROFILE tab, ensure your Discord account is connected.
- Follow the provided link to join the official Discord Server.

Reward: XXX

Why Do It? Joining our server means you're part of the action! Get real-time updates, join discussions, and don't miss out on community events and bonus drops.

3. Connect Your X Account

Steps:

- Head to the PROFILE tab.
- In Connected Accounts, click the X icon and follow the steps to link your account.

Reward: XXX

Why Do It? Linking your X account lets the system recognize you and track your engagement with ease.

4. Follow CoC on X

Steps:

- Once your Twitter account is connected, follow the official Clash of Coins X account.

Reward: XXX

Why Do It? Following us means you're always in the know! Get immediate updates on announcements, community highlights, and sneak peeks into what's coming next.

5. Like and Share Posts on X

Like a Post:

- Find a designated post from Clash of Coins and give it a like.

Repost a Post:

- Share a designated Clash of Coins post with your followers.

Reward: XXX

Why Do It? Each like and repost helps spread the word and build our community, and you're rewarded for your support!

6. Comment on a X Post

Steps:

- Go to a specific Clash of Coins post.
- Leave a comment sharing your thoughts or feedback.

Reward: XXX

Why Do It? This lets your voice be heard, and your engagement adds value to the community. Plus, it's an easy way to earn points!

7. Keep an Eye Out for Bonus Codes on Discord

How It Works:

- Team members occasionally drop bonus codes with points in the general chat on Discord.
- Be alert and quick to grab these codes!
- To activate, go to PROFILE > Enter Promo > Apply and submit your code.

Reward: Varies

Why Do It? These codes are limited and go fast, so grab them before others! It's a fun way to stay engaged and get extra points.

8. Connect Your Email

Steps:

- Head to the PROFILE section.
- Find the Connected Accounts section.

- Click the email icon and follow the steps to link your email.

Reward: XXX

Why Do It? Connecting your email helps us keep you in the loop with important updates, rewards, and exclusive offers. Plus, it's a quick win for more Activity Points!

9. Connect Your Wallet

Steps:

- Head to the PROFILE section.
- In Connected Accounts, click the wallet icon and follow the prompts to link your wallet.

Reward: XXX

Why Do It? Connecting your wallet unlocks access to in-game rewards, items, and the Clash of Coins economy, making sure every win and reward is truly yours!

10. Complete Creative Quests

Steps:

- Pick a one or more Creative Quests like Around the Globe, Art Evangelist
- Let your imagination flow and complete the task.
- Post the video on X, tag #CoC + @clashofcoins. Add the link here in QuestPlace, and share it in Discord's art-content channel so the community can cheer you on!

Reward: XXX

Why Do It? Creative Quests let you show off your skills, connect with the community, and earn rewards while shaping the Clash of Coins story. Let your creativity shine!

Don't miss out on our other features:

- Referral Program: Invite friends and earn rewards together! Learn [more](#).
- Game Activities: Stay engaged with quests and challenges for extra rewards! Check it [out](#).

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Referral Program

Join CoC Referral Program and Start Earning Big!

Ready to grow your party? CoC referral program is here to reward you for inviting friends to join the game. Not only will you score some sweet bonuses, but you'll also help build a network that keeps on giving. Here's how it all works and what's in it for you.

What's in It for You?

1. **Instant Rewards for Invites:** When your friend joins and verifies on Discord, both you and your referral will each earn **300 Activity Points**. It's a win-win right from the start!
2. **Earnings on Activity Points:** You don't just stop at one-time bonuses. Every time your direct referrals receive Activity Points, you'll snag **15% of those points** as a reward! This is where the real fun begins, as your network grows, so do your rewards.
3. **Multi-Level Earnings:** Our referral program goes deep—**5 levels deep**. That means you can earn a percentage of Activity Points from your friends, their friends, and beyond! Here's the breakdown:
 - **Level 1:** +15% of your direct referrals' earnings
 - **Level 2:** +10% from the next level
 - **Level 3:** +5% even further
 - **Level 4:** +3% from the next
 - **Level 5:** +1% from the final level in your network

The further your network expands, the more you earn!

4. **Lifetime Value Share:** We're taking it up a notch with lifetime value sharing. When our in-game shop launches, you'll receive a share of every purchase made by anyone in your referral network. So, whenever someone you referred buys items, you'll receive a piece of that action.

Keep building your network now and maximize your future rewards as our platform grows.

How to Get Started

1. **Find Your Referral Code:** In your Treasure Control Center, head to the Referrals section to find your unique invite code and link.
2. **Share the Link:** Send it to friends, teammates, and everyone who'd enjoy the game. Make sure they use your link to sign up.
3. **Watch Your Network and Earnings Grow:** Track your referrals and earnings in real-time on your dashboard. You'll see your impact and the rewards rolling in as your friends and their friends keep playing.

Start inviting, start earning, and let the rewards come to you as your network expands. Game on!

Don't miss out on CoC other features:

- Social Activities: Connect, engage, and earn rewards through a variety of social activities. Learn [more](#).
- Game Activities: Stay engaged with quests and challenges for extra rewards! Check it [out](#).

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Game Activities

Track your in-game progress, earn rewards, and complete challenges to dominate the leaderboard.

What is Game Activity?

Game Activity tracks and rewards your in-game engagement. Whether you're conquering provinces, upgrading buildings, or just spending time strategizing, every action counts toward earning rewards. It's our way of saying: the more you play, the more you gain.

How it Works

Progress Bar:

Track your efforts at a glance. As you play, the progress bar fills, showing how close you are to your next reward. No complicated tasks required—just play the game, and we'll count your activity.

Milestones:

Hit key milestones to earn **Activity Points**, which can be exchanged or used for benefits in future updates.

Looking Ahead

Your in-game activity will always be valued. While the beta version rewards you with Activity Points, future updates will introduce new challenges, tasks, and valuable rewards like loot boxes and exclusive items. Stay tuned for even more ways to make your gameplay experience rewarding.

Don't miss out on our other features:

- Referral Program: Invite friends and earn rewards together! Learn [more](#).
- Social Activities: Connect, engage, and earn rewards through a variety of social activities. Learn more [here](#).

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Game Items & Open Economy

Ownership and Player Autonomy

In **Clash of Coins**, ownership isn't just a concept—it's a core value. Key assets like buildings are fully on-chain and stored directly in players' wallets, giving you total control. Trade, upgrade, and customize your items without limits, creating a truly player-driven experience.

Market Dynamics

Buildings aren't just gameplay elements—they're tradable assets that power a vibrant player-driven economy. Whether buying, selling, or exchanging on the open market, players have endless opportunities to refine their strategies and benefit from their investments. This ecosystem ensures that every item holds both gameplay value and economic potential.

Strategic Incentives

Upgrading buildings isn't just about better gameplay—it's about increasing their market worth. Higher-level buildings perform better and hold greater value, creating a direct link between strategy and economic opportunity. Every upgrade is an investment, pushing players to think critically about how to maximize both in-game success and market gains.

Game Items: The Backbone of the Economy

Game items are the pillars of Clash of Coins' open economy, tying gameplay and ownership to long-term value creation.

Buildings:

Essential to gameplay, buildings define strategies and playstyles. Upgrade them to unlock new possibilities, boost power, and increase value. Experiment with combinations, trade with others, and perfect your build to dominate the competition.

Founders:

Reserved for the visionaries who believed in Clash of Coins from the beginning, Founders are rare assets with exclusive benefits. They evolve with the game, unlocking rewards tied to the project's growth. Holding a Founder means sharing in the game's success and being part of its broader ecosystem.

Why Value Sharing Matters

The value of all items—**OWB tokens**, **Founders**, and **Buildings**—is directly tied to the game's growth and success. As **Clash of Coins** expands its player base and builds its in-game economy, demand and value will rise.

By playing, investing, and engaging in the ecosystem, you're doing more than gaming—you're shaping a thriving, open economy where your contributions translate into real-world value.

Founders Items

Built for Visionaries

The Founders is an exclusive, dynamic collection for early supporters who believe in and contribute to the vision of OWB Studio. This limited series evolves with the studio, reflecting its growth and ensuring holders are recognized, rewarded, and integrated into the project's future success.

Total Supply: 1000 Founders Items

A portion has already been sold during a private round, with limited opportunities for future sales—so keep an eye on upcoming announcements!

1. Pre- and Post-TGE Value Sharing:

- **Before TGE:** Boosted Activity Points, by connecting to the Treasury Control Center.
- **After TGE:** Share in the studio's value stream, directly tied to the game's growth and revenue streams.

2. Built-In Demand Drivers:

Future demand for Founders Items will be driven by new **integration mechanisms** and **major game updates**, ensuring continued relevance and increasing scarcity over time.

3. Exclusive Growth Benefits:

- **Boosted Influence:** Gain special benefits as new features are introduced, such as advanced perks in upcoming game modes or integration with future projects.
 - **Marketplace Exclusivity:** Founders Items unlock access to marketplace-exclusive items not available through other means.
-

By holding a Founder Items, you're not just a part of the Studio or Game, you're a part of its success, with perks and benefits designed to grow alongside the ecosystem.

Buildings Items

What They Are?

Buildings are strategic in-game assets, including offensive, defensive, and special types, designed to grow your empire and dominate the map.

Purpose:

- Boost income from your provinces.
- Strengthen defenses to protect your territory.
- Launch powerful attacks on rivals.

How to Get Them:

- Buildings will be sold during seasons, ensuring balanced gameplay and strategic opportunities for all players.

The largest portion will be distributed through seasons, a small part allocated for loot boxes, and the remainder for rewards.

Buildings are intentionally limited in supply to support a thriving internal economy. Players must seek out buildings through trades, seasonal sales, or by earning them in-game. This scarcity ensures that acquiring the right building for your strategy is a rewarding challenge, adding depth and competitiveness to the gameplay.

Game Shop

The **in-game shop** in *Clash of Coins* offers a variety of items that players can use to enhance their gameplay experience. The shop is an integral part of the game's economy, designed to provide additional customization options without impacting core game balance.

Every item can be purchased with \$OWB token, crypto or credit card through our partner's services.

Here's what players can expect:

- **Lootboxes:** Contain a pre-defined set of rewards with a chance-based mechanism. Players can acquire these using \$OWB tokens, and the rewards change with each season, adding new content to discover.
- **Boosters:** Short-term items that offer passive bonuses, like increased resource generation or faster experience gain. Boosters can be purchased with both soft currency and \$OWB tokens, giving players a way to temporarily enhance their progression.
- **Battle Pass:** Offers special benefits like passive income bonuses and unique daily rewards. Available for 3 or 6 months, it simplifies resource gathering and provides cosmetic upgrades without granting gameplay advantages over non-subscribers.
- **Soft Currency Packs:** Players can purchase additional soft currency using OWB tokens. While soft currency is primarily earned through gameplay, these packs provide a way for players to speed up their progress if desired.

The in-game shop is carefully balanced to maintain fair play, providing options for players to customize their experience and enhance their strategies while ensuring that no purchase directly impacts competitive balance.

OWB Token

The **\$OWB** is an ERC-20 token on Base and is crucial part of *Clash of Coins*, with a total supply of **1,000,000,000 tokens**. It supports various in-game functions and rewards players for active engagement.

Over time, the **OWB token** will be integrated into various engaging activities within *Clash of Coins*, expanding opportunities for players to customize their strategies, participate in exclusive tournaments, and access unique game modes. As new gameplay options, events, and strategic elements are introduced (such as advanced buildings or special seasonal items), **OWB** may become the key currency for unlocking these features.

Our core focus is to ensure that the **OWB token** enhances player engagement, offering evolving use cases that enrich the game experience and maintain a balanced economy.

Below is the breakdown of the token distribution:

Pool	% of Supply	Token Allocation	Unlocked at TGE	Cliff, months	
Private Round	27,1%	271M	0%	6	
Team	10%	100M	0%	8	
Advisors	0,6%	6M	0%	12	
MM & Liquidity	5%	50M	50%	0	
Treasury & Marketing	17,3%	173M	TBA	TBA	
Community*	40%	400M	TBA	TBA	
Total Supply	100%	1BL			

* Please note that this percentage is subject to final approval

\$OWB Token Utility

- **Staking Rewards & Exclusive Perks:** Stakers receive a share of the game's value, along with access to special in-game features, early previews of new updates, and discounts in the shop. Holding \$OWB unlocks participation in exclusive tournaments, with benefits that improve over time.
- **In-Game Purchases:** \$OWB can be used to purchase loot boxes, boosters, or a battle pass. It also required to upgrade in-game items to highest levels.
- **Maintaining Balance:** A stable economy remains a priority. We're always finding ways to reward those who stick with us and hold onto \$OWB, with each new season bringing additonal advanatages and rewards for loyal players.

Community Distribution

Token distribution will be based on the total activity of players, both within the game and in external project engagements.

Treasure Clash Program

To support this, we've implemented a Treasure Clash Program that rewards players with **Clash Points** for in-game activities, completing tasks, referring friends, participating in the community, and engaging on social media.

We believe that any contribution to the community should be rewarded, so we aim to recognize and reward all forms of activity with **Clash Points**. Players can start earning these points during pre-registration and closed beta phases, with special bonuses for those holding **Founder** grade items, giving them significant advantages in point accumulation.

Ultimately, 40% of OWB tokens will be allocated to the community, distributed based on each player's activity and contribution to the project's growth.

Roadmap



Our core value is to create an engaging game—a living, growing project that evolves together with the community, not against it. We listen to our players and shape our roadmap accordingly.

Q4 2024: Pre-registration & Beta Launch

- **Launch of the website and pre-registration**, enabling early adopters to earn points by completing tasks and participating in activities.
- **Game Beta Launch** for our community, offering early access to a preview build.
- **Private Sale of Founders Items** for early believers.
- **Collection of in-game analytics** and first player feedback, focusing on optimization of the game and the Treasury platform.

Q1 2025: Soft Launch

- **Game Public Launch:** The game becomes fully open to all players with major updates from the beta version, marking the first significant step toward engaging the Web2 audience.

- **Partial Mobile Version Rollout:** Begin exploring mobile access with an initial version, making gameplay more convenient and accessible on-the-go.
- **Desktop Client Integration:** Lay the groundwork for a full-fledged desktop client, enhancing the gaming experience for PC enthusiasts.
- **Launch of Revenue Sharing Referral Program** for all players: share in the profits of your invites.
- **Public Sale of Founders items:** now open to all players, offering a chance to join the ecosystem and unlock exclusive benefits.
- **Introduction of new building types**, expanding gameplay options, and strategic builds.
- **Launch of the in-game shop** with the first set of items.
- **TGE (Token Generation Event)** of the \$OWB token, exclusively on the Base Blockchain, followed by an airdrop for our dedicated community.

Q2-Q4 2025: Scaling Up!

- **Seed Partners Roadshow:** Major collaborations with key partners and cooperation with other game studios to drive the future of Clash of Coins and the OWB ecosystem.
- **Comprehensive Mobile Version Launch:** Unveil a fully-featured mobile version, offering seamless gameplay with all the core functionalities optimized for mobile devices.
- **First MVP of the Marketplace** is a key step in expanding the open economy, providing a platform for players, traders, and builders.
- **Major Game Update:** Introducing new late-game mechanics and increasing the level cap, allowing players to progress further and deepening the late-game experience. As well as additional building types and new seasonal challenges.
- **Battle Pass:** Launching the first Battle Pass, featuring a track of unique rewards for subscribers.
- **Continent-Wide Events:** Introducing continent-wide events and adding a game chat for player coordination.

Official Links

- **Website:** <https://clashofcoins.com>
- **OWB Studio Website:** <https://onewayblock.com>
- **X / Twitter:** <https://x.com/clashofcoins>
- **Discord:** <https://discord.gg/clashofcoins>