



Fundamental Report - Metaverse

Prime Fundamental Metavera Report V1.1

Protocol: vEmpire DDAO
Version: Gaming
Date: 24/04/2022
Previous Report: None

Author: makkiyzy & dabar90
Reviewed by: Verto
Season/competition: Metaverse Rate-athon

Scorecard

1. Value Proposition	Points
a) Novelty of the solution	5 / 15
b) Target market size	7 / 15
c) Product-market fit	5 / 15
Total Points - Value Proposition	17 / 45
2. Competitive moat	Points
a) Integrations & partnerships	3 / 10
b) Intellectual property	0 / 10
c) Infrastructure - security	9 / 10
d) Infrastructure - fees and ancillary infrastructure	9 / 10
e) Treasury management	4 / 10
Total Points - Value Proposition	25 / 50
3. Tokenomics	Points
a) Genesis token distribution	13 / 15
b) Purpose of the token	4 / 10
c) Ongoing token issuance / inflation	8 / 10
d) Value capture	7 / 10
e) Token liquidity	2 / 5



f) Extrinsic productivity	0 / 5
Total Points - Tokenomics	34 / 55
4. Team	Points
a) Credibility and reputation	6 / 10
b) Relevant experience	7 / 15
c) Thought leadership and public presence	5 / 10
d) Ability to foster a community and coordinate resources	9 / 15
Total Points - Team	27 / 50
5. Governance	Points
a) Extent of governance capabilities	0 / 10
b) Active governance contributors	0 / 5
c) Governance infrastructure	0 / 5
d) Robustness of the governance process	0 / 10
Total Points - Governance	0 / 30
Total	103 / 230

For gaming projects only:

6. In-game economy	Points
a) Ease of use / Onboarding	9 / 15
b) Sustainability of P2E or in-game economy	11 / 20
c) Utilisation of NFTs	12 / 15
Total Points - In-game economy	32 / 50
Total	135 / 280



1. Value Proposition

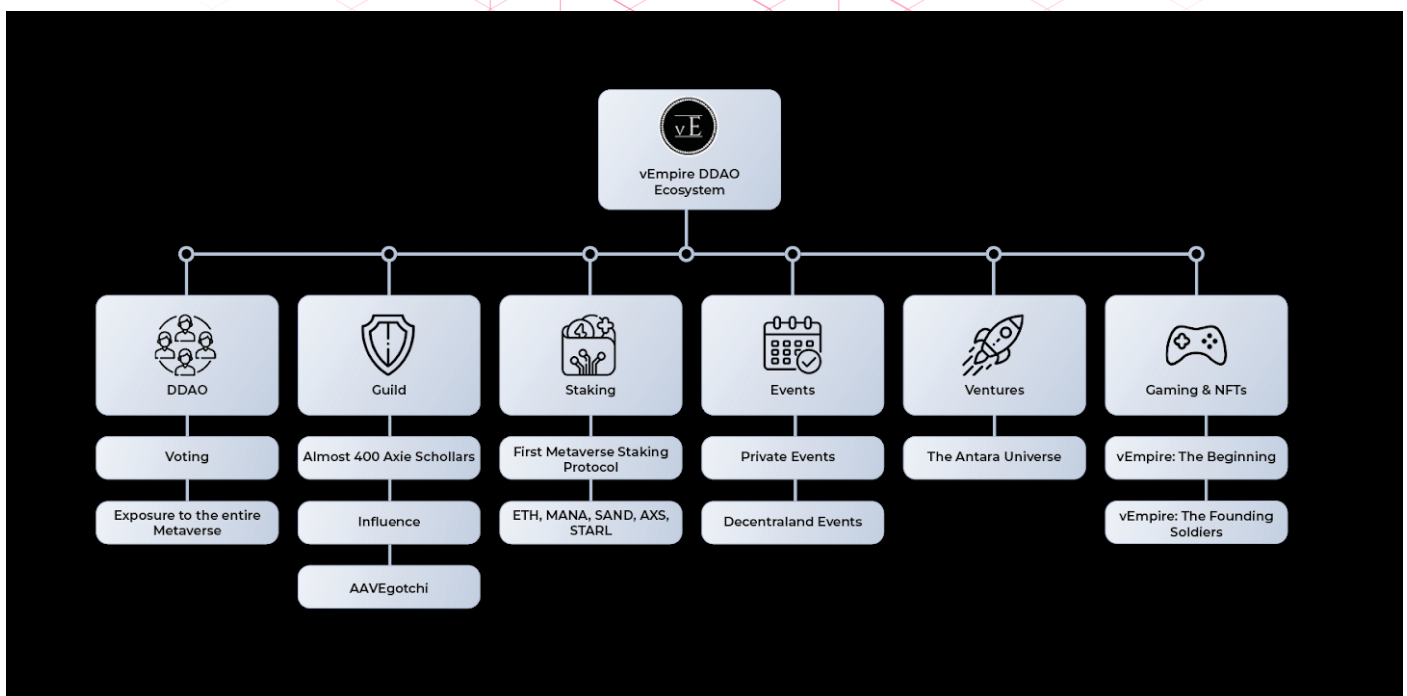
The "Value Proposition" section assesses the value a protocol delivers to its users. The rating is based on the size of the problem a protocol addresses and the product/market fit of the protocol's solution.

a) Novelty of the solution (15 points)

This score evaluates the novelty (uniqueness) of the protocol. Has the protocol introduced any innovations that help solve users' problems, either technical or organisational? Or has it just forked someone else's code?

Answer:

[vEmpire DDAO](#) is a metaverse investment organization and the first protocol which enables investors to stake their metaverse tokens and earn yields in VEMP and staked tokens. vEmpire is also one of the largest decentralized virtual real estate owners, gaming guild, NFT collector, and incubator for new GameFi and Metaverse projects. The protocol will structured as Democratic DAO where 1 wallet represents 1 vote, and protocol token VEMP is used for profit distribution. vEmpire DAO concept enables users to invest in metaverse real estate, protocol, and NFT assets that are financially out of reach for the average investor. vEmpire ecosystem consists of:



(source: [vEmpire DDAO documentation](#))

- [Staking](#) - vEmpire has staking solutions for metaverse tokens - MANA, SAND, STARL, AXS, APE, and ETH as their underlying blockchain. It is also possible to stake protocol native token VEMP.
- [Guild](#) - vEmpire Guild runs the Metaverse scholarship programs which lowers the barrier to entry for players to earn financial rewards from P2E games. It also provides the DDAO with passive profits.



PrimeRating

- [NFTs](#) - vEmpire investments are mostly based on NFTs in the form of virtual real estate property and various NFT collections on Ethereum. The protocol also offers [NFT staking](#) for its own NFTs from “The Beginning” game.
- [Play-to-Earn game](#) - vEmpire protocol has launched a blockchain-based trading card game “The Beginning”
- [Events](#) - vEmpire DDAO organizes private and public events to increase metaverse adoption.
- [Ventures](#) - is a vEmpire incubator that helps promising metaverse projects come to the market.
- [Democratic DAO](#) - is a fairer system that rewards loyalty in a more equal measure than sheer monetary contribution alone.

vEmpire DDAO multi-products for metaverse is a novel approach but observing the products each for itself only metaverse token staking is unique. Although vEmpire achieves a synergistic effect through a combination of complementary products, most are already introduced on the market:

Guild (YGG)

Land-owner (Enter DAO, Realm republic)

NFT collectors (Beets DAO, Flamingo DAO)

The score is 5 because vEmpire DDAO products do not represent innovation from the technical and organizational side, and the only novelty is the ability for users to stake metaverse tokens.

Score: 5

b) Target market size (15 points)

The target market size evaluates the current and future size of the problem a protocol aims to solve. While the term Metaverse is all-encompassing, what is the target market size for the relevant sector? For example, NFT games are trying to disrupt the traditional gaming industry, which is reported to be worth roughly \$175 billion.

Answer:

vEmpire is an investment organization with a focus on investing in metaverse virtual estate property, GameFi, and NFTs. The vEmpire protocol raised funds to build a portfolio through staking pools consisting of metaverse tokens (MANA, SAND, STARL, APE, AXS) and ETH. Since the performance of the vEmpire protocol mostly depends on the amount of funds invested through staking, the protocol's target market can be viewed through the amount of Venture Capital investments in the sector.

In 2021, Venture Capital (VC) Funds invested over [\\$33 billion](#) into crypto and blockchain startups, with more than \$10 billion invested in Q4 2021, which is more than in the whole of 2020 (~ \$ 7.5 billion):



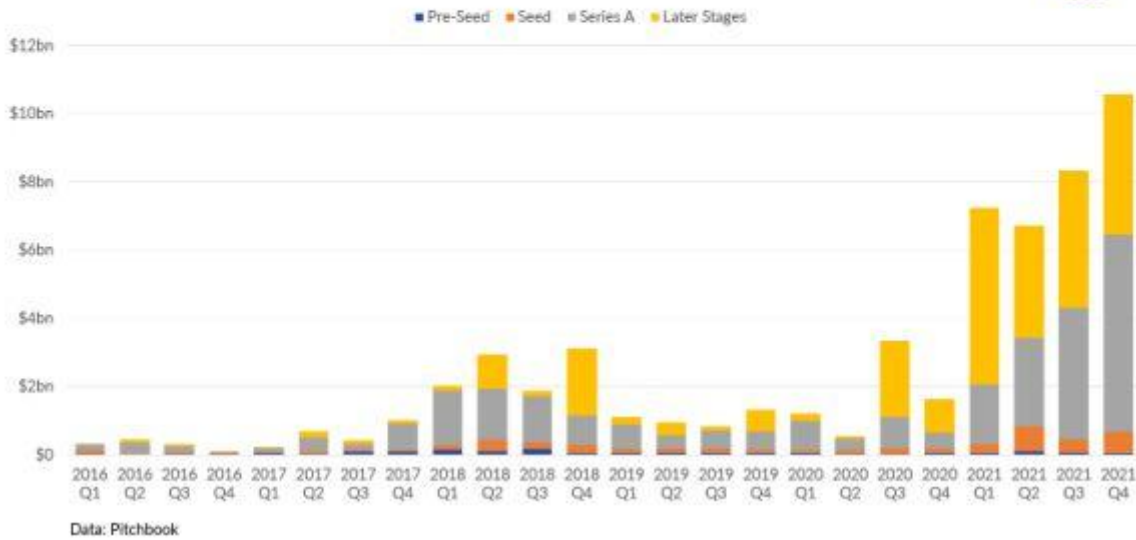
Crypto/Blockchain by Stage

Money Invested by Stage

Series A raises commanded the largest amount of capital in Q4, but later stages also saw significant investment.

VC Money Invested in Crypto/Blockchain By Stage

Source: Galaxy Digital Research



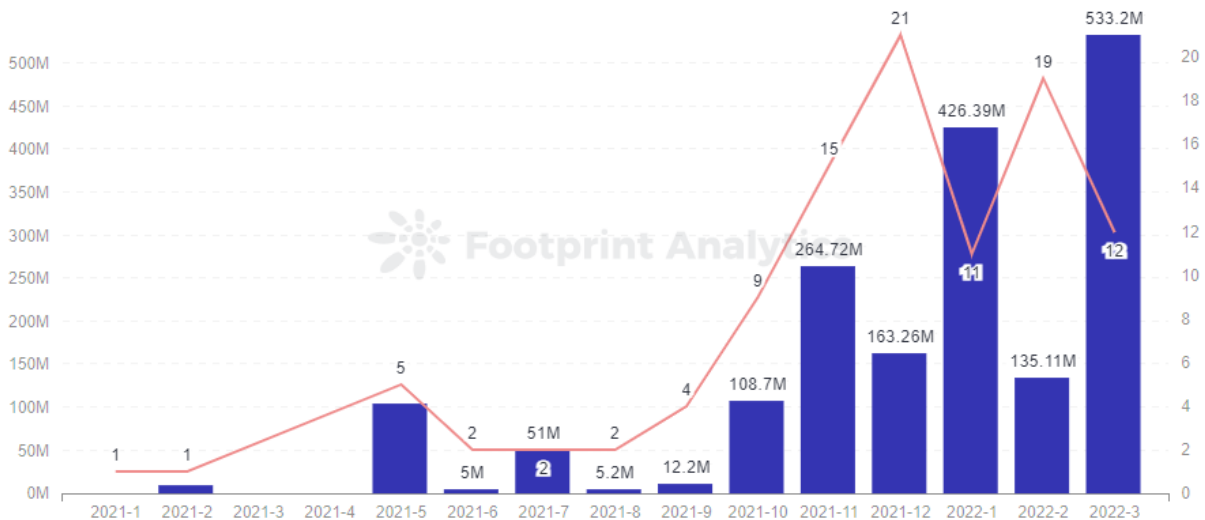
Data: Pitchbook

(source: [Galaxy Digital Research](#))

However, when it comes to Metaverse investments, it is obvious that these are much smaller amounts in relation to total investments in the crypto/blockchain sector.

Funding - Metaverse Monthly Investment Trend

■ amount ■ count



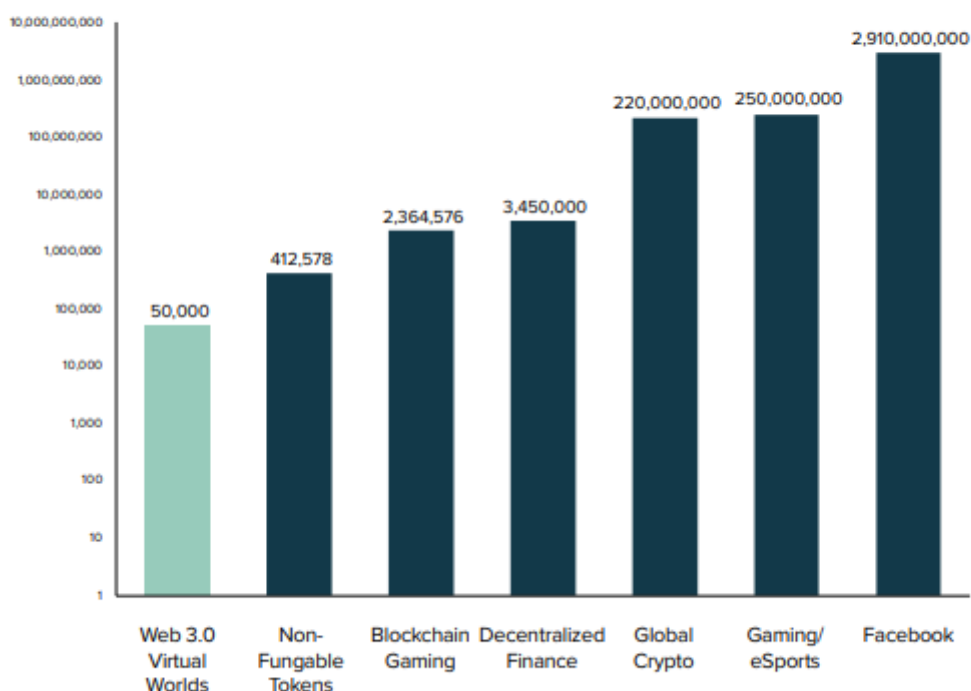
(source: [Footprint Analytics](#))



According to data from Footprint Analytics, in 2021 ~ \$615 million was invested in the Metaverse sector, which is 1.83% of the total investment in the crypto sector. Looking at the first quarter of 2022, in which total investments amounted to more than \$ 10 billion, of which 9.50% of investments in Metaverse (\$ 1.9 billion), is visible a significant increase in investments in the Metaverse category.

As for the markets in which the vEmpire organization has invested - Virtual Worlds, NFTs, and Blockchain Gaming, according to the number of users that are currently smaller markets in relation to the crypto sector:

FIGURE 12: GLOBAL USERS PER SELECT CATEGORY (LOG)¹²



(source: [Grayscale report 2021](#))

Metaverse virtual real estates sales (cumulative) in Q1 2022 reached ~\$800 million and have expected growth at [31.2% CAGR](#) during 2022-2028.

Currently, vEmpire protocol has only one game (The Beginning) and appears to be more intended for the vEmpire community, since in order to play users need to have staked VEMP (xVEMP).

The score is 7 because vEmpire protocol's target market size is small but has high growth potential.

Score: 7

c) Product-market fit (15 points)

Product-market fit evaluates the degree to which a protocol satisfies market demand in their specific sector. How



many users does a protocol have? What is the trading or transaction volume on a platform? Is there growth on both the buy and sell side of the market? Is the protocol targeting the right product segment at all?

Answer:

vEmpire DDAO business activity can be divided into several categories: Staking strategies, Metaverse Land buying, leasing and maintenance, NFT investing, and Play-to-Earn gaming. vEmpire protocol has [\\$12,468,265 TVL](#) across all worlds and pools, and [5,659 VEMP](#) (ETH+BSC) token holders. Protocol P2E game NFTs have [144](#) unique owners with a total supply of [582](#) in-game NFTs.

vEmpire as a Democratic DDAO serves as a distributor of value generated by staking pools and liquidity providing services to stakeholders (VEMP). The [DDAO functions](#) as a cooperative, whereby stakeholders earn vEmpire’s token (VEMP) for providing collateral and, via a staking mechanism, receive a share of the fee revenues generated by supported DeFi services, pools, NFTs, and any fees generated from the DDAOs contributions on the platform or in any metaverse.

According to [Economic Times](#) portal: “vEmpire DDAO reported an annualized profit of over \$18.5 million in 2021, led by gains in metaverse property, sale of NFTs, and staking investments.” vEmpire DDAO investment performance was broken down in the DAO quarterly [report](#).

Staking strategies

Staking ETH with vEmpire enables investors to earn interest on their holdings passively and without any minimum staking requirements. It also ensures that investors have fractional exposure to Ethereum-based assets, like Bored Apes for example, that are out of reach for many. From vEmpire [report](#):” To date, our Ethereum strategy’s cost of investment has totalled 518.7 ETH (\$1,572,082.73), with \$1,772,500.00 staked & a current market value of 1021.5 ETH (\$3,004,953.44) representing a 69.53% increase since its inception, and a 726.01% annualized return.”

MANA and LAND tokens in staking pools are used to purchase and monetize LANDS on Decentraland and Sandbox virtual worlds, and funded AXS tokens are used for the purchase of Axies and vEmpire scholarship program. STARL is DDAO's largest investment pool by the staked amount which DAO uses to fund the purchase of STAR metaverse assets. The images below show DDAO performance by strategies and assets:

Metaverse Strategy Asset Performance				
Strategy	Strategy Deposits	Equivalent Lowest Floor	Performance Since Inception	Performance Annualised
	\$492,108.17	\$639,050	29.86%	184.31%
	\$1,772,500	\$3,004,953.44	69.53%	726.01%
	\$719,145	\$1,196,898	66.43%	667.23%
	\$6,202,090	\$6,497,965	4.77%	20.49%
	\$1,468,990	\$3,177,414	116.30%	2088.90%
Totals	\$18,578,271	\$22,672,400.44	22.04%	121.82%

(source: vEmpire DDAO Q4 [report](#))



vEmpire DDAO Asset Performance		
Strategy	Strategy Deposits	Lowest Floor Price of Equivalent Assets In The Market
	\$492,108.17	\$639,050
	\$1,772,500	\$3,004,953.44
	\$719,145	\$1,196,898
	\$6,202,090	\$6,497,965
	\$1,468,990	\$3,177,414
vEmpire Owned NFTs		\$4,468,620
Totals	\$18,578,271	\$27,141,020.44

(source: vEmpire DDAO Q4 [report](#))

NFTs investments

vEmpire DDAO has invested in multiple NFT collections, and the entire NFT portfolio can be seen in their quarterly [report](#). The most valuable NFT investments are:

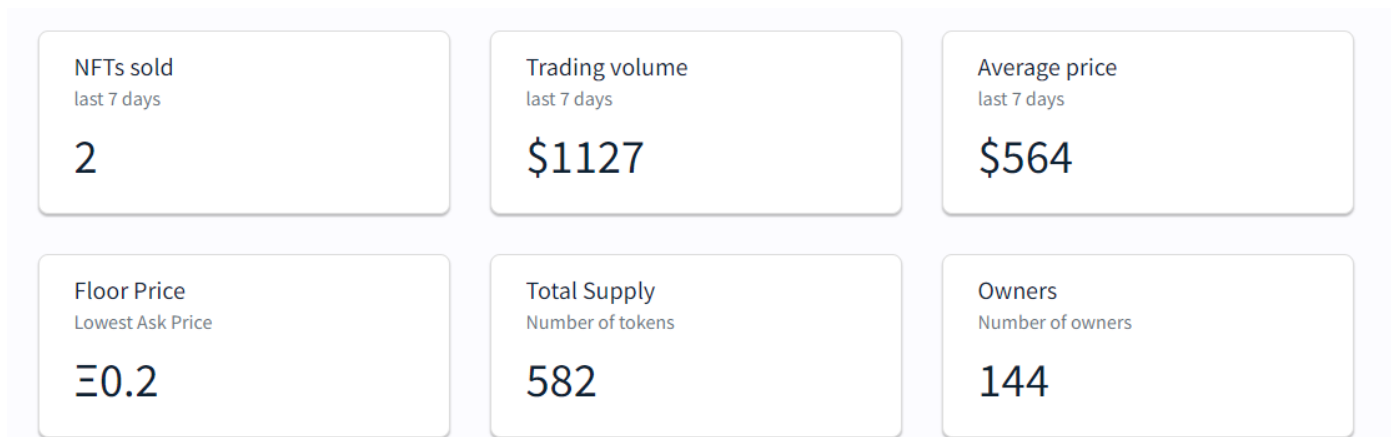
- 19 Bullish Llamas - 7.52 ETH
- 10 Treeverse - 14.32 ETH
- 24 Swampers - 15.06 ETH
- 8 Ape Harbours Yachts - 7.72 ETH
- 21 Influence Asteroids - 38.19 ETH

Metaverse LAND leasing, buying & maintenance

vEmpire leases LAND from the property and estate owners for fixed-term APYs, allowing fair and equal revenue streams from both Decentralands population, the MANA holders, and from Decentraland’s private landlords. Leased Land is monetized and profits are 50% redistributed to xVEMP holders and the other 50% is converted to MANA or SAND and used to purchase more Land.

Play-to-Earn gaming

vEmpire DDAO's first P2E game is TCG “The Beginnings”. According to the [NFT stats](#) website trading activity of in-game NFTs is very low (weekly trading volume - \$1127) as is the number of unique NFT holders (144).



(source: [NFT Stats](#))

vEmpire DDAO is an investment organization primarily focused on the Metaverse sector. vEmpire staking service allows users to achieve better capital efficiency on their metaverse tokens and give them exposure to various NFT assets which are not reachable to them due to too high entry price. On the other hand, for Metaverse protocols, teams like vEmpire DDAO are valuable because they can increase activity and encourage the adoption of their virtual worlds. vEmpire P2E gaming seems to serve more as part of a monetization strategy and an additional utility for the VEMP token as can be expected with other games to be created by DDAO. But currently, the only game within the vEmpire protocol is more intended for community members.

The score is 5 because vEmpire protocol didn't make any notable seed round deal, only \$385,000 [mentioned](#) by team members in Q4 Report. There are only [~5600 token holders](#) (VEMP) across two chains (Ethereum and BSC), and protocol game there are very few users so matches need to be arranged on Discord.

Score: 5

2. Competitive moat

The "Competitiveness" section looks at a protocol's competitive moat in the space and its unforkable assets. This includes integrations and partnerships, intellectual property, the underlying infrastructure being used, and treasury management.

a) Integrations & partnerships (10 points)

Due to crypto's open-source nature, the code of most protocols can easily be forked. This score represents one piece of unforkable value. Some indicators are the number of applications built on top of the protocol (vertical integration) and other entities integrating the protocol's services (horizontal integration).

Answer:

In the case of vEmpire DDAO the business model is quite different than in other protocols because it is a protocol based on metaverse investment strategies and monetization of metaverse assets. In that case, more important are



partnerships that can potentially increase protocol funds in staking pools and improve its investment strategies. vEmpire protocol has partnered with several smaller NFT projects such as [Antara Universe](#) and [Babylons](#), and made strategic partnerships with [Tenset](#), [NEO](#) and [ICO Panthera Group](#).



(Source: [Litepaper](#))

The score is 3 because vEmpire protocol made some strategic partnerships with crypto-related protocols and organizations but without any significant partnerships or integrations.

Score: 3

b) Intellectual property (10 points)

Intellectual property is and will continue to be a crucial part of the metaverse. This score considers if a project, for example, developed a unique IP that creates a sustainable competitive moat around it or, as an alternative, secured IP through agreements with outside parties.

Answer:

vEmpire DDAO can develop its own unique IP as a multi-functional [metaverse investment solution](#) with unique investment strategies and a blockchain gaming hub. However, the protocol currently doesn't have an IP that creates a competitive moat. From vEmpire team statement in [Lightpaper](#) "Our first mover advantage has enabled us to purchase assets and virtual real estate in prime locations on some of the largest and most used Metaverse platforms in the industry." I would not say that it is intellectual property.



The score is 0 because vEmpire DDAO doesn't have a developed IP.

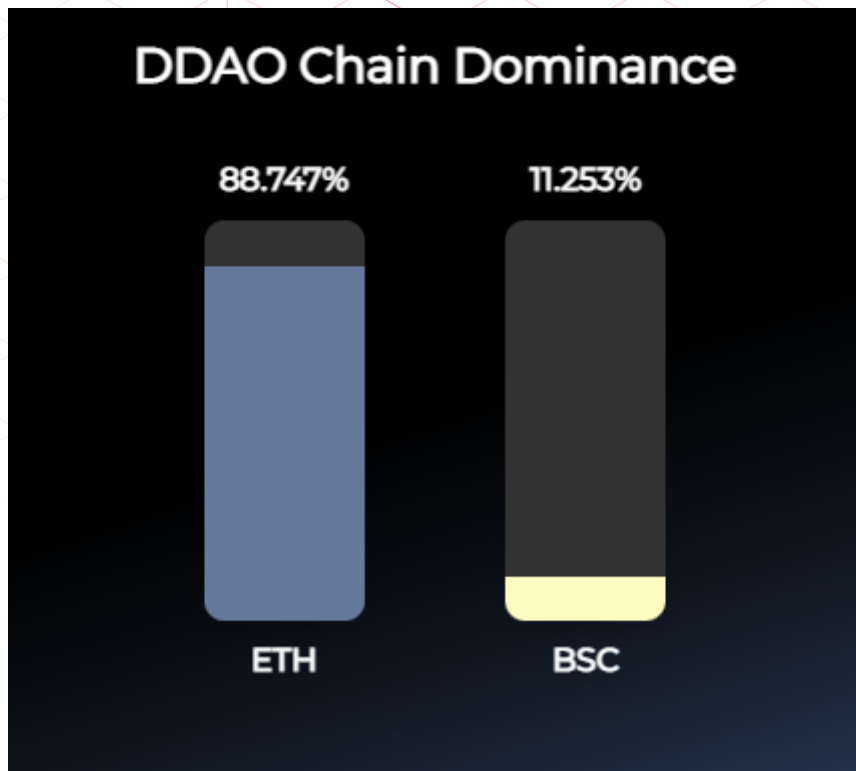
Score: 0

c) Infrastructure - security (10 points)

Metaverse projects make all kinds of choices when it comes to infrastructure. Some build their own solutions, whether Ethereum side-chains or a new blockchain entirely, and some deploy to an existing sidechain or a level 1 blockchain. These decisions have significant trade-offs across security, maintenance, ease of use, costs and scalability, etc. This score assesses specifically the security of the chosen infrastructure solution.

Answer:

As shown in the image below, vEmpire DDAO runs on Ethereum and Binance Smart Chain networks:



(source: [vEmpire staking dapp](#))

vEmpire has [88.7%](#) of its activity secured by Ethereum, while just over [11%](#) of activities take place at the Binance Smart Chain. Ethereum network is highly decentralized and thus a safer option for high-value transactions. BSC is a centralized sidechain with only 21 validators but is a good option for the [minting and staking](#) of in-game NFTs because that action doesn't require a high-security solution. The score is lower by -1 because users with small amounts will prefer to use BSC for staking activities, which is a weaker solution in terms of security.



Score: 9

d) Infrastructure - fees and ancillary infrastructure (10 points)

The section above assessed specifically the security of the chosen infrastructure solution. This score, however, looks at the other side of the scalability trilemma - fees and the ancillary infrastructure like bridges, wallets, etc.

Answer:

Ethereum and Binance Smart Chain have developed [infrastructure](#) with many wallets, bridges, and other tools. On BSC are lower gas fees than on Ethereum which makes it a more optimal solution for minting NFTs from vEmpire P2E:



(source: [Cointool](#))

The score is lower by -1 because although BSC has lower gas fee costs than Ethereum it's higher compared to other scaling solutions like [Polygon](#) and [xDai](#).



Score: 9

e) Treasury management (10 points)

Treasury management refers to the project's management of its assets and balance sheet. How diversified is its treasury? If diversified, are the assets productive? For example, does the project own its liquidity? Are there procedures and plans in place for managing the treasury?

Answer:

vEmpire DDAO treasury address isn't transparent, however, I find in [Q4 report](#) that DDAO has over \$8 million in account: *"It is worth noting those are just three of our six token staking pools, this data does not include our close to 400 Axie Infinity scholars, 1300+ Axies, almost 1000BNB or the millions of dollars held in our ethereum strategy, as well as \$8M+ in our DDAO. You can see the same figures measured from both protocol and vEmpire's all time highs below."*

Protocol treasury assets are productive (investment in NFTs) and managed by team members. The protocol owns some liquidity [raised](#) through [ILO](#) (Unicrypt), EMI (MEXC), and 20% of the profits from the staking strategy.

vEmpire protocol balance sheet also isn't fully transparent but on vEmpire website is visible [TVL by staking pool](#) (outdated):

ETH - \$1,901,027.93

MANA - \$767,173.7

SAND - \$945,438.94

STARL - \$3,387,540.77

AXS - \$190,571.75

VEMP - \$5,434,454.44

BNB - unknown (in [Q4 report](#) was mentioned amount of 1000 BNB)

vEmpire protocol uses funds from ETH and BNB staking pools to invest in promising NFT projects, GameFi and Metaverse protocols on the Ethereum and BSC networks. Funds from other staking pools are invested in virtual real estates and other NFT assets from the protocol whose staking pool is used (MANA and SAND - virtual lands, AXS - Axie NFTs). vEmpire protocol pays profit from staking strategies in following ratio:

- 40% to stakers in staked token + VEMP yield
- 40% is compounded
- 20% to protocol and VEMP stakers (xVEMP holders)



The vEmpire NFT portfolio can be seen on the last pages of the [Q4 report](#).

The score is 4 because vEmpire balance sheet isn't public and the state of vEmpire NFT portfolio is outdated (January 2022). Using tokens with a certain inflation rate to buy scarce NFT assets with earning power seems like a good plan, but a lot will depend on the team's ability to monetize NFTs (i.e. lands renting, NFT staking, guild performance).

Score: 4

3. Token Economics

The "Token Economics" section assesses the function of a protocol's token. This includes the token distribution, its functionality, and the ability of the token to incentivize desired behaviours, and value capture potential.

a) Genesis token distribution (15 points)

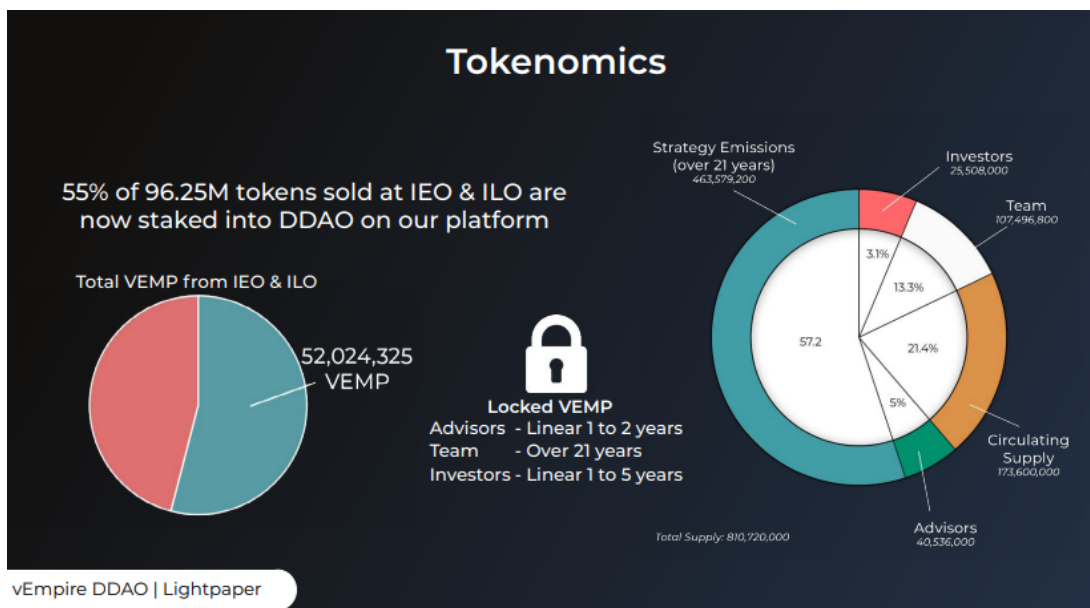
Token distribution can be an indicator of a healthy protocol and, if done well, can improve coordination and alignment among different stakeholders. Was the initial distribution fair and balanced? Are the tokens distributed widely or is the ownership concentrated?

Answer:

The vEmpire Gamer Token, known as VEMP, is vEmpireDAO native token. It was originally launched on an Incubated Launch Offering ([ILO](#)) by [Unicrypt](#) ([source](#)). vEmpire's VEMP has completed its [presale round](#), selling out the maximum 720 ETH target in under 5 minutes at a price of 0.0272. The project created quite a stir as participants rushed to make purchases. There was a limited supply of 90 million vEmpire Gamer Token (VEMP) tokens, with a fixed price of 125,000/1ETH. Participants had to hold at least 3 UNCX or 50 UNCL tokens to participate in the round. This fast sale is impressive because the sale was set to last for twenty-four hours and happen in two rounds, one 2 hours and the other 22 hours, but VEMP sold out in 5 minutes in one round.

Since the first round has raised the maximum number of required ETH (720), the presale has now been completed. This means that there won't be a second round

The founders will sell no tokens at all unless the circulating supply is worth well in excess of 1 Million in the first year. The founders have also agreed they will never sell tokens worth more than their previous incomes any year after that until the projects circulating supply is worth significantly more than 10 Million ([Source section 1.4](#)). This does not include token sales for development which will be decided by the DDAO upon completion of V1. The above agreement is only changed if the circulating supply of tokens hits 100M in market capitalisation where the limits are moved to percentages beginning at 1%.



Source: [Litepaper](#)

Token Distribution and Token Release Schedule:

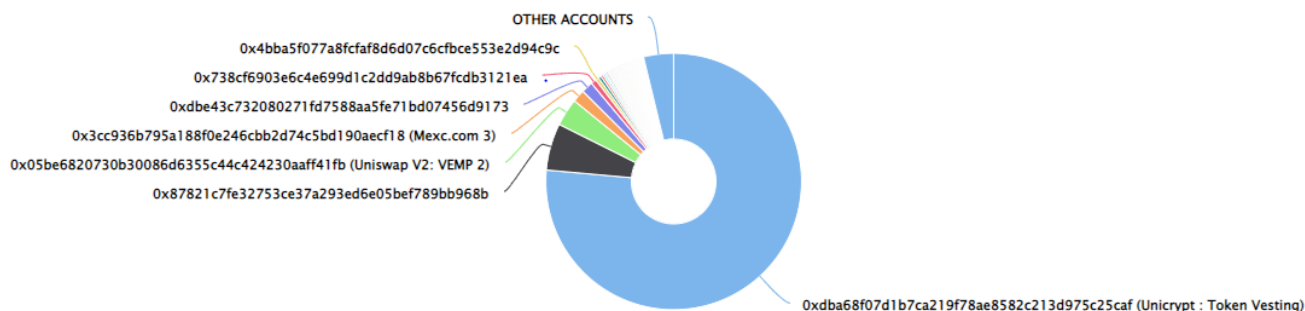
Party	% of the total	Token Release Schedule
Founders & Early Team	13.300%	Vesting over 21 years from TGE (31st August 2021)
Advisors	5.000%	Vesting over 24 months from TGE (31st August 2021)
Circulating	21.400%	At TGE all public sale released and additional from emissions starting 01/01/2022
Emissions (to staking pools)	57.200%	Vesting over 21 years from 01/01/2022
Investors	3.100%	6-12 months linear release 2.483% 5 year linear release 0.617%
Total	100.00%	

Currently, just over 173 million VEMP tokens have already entered the market as the [current circulating supply](#) but vEmpire announced that a total supply of 810,720,000 VEMP tokens will be released in [total circulation](#) over a twenty-one year release schedule.



vEmpire Gamer Token Top 100 Token Holders

Source: Etherscan.io



Source: [Etherscan](https://etherscan.io)

There are currently 2780 VEMP [token holders](#) on ethereum Blockchain and [2907 token holders](#) on Binance Smart Chain, with the top 100 holders collectively own 96.20% (779,917,204.89 Tokens) of vEmpire Gamer Token. However, [Unicrypt : Token Vesting](#) accounted for 76.4% of the total supply.

Developers and early contributors with tokens in excess of 5M will have 95% of their tokens locked for a minimum of five years, vesting linearly. Token holders not in excess of 5M will have their tokens locked for a minimum of 18 months, vesting linearly. However, Due to the clear token vesting schedule (with a proof of lock, how the tokens will be managed and when they will unlock), it increases the trust of the community supporting the project, and allow a more sustainable growth of the project by showing the long term commitment of the team and investors to the community. Therefore a score of 13 will be awarded in this section.

Score: 13

b) Purpose of the token (10 points)

This score evaluates the purpose of a token in the project's ecosystem. For example, does it provide utility? Does it have governance rights attached to it or a built-in value capture mechanism?

Answer:

\$VEMP token is the native token for the Empire and is the currency used to reward trading card battle winners. Holders of VEMP tokens can [stake](#) it for xVEMP and earn staking rewards. Rewards are [distributed](#) in a way that vEmpire sends rewards in a staking contract which increases the price of xVEMP vs VEMP.

VEMP token also serves as an [incentive reward](#) for other staking pools (metaverse tokens, ETH and BNB).

Score: 4



c) Ongoing token issuance / inflation (10 points)

Most tokens have built-in inflation. This section evaluates the purpose of that inflation. Is it justifiable? Does it help improve the coordination and alignment of incentives for the protocol? Does it incentivise positive-sum behaviour? Are the benefits flowing to all relevant stakeholders or just select groups?

Answer:

vEmpire combines the Metaverse and GameFi with DeFi as the first metaverse token staking platform in crypto. Users stake tokens such as MANA, STARL, SAND, AXS and ETH to earn a lucrative yield primarily paid in the native token VEMP as well as the staked token based on token deployment. Currently there is over \$13 million [Total value locked](#) across the platform.

The [staking platform](#) generates its yield through the deployment of its large metaverse portfolio and issuance of the \$VEMP token. vEmpire began purchasing metaverse assets before the recent boom which allowed them to acquire large stakes in projects like Decentraland, Star Atlas, SAND (960% cheaper than current value) and Starlink which they own 18% of their metaverse as the largest token holder.

vEmpire deploy their notable \$75 million AUM with various [strategies](#) across the different virtual worlds they hold assets in such as trading and renting property/NFTs within MANA and STARL. They have established a guild which runs a metaverse scholarship program for players to earn in P2E games. There are currently almost 400 scholars playing P2E games such as Axie Infinity to provide the DDAO with passive income for the staking platform.

Therefore, the issuance model of the \$VEMP token incentivises positive-sum behaviour, improves coordination and benefits all relevant stakeholders.

Score: 8

d) Value capture (10 points)

The ability to accrue value and consequently distribute it to stakeholders can be an effective coordination mechanism and deliver long-term benefits to a project.

Answer:

The vEmpire DDAO distributes value generated by a basket of pools and LP services to stakeholders. The DDAO functions as a cooperative, whereby stakeholders earn vEmpire's token (VEMP) for providing collateral and via a staking mechanism, receive a share of the fee revenues generated by supported DeFi services, pools, NFTs and any fees generated from the DDAOs contributions on the platform or in any metaverse.

The VEMP token effectively encapsulates the intrinsic value of the VEMP services basket. The VEMP token can be staked into xVEMP to grant pro-rata governance rights over all operation concerns of the DeFi services' provision. Income generated for the Empire will be gifted to xVEMP holders. Staking derivatives will also be enabled via locked pools on top of the supported protocols.

Score: 7



e) Token liquidity (5 points)

Is the token widely available and is there sufficient liquidity to facilitate all protocol functionalities?

Answer:

VEMP is widely available on most decentralized exchanges DEXs, the biggest being [Uniswap](#) & [Pancake Swap](#). On top of that, VEMP is also available on CEXs [Kucoin](#), [Gate](#), [Huobi Global](#) and [BKEX](#). Check [here](#)

1	Uniswap (v2)	WETH/VEMP Live Chart	\$0.097375	0.6%	\$111,897	\$111,561	\$69,015	1.59%	Recently	●
2	Huobi Global	VEMP/USDT	\$0.098026	0.01%	\$488	\$3,074	\$2,220,219	51.25%	Recently	●
3	BKEX	VEMP/USDT	\$0.097447	0.72%	\$13,358	\$22,328	\$293,918	6.79%	Recently	●
4	MEXC Global	VEMP/USDT	\$0.098076	1.09%	\$4,313	\$10,318	\$1,265,976	29.23%	Recently	●
5	Gate.io	VEMP/USDT	\$0.097499	0.67%	\$6,264	\$11,823	\$342,059	7.90%	Recently	●
6	KuCoin	VEMP/USDT	\$0.097956	0.69%	\$328	\$5,569	\$428,165	9.88%	Recently	●
7	PancakeSwap (v2)	VEMP/WBNB Live Chart	\$0.097731	0.61%	\$3,037	\$3,028	\$30,363	0.70%	Recently	●
8	BitMart	VEMP/USDT	\$0.099956	1.24%	\$176	\$635	\$507,293	11.71%	Recently	●
9	Bittrex	VEMP/USDT	\$0.099088	1.76%	\$109	\$850	\$106,357	2.46%	Recently	●
10	BingX	VEMP/USDT	\$0.097409	1.79%	\$62	\$156	\$24,074	0.56%	Recently	●
11	Digifinex	VEMP/USDT	\$0.100400	6.12%	\$0	\$0	\$266,128	6.14%	Recently	●
12	Kanga	VEMP/USDT	\$0.100709	6.01%	\$0	\$0	\$45,174	1.04%	Recently	●
13	Shibaswap	WETH/VEMP	*\$0.099539	0.61%	\$3,047	\$3,038	\$0.00	0.00%	Recently	-
14	Bitrue	VEMP/USDT	\$0.105753	2.37%	\$39	\$621	\$215,355	-	**13 hours ago	●

Source: [CoinGecko](#)

However, there is a very little depth of liquidity on DEXs and there is a recent listing of VEMP on a [Tier one CEX](#) listing, A score of 2 will be awarded in this section.

Score: 2

f) Extrinsic productivity (5 points)

Can the token be used outside of the project's ecosystem? For example, can it be used as collateral elsewhere, be staked for yield or rewards, etc.

Answer:

vEmpire allows [staking of metaverse](#) tokens. In return, stakers receive yield, just like DeFi protocols. Yield comes in the way of the VEMP token and the original token used for staking. Token doesn't have extrinsic productivity outside vEmpire dDAO.

Score: 0



4. Team

The “Team” section describes the quality of the team behind the protocol. The current version of Prime Rating favours teams that are publicly identifiable. In the case of an anon team, the track record of the specific anons involved can be taken into account.

a) Credibility and reputation (10 points)

Are the identities of the core team public? In the case of anon team members, do they have a track record or reputation in the crypto space?

Answer:

- Dom Ryder is the CEO of vEmpireDAO visible on [Twitter](#) and [Linkedin](#)
- Mike Ryder COO of vEmpireDAO visible on [Twitter](#) and [Linkedin](#)
- Harvey Woods is the Marketing & Operations Manager of vEmpireDAO visible on [Twitter](#) and [Linkedin](#)
- Jack Dolby is the Creative Content Lead of vEmpireDAO visible on [Twitter](#) and [Linkedin](#)
- Petar Gavrilov is the DDAO Engagement Lead of vEmpireDAO visible on [Twitter](#) and [Linkedin](#)

The Identity of vEmpireDAO team is publicly available on their [website](#).

vEmpire is backed by an impressive team with a wealth of experience. They have already built a strong brand with popular projects in the crypto industry including Shiba Inu, which they recently completed an exclusive [AMA with ShibaSwap](#), as well as receiving several responses from the founder of Axie Infinity on social media to their project's posts. Layer 1 blockchain project NEO has established a partnership with vEmpire for the platform to build on their chain and create a NEO staking pool

The extensive background and unique combination of experiences of the team has enabled the team to produce some of the best blockchain-based games in the industry ([The Beginning](#)). However, information and experience about the dev team is unknown, therefore a score of 6 will be awarded in this section.

Score: 6

b) Relevant experience? (15 points)

Does the team have a track record of execution? Have individual team members built a product or a business before? Does the team have the necessary skills? For example, if a project is making a game, do they have a game developer?

Answer:

[Dominic Ryder](#) is the CEO of vEmpireDAO, after beginning his career in the world of stock broking, Dominic quickly advanced from a junior broker at nineteen to a Senior Derivatives Trader & Head of Desk. Dominic's career eventually took him through wealth management, as a partner at St James's Place, and eventually he found his true passion in



venture capital. An anarchist at heart, the original rebellious nature and reasoning for decentralisation ignited a passion which eventually created vEmpire DDAO.

[Mike Ryder](#) is an avid gamer from a young age, Mike has been cutting his teeth in the creative and technical areas of the audio visual industry designing and programming interactive solutions for high profile clients. Using his technical mindedness , he is combining that with his great interest in gaming to create unique playable features & concepts to keep the empire entertained.

[Harvey Woods](#) has run successful campaigns for large insurance companies and international charities. In addition, Harvey created the content strategy behind the first blockchain-based platform to fractionalise fine art and unique assets. With a keen eye for design.

[Jack Dolby](#) started his cryptocurrency career as a creative and technical writer, Jack is most excited about witnessing blockchain's potential to innovate the modern world. Previously working for both small crypto projects as well as some of the most respected blockchain R&D companies, including IOHK, Jack will help vEmpire position creative and storytelling endeavours and oversee the implementation of creative assets.

[Petar Gavrilov](#) is a certified Bitcoin expert. He founded Crypto.com's customer service division in 2018 and handled Crypto.com's service channels such as Telegram, Reddit, Discord. He also trained over two hundred professionals on cryptocurrency and hosted a crypto and finance related podcast for over a year.

A score of 7 will be awarded to this section because the team seems a bit weak on "relevant experience".

Score: 7

c) Thought leadership and public presence (10 points)

To what extent do the protocol contributors participate in the public debate around the metaverse? Are the team members giving presentations, sharing their thoughts and opinions, and do they help raise the industry's collective intelligence?

Answer:

The core team of vEmpire actively has participated in the public debate. The CEO [Dominic Ryder](#) has participated in [AMAs](#) and in series of youtube podcast on various topics:

- [The Metaverse Empire of Virtual Property](#)
- [Virtual Real Estate](#)

[Dominic Ryder](#) is also the winner of the 2021 [Hackarnoon contributor of the year - Startups](#). However, the founder of vEmpireDAO is also very active on [twitter](#) with more that 14.6K followers.

Score: 5



d) Ability to foster a community and coordinate resources (15 points)






How effective is the team at attracting and coordinating resources for the benefit of the protocol? Do they manage the community well, fostering a welcoming and positive environment? Does the community represent the project well externally?

Answer:

vEmpire currently has 101.4K followers on [Twitter](#), 2.7K on [Discord](#) with less than 200 active members and the Telegram channel is at 2.2k members. However the community host series on [AMA](#) on twitter and is currently hosting a [competition on meme](#) which is a way in fostering the community as at the time of writing.

vEmpire has been able to sell out the maximum 720 ETH target in under 5 minutes at a price of 0.0272 in its presale round. The fast sale is impressive because the sale was set to last for twenty-four hours and happen in two rounds, but VEMP sold out in 5 minutes in one round. This shows that the protocol is able to attract and coordinate resources for the benefit of the protocol.

The community is built around and encompasses multiple projects, vEmpire facilitate DeFi like staking pools of Metaverse tokens, paying yields in [SVEMP](#) token as the primary yield.

Metaverse Strategy Performance				
Strategy	Strategy Deposits	Equivalent Level Floor	Performance Since Inception	Performance Annualised
	\$492,108.17	\$639,050	29.86%	184.31%
	\$1,772,500	\$3,004,953.44	69.53%	726.01%
	\$719,145	\$1,196,898	66.43%	667.23%
	\$6,202,090	\$6,497,965	4.77%	20.49%
	\$1,468,990	\$3,177,414	116.30%	2088.90%
Totals	\$18,578,271	\$22,672,400.44	22.04%	121.82%

(source: vEmpire DDAO Q4 [report](#))

Score: 9



5. Governance

The "Governance" section evaluates all aspects of the protocol's governance, from infrastructure to processes and distribution of governance power.

a) Extent of governance capabilities (10 points)

Distributed governance should allow token holders to participate in the governance process. How much influence does the current governance process have when everything works as intended? What parts of the protocol does governance touch? Who can put forward a vote, and are there any limits or requirements (number of tokens, only the team can queue votes up, etc.)?

Answer:

VEMP holders can stake their tokens for xVEMP, this will earn them rewards and voting rights in the DDAO. xVEMP is the governance token and provides access to make and vote on proposals within the DDAO. However, currently there is no governance process within the community. Check [here](#).

Score: 0

b) Active governance contributors (5 points)

Governance is time-consuming, and governance apathy is a common problem in most democratic systems, including crypto. Therefore, it's essential to have a sufficient number of community members allocate resources to the governance process of the protocol. How many individuals participate in the debate around the protocol? How active are voters? Is delegation enabled?

Answer:

See 5(a)

Score: 0

c) Governance infrastructure robustness (10 points)

Robust infrastructure relates to how well the technology, software, and models used by the protocol's governance withstand actual use cases. Does the protocol have a reliable voting mechanism? How robust is the governance process, and does it facilitate good governance? Are the votes binding, or do they function solely as signals to the team?



Answer:

See 5(a)

Score: 0

d) Process and ease of use (5 points)

This score is based on the documentation and process for governance. More specifically, how easy it is to participate in governance. Does the protocol have a formal governance process? Is sufficient documentation available? Is there a basic framework to establish social consensus? Are there channels dedicated to governance debate?

Answer:

See 5(a)

Score: 0

6. Gaming Specific - In-game Economy

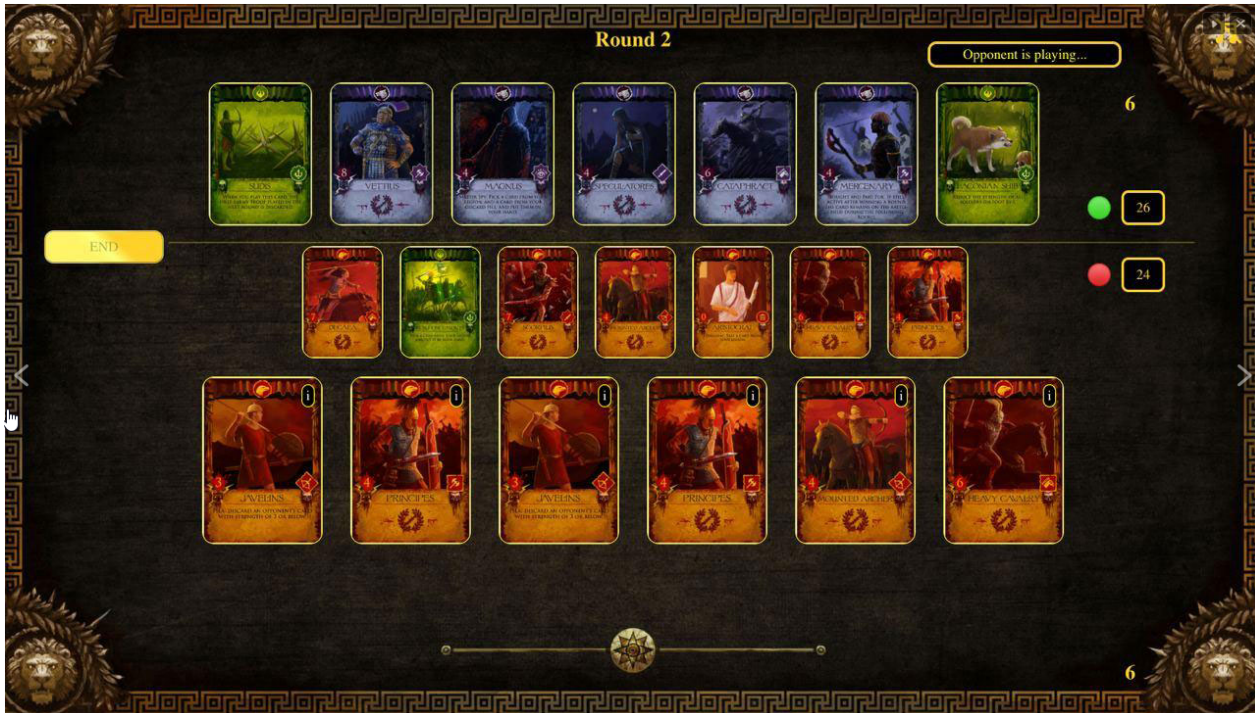
Gaming is and will continue to be an essential part of the metaverse. One of the benefits of NFT gaming and blockchain technology more broadly is authentic verifiable digital ownership. For games, that enables the creation of open in-game economies. However, these economies need to be well balanced through token economics and token design. The "Gaming" section focuses on the analysis of in-game economies and their sustainability.

a) Ease of use / Onboarding (15 points)

Gaming projects are introducing crypto to a lot of people in a short space of time. How easy is it for players to get to grips with the game, token economics, and onboard funds from the traditional financial system? Can the game be played on mobile, PC (browser or install) or both?

Answer:

In order to play vEmpire P2E game "[The Beginning](#)" users need to have staked VEMP token as an entry ticket for the battle. Onboarding funds for playing is possible through decentralized exchanges - Uniswap and Pancakeswap and centralized exchanges - Gate, MEXC, and Bittrex. The game is browser-based and can be played only on PC. Game [token economics](#) include NFTs for playing and sxVEMP or xVEMP for staking. The winner takes part in the loser's stake, and the loser's lost stakes are refunded with gaming cards. From Play-to-Earn.online: *"At the beginning of the game, you will have the option to choose for which faction you would like to play as. The two possible factions are Romulus or Remus. You also need to decide how many \$VEMP tokens you would like to play for. You will then be matched up with an opponent from the opposing faction and select your risk factor. .. This will determine how much of the total \$VEMP tokens will be up for grabs in the battle. Each faction has a set of up to 41 specific cards as well as 10 universal cards, that can be owned and used by both factions. Each player must then choose 25 cards from their deck. When entering the battle arena, each player is randomly assigned 15 cards from their deck, the remaining cards being sent to the player's battle deck."*



(source: playtoearn.online)

The game has a very simple token economics system and players can easily understand it without effort. The score is lower by -3 because “betting” game system where is possible to lose xVEMP tokens. Additional -3 points on score because there isn't a solution for transferring fiat directly in game.

Score: 9

b) Sustainability of P2E or in-game economy (20 points)

This section scores the sustainability of the in-game economy. Does it rely on the ever-increasing growth to sustain the ecosystem? Are there multiple levers the team can pull to balance the economy?

Answer:

vEmpire game “The Beginning” has a sustainable P2E economy because players enter battle with stakes of 50%:50% and after the end of the match (battle) winner takes 80% of that amount while 20% goes to the DDAO treasury. Loser for lost tokens gets a refund of in-game cards from DDAO, from vEmpire DDAO [whitepaper](#): “losers are given a trading card in exchange for their loss of xVEMP/xsVEMP. This will make it easier for the losers to win future battles, however the card cannot and will not be worth more than the loss as this would incentivise players to lose. The trading card given for a loss will not be an NFT, this way it gives them an advantage for the future but not a financial incentive.”



NFTs are the fundamental building block of NFT gaming projects and enable open and transparent in-game economies. Can everything in the game be owned by players (Land, Character, Items) as an NFT, or is it limited? Once owned, can items be traded freely?

Answer:

Cards in “The Beginning” game can be owned by players as NFT. Currently, the only in-game cards are “The Founding Soldiers” with the supply of 582 items owned by 118 unique addresses Game cards are tradeable on the [OpenSea NFT marketplace](#). Users play game with generic cards and can replace them only if they have NFT cards. Players with NFTs on deck can get an in-game boost depending on card rarity (Common +1 strength, Rare +2 strength and Unique +3 strength)

The score is lower by -3 because the game has only one NFT collection.

Score: 12

About the Author:

Makkiyzy &

Name: Marin (dabar90)

Background: Economist by profession, over 4 years in crypto/web3 space and most interested in token-economics, cryptoeconomics design, Defi and Gaming

[Twitter](#): dabar90

[Discord](#): dabar90#7087

[Quora](#)