

# YOUR CHESS SKILL IS WORTH SOMETHING.

We're building a chess game where the better you play, the more you earn. No bots winning. No whales buying championships. No shortcuts. Just chess — and a reward system that finally reflects how good you actually are.

♣ BITCOINIA

◆ ETHERYST

+ 10 MORE CLUBS COMING

# THE PROBLEM WE'RE SOLVING

You've been playing chess for years. You've grinded your ELO, studied openings, practiced endgames. And what do you have to show for it? A number on a leaderboard that exactly nobody outside chess cares about.

That's the problem we're solving.

Chess is the most skill-intensive game in history. It has 600 million players worldwide. Its rating system — ELO — is the single most trusted skill metric in competitive gaming. Yet the only way to "earn" from chess today is to become one of a few hundred professional players in the entire world, or to stream yourself playing to an audience, or to teach.

Meanwhile, games with a fraction of chess's depth have built billion-dollar economies where players earn real money for their time and skill. Poker players earn from poker. Esports players earn from their games. Chess players earn from chess — if they're Magnus Carlsen. Otherwise, nothing.

**A 1,600 ELO chess player has more demonstrable skill than 99% of people who play any competitive game. They should be able to earn from that.**

There have been attempts to build chess earning platforms before. Most fell into two categories: pure NFT collectibles with no gameplay (you bought a pretty chess piece picture and hoped it went up in value), or play-to-earn experiments that got overrun by bots, collapsed under their own token inflation, or simply weren't fun enough to play.

**The core mistake in all of them was the same: earning wasn't actually tied to chess skill.** It was tied to time, or to how much money you spent on NFTs, or to how well you could exploit the economy rather than how well you could play the game.

We've built ChessVS Club from the ground up to fix that. Skill is the only path to meaningful earning. The better chess player wins — always. Cards make it more interesting, but they don't change who the better

player is.

PART TWO

# WHAT CHESSVS CLUB IS

It's chess. Real chess — the same rules you already know, the same openings and tactics and endgame theory. We've added one thing on top: Battle Cards. And one promise: win more, earn more.

## THE BATTLE CARD LAYER

Every chess piece type — Pawn, Knight, Bishop, Rook, Queen, King — has a corresponding Battle Card with a unique ability. Before each match, you choose a loadout of Battle Cards to bring into the game. The number of cards you can bring depends on your earn tier: Candidate players start with 5, Tactician players can bring 8, and Sovereign players the full 10. During the match, you can activate these abilities at specific moments. They change what's possible on the board.

Here's the thing to understand about how the cards work: **they don't replace chess skill, they reward it.** Leaping Strike (the Knight ability) lets your Knight survive a capture it would otherwise lose. But you still have to position that Knight correctly. You still have to create the fork. You still have to calculate. The card makes a good move potentially devastating — it doesn't make a bad move into a good one.

BITCOINIA

### KNIGHT

< LEAPING STRIKE

Your Knight survives the next capture it initiates. The piece it takes is removed. Your Knight stays. The player who was about to "win" the exchange suddenly doesn't. Their face when they realize is the best moment in the game.

FL1 · 2 CHARGES PER MATCH · AVAILABLE TO ALL PLAYERS

ETHERYST

### ROOK

◆ BATTERING RAM

Your Rook's move pushes whatever piece is on the destination square one square further in the direction you moved. Not a capture. A shove. Use it to push a defended piece off a key square without trading – or to push something directly onto a bad square.

FL1 · 2 CHARGES PER MATCH · AVAILABLE TO ALL PLAYERS

ANY CLUB

## KING

◆ ENDGAME PROTOCOL

If your King would be checkmated this turn, one random legal escape move executes automatically instead. One use per match. It's a lifeline – but it only delays. If your position is lost, a single tempo won't save you. Chess still wins.

FL3 · 1 CHARGE PER MATCH · REQUIRES TENSION GAUGE  $\geq 75$  IN MATCH

## THE TWELVE CLUBS

Every player chooses a club when they sign up. Your club is your team – it shapes the visual style of your cards, your colour on the board, and the community you belong to. Clubs compete in seasonal leaderboards. At the end of each season, the top club gets exclusive cosmetic rewards and bragging rights until the next season.

The clubs are themed around the major crypto networks – because this is a crypto game, and we're not shy about that. But you don't need to care about crypto to enjoy the club rivalry. Bitcoinia vs Etheryst is just a really good team sports dynamic.

### BITCOINIA

BTC · ENERGY · DARK METAL

The forge club. Industrial, powerful, relentless. Armoured pieces, ember energy, dark metal aesthetic. The club for players who win through raw calculation and positional pressure.

AVAILABLE AT LAUNCH

### ETHERYST

ETH · CRYSTAL · GEOMETRIC LIGHT

The crystal club. Elegant, precise, combinatorial. Transparent pieces, prismatic light effects, geometric design. The club for players who find chess beautiful.

AVAILABLE AT LAUNCH

### SOLANODE

SQL · GLASS · PURPLE GRADIENT

The speed club. Translucent, fluid, unpredictable. Purple-green gradient aesthetic. For players who win with tempo and tactical chaos.

SEASON 3 · SUPERSPEED

### COSMOSIS

ATOM · WOOD · COSMIC ORGANIC

The strategist club. Patient, positional, long-game thinking. Earthy and cosmic aesthetic. For players who win by making no mistakes.

SEASON 4 · THE HARMONY

### TONVEX

TON · NAVY · TRANSMISSION WAVE

### AZUR

BASE L2 · FORTIFIED · DEEP BLUE

The message club. Opening specialists, momentum-first, initiative-driven. Deep navy aesthetic. For players who believe the opening is everything.

SEASON 5 · THE SURGE · DAO-GATED

The fortress club. Defensive, structural, unbreakable. Deep blue aesthetic. For players who win by building a position no one can crack.

SEASON 6 · THE BASTION · DAO-GATED

+ 6 MORE CLUBS ACROSS SEASONS 7-12 · TEZRATH · POLARIS · ZEROVA · XERION · BINANCIUM · FLOWTORA

PART THREE

## HOW A MATCH ACTUALLY WORKS

A ChessVS Club match is chess with five steps instead of one. Most turns, steps 1 through 3 take about two seconds. Occasionally, they're the most important two seconds of the game.

Here's a turn sequence written in plain English — no rules document jargon:

1

### UPKEEP

Any ongoing effects from last turn tick down. If a piece had temporary protection, it checks whether that's still active. Usually takes zero seconds — you don't need to do anything.

2

### GAMBIT WINDOW

*Coming in Phase 2.* You can play a one-use Gambit Card from your hand — a wild card effect that fires immediately. Steal 15 seconds from your opponent's clock. Swap two of your pieces. Force a piece back to where it was two turns ago. **In Phase 1 (the alpha), this step is skipped.** We're keeping it simple.

3

### DECLARE ABILITY

Before you move, you can declare that one of your Battle Card abilities will fire with your move. Your opponent can see this declaration — they know something's coming. This creates a bluffing layer: sometimes you declare an ability you're not using just to make them second-guess themselves.

4

### CHESS MOVE

**Standard chess move.** Every move you make is validated by the same rules chess has had for 600 years. You cannot make an illegal move. The chess clock has been running since step 2 — time management still matters.

5

## RESOLUTION

Any declared abilities fire. A Knight survives a capture it shouldn't have. A Rook shoves a piece. A Pawn refuses to die. The board updates. Both players see the result simultaneously. Then it's your opponent's turn.

That's it. If you play a match without activating any cards — which you can absolutely do — it plays exactly like standard chess. The card layer only matters when you choose to engage with it.

PART FOUR

# HOW EARNING WORKS

Win matches. Earn FOCUS. Use FOCUS to unlock more powerful cards and higher earn multipliers. Convert FOCUS to CVS, the protocol's main token. No shortcuts. No bots. No whale advantages.

We need to be upfront about something before we explain the earning system: **we are not promising you will get rich playing chess.** We are promising that if you're good at chess and you play consistently, you will earn something real — and the better you are, the more you earn. For some players that will be meaningful money. For most players it will be more like: your chess habit now pays for itself.

Here's how it works:

TOKEN 01

## FOCUS

**You earn FOCUS by winning matches.** The amount you earn per win scales with your Focus Level (your account tier). Draws and losses earn zero FOCUS — deliberately. There's a daily earning cap so you can't grind indefinitely, and a 15-move minimum per match so fast collusion schemes don't work. FOCUS is spent to unlock higher tiers, open card packs, and enter tournaments. It burns when you spend it — permanently removed from the system.

TOKEN 02

## CVS

**CVS is the main token.** You get CVS by converting FOCUS at a 10,000:1 ratio. CVS has a fixed total supply of 1 billion – it never increases. Tournament fees, luxury NFT purchases, and quarterly revenue buybacks remove CVS from circulation permanently. CVS is what you hold, trade, and vote with on protocol decisions. FOCUS is what you earn daily. CVS is what it's worth.

EARN TIER 01

## CANDIDATE

Every player starts here. Free. Earn FOCUS at base rate (1×). Daily cap: 500 FOCUS. Access to FL1 cards only (the starter cards). You can play the full game, earn real tokens, and have a great time at Candidate tier forever if you want.

EARN TIER 02

## TACTICIAN

Spend 7,500 FOCUS to unlock. Earn at 1.5× rate. Daily cap: 750 FOCUS. Access to FL1 + FL2 cards. Phone verification required. This is the first proof-of-human gate – it keeps earn inflation in check and makes your earnings worth more.

EARN TIER 03

## SOVEREIGN

Spend additional 15,000 FOCUS (22,500 total from Candidate) AND reach ELO 1,400+. Earn at 2× rate. Daily cap: 1,000 FOCUS. Access to all FL1 + FL2 + FL3 cards. The ELO gate is real – you cannot buy your way here. You have to be good at chess.

IMPORTANT

## TESTNET FIRST

**In the Phase 1 alpha (the 500-user test), all tokens are testnet only.** They have no real monetary value. This is deliberate – we are not going to launch a real token economy until we've proven the game is fun and retentive. Real tokens launch in Phase 2, after the alpha proves the earn loop works.

**Bots cannot bot their way to Sovereign. They would need 1,400 ELO to unlock it – and an ELO-matched matchmaking system means bots mostly play other bots and lose.**

We've built the anti-exploit architecture from the first line of code. The system monitors move patterns against engine baselines, tracks input timing, flags suspicious account networks, and requires phone

verification at higher tiers. If you play chess as well as your rating suggests, none of this affects you. If you're trying to run a bot farm, it will find you.

PART FIVE

## WE HELP YOU GET BETTER

Higher ELO means higher earnings. So we have a direct incentive to help you improve your chess. After every match, we show you exactly where you went wrong — and give you a drill to fix it.

After every match ends, ChessVS Club runs your game through a chess engine analysis in the background. Within a few seconds, the post-match screen shows you:

- **Your accuracy percentage** — how many of your moves were within the top computer recommendation. Reference: 90%+ is excellent, 70–89% is solid, below 70% means there's a clear skill gap to close.
- **Your best move of the game** — a board diagram showing the single move that changed the position most dramatically in your favour. Even in a loss, there's usually at least one moment you played brilliantly.
- **One mistake** — just one. Not 47 inaccuracies. One thing you did that cost you the most, explained in plain English: *"You left your Knight undefended on move 14 — a common fork target."*
- **Your ELO change** — the number, animated, with a sparkline of your last 10 matches so you can see your actual trend.

After every match, you're also offered one targeted tactical puzzle — pulled from a database of 3 million puzzles — specifically chosen to train the pattern you most recently got wrong. It's optional. It takes 60 seconds. It gives you 5 XP. We're not forcing you. But players who do the puzzles improve faster, and faster improvement means higher earnings.

Every Monday you get a weekly skill summary: ELO trend, accuracy trend, what you improved, what you're still working on, and how close you are to the next earning tier. It's written the way a good coach would talk to you – never "you played badly," always "here's the specific thing to work on."

PART SIX

## OUR PROMISES TO YOU

We know you've seen a lot of projects that made promises they didn't keep. Here's what we're committing to – and why we built the game the way we did to back those commitments up.

### THE CHESSVS CLUB PLAYER PROMISE

- ✓ **Chess skill is always the primary determinant of who wins.** Cards shift outcomes in roughly 15–25% of games where players are evenly matched. Outside that range, the better chess player wins. This ratio is tracked and enforced every season.
- ✓ **Earning is real but not the point.** The game has to be worth playing for the chess alone. If you stopped earning tomorrow, ChessVS Club should still be the most interesting chess variant you've ever played. We build for that first.
- ✓ **We will never sell pay-to-win advantages.** Cards affect gameplay, but they are earnable through play. No card can be purchased that isn't also achievable through in-game progression. The Sovereign tier requires 1,400 ELO – money can't buy that.
- ✓ **The token economy launches only after the game proves itself.** Real CVS tokens will not exist until the Phase 1 alpha demonstrates at least 40% Day 7 retention across 500 users. We will not put a real economy on top of an unproven game.
- ✓ **We are building for chess players, not for speculators.** If you are here to flip NFTs and don't care about chess, this game will not be designed to serve you. If you are here to play great chess and earn from doing it well, every decision we make is made for you.

- ✓ **We will tell you what's happening.** Our Discord is where we announce changes, explain decisions, and ask for feedback. If we change something in the earn system or card balance, we explain why in public before we do it.

PART SEVEN

## QUESTIONS WE KNOW YOU HAVE

Answered directly, without marketing language.

### DO I NEED TO KNOW ANYTHING ABOUT CRYPTO TO PLAY?

No. You log in with your email address or Google account. A crypto wallet is created automatically in the background — you never need to interact with it directly. Your FOCUS and CVS tokens appear in your account balance like any other in-game currency. If you want to withdraw them to a proper wallet or trade them, you can learn how to do that — but it's entirely optional.

### IS THIS JUST A SKIN ON TOP OF CHESS WITH A SCAMMY TOKEN ATTACHED?

We understand why you'd ask that. Most projects described as "chess + blockchain" have been exactly that. What makes ChessVS Club different: the card system genuinely changes how chess plays, there is a complete anti-exploit architecture built specifically to prevent the token economy from being gamed, and **the token economy doesn't launch until the game proves itself**. You're joining an alpha test, not buying into a token launch.

### WHAT ELO DO I NEED TO EARN MEANINGFUL AMOUNTS?

You can earn FOCUS at any ELO — you just need to win matches. However, the Tactician tier (which increases your earn rate to 1.5×) requires 7,500 FOCUS to unlock, which takes roughly 25–50 wins depending on your current tier. The Sovereign tier (2× earn rate) requires 1,400 ELO. **A consistent player at 1,000 ELO, playing 5 matches per day and winning roughly half, would reach Tactician in about 3–4 weeks.** Sovereign requires genuinely good chess — it's meant to.

### CAN STRONG CHESS PLAYERS JUST IGNORE THE CARDS AND STILL WIN?

**Yes, mostly.** Cards shift outcomes in roughly 15–25% of games where the players are closely matched. A player at 1,600 ELO playing a player at 1,200 ELO with a full Sovereign loadout will still win the vast majority of games. The cards are most relevant in evenly matched games — which is exactly where they should be most interesting.

## WHAT HAPPENS TO MY CARDS AND TOKENS IF THE PROJECT SHUTS DOWN?

Your Battle Cards are ERC-1155 NFTs on Base L2 (Ethereum). They exist on the blockchain independently of ChessVS Club's servers. If we shut down tomorrow, your cards would still exist in your wallet. Your CVS tokens are similarly yours — they live on-chain, not on our servers. FOCUS tokens are a different story: they have utility only within the game, so their value would be zero if the game closed. We're being direct about this distinction because it matters.

## IS THE ALPHA REALLY FREE TO JOIN?

**Yes.** Phase 1 is testnet-only — all tokens are test tokens with no monetary value. You need a Discord invite to join the waitlist, and access is by invitation in three waves. There is no cost to play during the alpha. The only thing you're spending is time.

## WHAT IF I'M A BEGINNER AT CHESS?

ChessVS Club has a skill improvement loop built into every session — post-match analysis, targeted tactical puzzles, weekly skill summaries, and a Club Coach that offers targeted practice when you hit a rough patch. **We have a direct incentive to make you better at chess**, because better chess players earn more, play more, and stay longer. If you can already play legal moves and understand how pieces move, you can enjoy ChessVS Club and improve from there.

PART EIGHT

# HOW TO JOIN THE ALPHA

500 spots. Three waves. First wave opens at M1 — when the game is playable. Join the waitlist now and you'll be among the first to test it.

Here's the honest timeline:

**01 Join the Discord waitlist** — link at [chessvs.club](https://chessvs.club). This is how we send alpha invitations. No Discord, no

invite.

- 02 **Wave 1 (50 people) opens at Month 1-2** — when the basic game is playable. These are the people who will find the bugs and break the card system in ways we didn't expect. Highly appreciated.
- 03 **Wave 2 (200 people) opens at Month 4-5** — when cards are live and earning is working on testnet. This is where we stress-test the economy.
- 04 **Wave 3 (500 total) opens at Month 6-7** — the full alpha. Open application, first come first served from the waitlist.

Alpha testers who provide substantive feedback (bug reports, balance observations, written feedback on the experience) receive a **Founder's Edition Battle Card** — the rarest card tier in the game, never to be minted again after the alpha closes. These are not promised as investments. They are thank-you notes for helping us build something good.

**We're building this for chess players who think their skill should count for something. If that's you — we'll see you on the board.**

CHESSVS.CLUB · DISCORD WAITLIST OPEN NOW