



vameon















WEB3 DAPPS & GAMES DEVELOPMENT STUDIO

WHITEPAPER

*V*ampire Empire of
Vampire



CONTENTS

	VAMEON STUDIO	2
	WEB3	4
	INTRODUCTION	4
	WHAT IS WEB3?	4
	CORE IDEAS OF WEB3	4
	OWNERSHIP	5
	MASS ADOPTION	6
	OUR MISSION	6
	INDUSTRY SHORTCOMINGS	6
	OUR ADVANTAGES	7
	PRODUCT	9
	GENERAL	9
	ACCOUNT / AUTHORIZATION	10
	ACCOUNT / CHARACTER	11
	GAMEPLAY	12
	BEGINNING	12
	THE 1ST LEVEL	12
	WHAT'S NEXT	13
	GAMING POOL	14
	PVP ARENA	14
	BLOOD BANK	14
	PLAY-TO-EARN	15
	INCOME ACCRUAL	15
	SELLING AN NFT-CHARACTER	16
	MONETIZATION	17
	IN-APP PURCHASES	17
	IGO	19
	NFT-EARN	19
	VON TOKEN BY VAMEON	20
	VON TOKEN METRICS	20
	VON TOKEN ALLOCATION	21
	VON TOKEN UTILITY IN THE GAME	22
	ROADMAP	23
	TEAM	24
	CONTACTS	25



VAMEON STUDIO



The Vameon headquarters are located in the heart of the UAE, in the bustling city of Dubai, where our game studio is not merely involved in game development but in its revolution. We have more than 20 experienced specialists and developers in our diverse and growing international team. Each of them is dedicated to enhancing the gaming experience with the latest Web3 technologies. Our team includes artists, animators, and designers who work together with blockchain experts to create an innovative web3 gaming space, bringing new ideas to the modern world.

At the core of Vameon's innovative approach is our unwavering focus on blockchain games (dApps) and Web3 technologies. But why blockchain? The answer is simple: empowerment. Leveraging the power of blockchain, we ensure that the game account is solely in the hands of its rightful owner, the players, governed by the NFT tokens linked to it.

Drawing inspiration from the allure of the vampire lore, Vameon crafts an unparalleled metaverse—the dEmpire of Vampire. Venture into a realm where every corner reveals a new mystery, every shadow hides a story, and every experience is uniquely yours.

Our mission goes beyond entertainment. We aim to foster the mass adoption of crypto technologies within the gaming industry, enabling every player to truly own their game account, characters, and their hard-earned achievements.

Our ultimate vision? A ground-breaking decentralized game where players globally are captivated by with an enthralling narrative powered by blockchain.

The dEmpire of Vampire. No diversions, no third-party tools, just a holistic in-game experience where players have complete access to crypto functionalities seamlessly integrated into the game.



PREPARE YOURSELF!

WEB3 WORLD OF DARKNESS, REIMAGINED FOR
THE MODERN ERA, AWAITS YOU!





WEB3



INTRODUCTION

Centralization has helped onboard billions of people to the World Wide Web and created the stable, robust infrastructure on which it lives. At the same time, a handful of centralized entities have a stronghold on large swathes of the World Wide Web, unilaterally deciding what should and should not be allowed.

Web3 is the answer to this dilemma. Instead of a Web monopolized by large technology companies, Web3 embraces decentralization and is being built, operated, and owned by its users. Web3 puts power in the hands of individuals rather than corporations.

WHAT IS WEB3?

Web3 has become a catch-all term for the vision of a new, better internet. At its core, Web3 uses blockchains, cryptocurrencies, and NFTs to give power back to the users in the form of ownership. Web1 was read-only, Web2 is read-write, Web3 will be read-write-own.

CORE IDEAS OF WEB3

Although it's challenging to provide a rigid definition of what Web3 is, a few core principles guide its creation.

- **Web3 is decentralized:** instead of large swathes of the internet controlled and owned by centralized entities, ownership gets distributed amongst its builders and users.
- **Web3 is permissionless:** everyone has equal access to participate in Web3, and no one gets excluded.
- **Web3 has native payments:** it uses cryptocurrency for spending and sending money online instead of relying on the outdated infrastructure of banks and payment processors.
- **Web3 is trustless:** it operates using incentives and economic mechanisms instead of relying on trusted third-parties.

OWNERSHIP

Web3 gives you ownership of your digital assets in an unprecedented way. For example, say you're playing a web2 game. If you purchase an in-game item, it is tied directly to your account. If the game creators delete your account, you will lose these items. Or, if you stop playing the game, you lose the value you invested into your in-game items.

Web3 allows for direct ownership through non-fungible tokens (NFTs). No one, not even the game's creators, has the power to take away your ownership. And, if you stop playing, you can sell or trade your in-game items on open markets and recoup their value.

We are committed to seamlessly integrating the Web3 concept into our game product and delivering the full spectrum of Web3 benefits to our players in a user-friendly and straightforward manner. As the internet and gaming industries transition to Web3, we are proud to be among the early adopters and pioneers!





MASS ADOPTION



OUR MISSION

Our main goal is the mass adoption of crypto in classic game mechanics, where a player will be able to get acquainted with blockchain technologies and feel the benefits of decentralization and Web3, without breaking away from high-quality gameplay.

INDUSTRY SHORTCOMINGS

The field of crypto and NFT projects is gradually diving into gaming sector and seeks to attract classic players audience, who have not previously come into contact with crypto and NFT.

There are very few crypto and NFT games with real working Play-to-Earn mechanics at the moment, and all of it have a high and difficult entry barrier for players. Gaming projects ask you to sign up, connect your wallet, make an initial purchase or make a deposit, subscribe, etc. At the same time, there is no transparency in further income accrual or NFTs and tokens management for a player, and sometimes a player remains hopeful that all the promises will be kept.

Existing crypto games are primarily focused on creating crypto mechanics and ensuring income for a project, what has a bad effect on the quality of the game itself, if it comes to release the game at all, everything often remains just on paper. Even if someone managed to release a game, then usually we face that the gameplay and graphics suffer, and it seems that a game is not initially developed to be interesting with an exciting scenario and have the game mechanics balance. As a result, such games were overestimated and had some popularity only on hype of the first wave of NFTs, which ended quite quickly, which ultimately led to either the projects closure or abandonment and players disappointment.

All these factors have adversely effected on the NFT gaming industry and have spoiled the experience for the entire gaming community. On the other hand, players are now approaching crypto games more carefully, setting higher expectations for it, which makes the crypto gaming industry better and more competitive. Even we see that there are no really cool NFT games yet, perhaps someone is working hard on it at the moment.

OUR ADVANTAGES

Our team has taken into account the experience of NFT projects and is working to create a high-quality Web3 game, with the main focus on gameplay and narrative, providing a low entry threshold for any player. Registration and additional steps are not required to start the game - just download, play, and enjoy.

All the expenses that are needed to create NFT-characters and cover gas fees for token transfers within the game will be covered by our team, so that a player would not be burdened with new terms from the crypto industry and would have an easy entry threshold. Moreover, we have integrated the self-custodial (decentralized) crypto wallet into the game, where a player's NFT assets are stored, and only the player himself has access to his or her wallet and assets. Thus, a player does not need to connect a third-party wallet with the game, everything is already in one place, simple, convenient and safe!

However, if the player is already familiar with Web3 games and uses the same crypto wallet across different games, they have the option to seamlessly connect their crypto wallet to our game using the secure WalletConnect protocol. We have designed this process to be as user-friendly and hassle-free as possible, ensuring that players have the independence to make decisions in the Web3 space.



WELCOME
TO THE WORLD OF DARKNESS
IN A MODERN FORMAT!

V&E Empire of Vampire



PLAY-TO-EARN NFT METAVERSE

POWERED BY  polygon



PRODUCT



GENERAL

Mobile 3D game for iOS and Android platforms, called dEmpire of Vampire, belongs to the mixed game genre of Action-RPG & Fighting with NFT characters and a Play-to-Earn gaming business model, based on blockchain and Web3 technologies.

dEmpire of Vampire is the dApp, powered by Polygon blockchain and rewarding its players with digital assets such as NFTs, character skins and cryptocurrencies.

Our Vameon studio, inspired by vampire setting, is creating a truly unique NFT Metaverse in which an exciting world of mystical events is waiting for you!

You will plunge into ancient mythology and feel like a vampire in the modern world, creating your empire through alliances and battles with online players, starting from a Ghoul to Count Dracula.

With every new level you will become more powerful and stronger, climbing the hierarchical ladder of the vampire clan and raising the status of your character.

Due to blockchain technologies, your unique character will belong only to you on the rights of owning NFT tokens associated with your account.

Only you can decide whether to play as your NFT character and earn Vameon project tokens or to sell your in-game NFT collection so that someone else could continue to play your character.



DEMPIRE OF VAMPIRE
CONTROL AND CONQUER!



ACCOUNT / AUTHORIZATION

Your game account will be directly linked to your crypto wallet address for interaction with NFT tokens which are used in the game.

There is no need to be authorized before starting the game, we do not ask you to use email, phone number or other personal data to create an account and authorization, that is why we do not collect or store your data, your account in the game will be anonymous.

After passing the 1st level, you will need to have a crypto wallet address to which your character's NFT token will be transferred, that is why a secure non-custodial crypto wallet will be created for you and only you will have access to it.

If you already have a crypto wallet such as Trust Wallet, MetaMask or another non-custodial crypto wallet, then you can authorize with the existing crypto wallet.

Only a non-custodial (decentralized) crypto wallet is created and supported in the game, which means that only you have access to the wallet and its assets, as the owner of your Seed Phrase, which is generated when you create a crypto wallet. Be sure to make a backup copy of your crypto wallet after creation by saving your Seed Phrase.

Keep your Seed Phrase in a safe place and never show it to anyone.

You can always authorize in the game again after deleting it or from a new device by importing your crypto wallet via the Seed Phrase consisting of words, and thus you will not lose your character and the earlier reached level in the game but continue playing from the same place where you stopped and with the same character.

The crypto wallet and all NFT tokens in the game run on the Polygon blockchain.

ACCOUNT / CHARACTER

You start the game as a basic character, a Ghoul. At the end of the 1st level, you will create your own unique character by choosing a name, gender, and clan. You will also apply the clothes and weapons, collected on the 1st level to your character and if desired, you can customize its appearance and physique. Your character will become an NFT token of the 1st Level that will be stored only on your crypto wallet address. At the end of each level, you will update your character and at the same time your NFT token will be also updated.

The character that you play and you improve during the game belongs to you, because you initially own it as the owner of your crypto wallet Seed Phrase.

The status of a player and the level of a character is determined by the presence of an NFT token on the linked crypto wallet.

The game will recognize you as a new player if your game account's linked crypto wallet address does not contain the character's NFT token. Therefore, do not transfer the character's NFT token to other addresses via third-party crypto wallets without the need.

A character marketplace will appear in the game in future, where you will be able to sell and buy NFT characters with linked NFT tokens.





GAMEPLAY



BEGINNING

You start playing the game with the lowest vampire status where you begin your journey as a Ghoul without a name, gender, and clan, without clothes and weapons, climbing the hierarchical ladder, moving towards the goal to become the Great Count Dracula.

You must go through various missions, fighting with enemies to become stronger and more experienced and killing victims to replenish vital blood supplies. You will find different items of clothes and weapons on each level, that you can apply to your vampire on the next level, after completing the current one. On the higher levels, you will face battles with online players, as well as making alliances for creating your own vampire community.

If you plan to use Play2Earn game reward model in future, then it is very important to increase your Earn Ratio during your journey in the game, which has its own maximum achievable values on each level. Each level has both minimum required missions, the passage of which is mandatory to move to the next level, and optional missions which directly influence on your ratio increase. If you have missed optional missions on the previous level, then you will never be able to return and complete it, so your ratio will not be able to meet the maximum possible value. Moreover, any in-game purchase will increase your Earn Ratio.

THE 1ST LEVEL

The actions on the 1st level take place on the location of England in the present days in the heart of London. Waking up after a long hibernation on the Moon, where vampires were expelled from Earth in the Middle Ages, your vampire returns to Earth in the city of London and turns into a Ghoul. The vampire is exhausted, remembers nothing of his origin and is completely naked. You need to gain strength, find clothes and weapons and then you can choose your gender and clan, relying on your instincts at the end of the level.

There are free and paid clans that will be available in the game. A paid clan will have improved skills, animations and NFT items, making your character stand out.

Attention: After passing the 1st level and creating an NFT character, you will no longer be able to change your gender and clan on the current account.

WHAT'S NEXT

After reaching the status of the Count Dracula, the 2nd phase of the game will be opened for you, where you will be able to receive VON tokens by Vameon, if you have an additional NFT-Earn token and depending on Earn Ratio achieved during the 1st phase of the game. You can find more details about it in Play-to-Earn section.

VON tokens will be traded on crypto exchanges and have liquidity on DEX platforms.

Users who are focused only on direct earning in the game can not pass the 1st phase of the game, but immediately purchase an NFT character from users via the in-game marketplace.

NFT characters can be sold and bought on the marketplace but only that have passed through the 1st phase of the game.





GAMING POOL



PVP ARENA

Players can expect the introduction of the PvP Arena on the 3rd level. Here, online players will form alliances and engage in real-time battles with each other. The PvP Arena is divided into rooms, where each room belongs to a specific sect. In rooms of their own sect, players create alliances with each other as members of the same sect, while in rooms of other sects, players battle against each other as members of different sects. Players choose their sect at the end of the 2nd level and can not change their choice within the current account.

Players are provided with a certain number of alliance formations and battles for free. Conducting additional PvP activities will cost blood for players, which will be deposited into reserve storage, forming the Blood Bank.

BLOOD BANK

Each sect has its own Blood Bank, which is independent from other sects. The Blood Bank is replenished via the creation of alliances and conducting battles on the PvP arena. The more players belong to one sect and the more alliances are created there, the larger the sect's common fund. The more battles take place in the sect, the larger the Blood Bank of that sect is.

The Blood Bank is not just the status of your sect, which shows the power and population of your sect, but primarily, it is a real gaming pool that will be linked to VON tokens. VON tokens, in turn, will be used to reward players who meet the necessary conditions in the future. Specifically, the presence of an NFT character on a player's wallet, determining the 8th level or higher, and the presence of NFT-Earn on the same wallet, determining the right to receive a reward.

The rewards will be paid from the gaming pool of VON tokens, directly linked to the Blood Bank of your sect. The amount of rewards will be calculated from the gaming pool, based on the player's Earn Ratio achieved during the gameplay.

Cultism encourages players to communicate in the real world and recruit newcomers to their sect in order to increase its size and, consequently, the size of their Blood Bank.



PLAY-TO-EARN



The dEmpire of Vampire game has Play-to-Earn earning model for active players.

There are two ways of earning for users:

1. INCOME ACCRUAL

The income in VON tokens by Vameon will be distributed every 3 months from the game pool among active players who meet the required conditions:

- **Having an NFT-character above level 8**

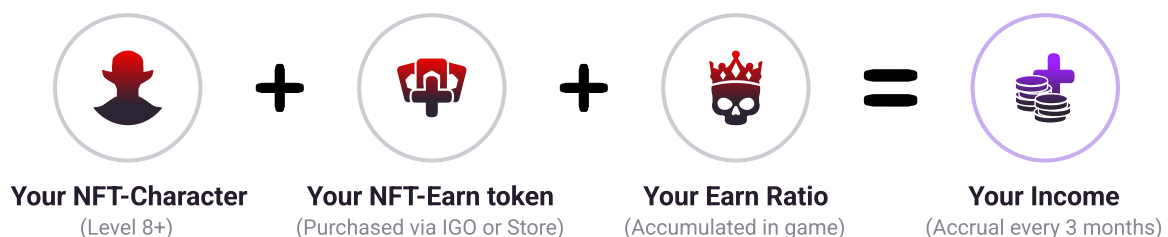
A player can create their own NFT-character in the game and update their NFT-token with each passing level, eventually reaching the 9th level. Also, a player can buy a ready-made NFT-character with the required parameters from another player via Marketplace, in order not to waste time and efforts on passing the game.

- **Having NFT-Earn**

NFT-Earn is a token that identifies the owner of the investment and gives the right to earn money. NFT-Earn token can be purchased on IGO, which will be held on specialized platforms. The number of NFT-Earn on IGO will be limited to 69,000 tokens.

- **Having required Earn Ratio**

Earn Ratio is the rate of return accumulated by the player during the game. The ratio determines the amount of distributed rewards for a player. A player can achieve the required Earn Ratio by actively playing the game with their NFT-character or buying a ready-made NFT-character with the required Earn Ratio from another player via the Marketplace.



2. SELLING AN NFT-CHARACTER

All created characters in the game are updatable NFT tokens which belong to the player as the owner of the crypto wallet address and have a certain value.

- **Selling NFT on third-party marketplaces**

A player can put his or her NFT-character up for sale on existing NFT-marketplaces, such as OpenSea at any time by setting the desired value. When selling or sending NFT tokens from their game account address, a player will not be able to continue playing with this NFT-character, as they will no longer own it.

- **Selling NFT in the game**

When the in-game marketplace is developed, players will be able to list their NFT-characters for sale to other players. Only NFT-characters above 8th level with the required Earn Ratio will be listed on the marketplace, what gives a buyer a guarantee of potential income after purchase. All operations on the in-game marketplace will be made in VON tokens by Vameon.

- **NFT private sale**

NFT-character is a crypto token, and a player has the right to dispose on their own and no one can restrict them to do this. The owner of NFT-token can always transfer his or her token to another address, for the purpose of private sale or simply change the storage address. It is important to understand that only the owner of the NFT-token can log in to the game account and continue playing with the NFT-character inherent to this NFT-token.





MONETIZATION

IN-APP PURCHASES

The game is free and there are no mandatory purchases. You can fully enjoy the game without making any purchases, but some features will only be available after making a purchase. Creating a good quality game is a very expensive pleasure, and we hope that you realize that the presence of monetization in the game is an absolutely usual and acceptable parameter that allows to maintain and develop the game. We would be glad if you will make some unexpensive in-game purchases from time to time to help us to create new levels.

There are 2 types of purchases in the game:

- Consumable purchase. Purchase of inventory and abilities that are not NFT tokens and are comparable to purchases in classic games. These purchases are needed if a player wants to go beyond publicly available and free allocated features and they are made via the in-game currency Blood, which can be obtained in the game for free or bought via the store. For instance, purchasing additional customization of your character during its creation, additional health points, magic abilities, amulets, choice of closed missions and clans etc.
- Non-consumable purchase. NFT items purchase for a character in a form of clothes items, magic props, and weapons. The main sets of NFT items in the game are free and you can get it just by playing and passing levels. But you can also buy additional NFT items that will make your character stand out and improve its stats. These purchases will be accompanied by an NFT token transfer to your crypto wallet address, so this purchase will be non-consumable and will belong to you as an NFT token.





VAMPIRES COIN
VON UTILITY TOKEN BY VAMEON





INITIAL GAMING OFFERING (IGO)



NFT-EARN

The project will issue 69 000 special NFT-Earn tokens (NFT for the Right to Earn) the ownership of which will give a player the right to earn in the game.

Only 69 000 players will be able to earn in-game income from the NFT-Earn Pool, what creates quite a strong shortage. But, given the ability to transfer these NFT-Earn tokens to other players addresses with the right of ownership for receiving income, high liquidity and demand will be ensured when reselling NFT-Earn tokens between players.

NFT-Earn tokens distribution will take place in 3 IGO stages:

1. Stage 1 - 1st quarter 2024
2. Stage 2 - 2rd quarter 2024
3. Stage 3 - 3rd quarter 2024

All unsold NFT-Earns during the IGO will be distributed in the game as In-App purchases on App Store and Google Play.





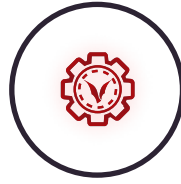
VON TOKEN BY VAMEON






VON TOKEN METRICS



Parts	Total, %	Total, VON	Price, \$	Total, \$	Description
Seed Round	6	60,000,000,000	0.000016	960,000	Cliff 1 year after TGE, vesting 1 year
Strategic Round	8	80,000,000,000	0.000025	2,000,000	Cliff 6 months after TGE, vesting 1 year
KOL Round	1.2	12,000,000,000	0.000025	300,000	10% Unlock every month starting at TGE
Private Round	10	100,000,000,000	0.00003	3,000,000	Cliff 2 months after TGE, vesting 1 year
Public Round (IDO)	2	20,000,000,000	0.00005	1,000,000	16.66% Unlock every month starting at TGE
Team	8	80,000,000,000			Cliff 1 year after TGE, vesting 1 year
Liquidity	4	40,000,000,000			Exchanges
Marketing	6.8	68,000,000,000			App Store & Google Play, vesting 3 years
	8	80,000,000,000			Socials & Mass Media, vesting 3 years
	8	80,000,000,000			Contests & Airdrops, vesting 3 years
Dev & Support	10	100,000,000,000			New levels and game support, vesting 3 years
Treasury	15	150,000,000,000			Initial Play-to-Earn Gaming Pool, working via a smart contract, vesting 1 year
Staking	13	130,000,000,000			VON Staking Rewards, working via a smart contract, vesting 1 year
Total	100	1,000,000,000,000		7,260,000	



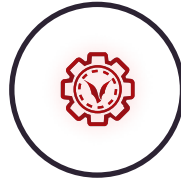


VON TOKEN ALLOCATION

TGE (Token Generation Event)	
Total Supply	1,000,000,000,000 VON
Legality	Legal Opinion by  MAGNA LAW
Security	Audited by CertiK
Smart Contract	 0xc57d5...ed71627 

Total Vesting Pool	
Amount	100% 1,000,000,000,000 VON
Smart Contract	 0xc57d5...ed71627 

Seed Round	6% 60,000,000,000 VON 0x96d38128CD7110DbE4f97741b270A57999944061
Strategic Round	8% 80,000,000,000 VON 0xBbc98D37E4aa1FF0F9aD6529825231Daf1724486
KOL Round	1.2% 12,000,000,000 VON 0xd6548DDfB48AF3440D25AAF7Cf9ed920921C7F7
Private Round	10% 100,000,000,000 VON 0x939b03C71F62Ce7110127662C633ae70Fd049f5D
Public Round	2% 20,000,000,000 VON 0xD4F2c367300717911D1BB29373d7A8C4C103c565
Team	8% 80,000,000,000 VON 0x6c7EEb485496D16a22841ff04bA7DabA3AF78d2A
Liquidity	4% 40,000,000,000 VON 0xc8D956603b57Ed23894C8C3b5dC7436A9d25B9ab
Marketing	22.8% 228,000,000,000 VON 0x4AF0aC917314a36e8CD0C7fe142B0ab839E909bc
Dev & Support	10% 100,000,000,000 VON 0x7aEE6028DDeA8116a4233b18F7129C2AC59D8169
Treasury	15% 150,000,000,000 VON 0xF0e8c64a7E5C33D08Cfcb45f5dDF56B46DE58B7F
Staking	13% 130,000,000,000 VON 0xaC47371833Edc1fD2b539C5B95AB6813c9118B83



1. Marketplace

All sales and purchases transactions of NFT characters in the game marketplace will take place in VON tokens. The marketplace will have fees in VON tokens for each completed transaction.

2. Buying NFT-Earn

Players will be able to purchase an NFT-Earn token for VON tokens for 30% less than making a similar in-app purchase via Google Play and App Store.

3. Additional levels

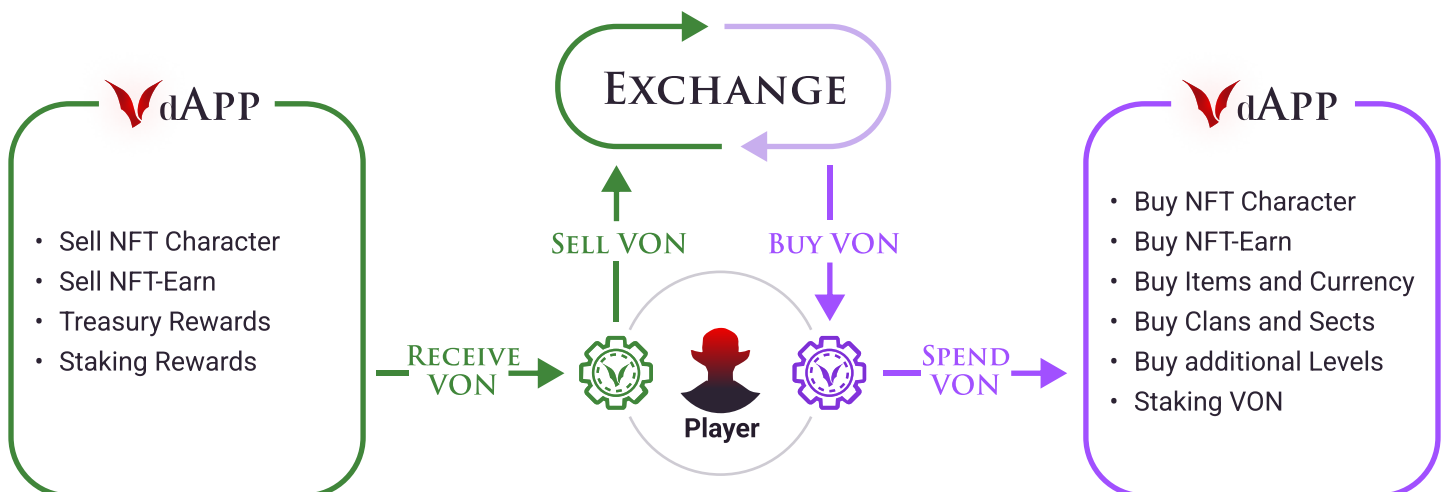
Additional game missions will be available for VON token holders, in particular, returning back to completed levels in another dimension with farming ability.

4. Rewards

The income in VON tokens by Vameon will be distributed every 3 months from the game pool among active players who meet the required conditions. More details in the 1st paragraph of the Play-to-Earn section - Income accrual.

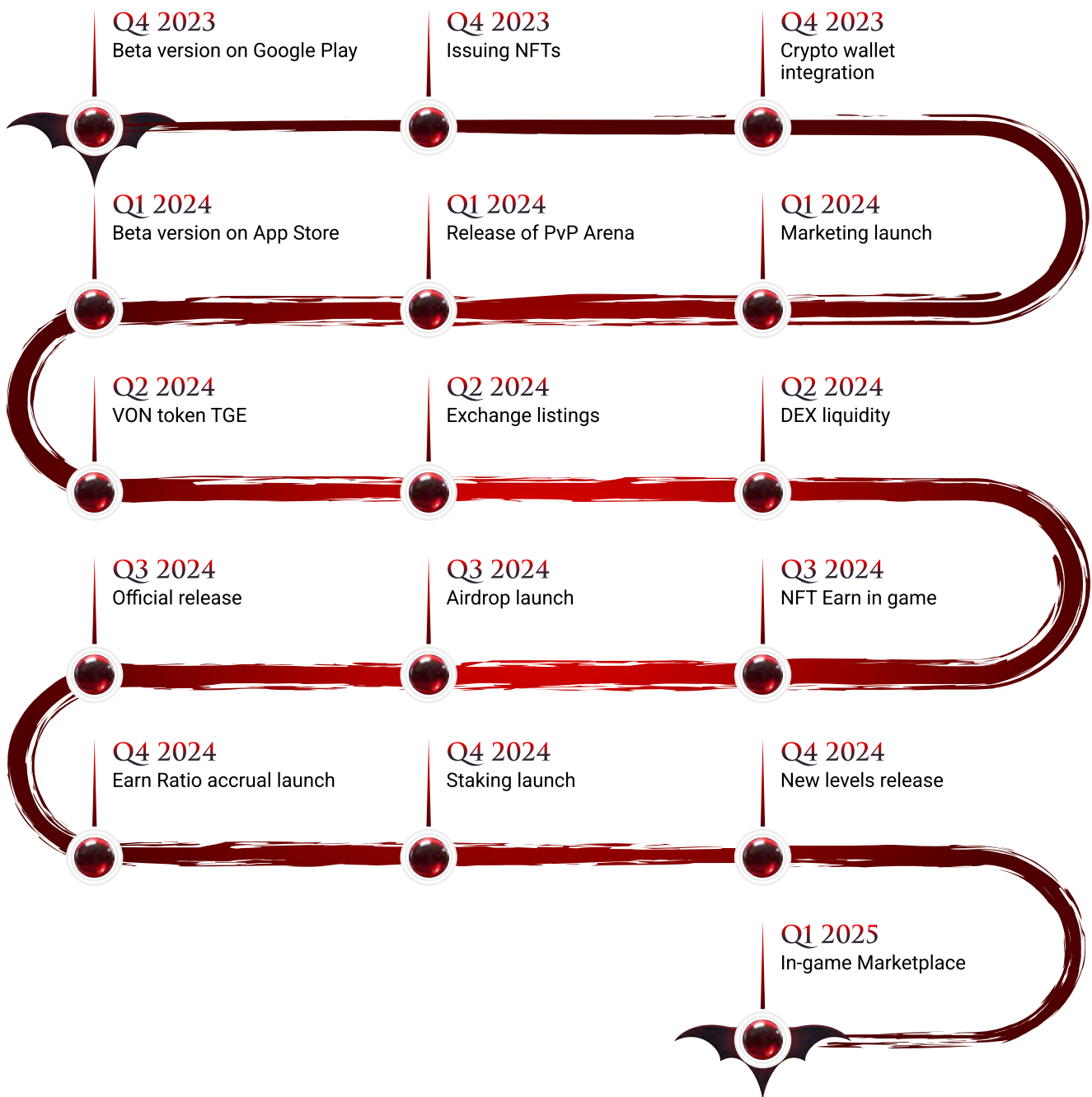
5. Staking

Players will be able to participate in staking programs by staking their VON tokens for certain periods and receiving passive income in VON tokens at APR and APY rates.





ROADMAP





VAMPIRE TEAM OF THE VAMEON CLAN


EVAMP

CEO & Producer

ARTEM EVDOKIMOV

Master's Degree in Software engineering, DML, NN, AI. Serial entrepreneur, investor, 8+ years of experience in crypto. Co-Founder of iMe Lab since 2019.


BORAX

CMO

ALEX BORUTSKY

Ph.D in Economics. Professional start-up entrepreneur with 15+ IT projects. Co-Founder of iMe Lab since 2019. Ex-Ambassador of Hedera Hashgraph.


VALDEMOR

CDO

ILYA PEREKOPSKY

Entrepreneur, manager and investor. Vice President of VK.com (2006-2014), Vice President of Telegram since 2018. Founder of Blackmoon Financial Group and Blackmoon Crypto startup.


ROBOCOP

CFO

IGOR PEREKOPSKY

Professional trader and advanced crypto investor, businessman in the field of IT technologies. Financial Director of VK.com (2006-2014). Early investors in SumSub.com.


ZYDED

CTO


VOID

Backend Lead


KASHAN

Unity Lead


OMEN

Art Lead


DRAGON

Art Director


ASTA

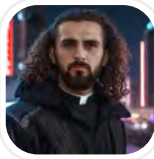
Blockchain Developer


DARLOG

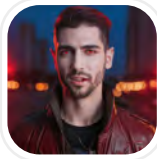
Technical Artist


BANANA

Senior PM


VEPS

Game Designer


LORION

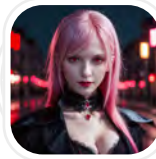
Designer, CG Artist


GLUGOR

2D Artist


GLUVAL

2D Artist


REINA

Community Manager


BLOODMOON

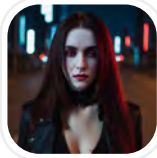
3D Animator


ANIME

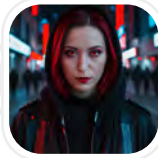
3D Animator


PANAMA

3D Artist


MERLIN

3D Artist


ASIA

3D Artist


CHAROITE

CG Generalist


EDDA

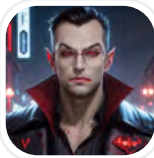
Narrative Designer


GRIMM

Technical Artist


EXILE

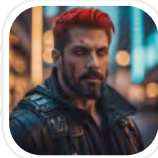
Art QA Engineer


MIPUS

Unity Developer


SMITH

Unity Developer


AHURA

Sound Designer


KRAVEN

QA Lead


LEBO

QA Engineer


LILMAN

QA Engineer





VAMEON SOFTWARE DESIGN

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