REPTILE WORLD

WHITEPAPER

Turn your skills into NFTs

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Introduction

Games are a crucial part of our daily lives as they teach us and help us overcome obstacles that we may encounter throughout our journey. *Reptile World team consists* of people who grew up playing computer games, enjoying glorious moments of triumph, and living through the memorable storylines of our beloved digital characters. We have learned throughout the way that the preeminent purpose of any game is to be **FUN**, to excite, to sparkle a fire, and create bright memories for all kinds of players while engaging them in building stories together.

We invite everyone who sees gaming as a culture, a lifestyle, and art, as well as those, who share project values, to get on board with us to have FUN building this unique world.

Executive Summary

Reptile World is a fantasy multiplayer game where players can conquer epic randomly generated dungeons in different environments and experience the world of NFT trading.

While taking part in challenging events to find unique non-fungible items, players must solve complicated puzzles, grow skills, and might have a chance to collect a rare inventory set. PVP fighting, building Clans (Guilds), and exciting lore stories while role-playing socializing are inevitable when diving into the game. NFT holders will exercise DAO governance rights to decide on adding any community-based content to the game and setting the vector of any future developments. With unique mechanics of inactivity penalties, lost tokens and items stake on the enemies that killed the player, inevitably making them stronger and more desirable for battle participants.

Our goal is to build a fun game with well-developed lore and an ecosystem for millions of players. Turn your skills and passion into blockchain assets. We are on the path to changing the gaming space, creating more challenges and higher stakes, where activity, skills, and devotion are truly rewarded. In addition, we bring more significant value to digital ownership: not just utilizing NFT, thus allowing players to trade in-game resources, but also creating a chance of losing the assets.

All in-game to be earned assets are unique 1/1 with randomly generated stats, rarity, and look, thus motivating players to trade and fight in dungeons to find the best items. Opening each chest and defeating enemies is every time a surprise of getting valuable, cursed, or broken things, or just a fragment of an item.

Reptile World aims to solve a problem with inflation in NFT games, where you spend resources only for growing, which leads to an inevitable drop in the value of items.

If the game has NFTs, we believe it should bring unique 1/1 items by look, feel, and stats to motivate players to collect, trade and exchange.

Teaching players to be responsible with their digital assets is also essential. For example, when fighting dungeons, you can lose almost all your tokens and items dying in the game. This leads players to remember leaving items in the vault.

The game is skill-focused, characters don't level up traditionally, and even a beginner can fight with a high-level enemy.

What makes us different?

● Fun Roguelike gameplay:
Reptile World will be an exciting, compelling game. Combining Roguelike, action trading economy, and social engagement will keep players entertained for years.

● Great in-game experience:
Reptile World sets a goal of making a great Game first of all. The underlying technology will be based on Immutable X, allowing players to enjoy instant and gas-free trading, which feels like a regular game.

● Community-driven incentives:
We value a community and the impact it brings to the game. Reptile World will involve and reward artists, developers, professional players, and the community for contributing to the growth of the ecosystem and empowering creators to start businesses in the Reptile World. Players will be able to create their items, rooms, dungeons, characters, events, lores, secrets, and in-game NPCs. Each month best creators will be chosen by Reptile World DAO. NFT holders will vote for community materials to be added to the game and for a winner of a reward from the Rewards Pool.

● True digital ownership
Reptile World provides actual ownership over in-game items by turning them into ERC-721 tokens, also known as NFTs. As a result, players gain the opportunity to sell their items for digital currencies, use them in-game, and embed them in third-party games and tools.
Providing players with full access to in-game assets they can own, zones to trade, and rewards for their skills and effort is the true future of gaming for us.

● An epic game economy
To encourage competitive play and stimulate engagement, players are allowed to earn currencies and items, including the $REPT token, just by playing the game.
$REPT tokens are used by players to trade with other players and in-game traders, e.g., to purchase unique 1/1 items from dungeon traders, to play games and take quests, enter special rooms or even shoot from weapons with tokens. Staking tokens from dead players on all enemies give a chance for more significant rewards for players. $REPT creates a sustainable ecosystem where players have the economic freedom to earn from and contribute to the ecosystem.

The unique aspects of the Reptiles World $REPT economy is the Enemy Reward Pool and inactivity penalties.

All tokens lost in battles with hostile mobs and bosses stake to the Enemy Reward Pool. The more players die fighting enemy mobs, the more ones accumulate rewards for following players. But the winner gets it all. If a team of people defeats the enemy mob, they receive a reward equal to dealt damage or team support. In addition, 20% of sales and secondary trading fees go to the Reward Pool for the next dungeon.

Gaming Industry Overview

Revenues are growing in 2022 and will reach $203.1 billion via consumer spending (+5.4% year on year), setting a new record!

The global player numbers will also have a breakthrough this year, passing the three-billion mark to reach 3.09 billion players by the end of the year.

PC Gaming continues to be one of the most popular forms of video gaming despite the increasingly impressive competition from both the console market and mobile gaming platforms. The PC Hardware industry alone will be worth $70 Billion by 2023, showing that many are still heavily invested due to their providing the best possible hardware in PC builds for gaming.

And when it comes to PC gaming, Steam is still the platform of choice for consumers as it still sits comfortably on the top spot among video game sellers, bringing in $4.3 Billion in 2017 alone.
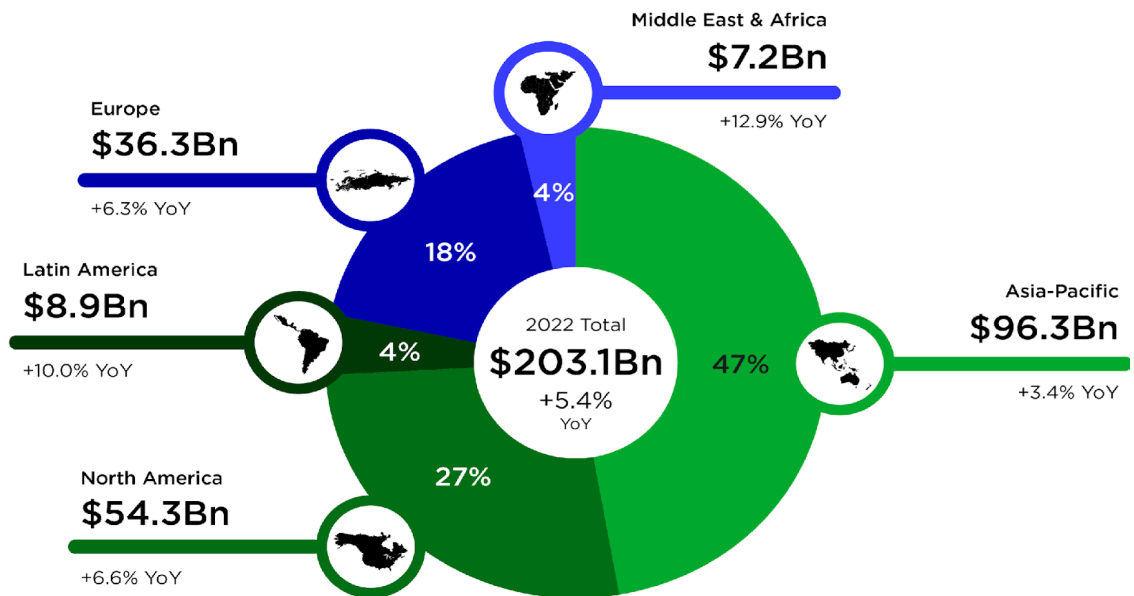
Sources: VGA24/7, DFCint, NewZoo, Steam

Game Revenues by Region:

Regarding game revenues via consumer spending, the U.S. ($50.5 billion) will generate more than China ($50.2 billion) in 2022.

2022 Global Games Market

Per Region With Year-on-Year Growth Rates

Middle East & Africa
$7.2Bn
+12.9% YoY

Europe
$36.3Bn
+6.3% YoY

Latin America
$8.9Bn
+10.0% YoY

North America
$54.3Bn
+6.6% YoY

Asia-Pacific
$96.3Bn
+3.4% YoY

4%

18%

4%

27%

47%

2022 Total
$203.1Bn
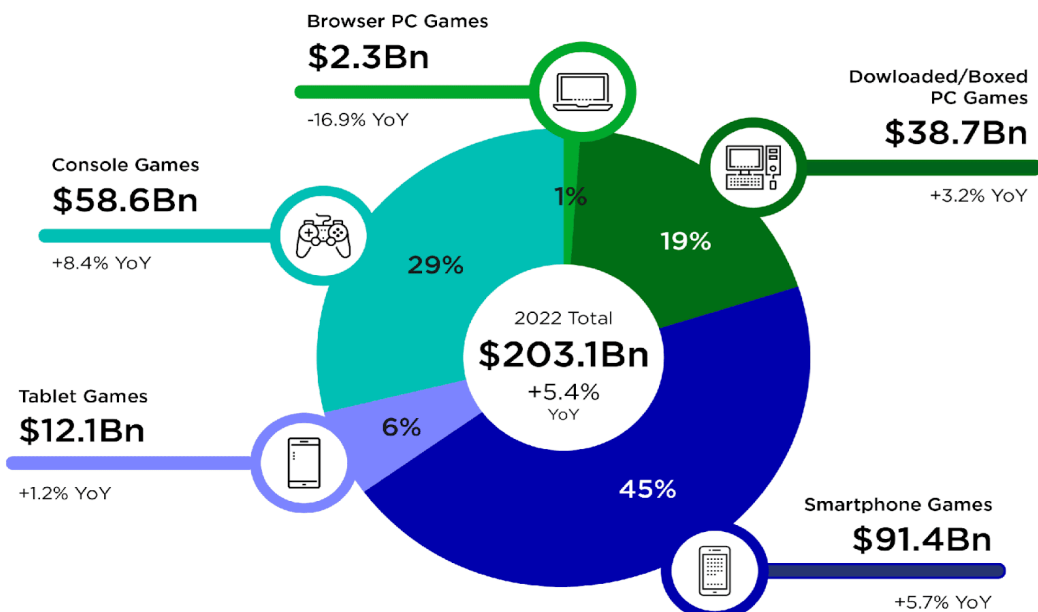+5.4%
YoY

Source: NewZoo

Which country region has the most players?

As you can see, emerging regions are the only places to show double-digit growth. However, the more mature regions of Europe and North America are also showing strong growth, thanks to the performance of PC in the former market and consoles in the latter.

2022 Global Games Market

Per Segment With Year-on-Year Growth Rates

Browser PC Games
$2.3Bn
-16.9% YoY

Dowloaded/Boxed PC Games
$38.7Bn
+3.2% YoY

Console Games
$58.6Bn
+8.4% YoY

Tablet Games
$12.1Bn
+1.2% YoY

Smartphone Games
$91.4Bn
+5.7% YoY

1%

19%

29%

6%

45%

2022 Total
$203.1Bn
+5.4%
YoY

PC Market Will Also Show Growth

PC game revenues will grow slightly slower than console but still will show a +1.9% increase to $41.0 billion in 2022.
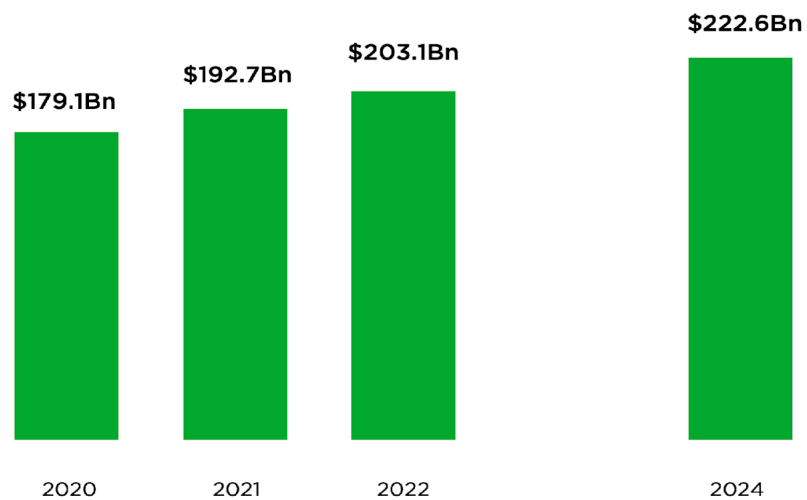
What Does the Future Hold for Global Games Market Revenues?

The games market will continue to grow in the following years, reaching $222.6 billion in 2024, a +5.6% CAGR (2020 to 2024):

Global Games Market Forecast

Forecast Toward 2024

newzoo

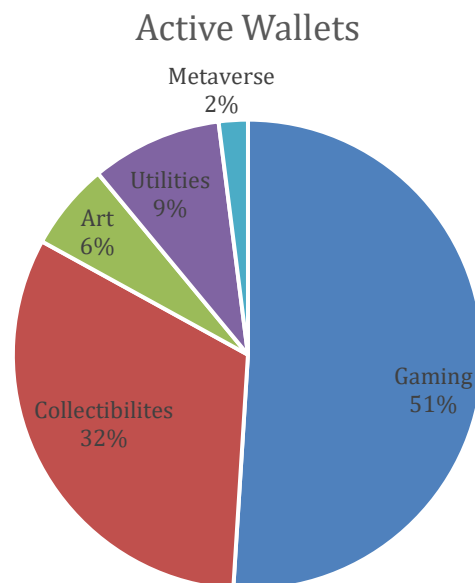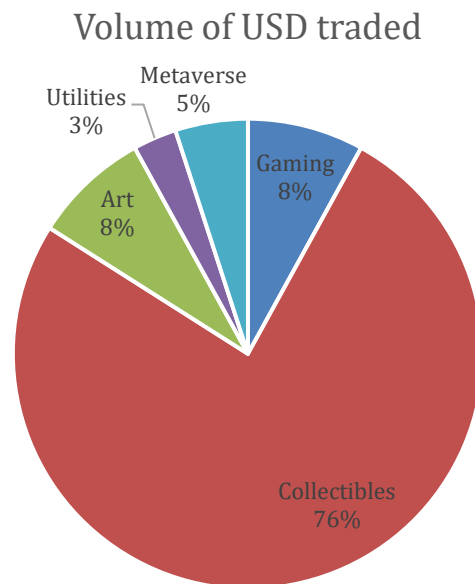| $179.1Bn	$192.7Bn	$203.1Bn	$222.6Bn
2020	2021	2022	2024

Source: newzoo

Is the games market growing? We see the increasing numbers from 2020, 2021, and 2022, and a positive forecast for 2024.

The future is bright, across mobile, PC, and console alike.

Global NFT performance 2022 Q1

Volume of USD traded

Metaverse
5%

Utilities
3%

Art
8%

Gaming
8%

Collectibles
76%

Active Wallets

Metaverse
2%

Utilities
9%

Art
6%

Gaming
51%

Collectibilites
32%

Source: NonFungible

- Collectibles represent the largest-ever share in the NFTs markets, with nearly 80% of the total volume traded.

- Blockchain Gaming remains a significant segment in the number of sales and active wallets.

- The Metaverses, although over-hyped, currently represent only a minor part of the overall NFT industry.

NFT market growth predictions (2022-2026)

The non-fungible token (NFT) market share is expected to increase by USD 147.24 billion by 2026, and the market's growth momentum will accelerate at a CAGR of 35.27%.

Source: Technavio

Game Introduction

Reptile World is a play-to-earn game where players conquer epic randomly generated dungeons. The game focuses on competitive play, which means players must strategically out-skill an opponent: dodge and strategically fight different enemies, other players, and traps. The wide variety of activities with a lore-based world makes the game fun: events, puzzles, arenas, quests, story-focused locations, social interactions, trading, creating clans (guilds), and the last but not the least – in-game content production by the community.

Our mission

The gaming industry is immense but flawed, being built on one-sided models that limit user ownership and stifle player-driven economies. We think players must genuinely own their items in any game; more than that, we believe players should be rewarded for the time and effort they invest in playing a game and contributing to a community. This is why we are building Reptile World. We are convinced that games can be something more than a usual PVP, so we've been busy building a game where every battle you fight and every item you craft is made to be a part of a sustainable, real-value economy. The items you own are set up to have more excellent utility beyond just playing the game, as you can trade them with anyone, even outside the game. No one – including us – should be able to take away what belongs to you, a concept made possible thanks to NFT technology.

Changing the game with non-fungible tokens (NFTs)

Non-fungible tokens (NFTs or ERC-721 tokens) are unique digital assets that can be owned, sold, or traded. Ownership is tracked via the Ethereum blockchain, ensuring trustless asset security. In Reptile Chronicles, this technology is applied to select in-game cards and items. Like a bridge between the virtual and physical world, NFTs provide our users and us with a transparent and immutable way to assign, verify, and maintain ownership. The result? The ability to create a vibrant game that rewards both the developer and the player, building functional relationships between game and player never possible before.

Scaling with Immutable X

Reptile World digital assets are based on Immutable X, Ethereum's first zero-knowledge rollup for NFTs. Immutable X enables gas-free NFT minting and instant trade confirmation. This improves user experience and allows the high-volume trading of low-cost assets.

Users maintain self-custody of NFTs with an excellent level of security of mainchain Ethereum.

Transactions are instant, and moving back to the mainchain Ethereum is trustless and verifiable.

Unlike other solutions, there is no need for you to own a unique L2 token to buy, sell, send, or receive NFTs. The immutable engine supports over 9000 transactions per second.

Immutable X improves NFT liquidity, so it's easier to find both buyer and seller:

1) "Metadata order" is a set of purchase assets based on an NFTs property ("metadata"). This saves users from sorting through thousands of NFTs to find what they're looking for at the best price.

2) Immutable X offers liquidity pools. Assets can be listed instantly on every exchange that supports Immutable X. It makes buying and selling much more effortless, letting players enjoy the world. No GAS fees for every little change to their collection. And transactions happen much faster, so players can stay focused on the most important: Battle, Explore, Collect, Create and Earn.

While Ethereum's security system provides the foundation, its ability to scale is limited. As a result, NFT projects and developers have struggled; long transaction times and high gas fees held games back, making NFT trading difficult.

Our choice is Immutable X, the first Layer 2 scaling solution for NFTs that solves the main problems for the NFT space. The platform provides better value to users and products with instant trade confirmation and massive scalability: up to 9,000 transactions per second and zero gas fees, keeping high-security standards. Even more, a user doesn't need an L2 token to buy, sell, send, or receive NFTs.

Reptile Universe

History of the World

The history of the world begins in the days when the planet was still nameless. The tropical world inhabited by various living creatures was flourishing, evolving, and developing. There were the most abundant species among all creatures – *small half-mad reptiles*. There were harmony and peace in the world.

But one day, everything changed. Three giant meteorites fell upon the planet, tearing its continent apart and causing the greatest extinction in the planet's history.

Yet this catastrophe was not the end. It was just the beginning. Due to the abnormal nature of the meteorites, the world began to change. Three entirely new and completely different continents came to replace one single continent. Each of them was left drifting apart with one of the fallen meteorites. With time, meteorites revealed magic, which tremendously changed the surrounding flora and fauna. And the most significant impact the reptiles received. They began to mutate. Just a day ago, they were cute little beasts. But now, they got intelligence, grew tall humanoids, with advanced limbs and a strong body covered with scales of unimaginable longevity.

But the most important thing they gained from the meteorites was new supernatural powers. Such powers influenced each of the humanoid tribes differently, giving rise to three completely different cultures.

The Ka'Jaal was gifted with **deep blue scales** and the miraculous powers that allowed transforming the world around them. They could use these powers to create weapons, build unspeakably elaborate architectural structures, create things out of nothing, and change the entire world at once. Almost. The price of these spells was huge – they had to give up their life force. Essential for all living creatures, for plants, and even for the earth itself. Using the power and wisdom of the lords of their people, they built stunning cities surrounded by walls and tied them together with roadways. Their capital was a magnificent palace of gigantic proportions on an island floating in the sky. However, despite all these achievements, the glory was only a facade, and peace did not happen to them. Their society is a harsh, cruel, and unfair feudal pyramid. A flock of aristocrats, descendants, and vassals rule a vast nation in which the life of an individual reptile isn't as valuable as the decorations of the aristocracy anymore. But this is the price of power, safety, and welfare. Nevertheless, their goals are lofty and unfathomable. They crave to explore all the mysteries of the universe and the history of its origin.

The Green Reptile folk, the Ashdai, are the exact opposite of the Ka'Jaal people. They were gifted with the powers of healing, re-creation, and creation. They have reached harmony with nature in their formation, learning and accepting ancient laws. They dedicate their lives to maintaining this harmony and preserving nature in its primaeval form. And it pays them back by sharing a piece of ancient power. They dwell in grand trees, the largest of which is the Heart of the Forest. Thus, taking from nature only the essentials. But with their love being entirely given to nature, they know that nature is cruel and unbiased. Hence, they are primarily known to other nations as inherent hunters and fierce predators.

For the good of nature and for the sake of keeping what they have, they are inclined to make any sacrifice, whether their people or neighbours anyways, these traits make them akin to **the Red Reptile folk**, who have been given many names. The Ash Empire, Folk of the Burning Land, Barbarians of the Burning Mountains, and many others. Regardless, they do not have one name, as they do not see themselves as one folk.

Their society is a compelled and temporary alliance of many disparate nomadic tribes, ruled only by the mightiest of the worthy. Nonetheless, this nation has received incredible endurance and resilience. A warrior of the Red Reptile nation is believed to be capable of entering the river of lava and emerging from it unscathed. Yet, their lives are an eternal struggle for survival. And no one better than the people of the "dead lands" understand the meaning of the phrase "Kill or be killed."

Races

Warriors:

Firmness, steadfastness, loyalty. These are the qualities that best describe a society of warriors. In an expansive and cruel world, where there are only a few islands of peace and no constancy, a community of nomads was born. Migrating from one place to another, obeying strict rules of discipline and loyalty only to their tribe, warriors devote their entire lives to fighting for the right to survive. Elementals, salamanders, creatures of the depths, wild beasts... every step in their homeland is a warrior's battle for existence.

With the years of wandering and clashes, the urge to set an agreement about resources and fertile places between the various tribes arose. Such rules were vital. Otherwise, warriors would cease to exist. Over time, the rules spread among all the tribes and gained the name of "Sacred Salons," violations of which led to censure by all the other tribes.

Warriors' society has been reformed and restructured into a militaristic system. Therefore, every new child must become a defender or be of use to the tribe. If the child is useless to the tribe, it will die.

Each tribe was ruled by a chief, which was also a commander of every battle. In the distant past, at the time of the First Great War, there had been one and only leader - Savarhan, the leader of the chiefs. Best of the best had rallied around him and been able to bring order to the world of the Warriors. His comrades had been mighty heroes with legendary pasts. There is no warrior who never spoke of their names.

Druids:

Druids are people of freedom and peace. Having found a balance between their inner world and the world of nature, they lead a simpler way of life. A meritocratic principle of social structure was formed within their realm, which we shall discuss later in detail.

The Druids call themselves Ashdai. Remarkably, the name Ashadai is also owned by the supreme druid. They live in a deep connection with nature and obey its laws. From Ashdai's point of view, nature and the laws of nature have a lot in common with the philosophy of Daoism, which states that one must be in harmony and not oppose the fundamental laws of the universe. The one is to follow the essential nature of things and not interfere. They never question or oppose Nature. Guiding and leading it, following its laws.

However, even with such a theocratic and primal way of life, they have developed a unique system of society. Since birth, all reptiles are nameless. This is perhaps the most essential part of their society. The Ashdai believe that names should be given for deeds. Therefore, there are Trials of the Forest, and before passing them, only nicknames are given to children. After passing these tests, they are allowed to receive names. Among the nameless, there are adult reptiles who somehow haven't found their names yet or have already lost them.

The very moment a druid receives a name, he enters the clan and has the right to bear the name of Ashdai. It should be noted that names have a very sacred meaning for reptiles. The name can be enriched with new prefixes, monikers, and nicknames for the rest of a reptile's life. However, it is lost in its entirety. Sometimes, as an exception, a reptile can change its name. In this case, this druid runs the risk of remaining in the disfavour of the spirits. That's exactly what happened to one of the leaders of the nation. After the end of the first war, the mighty hunter Arendin changed his name after getting disappointed with his deeds. Learn more about this hero and the philosophy of the people in our trilogy of novellas (link).

Among the Ashdai, there are Hunters, Gatherers, and Zaarins (shamans).

According to the druids, those who have been able to find the balance between the world of nature and their world are above everyone. They believe that this unity reveals the spirit of Mekkh within them. Those who have mastered it become very powerful and highly skilled. They are called Honun. They include The Elders (great gatherers), the Arendirs (great hunters), and the Zaarin-hu (supreme shamans). The most ancient and respected of the Zaarin-hu is Ashu.

The reason why this clan is most respected, you can find out in the video, which will tell you the story of how still young and inexperienced druids became a part of the Forest.

Mages:

The name of the Mage folk comes straight from the name of their ruler, who led his folk for many centuries.

The Ka'Jaalites are the only reptiles who have been able to build a great state. It constitutes a union of several dozen large cities under the auspices of the Ka'Jaal, "celestial city", also named after the ruler. It is a stern feudal pyramid. At the apex, there is *Holdun*, the Ka'Jaal himself. In the eyes of many of his subordinates, he is akin to a god. His will is a holy law, and his deeds are always for the good of the nation.

Further on are his children and brothers. The so-called "*firstborns*." They are ancient and powerful aristocrats and archmages whose power can only be surpassed by the lord himself. They devote most of their time to studying the secrets of the universe. They dig into the essence of the creation. Never-mistaken advisors to their father. They rule with him over his power.

The aristocracy of the "*second tribe*" is below. These are the grandchildren of the great Holdun. Over the many years of the dynasty's rule, an ignominious number of them have been born.

And finally, the "*third tribe,*" the Medjars. The most abundant line of the clan. Since childhood, they are taught battle magic and trained to use all kinds of weapons. They are the chief defenders of the state and the bodyguards of Holdun. Heroes are both fearless and skilled.

The remaining classes are the poor aristocracy, the Sadiqey, who have no kinship with Holdun and rule the reptile cities as vassals. Craftsmen and merchants, the Madu, and, of course, slaves, the Otjai. They provide everything their masters might need. The attitude of the ruling aristocracy towards their folk is very contemptuous. The Otjai are no more than a thing to be owned.

Needless to say, not all the Cities are happy with this state of affairs. Some of them, secretly, try to counteract this system. But there is only one punishment for betrayal - death. Such an incident occurred shortly before the Second Great War began, when one of the Sadiqey went against the will of his lords and helped their enemies, the Druids.

Core Gameplay

Reptile World is a roguelike play-to-earn game where players conquer randomly generated dungeon locations (deserts, forests, caves, huts, palaces, plains, swamps) and fight PvP arena. In addition, they must explore lore-based open locations for trading and socializing to collect resources and unique items. On their way, they solve puzzles, live through lore storylines, find secret locations, grow Clan (Guild) NPCs, role-play within the community, and, of course, trade.

The resources that players can collect are tokens and game items (weapon, scrolls, armor, amulets) used to clear levels, trade with players, open secrets, collect secrets, and can be sold on blockchain for other currencies. Players will work together to discover the deepest level of the dungeon (LVL 60), open secret zones, discover lores, test skills in the PvP arena, and complete the most challenging content in the game. The game is set in a familiar fantasy Reptile world where players can play as mages, warriors, and druids. With unique mechanics of inactivity penalties, lost tokens and items stake on the enemies that killed the player, making them stronger and more valuable to defeat.

Game walkthrough:

1. Lobby:

a. *Connect your blockchain wallet to enter a lobby.* You need to have NFTs, game items and tokens in one wallet in order to use them together. However, you can enter the lobby without having any game NFTs of Items.

b. *NFT character verification.* To start a game, you need to obtain an NFT character. You can mint from genesis and upcoming collections, buy it on the market, or mint in-game. Genesis NFTs and upcoming collections are different from NFT characters minted in-game.

NFT characters minted in-game have randomly generated characteristics and basic random weapons but don't obtain any equipment, armor or any unique items. You need to buy them at an in-game store or on the market.

NFT characters from the Genesis collection always start the game with unique equipment and bonuses depending on NFT traits.

c. *Vault:*

There is *a Vault* (Safe Storage) and *Backpack*, they are both used for storing your items and tokens, but they are different.

The Vault is connected directly to your wallet and your items and tokens are entirely safe there.

The backpack is used to store items just for a short time only when you're in the dungeon. When you enter the dungeon section, you will be asked what items you would like to take from the Vault to that place, and you will be informed that in case of death you lose almost all items and tokens from your backpack.

2. Arena:

a. *Lobby:* From the lobby, after choosing a character, you can directly join the Arena.

b. *Waiting room*: After entering the Arena, you can move around the Arena waiting room, chat with other players, and choose to interact with NPC and Leaderboard.

c. *Fighting in Arena:* You must enter the zone in the room signed "Get ready for Battle" and press a button of interaction. After this, you will be asked to choose from a couple of options of the number of tokens for participation. If you win, you get double; if you are defeated, you lose all tokens you have chosen for participation. The matchmaking system will connect you with your opponent. If no player wants to risk being selected by this number of tokens, you will be asked to downgrade or upgrade your offer.

Arena mechanism:

You and your opponent are placed in a round arena. You are divided by a wall. Both players need to choose 1 of 4 available weapons from the chest in front of them. If no action is taken, after 2 minutes the duel is stopped. As soon as you take one weapon, all others disappear. After both players chose weapons, the countdown starts. After the duel starts, you can attack an opponent in Arena, which is symmetrically filled with traps from both sides.

d. *Leader board:* interact with the leaderboard zone to see the full list of the best players of all time, the best player of the week, and best duel Clan (Guild).

e. *Events:* Arena has special events. For example, a free event where up to 20 willing players can enter one room. During such events, you don't lose tokens in case of death. Weapons are falling all the time from the sky. You can enter as many times as you want. The winner is the person who killed the most and died the least. Winners get tokens and items from the Reward pool.

Tricky arena: Challenging events where controls are reversed, or you can deal damage to the enemy just only by getting damage from your character.

f. *Offer a duel.* In the duel lobby, you can choose any player by coming close to and clicking the interaction button. Choose the number of tokens to bet and duel details. You can also bet any of your items. You can also find opponents on the Arena mainboard.

2. Open Lands:

You can access them directly from the lobby. It is a space divided into huge zones. These rooms of different shapes are of different locations based on universe lore (druids grove, city of mages, caves, temples, and so on). Every 48 hours Open Lands are changing by shuffling zones in a different order and changing the size and shape of the zones. New zones are added to Open Lands during the whole game's lifetime. New zones are a part of content created by the community and 3d party developers and chosen by Reptile Chronicles DAO. All creators are rewarded from the Reward Pool.

Open Lands include traders, guild zone, blacksmiths, puzzles, secret rooms, and lore NPCs.

a. Traders:

These are NPCs that can sell you various items. They are placed in different parts of open lands and specialize in specific types of items: potions, relics, and enhancers.

b. Clan (Guild) zones:

The main guild zone is a place to join and leave guilds and track the leaderboard.

After reaching a certain number of Clan (Guild) members, they gain room for their clan. The clan room is open to everyone to enter, but only clan members can change decorations and place items in the treasury.

c. Blacksmith:

Here you can upgrade your weapons and armor, enchant them, and merge items to get better stats. After finding relic pieces or rare items, you can use a blacksmith to put them together.

d. Lore zone:

In these rooms, you can find Characters and items from Novels, Animations, whole world of Reptile World. Talk to NPCs, read signs on the walls, and interact with items.

e. Puzzles:

Rooms have special objects for interactions, like floor tiles. After the correct answer, you get secret easter eggs and more.

f. Secret rooms:

Search for holes in the walls and particular triggers to find secret rooms. Unique traders and blacksmiths can be placed in secret rooms.

g. Beautiful space for socializing:

Magnificently designed groves, planes, swamps, huts, and much more are open for you and your friends to spend time together.

3. The Market:

The market can be entered directly from the lobby. After entering the market, you get a marketplace page with items to sell and buy. After that, you can place multiple objects and sell them as a bundle.

4. Character Showroom:

You can access it directly from the lobby. This is a place for you to check how your NFT character looks in detail.

5. Dungeon:

You can enter a dungeon from the lobby. After entering, choose items and tokens to take with you from the Vault (Storage) to a dungeon.

Dungeons are generated from premade rooms of different locations (mountains, hills, deserts) of various shapes with random enemies, traps, and items.

The Dungeon consists of *60 levels of randomly generated rooms*. Each level can have a different number of rooms. In addition, each level of the Dungeon represents a level of difficulty accordingly: the deeper you go, the harder it gets.

The dungeon is *generated every 48 hours*. Each newly generated dungeon is filled with enemies packed with tokens and items. After 48 hours old dungeon will be deleted, and all items and tokens will be allocated to Rewards Pool, and then relocated to a new dungeon.

All users play together at the same time on one server. This gives an amazing multiplayer experience.

Enemies don't respawn till the end of the lifespan of the dungeon. So, for example, after enemy mods are killed on the second level floor, players head deeper into the dungeon.

Enemy mobs gather items and tokens from players they kill. After eliminating a player, they also restore their HP and become stronger. The more loot they stake, the more damage they deal and the more health points they reduce.

As soon as players join the dungeon, they will be placed on *level 1*. This level is a Safe Zone, no enemies are here. Here you can find Dungeon Leaderboard, where players and clans first to reach the deepest level are shown. Here you can try your weapons and practice, read fan wiki about rooms and secrets, or add your information.

Upon entering the second level, you fight enemies. Enemy mobs are tied down to rooms. Therefore after entering the room, you can't leave it or teleport till you defeat all the enemies. New players can enter and join you in a fight but also can't exit until the end of the battle. A reward is divided between all players in the room depending on the damage dealt to an enemy and teammates healed.

Each room has a *teleport spot* in it. You can activate it by clicking to move to any of the activated spots on all levels.

The Dungeon is filled with unique rooms and NPCs all over:

- Traders with special items
- Fun rooms (snow bowls, lake, and so on)
- Trap rooms (traps are rechargeable)
- Lore rooms (Secret grove of druids and much more)
- Puzzles (Find answers and get rewards)
- Secret rooms (Search the way to get there)
- Dungeon event room (example: parkour challenge)

Unique rooms will be available in each dungeon run. Rooms will be placed on different levels and may be hidden from you.

One dungeon Run:

Starting from 1 Level to reaching 60 Level in 48 hours: you are defeating enemies, solving puzzles, finding secrets, trading with NPCs and enhancing equipment, collecting item pieces, crafting them into rare tools, and exploring the whole map.

The game is skill-based, so you can defeat any enemy with any equipment. That opens different strategies for the game: You can join at the start of a dungeon and defeat weak enemies getting minor rewards. Or you can wait for the first levels to be cleaned and join more challenging enemies and bosses. Or eventually, fight master enemies that killed the most players and gathered the most wealth. Or away from society, you can search for secret Bosses in hidden rooms and solve puzzles to get rare items. Or just trade with other players or do upgrading for them, collect and sell items, merge weapons and other equipment to get the best. There are many ways and strategies to enjoy this game.

6. Synergy

Items and characters are connected, influencing each other, which opens thousands of combinations to play your way. Combine them for different results.

7. Clan (Guild)

This is an opportunity for players to build community and benefit from it!

Shared knowledge: If one member finds a secret room, all clan members can see it on the map. The same works for teleport points - they are shared by all clan members.

Clan Synergy: Clan members can combine weapons to deal greater damage. For example, combining fire and wind weapons makes fire damage stronger. It is unavailable for non-clan members or other clans.

Any player can create a clan in the "Clan zone" right after the beginning.

Game genre:

Roguelike & Adventure

Dungeon Keypoints:

1st, random dungeon generation.
The game will randomly collect dungeons from scratch or pre-prepared fragments.

2nd. No checkpoints.
Dying during a dungeon run will cause you to lose almost all your equipment and lose access to activated teleports unless you're in a clan.

3rd, non-modal gameplay.
All actions are available to you from the start of the game, and you do not need to open any other "modifiers" that you get while playing.

You can go where you want and interact with everything you see: searching for secrets, solving puzzles, etc.

4th, self-forming gameplay.
The world operates according to specific rules, such as flammability, fatigue, health restrictions, poisons, and dozens of other mechanics. These rules apply to the world and its characters.

5th, limited resources.
You have a certain amount of health, stamina, and other resources. Manage them properly to stay alive as long as you can.

6th, hack-and-slash gameplay.
You'll be cutting through waves of enemies most of the time, clearing floors of a dungeon. Additionally, PvP on Arena, many events, and special zones for activities and socializing are waiting for you.

7th, mysterious objects.
The things you encounter on your journey may have unique properties, and you won't have a clue what they do.

Mysterious items and random dungeon generation give each new run a unique experience.

Run-based (one run is 48hours, dungeon updates afterwards) gameplay is a way to build a sense of surprise and fairness, rewards, and replay value into a game. From a familiar set of basic elements, it creates unexpected new experiences and clear reward-gaining systems instead of memorizing and then running through the same battles over and over again. Rewards for developers and content creators will keep the game consistently growing and never be the same.

GAMES WE GET INSPIRATION FROM:

Hades (Art style and storytelling)
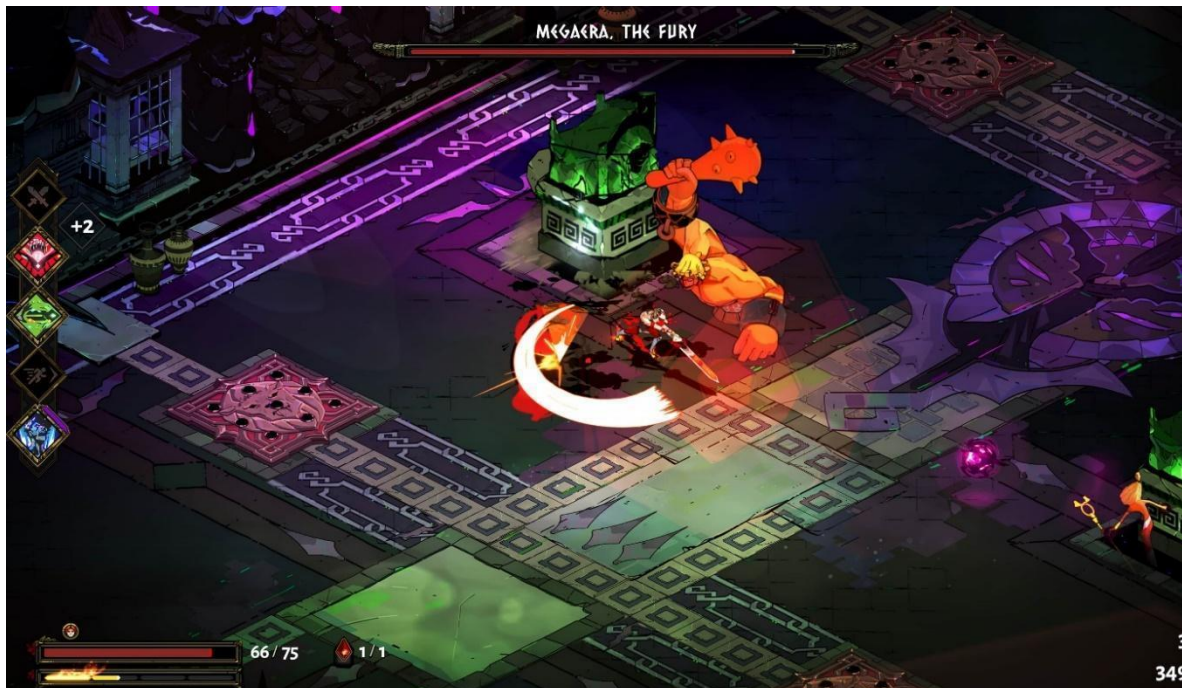
Enter The Gungeon (Gameplay & Mechanics)
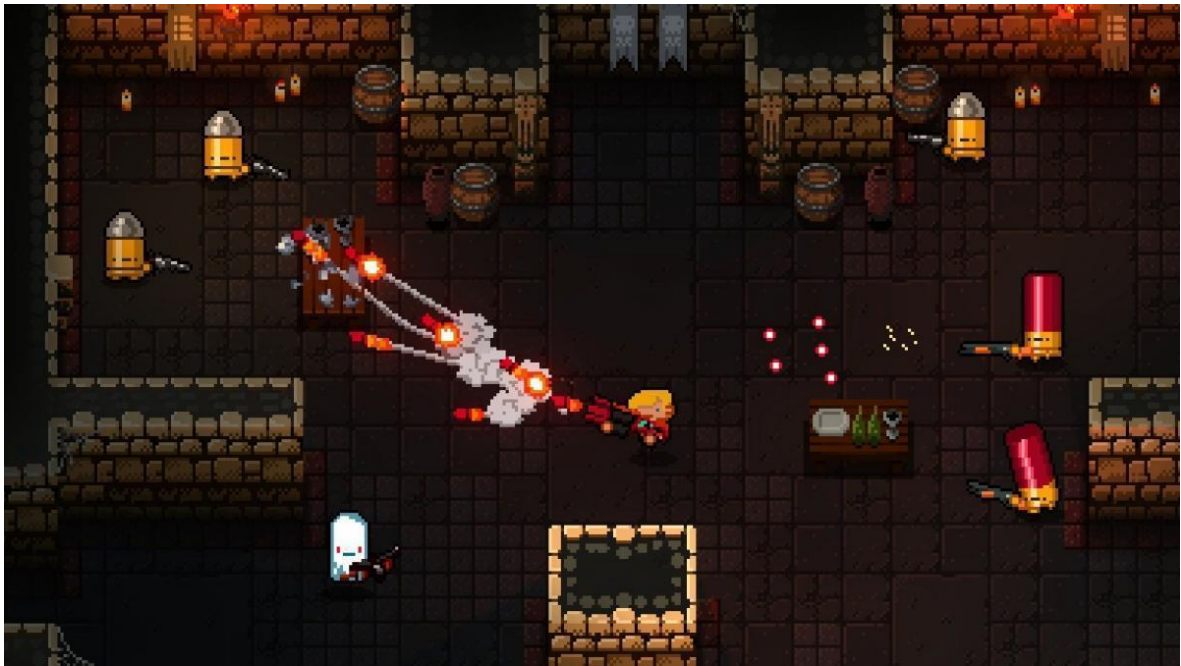
The binding of Isaac (Level generation, FUN)

Children of Morta (Atmosphere)

Dead cells (Humor, Difficulty)

Wizard of Legend (Magic)

Exciting game mechanics:

- Enemies stake tokens and items lost by dead players; the more they stake, the stronger they become
- A player can lose tokens for inactivity for 2 weeks, each day more after the deadline
- All items are 1/1 and can only be found in a dungeon or bought from other players (stats, rarity, look)
- To save your tokens and loot from a dungeon, you need to come back to the 1st floor and save it or exit to the Lobby
- NFT items can be destroyed or lost in a game forever or temporary in special zones
- Every 48 hours new dungeon is created on the server

Dungeon structure:

- Total size - 60 LVL
- Each 3d level – Boss
- Each 5th level – Safe ZONE (Trading, chat, exchange)
- Unique Lore levels – warriors, druids, mages (lava, grove castle)
- Secret zone – solve puzzles to find them
- Other zones – Fun zones (snowball fights, aquapark, parkour, carting)
- Event levels – clan wars, etc.
- Traps - reverse controls, slow-mo bomb, curse, only fists

Main gameplay

- Players go throw dungeons to complete challenges, kill enemies and bosses, and reach the final level.
- Each dungeon is unique and filled with monsters, bosses, and traps, which players must overcome.
- Players earn rewards such as resources, currency, and equipment.
- Players spend these rewards on clearing the dungeon, enhancing weapons, getting rid of curses, trading with other players, solving secrets, opening zones and rooms, and going to Arena

Players use NFT characters and equipment to complete progressively more challenging levels of a randomly generated dungeon that change every 48h, and new zones are added

As soon as a dungeon is open, everyone starts clearing levels. Dungeon rooms don't restart. You get rewards from killed enemies (items, tokens). If you die, all your loot is staked on a monster that killed you, the monster's HP recovered, and his damage per second will be excelled. You lose everything. If you want to save your loot, you need to return to the beginning and put it in storage. Huge levels with many rooms, secrets, and NPC characters that tell you the story of this world.

Additional gameplay

- Clan Raids;
- Speedruns;
- Clan PVP;
- User-generated dungeons;
- Tournaments;
- Social hang-out and trading zones.

Unique Play to Earn Mechanics

Tokens and loot staking on Enemies

When a player is killed his inventory (tokens and items) will be staked on an enemy that defeated the player. The enemy gains HP and Strength proportionally to tokens and items gained. You don't lose all your tokens and items from accounts only that you had in inventory during the dungeon run. When enemies with staked items and tokens get killed, they are equally distributed between players that dealt damage or healed teammates. That motivates teamwork, clans, and risk-taking.

Staking enables Token multiplier throw

Players can stake tokens to get higher rewards on quests. Staking applies a token multiplier to all rewards (exp. x1.02, 1.2….) that includes arena, dungeon and others. This mechanism brings balance to the economy.

Inactivity penalties

The game motivates users to be active members of the Reptile World. For a stable game, economy tokens should be actively circling inside the ecosystem. Debuff will be applied on the layer account upon the next game entrance (exp. x0.95, x0.92…). Debuff can be applied only twice after a month of inactivity. Debuff lasts for a week upon entering.

Game functioning details

How the game will be connected to the blockchain?

There are basically 2 categories of blockchain games:
- On-chain ones (all logic is in smart contracts);
- Off-chain ones (there's an authoritative cheat-free game server plus a set of blockchain-related backend services & smart contracts; game server and blockchain services communicate, for example, via a persistent queue like RabbitMQ).

For both categories, there's usually a game client (unity or WebGL, in the case of browser game) plus a web frontend (for example, React)

Reptile World will be Off-chain to allow real-time multiplayer without gas fees

How NFT and items will be transferred in and out of the game?

Details can differ a bit depending on the blockchain, but in the case of solidity smart contracts the flow is the following:
1. User registers a game account.
2. User logs into the blockchain wallet (metamask, trust, etc).
3. User securely links the wallet to the game account via signing a message with Private Key from the wallet and sending a rest API call to the backend. The backend then verifies the sig in order to make sure that was an intended and secure action.
4. After that user can initiate, let's say, minting a game item into NFT or burning an NFT to transfer it into the game.
   4.1. In order to deposit the NFT (in case of EVM compatible networks) the user calls nftContract.approve() and calls nftGate.depositNft(), where the contract does transferFrom, burns the nft and emits the event. Observer service (the one monitoring blockchain for new events on specified contracts) catches that 'NftDeposited' event, and sends a command to RabbitMQ. Game Backend receives that command and issues the item in the ingame database.
   4.2. In order to withdraw the nft user calls nftGate.withdrawNftRequest(), and the contract emits the corresponding event. The Observer service catches the eveand

nt, sends it to RabbitMQ. Game Backend receives that command and securely checks if the user can really mint an item (meaning he really has it in the game). If all is fine during the security checks - Game Backend sends a Mint command to RabbitMQ. NFT Gate receives the command and mints the NFT to the user's address using the server Private Key.

0.   All data received from the Observer is stored in a so-called 'data warehouse' (database), so it is easier to read data from the web frontend, backend and game client.

How the game and user account will be protected?

Realtime Game Server will be either fully authoritative (think World of Tanks) or deterministic (think Photon Quantum). The game Backend will be fully authoritative.

Smart contract security audit and Penetration Tests will be made by external security teams before game launch to mainnet, with prior testing on testnet.

What are the stages of game development?

The tech team will be split into a game team and blockchain\web team.
Each team will consist off:
1. Game Team
    - Unity developers.
    - Game backend developers (any stack).
    - MMO (online game) developers.
    - Game CTO.
0.   Blockchain/Web Team:
    - Fullstack developers.
    - Front-end developers.
    - Fullstack web3 developers.
    - Devops.
    - Smart-contract developers.
    - Blockchain CTO.
    - COO with a deep understanding of what's going on.

Tools and services used in-game?

Moralis.io, IMX, RabbitMQ, ethersjs, nodejs, mongodb or mysql, cdn (cloudflare or any other).
Unity.
A secure networking solution (PhotonQuantum/Mecs; PhotonFusion or any other fully authoritative engine).

Main production and challenges and solutions?

The game team must have extensive experience with creating online games with authoritative or deterministic engines (Photon Cloud/PUN won't work).

How works staking on mobs?

This is easy to do after you have the correct game server setup. Those tokens are just numbers in the Game Database (like on currency exchange).
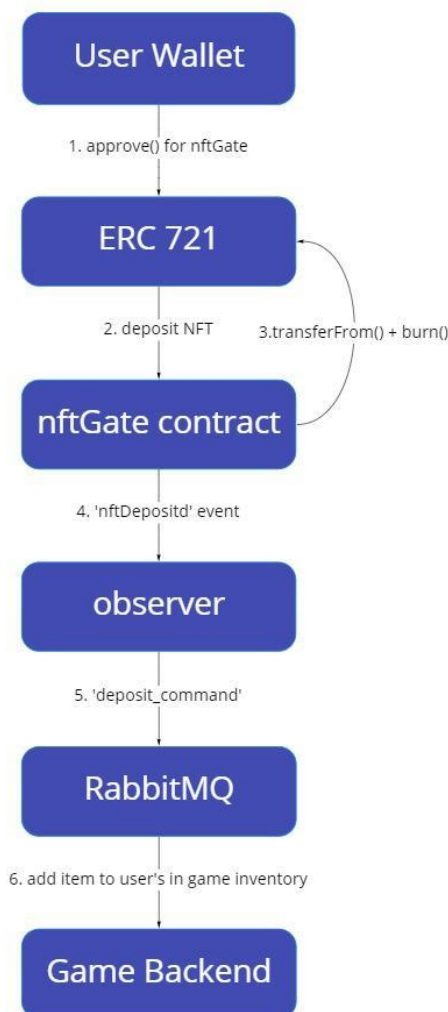
How does staking works?

Staking is implemented in the contract. Game Backend can query the staking balance of the user and apply the necessary multipliers according to the game logic.

How do inactivity penalties work?

This is just a piece of business logic on the game server. No issues here.
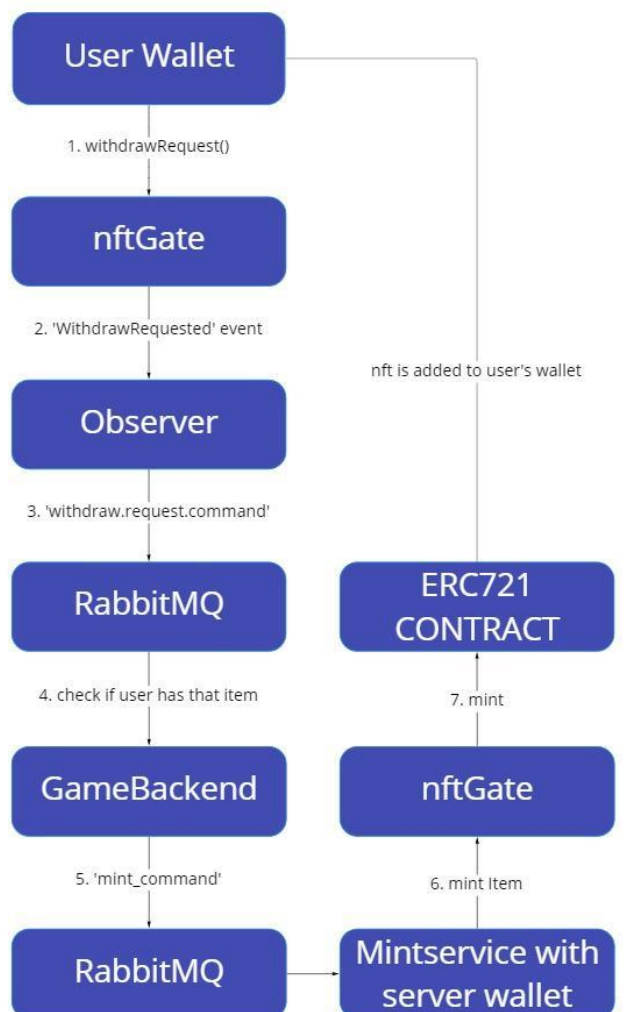
Meet our Characters

Disclaimer: Characters and items in the game can have different appearances, depending on the activity. Represented art and characters will be used in the game.

Warrior	Druid	Dark Mage
Fire resist, strong melee damage	**Healing multiplayer, enhanced defence**	**Higher ranged damage, life leech**

Example correlation of NFT collection traits and game mechanics:

Swords	Spear	Staff
Bleeding damage, physical damage	**Heals player upon killing the enemy, physical damage**	**Curse, ranged damage**

Warrior Armor	Druid Armor	Dark Mage Armor
Physical and fire damage resistant	**Healing multiplayer, physical resistance**	**Curse resistance**

Bloody Armor	Bloody Armor	Bloody Armor
Bleeding damage resistance, enhanced physical damage	**Healing percent of taken damage**	**Life leech multiplayer**

Cursed Armor	Blessed Armor	Enchanted Armor
Fire damage can curse enemies during an attack	**Magic damage multiplayer**	**Cursed damage multiplayer**

Legendary characters from the Genesis collection

Each race (warriors, druids, mages) has 4 legendary characters:

Guardian	General	Secretary	Emperor

Skills and unique traits will be presented upon Genesis NFT collection Reveal

CHARACTERS

Overview

Reptiles are unique characters that players will take into Dungeons to defeat monsters and collect rewards.

Summoning

Reptile Chronicles characters are found by getting an NFT, which can be done by purchasing it on the market or minting in the game.

Character Properties

Each player has a unique set of properties that dictate the playstyle, strengths and weaknesses. Characters from the collection will have more specialized equipment and skills right from the box.

Classes:

Character Class determines skills each can use.
Warrior, Druid, Mage.
Skills can be Active like healing or attack, or Passive like resistance.

Rarity:

Will influence what base weapons skills a character might have.

EQUIPMENT

Equipment Overview

Entirely player-driven. We have hundreds of weapons and pieces of armor ready for players to find, create, and trade. Everyone can have unique buffs that provide stat bonuses to heroes that they are equipped with. Certain sets of equipment may also offer boosts to your hero if used together.

Equipment types:

Weapon	Helmet	Amulet	Weans enhancers
Armor	Relics	Rings	Scrolls
Armor enhancer	Potions	Food	

Rarity:

Common	Rare	Epic	Legendary

Revenue Streams

Reptile World leading quality is Service, thus using content monetization and features that enrich and expand the game.

In-game purchases structure:

NFT in-game Items

● The main in-game purchase in Reptile World is game item sales (weapons, armor, potions) from players and NPCs. Users get starter items with NFT characters. Once an NFT character is purchased, it can be used to clear dungeons, enter the PvP arena, and explore the world. Play the game or trade with other users outside the game like any other token.
  *Starter items are assigned to a character and can't be sold separately from the character; they are unique traits.

● Secondary Sales (trading fees): Reptile World takes a % fee from all secondary transactions of NFTs. This is our primary driver of revenue long-term.
  We strongly believe in community-driven development, and money earned from sales will be used to develop the game as part of our growth strategy.

User Engagement

Reptile Chronicles sets a goal to grow steadily and consistently.

1. Set up to scale

Reptile World uses Immutable X technology to provide mainstream scalability and gas-free transactions for users, allowing fast peer-to-peer trading.
  This opens access to the mainstream gaming market by simplifying the purchase, trade, and mint process.

2. Ownership and unique NFT assets

Each playable item in the game is a unique 1/1 NFT(stats, look, rarity). This brings actual ownership to the game, where you own a digital asset independent of developers and can be transferred on a blockchain.

3. High asset value

Reptile World game will be available only for NFT character owners, allowing scaling by revealing new collections of unique characters.
  Tokens and items can be not only earned and spent but also lost or destroyed. We bring this unique feature, where everything leads to the high value of each in-game asset.

4. Computer Gaming

Computer gaming is constantly growing and firmly holds its share of the market. Even more, most of the popular projects are released on PC. This is a good base for AAA projects to create authentic value products that bring the best from gaming and the blockchain industry together. But unfortunately, most blockchain games start as the browser and mobile games, leaving players without a great gaming experience in exchange for a bare blockchain technology ecosystem.

5. Promotion stages

Influences: Organized long-term collaboration with well-known influencers, bringing attention and recognition to Reptile World. This is an excellent way of obtaining new players worldwide.

Engagement: Give players real-life value throw rewards, support, and in-detail attention to keep high engagement and build a strong customer core.

6. Growth driven by $REPT tokens

Token-based incentives and governance

The in-game currency will be tradeable. The token will be distributed to players, as well as all participants in the ecosystem, which promotes the overall growth of the game. Tokens will be used to reward players and perform governance. Player-driven token ownership will boost the project's development. Users will be rewarded for supporting the project, which will lead to growth.

7. Community-driven growth

The community will be rewarded for creating content, game development (creating levels, designing rooms), and bringing 3d party developers. The community will decide what to add to the game due to being a part of the production process and implementation throw DAO and rewards pool with reserves for creators. Marketing partnership with the project will also be rewarded. We are setting space for the community to build a long-term business in Reptile World.

8. Play to earn

Limited supplies will allow keeping high demand.

Discover dungeons, find items, or merge them and sell. You can create your own business in the game by selling only potions or selling parts of items that players need. Each piece is unique 1/1 (stats, look, rarity), so you would need to trade not only for money but just by exchange.

Swap Items

No need to buy. Use the game trading platform to swap items, paying only a fee for a swap from both sides.

Fair Reward

Rewards are skill-based which motivates a player to practice and grow their skill to always be a winner. Tokens are earned only by actions that lead us to the involved and enthusiastic community motivated to make the game better.

Reptile Token

$REPT tokens are ERC-20 tokens that will be created, issued, and distributed by Reptile World.

As the core currency within Reptile World, $REPT is designed to enrich the play-to-earn loop, make in-game purchases, and appreciate user input via governance voting. $REPT will also be distributed as a reward for quests, events, puzzles, and Clan Wars.

$REPT token objectives

Our ultimate goal is to build the best roguelike play-to-earn game with a developed economy, which includes:

1. Liquid, tradable player rewards

$REPT tokens are designed to be Reptile World primary reward mechanism. Players can earn rewards that can be easily traded with others or even leveraged outside of the game.

2. Aligning incentives

Issuing $REPT tokens to all participants in the economy, including third-party developers, content creators, and the community aligns incentives around the project. Tokens can be given to all community members (developers, content creators, marketing, etc.) as an incentive to grow the game and community.

3. Economic sustainability

$REPT tokens will be distributed in a fixed supply schedule to ensure our ability to reward both early adopters and upcoming users years ahead.

Tokens are a tool for building a sustainable play-to-earn economy and protecting against bots. Tokens are required to mint NFT and buy items, so fixed reward distribution will prevent unsustainable growth.

Type	%	#
Total Supply	100%	1 000 000 000
Play-to-Earn Rewards	35%	350 000 000
Community & Ecosystem Fund	20%	20 000 000
Developers	20%	20 000 000
Reptile World Reserves	5%	5 000 000
Community Allocation	7%	7 000 000
Token Foundation	6%	6 000 000
Token Sale	7%	7 000 000

Play to Earn Reward

35% of total $REPT tokens are reserved for the play-to-earn Rewards Pool. This is the largest allocation as play-to-earn mechanics must be sustainable and rewarding, taking the leading space. The reward will be used to attract a large group of active players to participate in the Reptile World ecosystem. A fixed amount of $REPT tokens will be allocated to a variety of play-to-earn campaigns such as:

- Quest
- Seasonal reward
- Tournament
- Special game modes
- Examples of play behaviour (or criteria) that would be incentivized:
  - PvP arena Wins
  - BOSS level cleared;
  - Completion of daily quests;
  - Killing enemies, opening secret rooms, solving puzzles
- Every 48 hours after the dungeon respawn tokens are allocated to enemies

Community & Ecosystem Fund

20% of the total Tokens amount will be set aside as a Rewards Pool to foster community engagement. The purpose of the pool is to reward activities that are difficult to quantify but add significant value to the game and game economy. Part of the monthly allocation will be distributed to the community. Another part will be distributed according to monthly governance proposals.

The Community & Ecosystem Fund includes:

- Community tournament
- Community engagement
- Content creators
- Partnerships
- Referral rewards
- Grants (third party developers, marketing)
- Liquidity mining

Developers

- 20 % of $REPTs will be allocated to the team as payment for development services in building out the Reptile World game.

- These will unlock over 48 months with a 12-month cliff to incentivize long-term growth.

Reptile World Reserves

5% of total tokens will be allocated to Reptile World, the team behind the Reptile World game for the development of the $REPT token. Half of them will be available in a Reptile World treasury from the first day. The rest of the Tokens will be unlocked over 48 months with a 1-year cliff after a successful token sale.

No individual team members, board members, or founders will be allocated any tokens from this pool.

Community Allocation

7% of the total will be allocated to community in-game events that reward long-standing and current users. We believe it's crucial to recognize the early supporters that helped us get to this point, as they played a pivotal role in making the game successful.

6% of the total will be allocated to the first event, in which eligible addresses will receive tokens based on their Genesis Reptile World collection.

0.5% of the total will be allocated to the second event, which will be an earn-to-play event. Reptile World players will be able to earn $REPT tokens by playing the game and meeting the required criteria.

The remaining 0.5% of the total will be set aside as a buffer in a scenario where an eligible address did not receive its share of tokens.

Token Foundation

6% of the total will be allocated to the Foundation and unlocked immediately. This portion of the tokens is used to provide liquidity to users, exchange partnerships, marketing, and other functions that the Foundation deems to be in the best interest of improving the token ecosystem.

Token Sale

● 7% of the total will be sold via a public token sale. This encourages the early use of tokens and raises the value for all participants in the ecosystem.
● We may also provide early access to the game for early backers.
● Any funds from the sale of $REPTs will be used for marketing and token liquidity pool upon game release.

Token Unlocks

● Locked: Unavailable to trade, stake or withdraw
● Awaiting Cliff: Unavailable to trade or withdraw, but eligible to stake
● Unlocked: Available to trade, stake and withdraw

$REPT Token Utilities

The primary purpose of the $REPT token is to serve as an in-game currency that players can spend whenever they want to mint a new asset, including fusing an asset to craft a minted NFT or directly purchasing items.

1. $REPTs are needed to mint gaming NFTs

● Creating a blockchain asset in Reptile World is a premium action that requires $REPTs.
● Examples of in-game activities which involve minting new blockchain assets include: Merging (combining several items of one rarity tier to create one item in a higher rarity tier); Crafting (collecting resources to craft tradeable items);
● Whenever $REPTs are spent to create a new asset, all spent $REPTs are moved into the Rewards Pool to be distributed back to $REPTs holders.
● The $REPT cost of minting a particular NFT will increase with each NFT minted, which will encourage the early use of $REPTs and serve as a mechanism to regulate the supply of assets and avoid the scenario of the market being flooded with items.

2. $REPTs are needed to buy assets in a primary sale or as a fee in secondary sales

● Whenever a player purchases assets in a primary sale (from the Developer), 20% of the sale value must be paid in $REPTs and sent to the Reward Pool.

● Whenever a player trades assets in a secondary sale (peer to peer), 20% of the marketplace fee charged by the Developer must be paid in $REPTs and sent to the Reward Pool.

● To simplify the user experience, we will allow all purchases to occur in a single transaction and automatically purchase $REPTs from a DEX and transfer those $REPTs to the Reward Pool on the buyer's behalf.

3. $REPTs are distributed back to players via Active Staking rewards

● $REPTs spent to mint, buy or trade assets will be sent to the Reward Pool.
● $REPTs in the Reward Pool will be given away via staking, where players must stake and actively participate in the game to receive rewards.

Everyone who votes on important game decisions receives $REPTs from the Reward Pool. What decisions must be put to a vote will be determined by the developer. Awarding development money or altering the reward weighting for player incentives are two examples of topics. Any vote that meets the established minimum conditions, such as 80% acceptance, will be declared binding. To gain incentives, $REPTs holders must both stake and vote, with payouts proportional to their staked amount. Transfer limitations may apply to $REPTs.

We intend to give $REPTs in the Reward Pool to everyone who "plays the game" rather than everyone who votes in the long term. This system will be created to help all players thrive and improve the game and economy as a whole. To get rewards, $REPT holders must stake, with total benefits proportionate to the amount of $REPTs staked. Transfer limitations may apply to $REPTs rewards. The term "play the game" is meant to imply active participation and may include in-game achievements that need 30 minutes of gameplay every week, for example.

To encourage a more cooperative society, $REPT holders will be able to delegate their "play the game" chores to other players in exchange for a part of their $REPT rewards. Implementing $REPT holders will be able to delegate their "play the game" tasks to other players in exchange for a percentage of their $REPT benefits, to foster a more cooperative community. This change may need to be approved by the community and will be subject to development timelines.

4. Used for Governance and Voting

• Through decentralized governance, token holders will be able to vote on token-related proposals. Topics to be discussed include how to allocate token reserves, voting on developer grants, activating daily incentives and changing the token supply, and voting on community producers and their efforts. Other proposal categories may be added as proper decentralized governance methods are implemented. Through user voting, we hope to continuously improve the Token's utility and decentralization.

• An individual must own a particular number of tokens to submit a proposal for voting, which will be set at a later date.

• The Foundation has the authority to propose items for a vote that are beneficial to the ecosystem as a whole and will be voted on.

Technology

Tokens will be Ethereum-based ERC-20 tokens. Anyone will be able to trade them, and our goal is to list them on an Automated Market Maker like Uniswap and grow exchanges over time.

All of the game's blockchain assets (things, characters) will be released as ERC-721 tokens on Immutable X, which is an exchange infrastructure that includes:

- Instant settlement, no reversal;
- Supports ERC-20 and ERC-721.
- No custodial risk; users keep their private keys;
- No gas costs for peer-to-peer trade;
- Not a centralized sidechain;
- Processes up to 9,000 transactions per second

ROADMAP AND DEVELOPMENT MILESTONES

❖ Step 1: Start and Pre-mint

❖ Step 2: Game Development

❖ GAME CORE MECHANICS:
- ➤ Skills Design (in 2 Month)
- ➤ Class Design (in 3 Month)
- ➤ Items design (in 4 Month)
- ➤ Level Design (in 6 Month)
- ➤ Modeling, Animation, Texturing (in 5 month)
- ➤ Trading mechanism developement (in 7 Month)
- ➤ Lobby development (in 8 Month)
- ➤ Economy development (in 8 Month)
- ➤ Variatives and randomizer development (in 10 Month)
- ➤ Arena Module Development (1x1) (in 5 Month)
- ➤ Scripts and Quests development (in 8 Month)
- ➤ Social Modules development (in 9 Month)

❖ BACKEND AND BLOCKCHAIN:

- ➢ Backend architecture planning (in 1 Month)
- ➢ Server-side & DB development (in 7 Month)
- ➢ Smart contracts developement (in 8 Month)
- ➢ L2 (Immutable/Moralis) implementation (in 8 Month)
- ➢ Launcher & Updater development (in 9 Month)
- ➢ Security Audit (in 10 Month)

❖ SECURITY AND QA
- ➢ Stress testing/Penetration testing (in 12 Month)
- ➢ Smart contracts security audits (in 10 Month)
- ➢ Funds distribution audits (in 12 Month)
- ➢ Bug hunting & fixing (in 14 Month)

🔵 ❖ Step 3: Release of Beta game and mint (4-5 months from start)
- ➢ In 4 months, release pre-prepared 3 characters, 1 per race, ~3 loot elements for each, put a "merchant" from which it will be possible to buy these items for candy wrappers and dress them, and make ONE OPTION OF ONE ARENA ROUND, and give the players the ability to enter the arena without any tokens, call each other in the lobby and fight for candy wrappers

🔵 ❖ Step 4: First Major Release Build (10-11 months from mint)

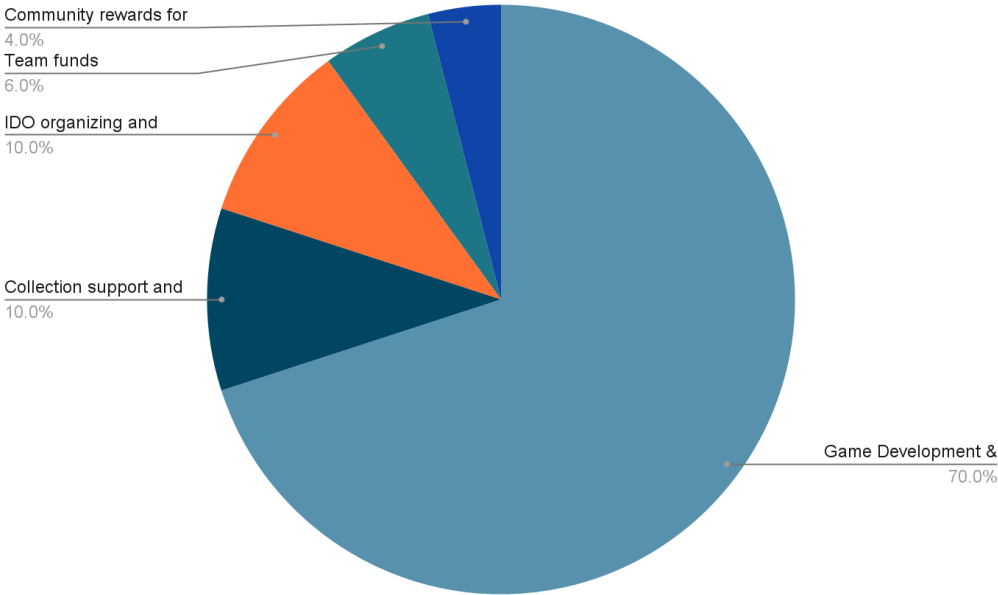🔵 ❖ Step 5: TGE and airdrops + retrodrops and game official release

🔵 ❖ Step 6: Game Full Release and Season 1 announcement

❖ OTHER EVENTS
- ➢ IDO preparation (in 6 Month)
- ➢ TGE and distribution (in 7 Month)
- ➢ Balance hotfixing (in 15 Month)
- ➢ Season 1 Preparation (in 17 Month)
- ➢ Season 1 Launch (in 18 Month)

Seasons will be held for 9 months each and will have one main storyline each season.

Funds usage and distribution for INO:

Community rewards for
4.0%
Team funds
6.0%
IDO organizing and
10.0%

Collection support and
10.0%

Game Development &
70.0%

70% - Game Development & Administrative
10% - Collection support and promotion
10% - IDO organizing and promotion
6% - team funds
4% - community rewards for legendary reveals

Funds transactions:

second payment to
20.0%

Game Alpha version
50.0%

airdrop community
20.0%
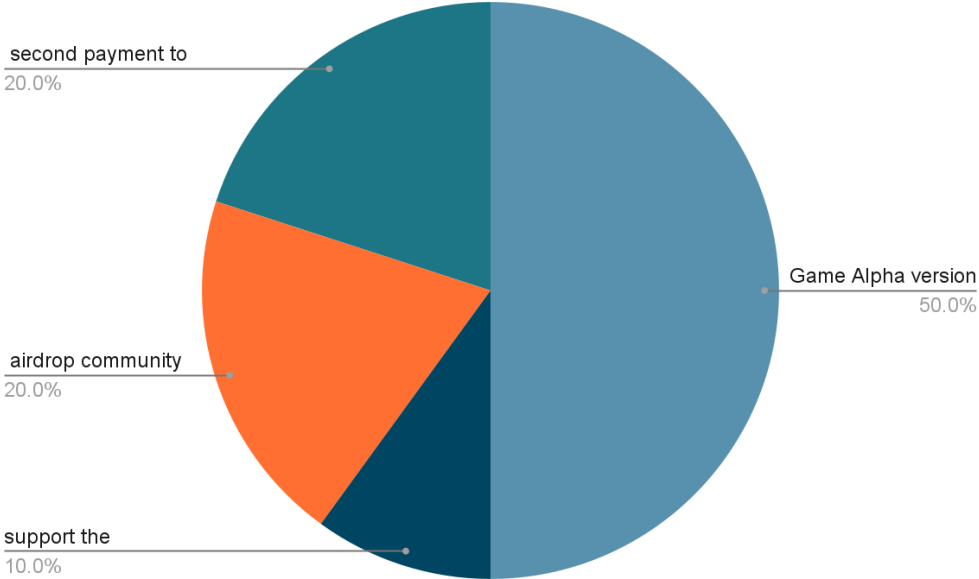
support the
10.0%

1. 50% released immediately upon collecting to ensure the Game Beta version deployment in the nearest possible terms
2. 10% released immediately upon collecting 60% of the collection to support the promotion of the collection
3. 20% released immediately upon full mint of collection to airdrop community rewards, secure team payments, and start preparing for an IDO
4. 20% of total funds collected are supposed to be used approximately 2 months after the fill mint as a second payment to the game development team