

A large, golden, 3D-style logo of the word 'Wizarre'. The 'W' is highly stylized with a flame-like top, and the rest of the letters are in a gothic-style font.

## Wizarre White Paper

### Disclaimer

- This White Paper is meant to provide the reader with information about the Wizarre game and how its tokens, NFT and network operate.
- This White Paper informs about the current design as well as planned design.
- This White Paper is informational and by no means a commitment to you the reader of any current or future design of the game, the tokens and the network.
- This White Paper is not a solicitation to purchase a game token or game NFT.
- Purchasing game tokens is a considerable risk as tokens may become worthless. No purchase can be refunded or exchanged.
- You are advised to consult legal, financial and tax experts for further guidance before purchasing.
- A purchase of the game tokens does not guarantee any ownership or interest in the digital assets holding.

# Table of Content

<b>Disclaimer</b>	<b>1</b>
<b>Table of Content</b>	<b>2</b>
<b>Introduction</b>	<b>3</b>
<b>Free to Play (F2P) and Play &amp; Earn (P&amp;E)</b>	<b>4</b>
<b>Tokenomics</b>	<b>5</b>
Token	5
Token allocation & release schedule	5
Play & Earn pool	6
Treasury	6
Token staking	6
Wizards (NFT)	7
Lands (NFT)	7
Enhancements	8
Ritual of Summoning (NFT minting)	8
Wizard Adventure (Wizard staking)	8
Rent Lands (Lands passive earning)	9
Marketplace	9
Money circulation	9
<b>Technology</b>	<b>10</b>
<b>Founders</b>	<b>10</b>
<b>Roadmap 2023 &amp; 2024</b>	<b>11</b>
<b>Roadmap 2022</b>	<b>12</b>

## Introduction

**Wizarre** is a **Free-to-Play** (F2P) video game using a **blockchain** ecosystem. The **Play & Earn** (P&E) mechanic allows anyone to earn tokens by dynamic playing or making contributions to the ecosystem. By implementing **F2P** and **P2E** mechanics together, Wizarre gives players the **revolutionary opportunity** to play and make profit at the same time.

Wizarre is inspired by the popular artillery games and a fantasy world of magical wizards. Players can use their wizards to fight against players on a 2D map, create powerful, new wizards and trade them with other players. In addition, players can win loot-boxes by participating in seasonal leagues. The game is designed to be played on both smartphones and computers.



Currently there are very few games using blockchain and its ecosystem on smartphones. Mobile devices are a huge market since many of the younger generation use smartphone devices for gaming, playing on a smartphone is especially popular in South East Asia. It gives people the opportunity to earn money whilst enjoying game play, this is the blockchain revolution.

The biggest difference between Wizarre and traditional games is a blockchain economy design which rewards players for their contribution to the ecosystem. This kind of ecosystem is revolutionary in terms of interaction between a publisher and players. Players no longer need to buy a game, nor pay directly to the publisher for “pay to win”. All items bought in the game can be resold inside the game’s marketplace or outside the game universe - on external NFT marketplaces. This makes players certain that these items really belong to them. It’s a huge difference to player satisfaction.

Players can earn tokens by:

- Winning matches against other players
- Winning leagues and selling earned rewards
- Collecting and speculating on the price of rare Wizards and Lands
- Creating new Wizards and selling them to other players
- Staking the game token named SCRL
- Staking Wizards by the “Wizard Adventure” feature
- Renting their Lands to other players

Game Ecosystem:

- Video game available to download and play on a smartphone/computer
- Game currency (SCRL) deployed on smart contract
- Wizards as NFT on smart contract (ERC-721 type)
- Lands as NFT on smart contract (ERC-721 type)
- Cards as NFT on smart contract (ERC-721 type)
- Enhancements on smart contract (ERC-1155 type)
- Web Marketplace for NFTs
- Web application made for Summoning new Wizards

## Free to Play (F2P) and Play & Earn (P&E)

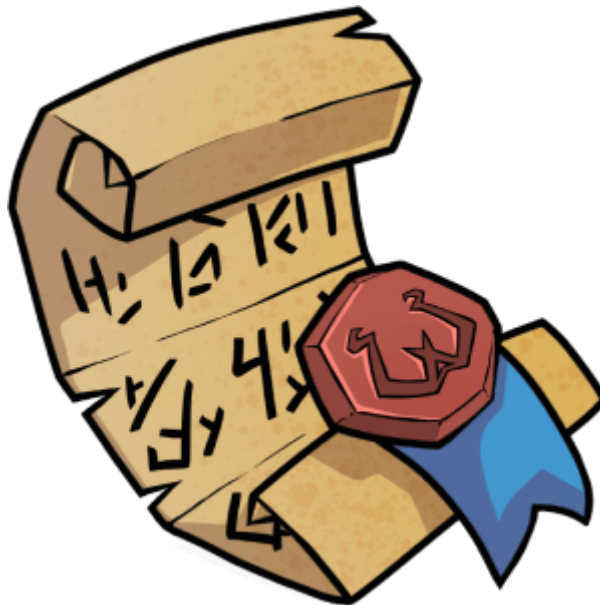
Our goal is to make the game easy to start without initial investment and also allow players to earn money by contributing to the game's ecosystem.

With time some of Free-to-Play players would like to make an investment, noticing profitable outcomes in the long term.

### **An example of the progress of 100% Free-to-Play player:**

- Each player has access to non-NFT Wizards in a free rotation changing every few hours. Players can use them to fill their team to start a game.
- By playing the game the player earns SCRL tokens and can afford to buy Wizards in the game's Marketplace.
- The player purchases a second Wizard and a common Lands which allows them to Summon (create) a new Wizard.
- Later, when the player has 3x NFT Wizards, they can participate in leagues and tournaments. Thus, allowing them to earn more SCRL or win new Enhancements to further upgrade his Wizards.

In addition, a player can stake his SCRL on his Lands or send his unused Wizards to Wizard Staking in order to receive extra rewards.



# Tokenomics

## Token

The main currency in Wizarre is a blockchain-based token SCRL (BEP-20). The total amount is limited to 10,000,000,000 tokens and cannot be increased. All tokens will be minted at once at the beginning of the contract.

There is also a burn token mechanic as a part of the game's Treasury.

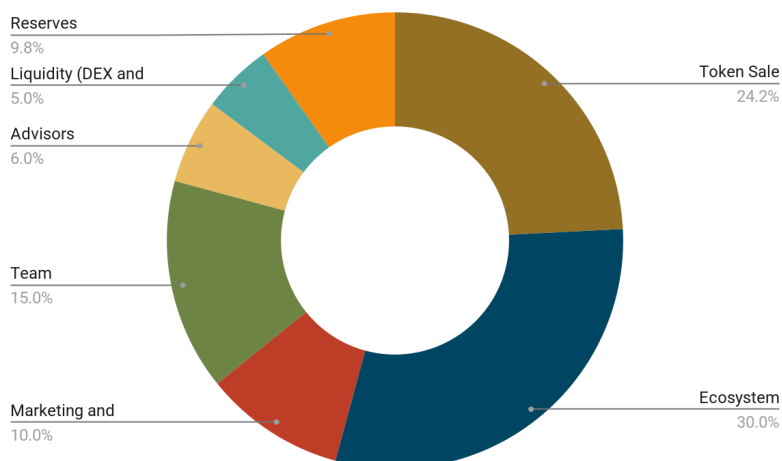
The token pool will be distributed between different entities. Part designated for Token Sale will be sold during Initial Dex Offering (IDO) on selected launch pads.

SCRL token can be used to:

- Summon new Wizards
- Buy Lands
- Buy/sell in a marketplace
- Stake for interest

## Token allocation & release schedule

<b>Total Token Supply</b>	10,000,000,000
<b>Total Diluted Market Cap</b>	\$9,500,000
<b>Initial Market Cap</b>	\$260,300



Token Sale	Token Allocation	Token Release (Cliff from TGE)
Seed Sale	1,500,000,000	8% at TGE, 2 months cliff, 12 months linear vesting
KOL	300,000,000	10% at TGE, 2 months cliff, 10 months linear vesting
Public IDO	620,000,000	20% at TGE, 4 months linear vesting
	2,420,000,000	
<b>Token Allocation</b>		
Token Sale	2,420,000,000	Unlocked as per token release schedule
Ecosystem	3,000,000,000	Strategic release to support game, coin staking and earning rewards in-game
Marketing and Community	1,000,000,000	Strategic release to support game
Team	1,500,000,000	1 year fully locked, then linear vesting over 12 months
Advisors	600,000,000	6 months fully locked, then linear vesting over 12 months
Liquidity (DEX and CEX)	500,000,000	Strategic release as per market demand
Reserves	980,000,000	Strategic release to support game
Total Supply	10,000,000,000	

## Play & Earn pool

We aim to make the game self-funding. There is a designated token allocation used for giving SCRL tokens to players for winning matches and leagues. We aim to use this pool within one year from the game release. After this time Play & Earn rewards will be supplied from the Treasury.

## Treasury

Wizarre treasury is designed to manage the game's assets and tokens in order to bring stability to the Play & Earn economy. A part of the game's income will go to the Treasury to be used as the source of funding for the game's economy.

The Treasury income comes from:

- Fee for summoning new Wizards (breeding)
- Fee on marketplace transactions
- Land sales
- "Wizard Adventure" mechanic

Treasury funds are spent on:

- 40% covering costs of further development
- 50% returned to the community as a reward for staking and Play & Earn
- 10% token burn

## Token staking

Anybody can stake their SCRL token for passive income. Reward level depends on time staked.

In addition, there is a possibility to stake tokens on Lands. It gives the same rewards and decreases recharge period on this Land. There are thresholds of the necessary amount of token staked to decrease the time a new Wizard is needed to be ready to fight after Summoning. The minimal time of staking on Land is 7 days.

For example (amount of token are subject to change over time):

Amount of SCRL staked on Land	Decrease recharging period
3 000	10%
9 000	20%
20 000	30%

## Wizards (NFT)

Wizards are playable characters in Wizarre and are represented as NFT (standard ERC-721) tokens. Anyone can have an unlimited amount of them. Wizards have some blockchain traits and also centralized data tied to them. Since it's blockchain NFT - it is in the player's wallet. Therefore, it can be transferred between players on the game's marketplace or on external NFT marketplaces.

Wizards are used to fight against other players. Matches between players are in two types: using one singular, or using three Wizards.

Wizards are made of five independent parts: wand, hat, eyes, chest and beard/hair. Each part has numerous visual variants (color, design) and increases the power of the represented element of magic. For example, Fire Chest increases damage caused by fire spells but decreases defence against water spells.

New players get one random generated non-NFT Apprentice Wizard with reduced power that can be used to play matches with a single Wizard. Over time it can be transformed into an NFT Wizard with a fee.

Wizards can be summoned by players during [Ritual of Summoning](#).

At the game release, there will be a designated pool of Wizards. These Wizards will be distributed amongst:

- Early adopters and beta-testers
- A gift for seed sale participants
- A reward for contests and lotteries

## Lands (NFT)

Lands are blockchain-based virtual tokens NFT (standard ERC-721). Each land contains Portal and is required for Ritual of Summoning, hence it is necessary to create new Wizards.

Similarly to Wizards - Lands stay in the player's wallet and can be transferred between players on the game's marketplace or on external NFT marketplaces.

Individual Land can be used for summoning once per day, after that there will be a recharge period before the next summoning can take place. This takes a fixed time period, which can be decreased by staking SCRL on the same Land. During the recharging period Land can be transferred, but cannot be used for summoning.

After summoning, a player is still able to perform a new summoning using another Land. There is no restriction of the amount of summoning in the time span as long as the player has a sufficient amount of Lands, Wizard and SCRL tokens.

Universe has a limited number of Lands to 25 000 units. They will be sold to players in chunks during a number of Land sales. Below 50% of them are planned to be sold before the release of the game. The remaining amount will be sold during special events during the next 24 months after the game's release. Our goal is to let every player fully experience all game features. Therefore, most Lands are of Normal quality, which makes them affordable for casual players.

More serious gamers will be interested in higher quality Lands, **Rare** and **Epic**, which give more power to their Wizards

Lands allow players to summon new Wizards and also increase their statistics. There are three types of Lands: Normal (86% of amount), **Rare** (12%) and **Epic** (2%).

There is a possibility to stake SCRL tokens on the Lands, look at the [Token Staking chapter](#).

## Enhancements

Enhancement items are special tokens (type ERC-1150) in the game. It contains a variety of functional and decorative items. For example, items that modify a Wizard design, altering Land's power, changing player's avatar etc.

These items are only available in promotional contests or from loot-boxes. Similarly to other NFTs, they can be traded on the marketplace.

## Ritual of Summoning (NFT minting)

New Wizards can be only created during **Ritual of Summoning**. The Ritual requires the player to choose one Land and two Wizards from their inventory.

In addition, a small fee in SCRL is necessary. Once a transfer of SCRL is complete a new Wizard is transferred onto the player's wallet. New Wizards randomly inherits body parts from the two parent Wizards. Thus, having a unique set of statistics and skills.

A new Wizard is created immediately after summoning and can be sold/transferred to other players or used in a match. However, they have to wait until full recovery after summoning, thus to be able to participate in a new summoning.

## Wizard Adventure (Wizard staking)

Sending Wizards on **Wizard Adventure** is a way to get passive income using your own Wizards. It helps to make use of unused or obsolete Wizards.

It's a possibility to send Wizards for adventure for a defined time. During that time these Wizards can not be used for playing games or summoning new Wizards.

Adventure requires at least 2 Wizards. The reward depends on the amount of Wizards sent and the duration of the expedition. Successful expeditions are awarded by a loot-box. Sending an expedition costs a small fee in SCRL which goes to the Treasury.

Loot-box contains random rewards including SCRL tokens, Enhancements for Wizard, etc.

If the chance is above 100% it means a certain reward. In addition, it gives a chance for higher-level rewards.

Example of calculation of chance for a reward:

Expedition duration	Chance for Loot-box
7 days	+10%
14 days	+25%
30 days	+70%
90 days	+300%

Wizard amount	Chance for Loot-box
2x	+30%
3x	+60%
4x	+80%
5x	+140%



## Rent Lands (Lands passive earning)

Since there are a limited number of Lands there is a possibility to let you use your own Land to other players just for Ritual of Summoning. An owner can set a fixed fee for usage of his portal and earns it each time another player chooses his Land for summoning.

To further increase profit - the Land owner can stake SCRL on Land to reduce recharging time of Land after each summoning.

## Marketplace

A place where players can buy or sell Wizards, Lands and Enhancements in exchange for SCRL token. The marketplace is based on a smart contract so all transactions are highly secure.

All transactions are subject to a small fee which goes to the Treasury supporting the game economy.

## Money circulation

Below is a table with players grouped by interest in the game and the amount of money they can put into the ecosystem. This distinction is not ultimate but helps to understand money circulation in the game ecosystem.

	<b>Casual Player</b>	<b>Professional Player</b>	<b>Investor</b>	<b>Speculator</b>
<b>Time spent in game</b>	Moderate	High	Low	Nothing
<b>Money spent on</b>	Wizards	Best Wizards and Lands	Lands, tokens (for staking) and good Wizards. All of it for best terms for summoning new Wizards.	Lands and tokens. Wizards in some cases.
<b>Money earned</b>	Low	Medium	High	Varied - low to high
<b>Money invested</b>	Nothing to moderate	Moderate to high	High	Moderate to high

## Technology

The goal is to make the game easy for all to start, including people who are not familiar with cryptocurrencies. What is needed to start an adventure is to connect MetaMask with the website, then a player can play immediately in a browser or download a game on a smartphone.

We focus on a seamless experience for new players. The steps required to play are:

- Connect MetaMask with Wizarre website (via computer or smartphone)
- Download the mobile app browser OR download standalone version on computer
- Authorise in the app by scanning QR Code / clicking given link / input given text code
- Play immediately with Wizard from free rotation

Each account has one non-NFT Apprentice Wizard with a limited number of spells, lowered earning token amount and restricted features (Summoning or playing leagues). A player cannot sell this Wizard, nor send it to his wallet.

Players can earn (at a reduced rate) game tokens (for playing a game) and transform their non-NFT Wizard into standard NTF Wizard or buy a new NFT Wizard in the marketplace. All of it using SCRL earned during playing, without using external funding. We want to encourage each player, regardless of money spent, to be able to experience full game features.

## Founders

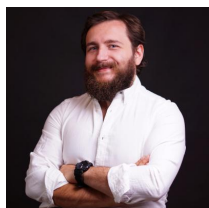


### **Chris Chodakowski**

Software engineer with over 10 years of commercial experience. Fascinated by blockchain technology, mined his first bitcoin in 2013.

He has won the first game jam organised by The Sandbox game in 2020.

Founder of Poduchownia - online shop with customised pillows for geeks.



### **Maciej Adamczyk**

Sound designer in film and game industry with over 10 years of experience. Currently as head of Studio Kamerton focused on sound production for films and games. He graduated in "Design of Games and VR", "Academy of Film and TV" and "Jazz Music School".

Actively participated in many game jams, loves science fiction and green tea.

# Roadmap 2023 & 2024

## Wizarre Roadmap

### Q1 2023

- Main website redesign
- Ultimate spells system rework
- Introduce in-game skins
- Player's Wizard team customization
- Game account levelling
- Loot Box reward system
- Series of contests in Wizarre App

### Q2 2023

- Play & Earn challenges
- Wizarre Gamepedia
- Daily in-game quests
- Introduce in-game currency
- In-game shop
- Unlockable avatars
- More Lootbox types
- NFT Wizard customization

### Q3 2023

- Play & Earn system
- Virtual player account
- Ranking game system
- Join web3 game launchers
- NFT Wizard levelling system
- NFT Wizard's lifetime statistics
- Game & App translations
- Mac/iOS support

### Q4 2023

- Implement 99 spells
- Emblem team buff
- New Marketplace features
- Wizarre App notification system
- In-game social features
- Staking map rework

### 2024

- NFT Staking features
- Wizard Adventure release
- PvE system
- Guild oriented system
- More Game & App translations
- DAO voting mechanism
- New NFT Wizard's elements
- Wizarre App redesign
- Extend PvE content
- More NFT Wizard's races
- Introduce story-driven campaign
- Next Land sales

# Roadmap 2022

