



## 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.

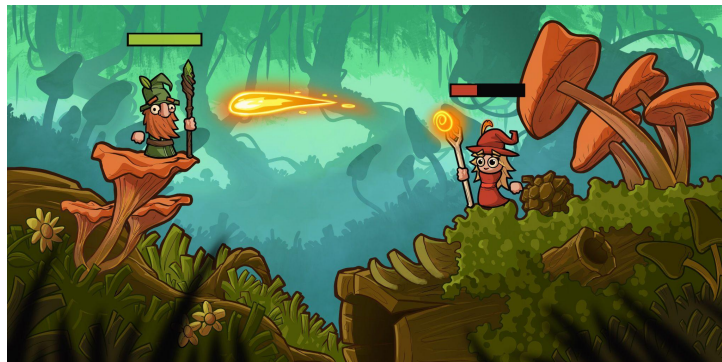
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## Introduction

**Wizarre** is a **Free-to-play** (F2P) video game using a **blockchain** ecosystem. The **Play-to-earn** (P2E) 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 game series and a fantasy world of magical wizards. Players can use their wizards to fight against players on a 2d map, create new powerful wizards and trade them with other players. In addition, players can win loot-boxes participating in seasonal leagues. The game is designed to play on smartphones as well as computers.



Currently there are very few games using blockchain and its ecosystem on smartphones. Mobile devices are a huge market because most of the younger generation use mostly smartphones for gaming. Playing on a smartphone is especially popular in South East Asia. Giving them the possibility to have fun and earn money at the same time while enjoying a game 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 their 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 “Wizard Adventure” feature
- Renting their Lands to other players

Game Ecosystem:

- Video game available to download and play on a smartphone/computer or to play in web browser
- Game currency (SCRL) deployed on smart contract
- Wizards as NFT on smart contract (BEP-20 type)
- Lands 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 & Play-to-earn

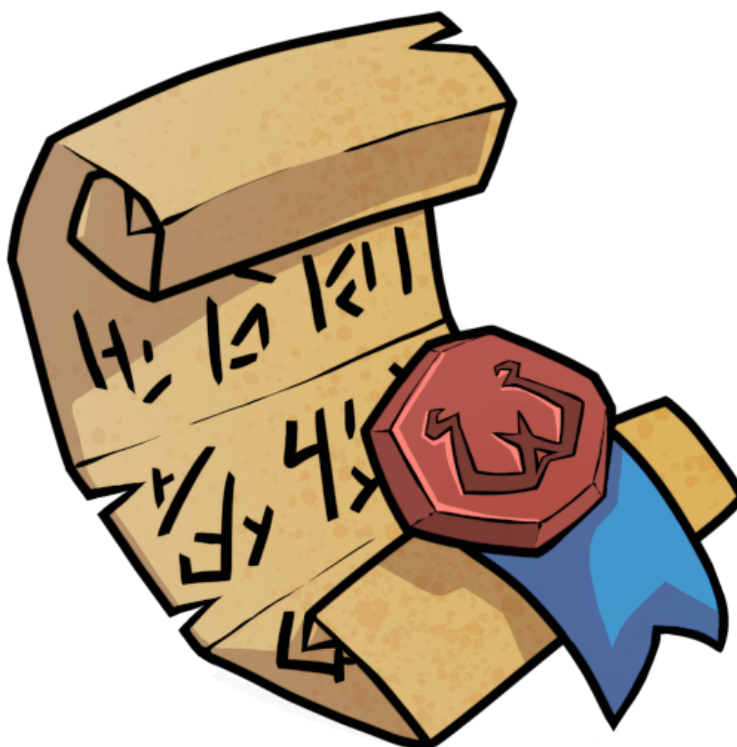
Our goal is to make the game which is easy to start, without initial investment and allows to earn money by contributing to the game ecosystem.

With time some of Free-to-play players would like to make an investment, noticing that it's profitable in the long term.

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

- A player starts the game using a free but non-transferable Wizard (not NFT). This Wizard has a limited amount of spells, thus it's harder to fight against standard Wizards. However, the player can challenge other newcomers on equal terms. The player plays 1v1 Wizard matches.
- By playing the game Player earns SCRL tokens and can afford to upgrade his Wizard to a standard NFT Wizard at a low price or buy a new Wizard in the game's Marketplace.
- The player buys a second Wizard and a simple Land which allows them to Summon (create) a new Wizard.
- Later, when the player has 3x NFT Wizards, can participate in leagues and tournaments. Thus, to earn more SCRL or win new Enhancements to further upgrade his Wizards.

In addition, a player can stake his SCRL on his Land or send his unused Wizards to Wizard Adventure in order to receive loot-boxes.



# 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.

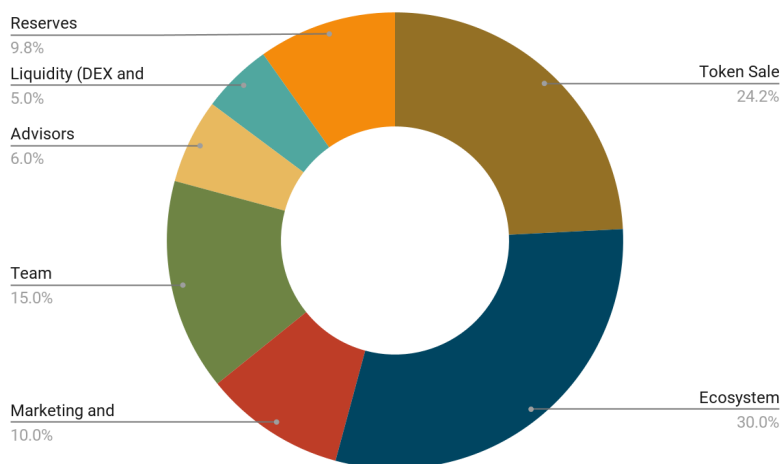
The token pool will be distributed between different entities. Part designated for Token Sale will be sold during Initial Dex Offering (IDO) on selected launch pads.

SCRL token can be used to:

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

## Token allocation & release schedule

**Total Token Supply** 10,000,000,000



Token Sale	Token Allocation	Token Release (Cliff from TGE)
<i>Seed Sale</i>	1,500,000,000	8% at TGE, 2 months cliff, 12 months linear vesting
<i>KOL</i>	300,000,000	10% at TGE, 2 months cliff, 10 months linear vesting
<i>Public IDO</i>	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
<b>Total Supply</b>	<b>10,000,000,000</b>	

## Play-to-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-to-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-to-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
- Land sales
- A small fee from each transaction in a marketplace
- "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-to-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%

## Wizard (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 on the player's wallet. Therefore, it can be transferred between players on the game's marketplace or on external NFT marketplaces.

They are used to fight against other players. Matches between players are in two types: using one Wizard, or 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. It can be used to play matches with a single Wizard. Over time it can be transformed into 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

## Land (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 - Land stays on the player's wallet and can be transferred between players on the game's marketplace or on external NFT marketplaces.

Land can be used for summoning once a day. After that, Land needs to recharge before the next summoning. It takes a fixed time period, which can be decreased by staking SCRL on that Land. During recharging time Land can be transferred, but cannot be used for summoning.

Right away after summoning, a player can still 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 few 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 over the next 24 months after the game's release.

Our goal is to let every player fully experience the all game features. Therefore, most Lands are of Normal quality, which makes them affordable for casual players.

More serious gamers are more interested in [Rare](#) and [Epic](#) Land quality which gives more power to 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 Land, look at the [Token Staking chapter](#).

## Enhancements

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

These items are only possible to get 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**. Ritual requires one to choose one Land and two Wizards.

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

A new Wizard is created immediately after summoning and can be sold or transferred to other players or used in a match. However, they have to wait until fully recover 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 (Land passive earning)

Since there is 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

It's a place where players can buy or sell their 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 spend in game</b>	Moderate	High	Low	Nothing
<b>Money spend 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 to start, also for 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. Steps required to play:

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

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.

## Roadmap

<b>Q4 2021</b> <ul style="list-style-type: none"> <li>• Investors</li> <li>• Website</li> <li>• <b>Token sale</b></li> </ul>	<b>Q1 2022</b> <ul style="list-style-type: none"> <li>• <b>Wizard NFT giveaway</b></li> <li>• Token partnerships</li> <li>• <b>1st Land sale</b></li> <li>• Collectible card release</li> </ul>	<b>Q2 2022</b> <ul style="list-style-type: none"> <li>• Coin staking on Lands</li> <li>• <b>Summon Wizards on Lands</b></li> <li>• Marketplace</li> <li>• <b>Open beta game release</b></li> </ul>
<b>Q3 2022</b> <ul style="list-style-type: none"> <li>• <b>2nd Land sale</b></li> <li>• <b>Full game release</b></li> <li>• Season leagues with rewards</li> <li>• Rent Lands on the marketplace</li> </ul>	<b>Q4 2022</b> <ul style="list-style-type: none"> <li>• <b>3rd Land sale</b></li> <li>• Battles up to 4 players on one map</li> <li>• Wizard Adventure</li> <li>• <b>Add Enhancement NFT</b></li> </ul>	<b>Q1 2023</b> <ul style="list-style-type: none"> <li>• New NFT Wizard elements:               <ul style="list-style-type: none"> <li>-Warlocks</li> <li>-Sunriser</li> <li>-Tricksters</li> </ul> </li> <li>• Lands as virtual homes</li> </ul>

## Founders

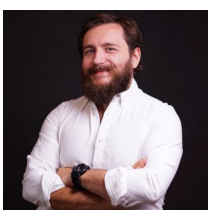


### Chris Chodakowski

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.