CRYPTOBLADES.IO

RECRUIT CHARACTERS, FORGE WEAPONS, ENTER BATTLE, EARN SKILL

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TABLE OF CONTENTS

INTRODUCTION

CryptoBlades is a revolutionary a web based NFT roleplaying game launched on the Binance Smart Chain and brought to existence by the talented group of Riveted Games. The core of the game revolves around rewarding players with SKILL tokens after defeating enemies and participating in raids. They can hire additional characters, forge unique weapons, and reforge those weapons to increase their overall power. Players can also trade their characters and weapons on an open marketplace. They can also stake their SKILL earnings and receive additional SKILL as a reward.

CRYPTOBLADES TEAM

PHILIP DEVINE - UNITED STATES - OWNER OF RIVETED GAMES

Philip has owned and operated Riveted Games since 2014, releasing multiple award-winning titles on Steam, the world's largest game marketplace as well as independently. He is also a developer at heart, and has hand selected his team based on their experience in game web application development.

DAN KARSAI - HUNGARY - LEAD GAME DEVELOPER

Dan has worked with Riveted Games since 2016 and specializes in blockchain development, 3D graphics, Unity, Game Design, and Programming. Dan has worked on Lightspeed Frontier, the award-winning space simulation game, Spoxel, and Nations at War. He oversees designing our core gameplay mechanics and the related graphics.

RAY HAMMARLING - SWEDEN - LEAD BLOCKCHAIN DEVELOPER

Ray has been on the team since 2019 and is an expert in backend technologies, experimental technologies, and architecture. He developed the core Smart Contracts of CryptoBlades with a focus on design and efficiency. These contracts have received praise from auditors and open-source contributors alike. https://github.com/raymond-h

KYLE KEMP - UNITED STATES - LEAD FRONT-END DEVELOPER

Kyle is the teams lead frontend developer. He has over 108 repositories on github and is in the top .1% of users for star rating. He is acknowledged as one of the best front-end developers in the world. He designed CryptoBlades user interface, and he continues to optimize the players' experience. https://github.com/seiyria

VISION AND MISSION STATEMENT

Our vision is for gamers to regain control of their digital assets, Play to Earn, and increase the adoption of blockchain technology in their everyday lives.

Our mission is to provide a fun and profitable experience for our players, to create a healthy and excited community around blockchain gaming and build an ecosystem of Play to Earn systems to meet the needs of all gamers around the world.

PURPOSE OF THIS PAPER

The intention of this paper is not to be a deep technical dive, but rather an overview of the existing gameplay and a vision of the future CryptoBlades. This includes gameplay details, information on NFTs, the games economy, specifically tokenonics, and how the Binance Smart Chain can enhance and provide a rewarding experience to the end user. This is a living document and the team holds all rights to make adjustment as seen fit.

REQUIREMENTS TO PLAY

CryptoBlades is a web-based game application. The user will need to have access to the internet to play the game. All gameplay happens on https://app.cryptoblades.io/.

CryptoBlades' contracts are deployed on the Binance Smart Chain. The player will need to have a nominal amount of BNB cryptocurrency to pay for transactional gas fees. They will need to have a wallet (i.e. Metamask) which can store the BNB cryptocurrency and which can also store the SKILL token. The player will need to setup their Metamask wallet to the Binance Smart Chain network[1]. They will need to secure, at a minimum, 4.6 SKILL token to start the game. The SKILL token can be swapped on ApeSwap, pairing with BNB[2].

GAMEPLAY

ELEMENTS

There are four different elements present in the game:

- Fire
- Earth
- Lightning
- Water

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[1] https://docs.binance.org/smart-chain/wallet/metamask.html

[2] Navigate to dex.apeswap, click "Connect" in the upper right hand corner to link your wallet.

Look for "Select a currency" and paste 0x154a9f9cbd3449ad22fdae23044319d6ef2a1fab to bring up the SKILL token. Be sure to hit "(Add)" before selecting the token so in the future you only need to type SKILL instead of the contract address.

All characters, weapons, weapon attributes, and enemies are assigned an element. Elements increase or decrease the chances of success when battling. Each element trumps and is trumped by another element, as follows:

- Fire
  - Trumps Earth
  - Trumped by Water
- Earth
  - Trumps Lightning
  - Trumped by Fire
- Lightning
  - Trumps Water
  - Trumped by Earth
- Water
  - Trumps Fire
  - Trumped by Lightning

CHARACTERS

The player starts in the Plaza, which is where they can mint their first character (4.6 SKILL). The element of the character is assigned at random. The first character minted comes with a starting weapon, so there is not a need to mint a weapon before entering combat. Each minted character starts with 200 stamina which is enough to compete in five battles. The battles each cost the character 40 stamina. Stamina regenerates at a rate of **one per every five minutes.** A player can have up to four characters at any given time. Each character minted currently cost 4.6 SKILL to mint.

The player chooses the character they want to enter combat with on the Plaza screen. They then can enter the combat section of the game and four enemies appear at the bottom of the screen after a weapon is selected. It is advantageous for the player to align the element of their character with their weapon and choose an enemy that is trumped by this element. The player should also consider the power of the enemies before deciding which one to fight. The game refreshes the available enemies each hour – there may be times it is in the best interest to wait for a refresh to increase the chances of winning.

The player will spend a nominal BNB gas fee to enter combat against a chosen enemy. The game then rolls for the outcome of combat and writes the results to the blockchain. The player is awarded in SKILL and character experience if the outcome of the fight is in their favor. There is nothing awarded to the player if the outcome is a loss.

Experience is gained when a player defeats an enemy in combat. Experience is used to level up a character, which in turn increases the character's overall power. Total character level is currently capped at 255, and the current experience required per level can be found in appendix A. Experience is accumulated until the player decides to claim it. The process of claiming experience writes to the blockchain so there is a nominal BNB gas fee charged upon each claim. The experience is automatically applied to the related character after the claim transaction has been approved.

WEAPONS

There are five tiers of weapons obtainable in CryptoBlades. The tiers are rated from one star up to five stars. The player receives a one-star weapon which is minted when their first character is minted. Weapons, like characters, will be minted with one of the four elements (fire, earth, lightning, fire).

FORGING

Players can increase their overall combat power by forging new weapons at the Blacksmith. The forging process utilizes RNG and the chances of minting each tier of weapons are as follows:

- One-star, 44% chance
- Two-star, 35% chance
- Three-star, 15% chance
- Four-star, 5% chance
- Five-star, 1% chance

One-star weapons are assigned an element and an element or power attribute. The attribute stat will be randomly minted between 4 and 200, with an average of 102 (25.5% extra power at 102, with a minimum of 1% and maximum of 50%).

Two-star weapons are assigned an element and an element or power attribute. The attribute stat will be randomly minted between 180 and 300, with an average of 240 (60% extra power at 240, with a minimum of 45% and maximum of 75%).

Three-star weapons are assigned an element and an element or power attribute. The attribute stat will be randomly minted between 280 and 400, with an average of 340 (85% extra power at 340, with a minimum of 70% and maximum of 100%).

Four-star weapons are assigned an element and two element or power attributes. The attribute stats will be randomly minted between 200 and 400, with an average of 300 each, or in other words 600 total (150% extra power at 600, with a minimum of 100% and maximum of 200%).

Five-star weapons are assigned an element and three element or power attributes. The attribute stats will be randomly minted between 268 and 400, with an average of 334 each, or in other words 1002 total (250.5% extra power at 1002, with a minimum of 201% and maximum of 300%).

"It has absolutely been considered and even discussed today. 5* swords will always be motha f*ckin 5* swords. Nothing will ever eclipse the almighty 5* in power no matter how many stars it has." – Phillip Devine, Owner, Riveted Games on June 16th, 2021.

REFORGING

Reforging is the process of combining one weapon into another. Reforging **_will not_** increase the tier of the weapon, nor will it change the weapon's attributes or attributes' stats.

Reforging lets the player upgrade their better weapons by burning less-valuable weapons. Reforging, like forging, takes place at the Blacksmith. The player chooses the weapon they want to add power to and then clicks the Reforge button. They can then select the weapon they wish to burn. **NOTE: this destroys the weapon being burned.** There are three stats that can be added to a weapon by utilizing reforging, dependent on the tier of the burned weapon. They are as follows:

- LB – the LB stat is added to a weapon when a one through three-star weapon is burned to combine into the weapon being reforged. Each weapon can have a total of 100 LB points added. Each one- and two-star weapon burned adds one point of LB, while a three-star weapon burned adds two points of LB. One LB adds 15 points of power to the weapon, for a total of 1500 points of power when the weapon is maxed at 100/100 LB.
- 4LB – the 4LB stat is added to a weapon when a four-star weapon is burned to combine into the weapon being reforged. Each weapon can have a total of 25 4LB points added. Each four-star weapon burned adds one point of 4LB. One 4LB adds 30 points of power to the weapon, for a total of 750 points of power when the weapon is maxed at 25/25 4LB.
- 5LB – the 5LB stat is added to a weapon when a five-star weapon is burned to combine into the weapon being reforged. Each weapon can have a total of 10 5LB points added. Each five-star weapon burned adds one point of 5LB. One 5LB adds 60 points of power to the weapon, for a total of 600 points of power when the weapon is maxed at 10/10 5LB.

The weapon will display the total LB, 4LB, and 5LB it has, along with a sum of the total power added from reforging, which is displayed at 'Bonus power'. The total bonus power attainable through reforging is 2850.

COMBAT

Combat is where the action takes place! The player first selects the character they want to enter in combat within the Plaza. They then select to enter Combat where they will choose their weapon. Once the weapon has been chosen, four enemy combatants will appear. The player can then select the combatant that they want their character to face off against. There are several things that the player should consider before choosing their opponent:

- The attribute type of the character entering combat,
- The attribute type of the weapon selected,
- The attribute type of the opponent, and
- The power of the opponent.

These four things have a chance to impact the outcome of each fight. When the player chooses an enemy to attack, they get a +7.5% modifier if the character and weapon primary attributes match. They receive a 7.5% modifier when attacking an enemy has the element that is weak against their player's character. These modifiers stack which always the player to add a +15% boost to their character if the right equipment and enemy are chosen.

Do keep in mind that the opposite is true as well. If the player chooses an opponent that has the attribute that trumps their character's attribute, there is a -7.5% modifier applied to the fight.

REWARDS

The player receives two types of rewards when they successfully defeat an opponent, SKILL and character experience. The SKILL reward is dependent on the power of the enemy defeated. At the time of the writing of this whitepaper, the formula is 0.111627 (awarded as a gas offset) + .014651 per 1000 power of the enemy defeated. Experience earned is assigned to the character that won the battle.

The SKILL and experience earned are stored until the player initiates a transaction to move the SKILL to their wallet and to apply the experience to their characters. This feature has been added to reduce the amount of gas the player requires to play the game.

Note: when forging, the game will draw the SKILL from the player's storage SKILL before drawing SKILL from their wallet.

MARKET

CryptoBlades is first and foremost a blockchain game – which means that the players own their minted NFTs (characters and weapons). The right to sell and trade is wholly owned by the player. CryptoBlades implemented a market to make this process trustless. The player can search characters and weapons that have been listed by other players, as well as list their own characters and weapons. There is a small buyer fee added to each transaction.

TOKENOMICS

SKILL serves as the native game currency for CryptoBlades. Players leverage SKILL to acquire characters, forge and reforge weapons, and to buy and sell on the CryptoBlades Marketplace.

The supply of SKILL is designated as follows:

- IDO – 35%
- Gameplay Incentives – 20%
- Development – 20%
- Initial Liquidity – 15%
- Liquidity Incentives – 10%

The development fund vests at a rate of 25% per quarter. The Investor fund vests at a rate of 25% per month.

DISCLAIMER AND RIGHTS

This document is not final and will be updated from time to time. The purpose of this document is to provide selected details about the gameplay and the economy of CryptoBlades. The information set forth in this document may not be exhaustive and does not imply any element of a contractual relationship. Nothing in this document shall be deemed to constitute a prospectus of any sort or a solicitation for investment.

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APPENDIX A, CHARACTER LEVELS AND REQUIRED EXPERIENCE PER LEVEL

LVL	XP	LVL	XP	LVL	XP	LVL	XP	LVL	XP	LVL	XP	LVL	XP	LVL	XP
1	16	36	289	71	1654	106	4244	141	8059	176	13099	211	19364	246	26854
2	17	37	311	72	1711	107	4336	142	8186	177	13261	212	19561	247	27086
3	18	38	334	73	1769	108	4429	143	8314	178	13424	213	19759	248	27319
4	19	39	358	74	1828	109	4523	144	8443	179	13588	214	19958	249	27553
5	20	40	383	75	1888	110	4618	145	8573	180	13753	215	20158	250	27788
6	22	41	409	76	1949	111	4714	146	8704	181	13919	216	20359	251	28024
7	24	42	436	77	2011	112	4811	147	8836	182	14086	217	20561	252	28261
8	26	43	464	78	2074	113	4909	148	8969	183	14254	218	20764	253	28499
9	28	44	493	79	2138	114	5008	149	9103	184	14423	219	20968	254	28738
10	30	45	523	80	2203	115	5108	150	9238	185	14593	220	21173	255	28978
11	33	46	554	81	2269	116	5209	151	9374	186	14764	221	21379		
12	36	47	586	82	2336	117	5311	152	9511	187	14936	222	21586		
13	39	48	619	83	2404	118	5414	153	9649	188	15109	223	21794		
14	42	49	653	84	2473	119	5518	154	9788	189	15283	224	22003		
15	46	50	688	85	2543	120	5623	155	9928	190	15458	225	22213		
16	50	51	724	86	2614	121	5729	156	10069	191	15634	226	22424		
17	55	52	761	87	2686	122	5836	157	10211	192	15811	227	22636		
18	60	53	799	88	2759	123	5944	158	10354	193	15989	228	22849		
19	66	54	838	89	2833	124	6053	159	10498	194	16168	229	23063		
20	72	55	878	90	2908	125	6163	160	10643	195	16348	230	23278		
21	79	56	919	91	2984	126	6274	161	10789	196	16529	231	23494		
22	86	57	961	92	3061	127	6386	162	10936	197	16711	232	23711		
23	94	58	1004	93	3139	128	6499	163	11084	198	16894	233	23929		
24	103	59	1048	94	3218	129	6613	164	11233	199	17078	234	24148		
25	113	60	1093	95	3298	130	6728	165	11383	200	17263	235	24368		
26	124	61	1139	96	3379	131	6844	166	11534	201	17449	236	24589		
27	136	62	1186	97	3461	132	6961	167	11686	202	17636	237	24811		
28	149	63	1234	98	3544	133	7079	168	11839	203	17824	238	25034		
29	163	64	1283	99	3628	134	7198	169	11993	204	18013	239	25258		
30	178	65	1333	100	3713	135	7318	170	12148	205	18203	240	25483		
31	194	66	1384	101	3799	136	7439	171	12304	206	18394	241	25709		
32	211	67	1436	102	3886	137	7561	172	12461	207	18586	242	25936		
33	229	68	1489	103	3974	138	7684	173	12619	208	18779	243	26164		
34	248	69	1543	104	4063	139	7808	174	12778	209	18973	244	26393		
35	268	70	1598	105	4153	140	7933	175	12938	210	19168	245	26623		