



TABLE OF CONTENTS

Vineyard Vocations GDD V1

1. GAME DETAILS

2. TOKENOMICS

- 2.1. \$BUBBLY Token Details
- 2.2. Initial Token Allocations
- 2.3. Play-to-Earn Reward Protocols
- 2.4. Land Staking Reward Protocols
- 2.5. NFT Marketplace Sales

3. METAVERSE INFRASTRUCTURE

- 3.1. PC Gaming Platform
- 3.2. Mobile Gaming Platform

4. NFT TYPES

- 4.1. Land NFTs
- 4.2. Vineyard NFTs
- 4.3. Commodity NFTs
- 4.4. Vocation NFTs
- 4.5. Product NFTs
- 4.6. Character NFTs
- 4.7. Multiplier NFTs

5. GAME MECHANICS

- 5.1. Avatar Rankings
- 5.2. NFT Upgrades and Productivity Rate
- 5.3. Commodity and Product NFT Avatar XP Conversion Ratios

6. Accessible Mini-Games for NFT Characters

- 6.1. Two mini-games for each character starting off (TBA in GDD V.1)



Game Details

An UnrealEngine5 open-world massive multiplayer online role-playing game focusing on the cultivation of vineyards, production of champagne, and management of metaverse bottle sales; players must utilize multiple NFT Types for establishing digital operations to earn \$VIGNE or \$BUBBLY tokens within the metaverse, and the efficiency of most NFT Types can be increased by paying the upgrade fee and/or soft-locking \$BUBBLY and \$VIGNE tokens within the NFT.

At the end of each year, all landowners can submit one signature digital blend to be made at the Crypto Champagne production facility for a fee. It will take 2 years for each blend to stipend. The blend that is chosen as best will be added to the available blends sold by Crypto Champagne, and the creator of fermentation recipe will receive vintner royalties for each special-blend bottle sold.

Tokenomics

Champ Association will allocate 10% of the total \$VIGNE supply to initially fund sectors within the Vineyard Vocations ecosystem, along with generating the \$BUBBLY token to function as utility, play-to-earn, and gas token of the flagship metaverse's economy.

The amount of \$BUBBLY tokens obtained by players depend on the total amount of xp collected during each hour; \$BUBBLY tokens are autonomously distributed to the play-to-earn reward wallet daily, based upon the token allocation schedule, and all players will share a portion of the \$BUBBLY tokens based on the amount of xp earned within that day. Additionally, the following protocols will determine the interoperability and rewarding mechanisms of the economy:

\$BUBBLY Token Details

- Symbol: \$BUBBLY
- Token Name: Vineyard Vocations
- Blockchain/Network: Elysium Network, founded and maintained by Vulcan Forged.
- 18 Decimal Positions: \$BUBBLY tokens can be fractionalized to 18 decimal points (0.000000000000000001).
- Max Supply (333.3 billion): 333,333,333,333.00 \$BUBBLY tokens will be minted when the token contract is deployed.
- ICO/IDO Price: (€909,084) / (41,700,000,000 \$BUBBLY) = €0.0000218
- Circulating \$BUBBLY Supply After Liquidity Provisions to DEX: 41,700,000,000 \$BUBBLY tokens in circulation.



Initial Token Allocations

\$VIGNE Allocation – 3,333,333,333 (3.3 billion)

Crypto Champagne will allocate 10% of the total \$VIGNE supply to initially fund sectors within the Vineyard Vocations ecosystem:

- Land Staking Reward Pool: 40% (1.3 billion)
- Tournament Prize Pool: 60% (2 billion)

\$BUBBLY Allocation – 333,333,333,333 (333.3 billion)

The Token Generator Company of the Champ Association will deploy a utility token contract on the Elysium Network with a total supply of 333.3 billion tokens, all of which will be allocated to the following sectors within the Vineyard Vocations ecosystem:

- Play-to-Earn Reward Pool: 30% (99.9 billion)
- Farming and Staking DEX Pools: 22.5% (75 billion)
- Land Staking Reward Pool: 20% (66.7 billion)
- Liquidity Pairings on DEX: 12.5% (41.7 billion)
- Foundation Reserves: 10% (33.3 billion)
- Champ Association Node Utility Reward Pool: 5% (16.7 billion)

Play-to-Earn Reward Protocols

Each gaming asset rewards differently:

- Land NFTs reward \$VIGNE and \$BUBBLY
- Vineyard NFTs reward Commodity NFTs
- Vocation NFTs reward Product NFTs
- Character NFTs reward Avatar XP
- Avatar XP rewards \$BUBBLY

Landowners obtain Commodity and Product NFTs from Vineyard and Vocation NFTs that are managed by Character NFTs; each Vineyard and Vocation NFT asset yields a different amount of Commodity or Product NFTs, depending on the level of the NFT assets operating the passive income generating vehicle, and all player accounts will share the portion of \$BUBBLY tokens rewarded for that day based on the total amount of Avatar XP gained.



Tournament Prize Protocols

At the Crypto Champagne Chateau, the spawning point for non-landowners, players can pay admission to enter tournaments that reward winners with \$VIGNE tokens. Admission fees must be paid in \$BUBBLY tokens, which can be obtained by managing operations on Land NFTs or bought on a supported DEX.

Land Staking Reward Protocols

The reward received by each landowner is contingent to the level of their Land NFT, and the daily staking rewards can only be obtained if the player is actively earning **daily xp**:

- 1.3 billion \$VIGNE and 66.7 billion \$BUBBLY tokens will be injected within the land staking reward pool over a 120-month period; from the injection starting date, 11.1 million \$VIGNE and 555.83 million \$BUBBLY tokens will be injected into the land staking reward pool each month.
- Each time a Land NFT sale completes, 20m \$VIGNE will be injected within the land staking reward pool over a 3-month period – there are only 50 Land NFT sales in total.
- Additionally, a portion of revenue that Crypto Champagne generates per bottle sold is utilized to market-buy the asset displayed on the bottle, which will be injected within the reward pool on a quarterly basis. Hence, the profit entering the reward pool will be in the form of all cryptocurrencies supported during the bottle threshold sales within that quarter. For example, there are 16 different branded bottles in the first bottle threshold sale, so there will be 16 different crypto currencies being injected into the reward pool for that quarter. This is the sustainable stream of revenue for the Land Staking Reward Pool.

NFT Marketplace Sales

All NFT sales have a 5% fee that is distributed to the following sectors:

- Champ Association Foundation: 2%
- Land Staking Reward Pool: 1.50%
- Tournament Prize Pool: 1%
- Multi-Faucet Node Utility Reward Pool: 0.50%



Metaverse Infrastructure

The game must be built for pc and mobile platforms to enable an interactive user experience that is accessible from multiple environments. To achieve this, we will have two separate builds:

- PC
- Mobile

PC Gaming Platform

The pc game build enables open-world features for the avatar to spawn on their plot and walk around to initiate tasks. This includes access to certain features not available within the mobile platform.

Mobile Gaming Platform

The mobile game build will be 2.5D and only enable ariel view of the plot a user owns. Players will connect their SSO gaming account to the mobile application. All player accounts will manually whitelist their wallet address to allow link the gaming wallet that owns the NFT assets enabling play-to-earn capabilities.

NFT Types

Seven different NFT types interact with one another to enable the creation of passive income generating assets via play-to-earn protocols – Land, Vineyard, Commodity, Vocation, Product, Character, and Multiplier NFTs.

Land NFT

Crypto Champagne auctions 10k Land NFTs during each bottle threshold sale to enable the community to grow at sustainable rates, ***but there can never be more than 500k Land NFTs minted for Vineyard Vocations;*** there will be 10k Land NFTs entering circulation during each bottle threshold sale, for 50 separate sales, until all 500k Land NFTs are in circulation. The first NFT Landsale will occur after all participants of the first bottle threshold sale have received their \$VIGNE tokens. Those who purchase 5+ Rare or Exotic Luxury Crypto Champagne bottles during the first bottle threshold sale will be whitelisted to purchase 1 NFT land parcel before the public sale occurs. Initial Bidding Price of Each Land NFT, per Bottle Threshold Sale, will never change: **10k \$VIGNE Tokens!**

Each landsale will generate 100,000,000 \$VIGNE Tokens.



Distribution of Land NFT Sales Revenue

- Champ Association – 50%: Each sale will reward the Champ Association with 50m \$VIGNE tokens.
- Tournament Reward Pool – 20%: Each sale will reward the Tournament Reward Pool with 20m \$VIGNE tokens.
- Land NFT Staking Reward Pool – 20%: Each sale will reward the Land NFT Staking Reward Pool with 20m \$VIGNE tokens.
- Node Utility Reward Pool – 10%: Each sale will reward the Multi-Faucet Node Utility Reward Pool with 10m \$VIGNE tokens.

Land Dimensions

Vineyard and Vocation NFTs are placed on Land NFTs to be managed by Character NFTs for generating passive income within the metaverse – all Land NFTs have a dimension of 180M x 180M, while Vineyard and Vocation NFTs vary in the amount of space required on a Land NFT:

- Vineyard NFT Dimension Requirements
 - o Banana, Red, Sriracha, Chipotle, Jalapeno, Habanero & Ghost Pepper NFTs: 2x4
 - o Syrup and Crystal Sugarcane NFTs: 3x3
 - o Pine, European Oak, American Oak, Spanish Oak, French Oak, Cherry, Chestnut, and Acacia Tree NFTs: 4x4
 - o Petit Meslier and Arbanne Trellis NFTs: 6x6
 - o Pinot Blanc and Pinot Gris Trellis NFTs: 12x12
 - o Pinot Noir, Pinot Meunier, and Chardonnay Trellis NFTs: 18x18
 - o Cow, Sheep, Goat, and Buffalo Dairy Farm NFTs: 36x36
 - o Oyster and Mussel Pond, Crustacean Pond, Fishpond, and Fish Breeding Station NFTs: 48x48
- Vocation NFT Dimension Requirements
 - o Barrel Factory NFTs: 15x15
 - o Bottling Facility, Dosage Laboratory and Fermenting Facility NFTs: 20x20
 - o Cheese Factory NFTs: 30x30
 - o Distribution Facility NFTs: 45x45
 - o Lounge Club NFTs: 60x60



Land Layout Example

IMAGE OF 180X180 GRID WITH COLORED BOXES TO DISPLAY LOCATION OF NFTS

Vineyard NFTs

Character NFTs manage Vineyard NFTs to generate Commodity NFTs and earn Avatar XP; all character NFTs are paid a daily variable wage of \$BUBBLY tokens for their utilization within the Land NFT – the number of \$BUBBLY tokens each character NFT receives will correspond to Avatar XP gained within the day.

Each Vineyard NFT must be managed by the proper character NFT to generate Commodity NFTs and \$BUBBLY tokens, and the amount of time in which it takes to cultivate varies. Once the cultivation duration has passed, the character NFT will be paid their wage, and one batch of Commodity NFTs will be generated – the number of batches generated depend on the level status of Vineyard NFTs, while one batch is equal to a dozen of the item being generated.

Banana Pepper

Requires one Botanist NFT to manage the asset and the production rate is a maximum of 10 minutes to generate x batches of Banana Pepper Commodity NFTs – 2M x 4M section.

Red Pepper

Requires one Botanist NFT to manage the asset and the production rate is a maximum of 12 minutes to generate x batches of Red Pepper Commodity NFTs – 2M x 4M section.

Sriracha Pepper

Requires two Botanist NFT to manage the asset and the production rate is a maximum of 14 minutes to generate x batches of Sriracha Pepper Commodity NFTs – 2M x 4M section.

Chipotle Pepper

Requires two Botanist NFT to manage the asset and the production rate is a maximum of 16 minutes to generate x batches of Chipotle Pepper Commodity NFTs – 2M x 4M section.

Jalapeno Pepper

Requires two Botanist NFT to manage the asset and the production rate is a maximum of 18 minutes to generate x batches of Jalapeno Pepper Commodity NFTs – 2M x 4M section.

Habanero Pepper

Requires three Botanist NFT to manage the asset and the production rate is a maximum of 20 minutes to generate x batches of Habanero Pepper Commodity NFTs – 2M x 4M section.

Ghost Pepper

Requires three Botanist NFT to manage the asset and the production rate is a maximum of 22 minutes to generate x batches of Ghost Pepper Commodity NFTs – 2M x 4M section.



Syrup Sugarcane

Requires one Botanist NFT to manage the asset and the production rate is a maximum of 15 minutes to generate x batches of Sugarcane Syrup Commodity NFTs – 3M x 3M section.

Crystal Sugarcane

Requires two Botanist NFT to manage the asset and the production rate is a maximum of 30 minutes to generate x batches of Sugarcane Crystals Commodity NFTs – 3M x 3M section.

Pine Tree

Requires one Lumberjack NFT to manage the asset and the production rate is a maximum of 15 minutes to generate x batches of Pine Wood Commodity NFTs – 4M x 4M section.

European Oak Tree

Requires one Lumberjack NFT to manage the asset and the production rate is a maximum of 30 minutes to generate x batches of European Oak Wood Commodity NFTs – 4M x 4M section.

American Oak Tree

Requires two Lumberjack NFT to manage the asset and the production rate is a maximum of 45 minutes to generate x batches of American Oak Wood Commodity NFTs – 4M x 4M section.

Spanish Oak Tree

Requires two Lumberjack NFT to manage the asset and the production rate is a maximum of 1 hour to generate x batches of Spanish Oak Wood Commodity NFTs – 4M x 4M section.

French Oak Tree

Requires two Lumberjack NFT to manage the asset and the production rate is a maximum of 2 hours to generate x batches of French Oak Wood Commodity NFTs – 4M x 4M section.

Cherry Tree

Requires three Lumberjack NFT to manage the asset and the production rate is a maximum of 4 hours to generate x batches of Cherry Wood Commodity NFTs – 4M x 4M section.

Chestnut Tree

Requires three Lumberjack NFT to manage the asset and the production rate is a maximum of 8 hours to generate x batches of Chestnut Wood Commodity NFTs – 4M x 4M section.



Acacia Tree

Requires three Lumberjack NFT to manage the asset and the production rate is a maximum of 16 hours to generate x batches of Acacia Wood Commodity NFTs – 4M x 4M section.

Arbanne Trellis

Requires one Vigneron NFT to manage the asset and the production rate is a maximum of 4 hours to generate x batches of Arbanne Grapes Commodity NFTs – 6M x 6M section.

Petit Meslier Trellis

Requires one Vigneron NFT to manage the asset and the production rate is a maximum of 4 hours to generate x batches of Petit Meslier Grapes Commodity NFTs – 6M x 6M section.

Pinot Blanc Trellis

Requires two Vigneron NFTs to manage the asset and the production rate is a maximum of 8 hours to generate x batches of Pinot Blanc Grapes Commodity NFTs – 12M x 12M section.

Pinot Gris Trellis

Requires two Vigneron NFTs to manage the asset and the production rate is a maximum of 8 hours to generate x batches of Pinot Gris Grapes Commodity NFTs – 12M x 12M section.

Pinot Noir Trellis

Requires three Vigneron NFTs to manage the asset and the production rate is a maximum of 12 hours to generate x batches of Pinot Noir Grapes Commodity NFTs – 18M x 18M section.

Pinot Meunier Trellis

Requires three Vigneron NFTs to manage the asset and the production rate is a maximum of 12 hours to generate x batches of Pinot Meunier Grapes Commodity NFTs – 18M x 18M section.

Chardonnay Trellis

Requires three Vigneron NFTs to manage the asset and the production rate is a maximum of 12 hours to generate x batches of Chardonnay Grapes Commodity NFTs – 18M x 18M section.

Cow Dairy Farm

Requires one Dairy Farmer NFT to manage the asset and the production rate is a maximum of 4 hours to generate x batches of Cow Milk Commodity NFTs – 36M x 36M section.

Sheep Dairy Farm

Requires two Dairy Farmer NFTs to manage the asset and the production rate is a maximum of 8 hours to generate x batches of Sheep Milk Commodity NFTs – 36M x 36M section.



Goat Dairy Farm

Requires three Dairy Farmer NFTs to manage the asset and the production rate is a maximum of 12 hours to generate x batches of Goat Milk Commodity NFTs – 36M x 36M section.

Buffalo Dairy Farm

Requires three Dairy Farmer NFTs to manage the asset and the production rate is a maximum of 16 hours to generate x batches of Buffalo Milk Commodity NFTs – 36M x 36M section.

Bivalve Pond Farm

Requires one Marine Biologist NFTs to manage the asset and the production rate is a maximum of 2 hours to generate x batches of Shucked Oyster or Mussel Commodity NFTs – 48M x 48M section.

Crustacean Pond Farm

Requires 1-3 Marine Biologist NFTs to manage the farm for generating batches of crustacean Commodity NFTs – 48M x 48M section.

- Banana Prawn – 2 hours (requires 1 Marine Biologist)
- White Shrimp – 4 hours (requires 1 Marine Biologist)
- Blue Shrimp – 6 hours (requires 1 Marine Biologist)
- Spot Shrimp – 8 hours (requires 1 Marine Biologist)
- Malaysian Prawn – 10 hours (requires 2 Marine Biologist)
- Rock Shrimp – 12 hours (requires 2 Marine Biologists)
- Tiger Shrimp – 14 hours (requires 2 Marine Biologists)
- Pink Shrimp – 16 hours (requires 2 Marine Biologists)
- Aesop Shrimp – 18 hours (requires 2 Marine Biologists)



- Blue Crab – 20 hours (requires 3 Marine Biologists)
- Alaskan Dungeness Crab – 22 hours (requires 3 Marine Biologists)
- Tropical Crab – 24 hours (requires 3 Marine Biologists)
- Coconut Crab – 26 hours (requires 3 Marine Biologists)
- Louisiana Crawfish – 28 hours (requires 3 Marine Biologists)
- Lobster – 30 hours (requires 3 Marine Biologists)
- Caribbean Langostino – 32 hours (requires 3 Marine Biologists)

Fishpond Farm

Requires 1-3 Marine Biologist NFTs to manage the farm for generating batches of fish Commodity NFTs – 48M x 48M section.

- Seaweed – 2 hours (requires 1 Marine Biologist)
- White Perch – 4 hours (requires 1 Marine Biologist)
- Ground Mullet – 6 hours (requires 1 Marine Biologist)
- Whitefish – 8 hours (requires 1 Marine Biologist)
- Carp – 10 hours (requires 2 Marine Biologist)
- Anchovy – 12 hours (requires 2 Marine Biologist)
- Cod – 14 hours (requires 2 Marine Biologist)
- Rainbow Trout – 16 hours (requires 2 Marine Biologist)
- Rock Bass – 18 hours (requires 2 Marine Biologist)
- Speckled Trout – 20 hours (requires 3 Marine Biologists)
- Flounder – 22 hours (requires 3 Marine Biologists)
- Salmon – 24 hours (requires 3 Marine Biologists)
- Blue Nile Tilapia – 26 hours (requires 3 Marine Biologists)
- Red Snapper – 28 hours (requires 3 Marine Biologists)
- Tuna – 30 hours (requires 3 Marine Biologists)
- Poison Puffer – 32 hours (requires 3 Marine Biologists)



Caviar Station

Requires three Marine Biologist NFTs to manage the asset and the production rate is a maximum of 4 hours to generate x batches of Caviar Commodity NFTs – 48M x 48M section.

Commodity NFTs (54 Total)

NFTs that can be sold to other players on the NFT Marketplace for \$VIGNE tokens, or utilized by the landowner within Vocation NFTs to make Product NFTs, or sold to NPCs within Lounge Club NFTs to obtain Avatar XP – at the end of each day, all player accounts will receive \$BUBBLY tokens for the total amount of Avatar XP gained while selling Commodity NFTs to NPCs in the Lounge Club NFTs.

List of all 54 Commodity NFTs: Banana Pepper, Red Pepper, Sriracha Pepper, Chipotle Pepper, Jalapeno Pepper, Habanero Pepper, Ghost Pepper, Syrup Sugarcane, Crystal Sugarcane, Pine Tree, European Oak Tree, American Oak Tree, Spanish Oak Tree, French Oak Tree, Cherry Tree, Chestnut Tree, Acacia Tree, Arbanne Trellis, Petit Meslier Trellis, Pinot Blanc Trellis, Pinot Gris Trellis, Pinot Noir Trellis, Pinot Meunier Trellis, Chardonnay Trellis, Cow Milk, Sheep Milk, Goat Milk, Buffalo Milk, Oysters, Mussels, Banana Prawn, White Shrimp, Spot Shrimp, Blue Crab, Blue Shrimp, Malaysian Prawn, Rock Shrimp, Australian Red Claw Crawfish, Tiger Shrimp, Pink Shrimp, Aesop Shrimp, Softshell Crab, Seaweed, White Perch, Ground Mullet, Whitefish, Rainbow Trout, Speckled Trout, Catfish, Red Fish, Carp, Flounder, Salmon, Blue Nile Tilapia, and Caviar Commodity NFTs



Type of Vineyard NFT	Number of Character NFTs Required	Time Required to Generate Commodity NFTs	Commodity NFT Generated from the Vineyard NFT	Size Required to Place the Vineyard NFT
Banana Pepper Trellis	1 Botanist	10min	Banana Pepper	2M x 4M
Red Pepper Trellis	1 Botanist	12min	Red Pepper	2M x 4M
Sriracha Pepper Trellis	2 Botanists	14min	Sriracha Pepper	2M x 4M
Chipotle Pepper Trellis	2 Botanists	16min	Chipotle Pepper	2M x 4M
Jalapeno Pepper Trellis	2 Botanists	18min	Jalapeno Pepper	2M x 4M
Habanero Pepper Trellis	3 Botanists	20min	Habanero Pepper	2M x 4M
Ghost Pepper Trellis	3 Botanists	22min	Ghost Pepper	2M x 4M
Syrup Sugarcane	1 Botanist	15min	Sugarcane Syrup	3M x 3M
Crystal Sugarcane	2 Botanists	30min	Sugarcane Crystals	3M x 3M
Pine Tree	1 Lumberjack	15min	Pine Wood	4M x 4M
European Oak Tree	2 Lumberjacks	30min	European Oak Wood	4M x 4M
American Oak Tree	2 Lumberjacks	45min	American Oak Wood	4M x 4M
Spanish Oak Tree	2 Lumberjacks	1hr	Spanish Oak Wood	4M x 4M
French Oak Tree	2 Lumberjacks	2hrs	French Oak Wood	4M x 4M
Cherry Tree	3 Lumberjacks	4hrs	Cherry Wood	4M x 4M
Chestnut Tree	3 Lumberjacks	8hrs	Chestnut Wood	4M x 4M
Acacia Tree	3 Lumberjacks	16hrs	Acacia Wood	4M x 4M
Arbanne Trellis	1 Vigneron	4hrs	Arbanne Grapes	6M x 6M
Petit Meslier Trellis	1 Vigneron	4hrs	Petit Meslier Grapes	6M x 6M
Pinot Blanc Trellis	2 Vignerons	8hrs	Pinot Blanc Grapes	12M x 12M
Pinot Gris Trellis	2 Vignerons	8hrs	Pinot Gris Grapes	12M x 12M
Pinot Noir Trellis	3 Vignerons	12hrs	Pinot Noir Grapes	18M x 18M
Pinot Meunier Trellis	3 Vignerons	12hrs	Pinot Meunier Grapes	18M x 18M
Chardonnay Trellis	3 Vignerons	12hrs	Chardonnay Grapes	18M x 18M
Cow Dairy Farm	1 Dairy Farmer	4hrs	Cow Milk	36M x 36M
Sheep Dairy Farm	2 Dairy Farmers	8hrs	Sheep Milk	36M x 36M
Goat Dairy Farm	3 Dairy Farmers	12hrs	Goat Milk	36M x 36M
Buffalo Dairy Farm	3 Dairy Farmers	16hrs	Buffalo Milk	36M x 36M



Oyster and Mussel Pond Farm	1 Marine Biologist	2hrs	Shucked Oysters or Mussels	48M x 48M
Crustacean Pond Farm (16 Different Commodity Farming Options)	1-3 Marine Biologists	2hrs; 4hrs; 6hrs; 8hrs, 10hrs; 12hrs; 14hrs; 16hrs; 18hrs; 20hrs; 22hrs; 24hrs; 26hrs; 28hrs; 30hrs; 32hrs	Banana Prawn; White Shrimp; Blue Shrimp; Spot Shrimp; Malaysian Prawn; Rock Shrimp; Tiger Shrimp; Pink Shrimp; Aesop Shrimp; Blue Crab; Alaskan Dungeness Crab; Tropical Crab; Coconut Crab; Louisiana Crawfish; Lobster; and Caribbean Langostino	48M x 48M
Fishpond Farm (16 Different Commodity Farming Options)	1-3 Marine Biologists	2hrs; 4hrs; 6hrs; 8hrs, 10hrs; 12hrs; 14hrs; 16hrs; 18hrs; 20hrs; 22hrs; 24hrs; 26hrs; 28hrs; 30hrs; 32hrs	Seaweed; White Perch; Ground Mullet; Whitefish; Carp; Anchovy; Cod; Rainbow Trout; Rock Bass; Speckled Trout; Flounder; Salmon; Blue Nile Tilapia; Red Snapper; Tuna; and Poison Puffer	48M x 48M
Caviar Station	3 Marine Biologists	4hrs	Caviar	48M x 48M

Vocation NFTs

Character NFTs manage Vocations NFTs to generate Product NFTs that can be sold on the NFT Marketplace to obtain \$VIGNE or sold at the Lounge Club NFT to obtain Avatar XP – at the end of each day, all player accounts will receive \$BUBBLY tokens for the total amount of Avatar XP gained while selling Product NFTs to NPCs in the Lounge Club NFTs.

Barrel Factory NFTs

Factories that are managed by Cooper NFTs to generate Barrel Product NFTs with different Wood Commodity NFTs; the number of Barrel Product NFTs able to generate correlate with the level status of Cooper and Barrel Factory NFTs.



Fermenting Facility NFTs

Facilities that are managed by Vintner NFTs to ferment Barrel Product NFTs for generating Fermented Barrel Product NFTs; the number of Barrel Product NFTs able to ferment correlate with the level status of Vintner and Fermenting Facility NFTs.

Dosage Laboratory NFTs

Laboratories that are managed by Vintner NFTs to dosage Fermented Barrel Product NFTs into Non-Disgorged Champagne Product NFTs; the number of Fermented Barrel Product NFTs able to dosage correlate with the level status of Vintner and Dosage Laboratory NFTs.

Bottling Facility NFTs

These facilities are managed by Vintner NFTs to disgorge and seal Non-Disgorged Champagne Product NFTs, which are converted to Champagne Product NFTs; the number of Non-Disgorged Champagne Product NFTs able to disgorge and seal correlate with the level status of Vintner and Bottling Facility NFTs.

Distribution Facility NFTs

These facilities are managed by Cellar Master NFTs to distribute Champagne Product NFTs; the number of bottles able to distribute correlate with the level status of Cellar Master, Distribution Facility, and Lounge Club NFTs.

Cheese Factory NFTs

Factories that are managed by Fromager NFTs to create Cheese Product NFTs from different Milk Commodity NFTs, which will be sold by Sommelier NFTs in Lounge Club NFTs; the number of Cheese Product NFTs able to create correlate with the level status of Fromager and Cheese Factory NFTs.

Lounge Club NFTs

These clubs are managed by Sommelier NFTs to sell Product and Commodity NFTs; the number of Product and Commodity NFTs able to sell correlate with the level status of Sommelier, Distribution Facility, and Lounge Club NFTs. This is not only a place of business for NPC customers in the metaverse, but also a hub where the landowner can list Product or Commodity NFTs for sale on the NFT marketplace.

See Product NFTs on Next Page



Product NFTs (millions of variations)

NFTs that can be sold to other players on the NFT Marketplace for \$VIGNE tokens or utilized by the landowner within Lounge Club NFTs to obtain Avatar XP – at the end of each day, all player accounts will receive \$BUBBLY tokens for the total amount of Avatar XP gained while selling Product NFTs to NPCs in the Lounge Club NFTs.

List of Product NFTs: Grade-C Barrel, Grade-B Barrel, Grade-A Barrel, Fermented Barrels, Non-Disgorged Champagnes, Champagnes, and Cheese Product NFTs.

Type of Vocation NFT	Number of Character NFTs Required	Product NFT Generated from the Vocation NFT	Number of Commodity NFTs Required to Burn	Time Required to Generate Product NFT	Size Required to Place the Vocation NFT on Land NFTs
Barrel Factory	1 Cooper	Grade-C Barrel (Pine, European Oak, American Oak, and Spanish Oak Wood are Acceptable for Grade-C Production)	4 Pine Wood; or 2 European Oak Wood; or 1 Pine Wood and 1 American Oak Wood; or 1 Spanish Oak Wood; etc. – must spend 1hr worth of wood resources to start production.	2hrs	15M x 15M
	2 Coopers	Grade-B Barrel (French Oak and Cherry Wood are Acceptable for Grade-C Production)	4 French Oak Wood; or 2 Cherry Wood; or 2 French Oak Wood and 1 Cherry Wood; etc. – must spend 8hr worth of wood resources to start production.	16hrs	15M x 15M
	3 Coopers	Grade-A Barrel (Chestnut and Acacia Wood are Acceptable	8 Chestnut Wood; or 4 Chestnut and 2 Acacia Wood; or 4 Acacia Wood; etc. – must spend 64hr worth of wood resources to start production.	128hrs	15M x 15M



		for Grade-C Production)			
Fermenting Facility	1 Vintner	Fermented Barrel Variations (millions of possible combinations)	<p>Use 1 of any Grade Barrel with 10 different/same grapes to make one fermented barrel – the barrel will match the grade and generate a percentage stamp for your NFT blend.</p> <p>If a Grade-A Barrel is fermented using 4 Chardonnay Grapes, 3 Pinot Noir Grapes, and 3 Pinot Gris Grapes then a “Grade-A 40Chardonnay/30Noir/30Gris Fermented Barrel” Product NFT would be made.</p>	2hrs each variation	20M x 20M
Dosage Laboratory	1 Vintner	Non-Disgorged Champagne	<p>Each dosage varies in total Sugar Commodity NFTs required:</p> <ul style="list-style-type: none">• Brute Nature (0g) – none• Extra Brute (6g) – 2 Sugarcane Syrups and 1 Sugarcane Crystal• Brute (12g) – 4 Sugarcane Syrups and 2 Sugarcane Crystals• Extra Sec (17g) – 6 Sugarcane Syrups and 3 Sugarcane Crystals• Sec (32g) – 11 Sugarcane Syrups and 5 Sugarcane Crystals• Demi-Sec (40g) – 13 Sugarcane Syrups and 7 Sugarcane Crystals• Doux (52g) – 15 Sugarcane Syrups and 9 Sugarcane Crystals <p>When a fermented barrel NFT has its dosage applied, there will be 25 non-</p>	2hrs each variation	20M x 20M

			disgorged cases of that grade and percentage created.		
Bottling Facility	1 Vintner	Champagnes	<p>Select the 25 cases of non-disgorged champagne to disgorge.</p> <p>After the 2hrs has passed, the landowner will have officially made a Champagne product NFT of the grade and percentage type represented by the case disgorged.</p>	2hrs each variation	20M x 20M
Cheese Factory	1 Fromager	Cheese and Dinner Products	<p>Cheese Product NFTs require different Commodity NFTs to be created.</p> <p>Fresh Cheeses:</p> <ul style="list-style-type: none"> • Cream Cheese – 10 Cow Milk • Mascarpone Cheese – 10 Cow Milk • Cottage Cheese – 10 Cow Milk • Feta – 6 Sheep Milk and 4 Goat Milk • Ricotta Cheese – 4 Cow Milk, 3 Sheep Milk, 2 Goat Milk, and 1 Buffalo Milk • Mozzarella – 4 Cow Milk, 4 Goat Milk, and 2 Buffalo Milk. • Queso Fresco – 7 Cow Milk and 3 Goat Milk <p>Blue Cheeses:</p> <ul style="list-style-type: none"> • Gorgonzola – 10 Cow Milk • Roquefort – 10 Sheep Milk • Stilton Cheese – 10 Cow Milk <p>Soft Cheese:</p>	min	30M x 30M

			<ul style="list-style-type: none"> • Brie Cheese – 10 Cow Milk • Cambozola – 10 Cow Milk • Camembert – 10 Cow Milk • Chevre – 10 Goat Milk <p>Semi-Soft Cheese:</p> <ul style="list-style-type: none"> • Gouda – 10 Cow Milk • American Cheese – 10 Cow Milk • Muenster Cheese – 10 Cow Milk • Havarti – 10 Cow Milk • Fontina Cheese – 10 Cow Milk <p>Semi-Hard Cheese:</p> <ul style="list-style-type: none"> • Cheddar Cheese – 10 Cow Milk • Gruyere Cheese – 10 Cow Milk • Monterey Jack – 10 Cow Milk • Manchego – 10 Sheep Milk • Emmental – 10 Cow Milk • Halloumi Cheese – 5 Sheep and 5 Goat Milk <p>Hard Cheese:</p> <ul style="list-style-type: none"> • Parmesan Cheese – 10 Cow Milk • Pecorino Romano – 10 Sheep Milk • Asiago Cheese – 10 Cow Milk • Grana Padano – 10 Cow Milk <p>Pepper Cheese:</p> <ul style="list-style-type: none"> • TBA 		
--	--	--	--	--	--



Character NFTs

Character NFTs receive Avatar XP for being utilized to manage Vineyard and Vocation NFTs that generate Commodity and Product NFTs – at the end of each day, all player accounts are rewarded \$BUBBLY tokens based on the total Avatar XP earned throughout the day.

There are four grades of character rarity type that can be obtained from botte threshold sales, DEX pools, NFT marketplace sales, and NFT Land Sales:

- Basic (in-game; cannot be sold/bought on marketplace) – no bonus Avatar XP.
- Common – 11% bonus Avatar XP.
- Rare – 33% bonus Avatar XP.
- Exotic – 99% bonus Avatar XP.

The efficiency of all 10 Character Types can be enhanced by paying the upgrade fee – characters of higher grades are capable of tending to more than one NFT at a time.

Characters: *Botanist, Lumberjack, Vigneron, Dairy Farmer, Marine Biologist, Cooper, Vintner, Cellar Master, Sommelier, and Fromager* character NFTs.

Botanist

Manager of all Pepper and Sugarcane NFTs; worker in charge of tending to pepper and sugarcane plants to obtain different Pepper and Sugarcane Commodity NFTs.

Lumberjack

Manager of Pine, European Oak, American Oak, Spanish Oak, French Oak, Cherry, Chestnut, and Acacia Tree NFTs; worker in charge of tending to trees and shoots to obtain different Wood Commodity NFTs.s.

Vigneron

Manager of Petit Meslier, Arbanne, Pinot Blanc, Pinot Gris, Pinot Noir, Pinot Meunier, and Chardonnay Trellis NFTs; worker in charge of watering, nurturing, pruning, and tending to trellises.

Dairy Farmer

Manager of Dairy Farm NFTs; worker in charge of tending to animals and obtaining different Cheese Commodity NFTs.

**Marine Biologist**

Manager of Oyster and Mussel Pond, Crustacean Pond, Fishpond, and Fish Breeding Station NFTs; worker in charge of farm raising a variety of Oyster, Mussel, Crustacean, Fish, and Caviar Commodity NFTs.

Cooper

Manager of Barrel Factory NFTs; worker in charge of constructing the barrels that ferment champagne blended by the Vintner.

Vintner

Manager of Fermenting Facility, Dosage Laboratory, and Bottling Facility NFTs; worker in charge of turning harvested crops and ingredients into champagne Product NFT

Cellar Master

Manager of Distribution Facility NFTs; worker in charge of packaging and shipping orders to the Lounge Club NFT location.

Sommelier

Manager of Lounge Club NFTs; worker in charge of recommending customers specific champagnes based upon the food they order.

Fromager/Chef

Manager of Cheese Factory NFTs; worker in charge of creating specific Cheese and Dinner Product NFTs that are distributed to the Lounge Club NFT location and sold by Sommelier NFTs.

Multiplier NFTs

NFTs that provide bonus multipliers to specific NFT assets – these are obtained during special bottle threshold sales; Rare Luxury NFT Bottles reward one random Non-Exotic Multiplier NFT, while Exotic Luxury Bundle Packages reward one Exotic Multiplier NFT and eight random Non-Exotic Multiplier NFTs.

Land Staking Multiplier NFT

Provides a bonus multiplier to the \$VIGNE staking rewards generated from a Land NFT.

**Vineyard and Commodity Multiplier NFT**

Increases the production rate and number of Commodity NFTs generated from one Vineyard NFT.

Vocation and Product Multiplier NFT

Increases the production rate and number of Product NFTs generated from one Vocation NFT.

Character Wage Multiplier NFT

Increases the number of Vineyard or Vocation NFTs that one character is able to manage and provides a bonus multiplier for the wage generated from managing a Vineyard or Vocation NFT.

Exotic Multiplier NFT

Applies the standard bonus multiplier for one Land, Vineyard, Vocation, and Character NFT.

Game Mechanics

Upgrades

The NFT assets that are fixed in supply can be upgraded with \$VIGNE and \$BUBBLY tokens, while the assets with unlimited supply must be upgraded with Fiat (used to market-buy \$BUBBLY and distribute to deserved parties) to ensure the game will not destroy the tokenomics of each token — if the game required more tokens than were in circulation then it would break the system.

All Vineyard Vocation NFTs, with the exception of Land NFTs, require the upgrade fee to be fixed to a fiat value. The value will be used to market-buy \$BUBBLY and distribute it to the deserving parties while following the protocols stated in the section that defines how Land NFT sales revenue is distributed. The NFT is then at a higher level and cannot be downgraded. All upgrades are final, and the owner must increase the auction value of the NFT on the marketplace to obtain the value desired upon future sale/liquidation.



Productivity Rate

Character, Vineyard, and Vocation NFTs have a productivity rate that determines how fast they can produce Commodity NFTs and/or Product NFTs; the productivity rate of NFTs can be increased by raising the level of the asset.

Additionally, each NFT upgrade has a maturation period that must be fulfilled for the asset to upgrade to the new level after soft-locking the required tokens or paying the fixed fiat upgrade fee – i.e., if the maturation period is 7 days, then the NFT asset will upgrade after 7 days from the time in which upgrade requirements are met.

Avatar Rankings

There are a total of 20 Avatar levels that must be unlocked to upgrade Land NFTs to max level possible – higher levels of Character, Vineyard, and Vocation NFTs unlock as a Land NFT is upgraded.

	Avatar XP Burn Required to Spend	Land NFT Levels Unlocked	Fiat Upgrade Requirement	Maturation Period
Lvl 1	-----	1-5	-----	-----
Lvl 2	5k	1-10	\$5	0 days 12hrs
Lvl 3	10k	1-15	\$8	1-day
Lvl 4	25k	1-20	\$12	1-day 12hrs
Lvl 5	50k	1-25	\$17	2 days
Lvl 6	75k	1-30	\$23	2 days 12hrs
Lvl 7	100k	1-35	\$30	3 days
Lvl 8	150k	1-40	\$38	3 days 12hrs
Lvl 9	200k	1-45	\$47	4 days
Lvl 10	250k	1-50	\$57	4 days 12hrs
Lvl 11	500k	1-55	\$68	5 days
Lvl 12	750k	1-60	\$80	5 days 12hrs
Lvl 13	1M	1-65	\$93	6 days
Lvl 14	1.50M	1-70	\$107	6 days 12hrs
Lvl 15	3M	1-75	\$122	7 days
Lvl 16	9M	1-80	\$138	7 days 12hrs
Lvl 17	27M	1-85	\$155	8 days
Lvl 18	81M	1-90	\$173	8 days 12hrs
Lvl 19	243M	1-95	\$192	9 days
Lvl 20	729M	1-100	\$212	9 days 12hrs
Total	1,096,615,000 xp		\$1,904	50 days



NFT Upgrades and Productivity Rate

View the sections and tables below to identify the requirements for upgrading particular NFT assets, along with the benefits associated with increasing the level of an NFT from that class:

Land Levels

Land NFTs have a hierarchy of 100 upgradable levels that unlock the ability to upgrade other NFT assets associated with the land – as a landowner increases the level of their Land NFT, the total amount of \$VIGNE and \$BUBBLY soft-locked will slowly increase, resulting in obtaining a larger portion of the land staking rewards.

If Champ Association wants no greater than 45% of the total \$VIGNE supply to be soft-locked by Vineyard Vocation Land NFTs, then there can be no more than 30k \$VIGNE soft-locked per Land NFT within the 500k Land NFT supply:

- $15,000,000,000 \text{ $VIGNE} / 500,000 \text{ Land NFTs} = 30,000 \text{ $VIGNE per 100 levels}$

If Champ Association wants no greater than 9% of the total \$BUBBLY supply to be soft-locked by Vineyard Vocation Land NFTs, then there can be no more than 60k \$BUBBLY soft-locked per Land NFT within the 500k Land NFT supply:

- $30,000,000,000 \text{ $BUBBLY} / 500,000 \text{ Land NFTs} = 60,000 \text{ $BUBBLY per 100 levels}$

Land Level (100 levels max)	Unlock Vineyard NFT Level (25 levels max)	Unlock Vocation NFT Level (50 levels max)	Unlock Character NFT Level (75 levels max)	Soft-Locked \$VIGNE and Required \$BUBBLY for Land NFT Upgrades	Land NFT Level Maturation Periods
Level 1	-----	-----	-----	-----	-----
Level 2	----- -	Unlocked Level 2	Unlocked Level 2	50 \$VIGNE 100 \$BUBBLY	0 days 3hrs
Level 3	----- -	----- --	Unlocked Level 3	55 \$VIGNE 110 \$BUBBLY	0 days 6hrs
Level 4	Unlocked Level 2	----- --	Unlocked Level 4	60 \$VIGNE 120 \$BUBBLY	0 days 9hrs
Level 5	----- -	Unlocked Level 3	-----	65 \$VIGNE 130 \$BUBBLY	0 days 12hrs
Level 6	----- -	Unlocked Level 4	Unlocked Level 5	70 \$VIGNE 140 \$BUBBLY	0 days 15hrs
Level 7	----- -	----- --	Unlocked Level 6	75 \$VIGNE 150 \$BUBBLY	0 days 18hrs
Level 8	Unlocked Level 3	----- --	Unlocked Level 7	80 \$VIGNE 160 \$BUBBLY	0 days 21hrs



Level 9	----- -	Unlocked Level 5	-----	85 \$VIGNE 170 \$BUBBLY	1-day
Level 10	----- -	Unlocked Level 6	Unlocked Level 8	90 \$VIGNE 180 \$BUBBLY	1-day 3hrs
Level 11	----- -	----- --	Unlocked Level 9	95 \$VIGNE 190 \$BUBBLY	1-day 6hrs
Level 12	Unlocked Level 4	----- --	Unlocked Level 10	100 \$VIGNE 200 \$BUBBLY	1-day 9hrs
Level 13	----- -	Unlocked Level 7	-----	105 \$VIGNE 210 \$BUBBLY	1-day 12hrs
Level 14	----- -	Unlocked Level 8	Unlocked Level 11	110 \$VIGNE 220 \$BUBBLY	1-day 15hrs
Level 15	----- -	----- --	Unlocked Level 12	115 \$VIGNE 230 \$BUBBLY	1-day 18hrs
Level 16	Unlocked Level 5	----- --	Unlocked Level 13	120 \$VIGNE 240 \$BUBBLY	1-day 21hrs
Level 17	----- -	Unlocked Level 9	-----	125 \$VIGNE 250 \$BUBBLY	2 days
Level 18	----- -	Unlocked Level 10	Unlocked Level 14	130 \$VIGNE 260 \$BUBBLY	2 days 3hrs
Level 19	----- -	----- --	Unlocked Level 15	135 \$VIGNE 270 \$BUBBLY	2 days 6hrs
Level 20	Unlocked Level 6	----- --	Unlocked Level 16	140 \$VIGNE 280 \$BUBBLY	2 days 9hrs
Level 21	----- -	Unlocked Level 11	-----	145 \$VIGNE 290 \$BUBBLY	2 days 12hrs
Level 22	----- -	Unlocked Level 12	Unlocked Level 17	150 \$VIGNE 300 \$BUBBLY	2 days 15hrs
Level 23	----- -	----- --	Unlocked Level 18	155 \$VIGNE 310 \$BUBBLY	2 days 18hrs
Level 24	Unlocked Level 7	----- --	Unlocked Level 19	160 \$VIGNE 320 \$BUBBLY	2 days 21hrs
Level 25	----- -	Unlocked Level 13	-----	165 \$VIGNE 330 \$BUBBLY	3 days
Level 26	----- -	Unlocked Level 14	Unlocked Level 20	170 \$VIGNE 340 \$BUBBLY	3 days 3hrs
Level 27	----- -	----- --	Unlocked Level 21	175 \$VIGNE 350 \$BUBBLY	3 days 6hrs
Level 28	Unlocked Level 8	----- --	Unlocked Level 22	180 \$VIGNE 360 \$BUBBLY	3 days 9hrs



Level 29	----- -	Unlocked Level 15	-----	185 \$VIGNE 370 \$BUBBLY	3 days 12hrs
Level 30	----- -	Unlocked Level 16	Unlocked Level 23	190 \$VIGNE 380 \$BUBBLY	3 days 15hrs
Level 31	----- -	----- --	Unlocked Level 24	195 \$VIGNE 390 \$BUBBLY	3 days 18hrs
Level 32	Unlocked Level 9	----- --	Unlocked Level 25	200 \$VIGNE 400 \$BUBBLY	3 days 21hrs
Level 33	----- -	Unlocked Level 17	-----	205 \$VIGNE 410 \$BUBBLY	4 days
Level 34	----- -	Unlocked Level 18	Unlocked Level 26	210 \$VIGNE 420 \$BUBBLY	4 days 3hrs
Level 35	----- -	----- --	Unlocked Level 27	215 \$VIGNE 430 \$BUBBLY	4 days 6 hrs
Level 36	Unlocked Level 10	----- --	Unlocked Level 28	220 \$VIGNE 440 \$BUBBLY	4 days 9hrs
Level 37	----- -	Unlocked Level 19	-----	225 \$VIGNE 450 \$BUBBLY	4 days 12hrs
Level 38	----- -	Unlocked Level 20	Unlocked Level 29	230 \$VIGNE 460 \$BUBBLY	4 days 15hrs
Level 39	----- -	----- --	Unlocked Level 30	235 \$VIGNE 470 \$BUBBLY	4 days 18hrs
Level 40	Unlocked Level 11	Unlocked Level 21	-----	240 \$VIGNE 480 \$BUBBLY	4 days 21hrs
Level 41	----- -	----- --	Unlocked Level 31	245 \$VIGNE 490 \$BUBBLY	5 days
Level 42	----- -	----- --	Unlocked Level 32	250 \$VIGNE 500 \$BUBBLY	5 days 3hrs
Level 43	----- -	Unlocked Level 22	Unlocked Level 33	255 \$VIGNE 510 \$BUBBLY	5 days 6hrs
Level 44	Unlocked Level 12	----- --	Unlocked Level 34	260 \$VIGNE 520 \$BUBBLY	5 days 9hrs
Level 45	----- -	Unlocked Level 23	-----	265 \$VIGNE 530 \$BUBBLY	5 days 12hrs
Level 46	----- -	----- --	Unlocked Level 35	270 \$VIGNE 540 \$BUBBLY	5 days 15hrs
Level 47	----- -	Unlocked Level 24	Unlocked Level 36	275 \$VIGNE 550 \$BUBBLY	5 days 18hrs
Level 48	Unlocked Level 13	----- --	Unlocked Level 37	280 \$VIGNE 560 \$BUBBLY	5 days 21hrs



Level 49	----- -	Unlocked Level 25	-----	285 \$VIGNE 570 \$BUBBLY	6 days
Level 50	----- -	----- --	Unlocked Level 38	290 \$VIGNE 580 \$BUBBLY	6 days 3hrs
Level 51	----- -	Unlocked Level 26	Unlocked Level 39	295 \$VIGNE 590 \$BUBBLY	6 days 6hrs
Level 52	Unlocked Level 14	----- --	Unlocked Level 40	300 \$VIGNE 600 \$BUBBLY	6 days 9hrs
Level 53	----- -	Unlocked Level 27	-----	305 \$VIGNE 610 \$BUBBLY	6 days 12hrs
Level 54	----- -	----- --	Unlocked Level 41	310 \$VIGNE 620 \$BUBBLY	6 days 15hrs
Level 55	----- -	Unlocked Level 28	Unlocked Level 42	315 \$VIGNE 630 \$BUBBLY	6 days 18hrs
Level 56	Unlocked Level 15	----- --	Unlocked Level 43	320 \$VIGNE 640 \$BUBBLY	6 days 21hrs
Level 57	----- -	Unlocked Level 29	-----	325 \$VIGNE 650 \$BUBBLY	7 days
Level 58	----- -	----- --	Unlocked Level 44	330 \$VIGNE 660 \$BUBBLY	7 days 3hrs
Level 59	----- -	Unlocked Level 30	Unlocked Level 45	335 \$VIGNE 670 \$BUBBLY	7 days 6hrs
Level 60	Unlocked Level 16	----- --	Unlocked Level 46	340 \$VIGNE 680 \$BUBBLY	7 days 9hrs
Level 61	----- -	Unlocked Level 31	-----	345 \$VIGNE 690 \$BUBBLY	7 days 12hrs
Level 62	----- -	----- --	Unlocked Level 47	350 \$VIGNE 700 \$BUBBLY	7 days 15hrs
Level 63	----- -	Unlocked Level 32	Unlocked Level 48	355 \$VIGNE 710 \$BUBBLY	7 days 18hrs
Level 64	Unlocked Level 17	----- --	Unlocked Level 49	360 \$VIGNE 720 \$BUBBLY	7 days 21hrs
Level 65	----- -	Unlocked Level 33	-----	365 \$VIGNE 730 \$BUBBLY	8 days
Level 66	----- -	----- --	Unlocked Level 50	370 \$VIGNE 740 \$BUBBLY	8 days 3hrs
Level 67	----- -	Unlocked Level 34	Unlocked Level 51	375 \$VIGNE 750 \$BUBBLY	8 days 6hrs
Level 68	Unlocked Level 18	----- --	Unlocked Level 52	380 \$VIGNE 760 \$BUBBLY	8 days 9hrs



Level 69	----- -	Unlocked Level 35	-----	385 \$VIGNE 770 \$BUBBLY	8 days 12hrs
Level 70	----- -	----- --	Unlocked Level 53	390 \$VIGNE 780 \$BUBBLY	8 days 15hrs
Level 71	----- -	Unlocked Level 36	Unlocked Level 54	395 \$VIGNE 790 \$BUBBLY	8 days 18 hrs
Level 72	----- -	----- --	Unlocked Level 55	400 \$VIGNE 800 \$BUBBLY	8 days 21hrs
Level 73	----- -	Unlocked Level 37	-----	405 \$VIGNE 810 \$BUBBLY	9 days
Level 74	Unlocked Level 19	----- --	Unlocked Level 56	410 \$VIGNE 820 \$BUBBLY	9 days 3hrs
Level 75	----- -	Unlocked Level 38	Unlocked Level 57	415 \$VIGNE 830 \$BUBBLY	9 days 6hrs
Level 76	----- -	----- --	Unlocked Level 58	420 \$VIGNE 840 \$BUBBLY	9 days 9hrs
Level 77	----- -	Unlocked Level 39	-----	425 \$VIGNE 850 \$BUBBLY	9 days 12hrs
Level 78	----- -	----- --	Unlocked Level 59	430 \$VIGNE 860 \$BUBBLY	9 days 15hrs
Level 79	----- -	Unlocked Level 40	Unlocked Level 60	435 \$VIGNE 870 \$BUBBLY	9 days 18hrs
Level 80	Unlocked Level 20	----- --	Unlocked Level 61	440 \$VIGNE 880 \$BUBBLY	9 days 21hrs
Level 81	----- -	Unlocked Level 41	-----	445 \$VIGNE 890 \$BUBBLY	10 days
Level 82	----- -	----- --	Unlocked Level 62	450 \$VIGNE 900 \$BUBBLY	10 days 3hrs
Level 83	----- -	Unlocked Level 42	Unlocked Level 63	455 \$VIGNE 910 \$BUBBLY	10 days 6hrs
Level 84	Unlocked Level 21	----- --	Unlocked Level 64	460 \$VIGNE 920 \$BUBBLY	10 days 9hrs
Level 85	----- -	Unlocked Level 43	-----	465 \$VIGNE 930 \$BUBBLY	10 days 12hrs
Level 86	----- -	----- --	Unlocked Level 65	470 \$VIGNE 940 \$BUBBLY	10 days 15hrs
Level 87	----- -	Unlocked Level 44	Unlocked Level 66	475 \$VIGNE 950 \$BUBBLY	10 days 18hrs
Level 88	Unlocked Level 22	----- --	-----	480 \$VIGNE 960 \$BUBBLY	10 days 21hrs



Level 89	----- -	----- --	Unlocked Level 67	485 \$VIGNE 970 \$BUBBLY	11 days
Level 90	----- -	Unlocked Level 45	Unlocked Level 68	490 \$VIGNE 980 \$BUBBLY	11 days 3hrs
Level 91	----- -	----- --	Unlocked Level 69	495 \$VIGNE 990 \$BUBBLY	11 days 6hrs
Level 92	Unlocked Level 23	----- --	Unlocked Level 70	500 \$VIGNE 1,000 \$BUBBLY	11 days 9hrs
Level 93	----- -	Unlocked Level 46	-----	505 \$VIGNE 1,010 \$BUBBLY	11 days 12hrs
Level 94	----- -	----- --	Unlocked Level 71	510 \$VIGNE 1,020 \$BUBBLY	11 days 15hrs
Level 95	----- -	----- --	Unlocked Level 72	515 \$VIGNE 1,030 \$BUBBLY	11 days 18hrs
Level 96	Unlocked Level 24	Unlocked Level 47	-----	520 \$VIGNE 1,040 \$BUBBLY	11 days 21hrs
Level 97	----- -	----- --	Unlocked Level 73	525 \$VIGNE 1,050 \$BUBBLY	12 days
Level 98	----- -	Unlocked Level 48	-----	530 \$VIGNE 1,060 \$BUBBLY	12 days 3hrs
Level 99	----- -	Unlocked Level 49	Unlocked Level 74	535 \$VIGNE 1,070 \$BUBBLY	12 days 6hrs
Level 100	Unlocked Level 25	Unlocked Level 50	Unlocked Level 75	540 \$VIGNE 1,080 \$BUBBLY	12 days 9hrs
Total Soft Lock & Time				29,205 \$VIGNE 58,410 \$BUBBLY	585 days 18hrs

Vineyard NFTs

There are a total of 25 Vineyard NFT levels that can be unlocked to increase the number of Character NFTs allowed to work within that Commodity NFT yielding asset, which also increases the productivity rate to reduce the amount of time required to complete a task.

Level	Productivity Multiplier	Character NFTs Allowed per Vineyard NFT	Fiat Upgrade Requirement	Maturation Period
Lvl 1	Character Work Speed +0%	1	-----	-----
Lvl 2	Character Work Speed +20% (0.2x)	1	\$5	0 days 12hrs



Lvl 3	Character Work Speed +50% (0.5x)	2	\$8	1-day
Lvl 4	Character Work Speed +90% (0.9x)	2	\$12	1-day 12hrs
Lvl 5	Character Work Speed +140% (1.4x)	2	\$17	2 days
Lvl 6	Character Work Speed +200% (2x)	2	\$23	2 days 12hrs
Lvl 7	Character Work Speed +270% (2.7x)	3	\$30	3 days
Lvl 8	Character Work Speed +350% (3.5x)	3	\$38	3 days 12hrs
Lvl 9	Character Work Speed +440% (4.4x)	3	\$47	4 days
Lvl 10	Character Work Speed +540% (5.4x)	3	\$57	4 days 12hrs
Lvl 11	Character Work Speed +650% (6.5x)	3	\$68	5 days
Lvl 12	Character Work Speed +770% (7.7x)	4	\$80	5 days 12hrs
Lvl 13	Character Work Speed +900% (9x)	4	\$93	6 days
Lvl 14	Character Work Speed +1,040% (10.4x)	4	\$107	6 days 12hrs
Lvl 15	Character Work Speed +1,190% (11.9x)	4	\$122	7 days
Lvl 16	Character Work Speed +1,350% (13.5x)	4	\$138	7 days 12hrs
Lvl 17	Character Work Speed +1,520% (15.2x)	4	\$155	8 days
Lvl 18	Character Work Speed +1,700% (17x)	5	\$173	8 days 12hrs
Lvl 19	Character Work Speed +1,890% (18.9x)	5	\$192	9 days
Lvl 20	Character Work Speed +2,090% (20.9x)	5	\$212	9 days 12hrs
Lvl 21	Character Work Speed +2,300% (23x)	5	\$233	10 days
Lvl 22	Character Work Speed +2,520% (25.2x)	5	\$255	10 days 12hrs
Lvl 23	Character Work Speed +2,750% (27.5x)	5	\$278	11 days
Lvl 24	Character Work Speed +2,990% (29.9x)	5	\$302	11 days 12hrs
Lvl 25	Character Work Speed +3,240% (32.4x)	6	\$327	12 days



Total Fiat and Time Spent			\$2,972	105 days
----------------------------------	--	--	----------------	-----------------

Vocation NFTs

There is a total of 50 Vocation NFT levels that can be unlocked to increase the number of Character NFTs allowed to work within that Product NFT yielding asset, which also increases the productivity rate to reduce the amount of time required to complete a task.

Level	Productivity Multiplier	Character NFTs Allowed per Vineyard NFT	Fiat Upgrade Requirement	Maturation Period
Lvl 1	Character Work Speed +0%	1	-----	-----
Lvl 2	Character Work Speed +20% (0.2x)	1	\$5	0 days 12hrs
Lvl 3	Character Work Speed +50% (0.5x)	1	\$8	1-day
Lvl 4	Character Work Speed +90% (0.9x)	1	\$12	1-day 12hrs
Lvl 5	Character Work Speed +140% (1.4x)	1	\$17	2 days
Lvl 6	Character Work Speed +200% (2x)	2	\$23	2 days 12hrs
Lvl 7	Character Work Speed +270% (2.7x)	2	\$30	3 days
Lvl 8	Character Work Speed +350% (3.5x)	2	\$38	3 days 12hrs
Lvl 9	Character Work Speed +440% (4.4x)	2	\$47	4 days
Lvl 10	Character Work Speed +540% (5.4x)	2	\$57	4 days 12hrs
Lvl 11	Character Work Speed +650% (6.5x)	3	\$68	5 days
Lvl 12	Character Work Speed +770% (7.7x)	3	\$80	5 days 12hrs
Lvl 13	Character Work Speed +900% (9x)	3	\$93	6 days
Lvl 14	Character Work Speed +1,040% (10.4x)	3	\$107	6 days 12hrs
Lvl 15	Character Work Speed +1,190% (11.9x)	3	\$122	7 days



Lvl 16	Character Work Speed +1,350% (13.5x)	4	\$138	7 days 12hrs
Lvl 17	Character Work Speed +1,520% (15.2x)	4	\$155	8 days
Lvl 18	Character Work Speed +1,700% (17x)	4	\$173	8 days 12hrs
Lvl 19	Character Work Speed +1,890% (18.9x)	4	\$192	9 days
Lvl 20	Character Work Speed +2,090% (20.9x)	4	\$212	9 days 12hrs
Lvl 21	Character Work Speed +2,300% (23x)	5	\$233	10 days
Lvl 22	Character Work Speed +2,520% (25.2x)	5	\$255	10 days 12hrs
Lvl 23	Character Work Speed +2,750% (27.5x)	5	\$278	11 days
Lvl 24	Character Work Speed +2,990% (29.9x)	5	\$302	11 days 12hrs
Lvl 25	Character Work Speed +3,240% (32.4x)	5	\$327	12 days
Lvl 26	Character Work Speed +3,500% (35x)	6	\$353	12 days 12hrs
Lvl 27	Character Work Speed +3,770% (37.7x)	6	\$380	13 days
Lvl 28	Character Work Speed +4,050% (40.5x)	6	\$408	13 days 12hrs
Lvl 29	Character Work Speed +4,340% (43.4x)	6	\$437	14 days
Lvl 30	Character Work Speed +4,640% (46.4%)	6	\$467	14 days 12hrs
Lvl 31	Character Work Speed +4,950% (49.5x)	7	\$498	15 days
Lvl 32	Character Work Speed +5,270% (52.7x)	7	\$530	15 days 12hrs
Lvl 33	Character Work Speed +5,600% (56x)	7	\$563	16 days
Lvl 34	Character Work Speed +5,940% (59.4x)	7	\$597	16 days 12hrs
Lvl 35	Character Work Speed +6,290% (62.9x)	7	\$632	17 days
Lvl 36	Character Work Speed +6,650% (66.5x)	8	\$668	17 days 12hrs
Lvl 37	Character Work Speed +7,020% (70.2x)	8	\$705	18 days
Lvl 38	Character Work Speed +7,400% (74x)	8	\$743	18 days 12hrs



Lvl 39	Character Work Speed +7,790% (77.9x)	8	\$782	19 days
Lvl 40	Character Work Speed +8,190% (81.9x)	8	\$822	19 days 12hrs
Lvl 41	Character Work Speed +8,600% (86x)	9	\$863	20 days
Lvl 42	Character Work Speed +9,020% (90.2x)	9	\$905	20 days 12hrs
Lvl 43	Character Work Speed +9,450% (94.5x)	9	\$948	21 days
Lvl 44	Character Work Speed +9,890% (98.9x)	9	\$992	21 days 12hrs
Lvl 45	Character Work Speed +10,340% (103.4x)	9	\$1,037	22 days
Lvl 46	Character Work Speed +10,800% (108x)	10	\$1,083	22 days 12hrs
Lvl 47	Character Work Speed +11,270% (112.7x)	10	\$1,130	23 days
Lvl 48	Character Work Speed +11,750% (117.5x)	10	\$1,178	23 days 12hrs
Lvl 49	Character Work Speed +12,240% (122.4x)	10	\$1,227	24 days
Lvl 50	Character Work Speed +12,740% (127.4x)	11	\$1,328	24 days 12hrs
Total Fiat and Time Spent			\$22,248	612 days 12hrs

Character NFTs

There are a total of 75 Character NFT levels that can be unlocked to increase the number of Commodity or Product NFT batches generated within a Vineyard or Vocation NFT asset. Upgrading the level of a Character NFT also increases the number of Avatar XP earned while completing a task.

Level	Avatar XP Gained per Active Hour	Number of Batches Generated	Fiat Upgrade Requirement	Maturation Period
Lvl 1	3xp	1	-----	-----
Lvl 2	7xp	1	\$5	0 days 12hrs
Lvl 3	12xp	1	\$8	1-day
Lvl 4	18xp	1	\$12	1-day 12hrs
Lvl 5	25xp	1	\$17	2 days
Lvl 6	33xp	1	\$23	2 days 12hrs



Lvl 7	42xp	2	\$30	3 days
Lvl 8	52xp	2	\$38	3 days 12hrs
Lvl 9	63xp	2	\$47	4 days
Lvl 10	75xp	2	\$57	4 days 12hrs
Lvl 11	88xp	2	\$68	5 days
Lvl 12	102xp	2	\$80	5 days 12hrs
Lvl 13	117xp	2	\$93	6 days
Lvl 14	133xp	3	\$107	6 days 12hrs
Lvl 15	150xp	3	\$122	7 days
Lvl 16	168xp	3	\$138	7 days 12hrs
Lvl 17	187xp	3	\$155	8 days
Lvl 18	207xp	3	\$173	8 days 12hrs
Lvl 19	228xp	3	\$192	9 days
Lvl 20	250xp	3	\$212	9 days 12hrs
Lvl 21	273xp	4	\$233	10 days
Lvl 22	297xp	4	\$255	10 days 12hrs
Lvl 23	322xp	4	\$278	11 days
Lvl 24	348xp	4	\$302	11 days 12hrs
Lvl 25	375xp	4	\$327	12 days
Lvl 26	403xp	4	\$353	12 days 12hrs
Lvl 27	432xp	4	\$380	13 days
Lvl 28	462xp	5	\$408	13 days 12hrs
Lvl 29	493xp	5	\$437	14 days
Lvl 30	525xp	5	\$467	14 days 12hrs
Lvl 31	558xp	5	\$498	15 days
Lvl 32	592xp	5	\$530	15 days 12hrs
Lvl 33	627xp	5	\$563	16 days
Lvl 34	663xp	5	\$597	16 days 12hrs
Lvl 35	700xp	6	\$632	17 days
Lvl 36	738xp	6	\$668	17 days 12hrs
Lvl 37	777xp	6	\$705	18 days
Lvl 38	817xp	6	\$743	18 days 12hrs
Lvl 39	858xp	6	\$782	19 days
Lvl 40	900xp	6	\$822	19 days 12hrs
Lvl 41	943xp	6	\$863	20 days
Lvl 42	987xp	7	\$905	20 days 12hrs
Lvl 43	1,032xp	7	\$948	21 days
Lvl 44	1,078xp	7	\$992	21 days 12hrs
Lvl 45	1,125xp	7	\$1,037	22 days
Lvl 46	1,174xp	7	\$1,083	22 days 12hrs
Lvl 47	1,225xp	7	\$1,130	23 days
Lvl 48	1,275xp	7	\$1,178	23 days 12hrs
Lvl 49	1,327xp	8	\$1,227	24 days
Lvl 50	1,380xp	8	\$1,328	24 days 12hrs
Lvl 51	1,434xp	8	\$1,380	25 days



Lvl 52	1,489xp	8	\$1,433	25 days 12hrs
Lvl 53	1,545xp	8	\$1,487	26 days
Lvl 54	1,602xp	8	\$1,542	26 days 12hrs
Lvl 55	1,660xp	8	\$1,598	27 days
Lvl 56	1,719xp	9	\$1,655	27 days 12hrs
Lvl 57	1,779xp	9	\$1,713	28 days
Lvl 58	1,840xp	9	\$1,772	28 days 12hrs
Lvl 59	1,902xp	9	\$1,832	29 days
Lvl 60	1,965xp	9	\$1,893	29 days 12hrs
Lvl 61	2,029xp	9	\$1,955	30 days
Lvl 62	2,094xp	9	\$2,018	30 days 12hrs
Lvl 63	2,160xp	10	\$2,082	31 days
Lvl 64	2,227xp	10	\$2,147	31 days 12hrs
Lvl 65	2,295xp	10	\$2,213	32 days
Lvl 66	2,364xp	10	\$2,280	32 days 12hrs
Lvl 67	2,434xp	10	\$2,348	33 days
Lvl 68	2,505xp	10	\$2,417	33 days 12hrs
Lvl 69	2,577xp	10	\$2,487	34 days
Lvl 70	2,650xp	11	\$2,558	34 days 12hrs
Lvl 71	2,724xp	11	\$2,630	35 days
Lvl 72	2,799xp	11	\$2,703	35 days 12hrs
Lvl 73	2,875xp	11	\$2,777	36 days
Lvl 74	2,952xp	11	\$2,852	36 days 12hrs
Lvl 75	3,030xp	12	\$2,928	37 days
Total Fiat and Time Spent			\$74,948	1,387 days 12hrs

Commodity and Product NFT Avatar XP Conversion Ratios

In essence, Commodity and Product NFTs can be sold within the Lounge Club NFT for a fixed number of Avatar XP points. For every minute that it takes to generate a Commodity or Product NFT, excluding any bonus and productivity multiplier time reductions, an Avatar will receive 3xp from the Sommelier NPCs when the item is sold to the Lounge Club in-game. View the table below to identify the total Avatar XP rewards accumulated by player accounts when certain Commodity or Product NFTs are sold to the Sommelier NPC:

NFT Asset Time Groups	Avatar XP Gained per NFT Sale
10min Assets: Banana Pepper	$(3xp) \times (10) = 30xp$
12min Assets: Red Pepper	$(3xp) \times (12) = 36xp$
14min Assets: Sriracha Pepper	$(3xp) \times (14) = 42xp$
15min Assets: Syrup Sugarcane; Pine Wood	$(3xp) \times (15) = 45xp$
16min Assets: Chipotle Pepper	$(3xp) \times (16) = 48xp$
18min Assets: Jalapeno Pepper	$(3xp) \times (18) = 54xp$



20min Assets: Habanero Pepper	(3xp) x (20) = 60xp
22min Assets: Ghost Pepper	(3xp) x (22) = 66xp
30min Assets: Crystal Sugarcane; European Oak Wood;	(3xp) x (30) = 90xp
45min Assets: American Oak Wood;	(3xp) x (45) = 135xp
60min Assets (1hr): Spanish Oak Wood;	(3xp) x (60) = 180xp
120min Assets (2hr): French Oak Wood; Shucked Oysters; Shucked Mussels; Banana Prawn; Seaweed; Grade-C Barrel; Fermented Barrel Variations; Non-Disgorged Champagne; Champagnes;	(3xp) x (120) = 360xp
240min Assets (4hr): Cherry Wood; Arbanne Grapes; Petit Meslier Grapes; Cow Milk; White Shrimp; White Perch; Caviar;	(3xp) x (240) = 720xp
360min Assets (6hr): Blue Shrimp; Ground Mullet;	(3xp) x (360) = 1,080xp
480min Assets (8hr): Chestnut Wood; Pinot Blanc Grapes; Pinot Gris Grapes; Sheep Milk; Spot Shrimp; Whitefish;	(3xp) x (480) = 1,440xp
600min Assets (10hr): Malaysian Prawn; Carp;	(3xp) x (600) = 1,800xp
720min Assets (12hr): Pinot Noir Grapes; Pinot Meunier Grapes; Chardonnay Grapes; Goat Milk; Rock Shrimp; Anchovy;	(3xp) x (720) = 2,160xp
840min Assets (14hr): Tiger Shrimp; Cod;	(3xp) x (840) = 2,520xp
960min Assets (16hr): Acacia Wood; Buffalo Milk; Pink Shrimp; Rainbow Trout; Grade-B Barrel	(3xp) x (960) = 2,880xp
1,080min Assets (18hr): Aesop Shrimp; Rock Bass;	(3xp) x (1,080) = 3,240xp
1,200min Assets (20hr): Blue Crab; Speckled Trout;	(3xp) x (1,200) = 3,600xp
1,320min Assets (22hr): Alaskan Dungeness Crab; Flounder	(3xp) x (1,320) = 3,960xp
1,440min Assets (24hr): Tropical Crab; Salmon	(3xp) x (1,440) = 4,320xp
1,560min Assets (26hr): Coconut Crab; Blue Nile Tilapia	(3xp) x (1,560) = 4,680xp
1,680min Assets (28hr): Louisiana Crawfish; Red Snapper	(3xp) x (1,680) = 5,040xp
1,800min Assets (30hr): Lobster; Tuna	(3xp) x (1,800) = 5,400xp
1,920min Assets (32hr): Caribbean Langostino; Poison Puffer	(3xp) x (1,920) = 5,760xp
7,680min Assets (128hr): Grade A Barrel	(3xp) x (7,680) = 23,040xp



Accessible Mini-Games for NFT Characters

To provide a dynamic ecosystem while diversifying how players can earn Avatar XP and \$BUBBLY tokens, the Champ Association gaming studio will develop simple and complex arcade games that are playable with different Vineyard Vocations Character NFTs. Each character will have at least 2 playable mini-games when the features are implemented, and future games will be added when applicable. One game-type, “Wood Chopper”, for the Lumberjack Character NFT is listed below as an example. All other Character NFT mini-games will be defined in the second version of Vineyard Vocations’ GDD.

Reflex Games

Players must react at precise moments when commands are given to the Character NFT. Some games require the user to increase the speed in which activities and commands are executed, while others increase the number of commands a user is required to combine for an execution to be successful.

Lumberjack – Wood Chopper

Chop wood before the time runs out – some wood blocks reward extra time, while others provide unique bonuses and power-ups:

- Large Time Block – adds 5sec.
- Medium Time Block – adds 15sec.
- Small Time Block – adds 45sec.
- Stopwatch Block – stops time for 20sec.
- Dynamite Block – explodes all blocks on the playing-field.
- Fire Block – increases swing speed by 300%.
- Snow Block – decreases swing speed by 150%.
- Sleep Block – falls asleep for 7 seconds.

End of Vineyard Vocations GDD V.1