



The logo for "World of Ragnarok". The text "WORLD OF RAGNAROK" is written in a stylized, metallic font. The letters are sharp and pointed, resembling shards or spikes. The word "OF" is smaller and positioned between "WORLD" and "RAGNAROK". The entire logo is set against a dark, textured background that looks like cracked stone or metal.

WORLD OF RAGNAROK

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About Us

World of Ragnarok is a Play-to-Earn game on the [Polygon Network](#) that involves utilizing character composition which is built for protecting the Rune-Midgarts. The goal is to gain [wZeny](#) by fighting mobs with a well-organized party. To achieve your goal, you'll need to make strategic choices and battle your way up and be the best party in the World of Ragnarok.

Team Vision

We created this blockchain game in order to bring nostalgic experiences to our former ragnarok players in early 2000s by creating unique characters with notable headgear equipments and game mechanics. Most of them are already busy with their daily lives and don't have time to grind and earn money, that's where we came up with auto grinding while our nfts will bring back the memories. We also want to introduce ragnarok to new gamers on this era by using play to earn nfts, and be able to share what we experience on our early days. Aside from the play2earn mechanics itself, we would also like to promote unique nft collections with different rarities and character progressions like the old days.

RAGNAROK NFT

By minting NFTS, you can acquire different **rarity** of headgears, class tiers, and even additional cosmetics like pets, wings and auras (**SSR**, **SR**, **R**, **N**).

Character Creation

Human

Delegate race of Midgard. Very talented race to solve a problem with infinite potential and great adaptability.

JOB

Icon icons

Upper Headgear
SSR
SR
R
N

Lower Headgear
SSR
SR
R

Background

Create

Return

Hair Style

Middle Headgear

Wings

Aura

Pet

Class Tier Border

Novice

Hair Color

MINING PROCESS

Minting **NFTS** will give you a chance to get unique Ragnarok Characters with possibilities to gain advance job classes.

Job Tier	Probability	Character Level
Novice	87.4%	1 ~ 10
First Job	12%	11 ~ 50
Second Job	0.6%	51 ~ 99
Third Job	0.006%	100 ~ 150

There is 0.06% possibility that your character will be Transcended class which gain higher stats compare to non-trans (Novice - 3rd Job). Character stats will be used for PVM/PVP in further updates. The character level probability will be randomly given to each NFTs; higher the level, lower the chances.

First Job Classes:

Swordsman
Archer
Merchant
Thief
Acolyte

Second Job Classes:

**Knight
Hunter
Blacksmith
Assassin
Priest**

Trans Classes:

**Lord Knight
Sniper
Whitesmith
Assassin Cross
High Priest**

Third Job Classes:

Rune Knight
Ranger
Mechanic
Guillotine Cross
Arch Bishop

The initial **MSRP** of minting will be \$10 and will increase by 1% for every 1000 NFTs minted. When the marketplace releases, the price discovery will be controlled by the supply and demand of the players. In addition, the breeding system will recalibrate the NFT pricing within the marketplaces and give more rarity calculations.

Note: Minting NFTs are limited, which is only 200k from minting and will be closed right after the breeding mechanics launched.

SEASONAL LIMITED COSTUMES

SSR - Arch Angel Wings (0.00006%)



SSR - AURA (0.00016%)



SR - Pets (0.00072%)



For more information regarding equipments and cosmetics rarity, you can check out our database.

CHARACTER DEVELOPMENT

Each character can advance to the next job class using wZeny in job change quest. When the character reached second job, there are two options to upgrade which they can be transcended to Novice High to obtain additional stats or proceed to 3rd job, however it will not reach its maximum potential.



BREEDING



By having **Male** and **Female** Characters, you will be able to produce children that may possibly have **inborn talent**. These talented geniuses doesn't need to start as a Novice which they can **inherit** their parents life battle experiences.

Class probability will be **double** the rate of having higher class from minting stage (**Highest tier class** will be determined by the highest parent current class)

While the initial Breeding cost will be the **half price** of the current minting price. There will be **no breed count** but there will be cooldowns. Still, the newly born character's level will be **randomly** given based on the **level range** of the received class tier.



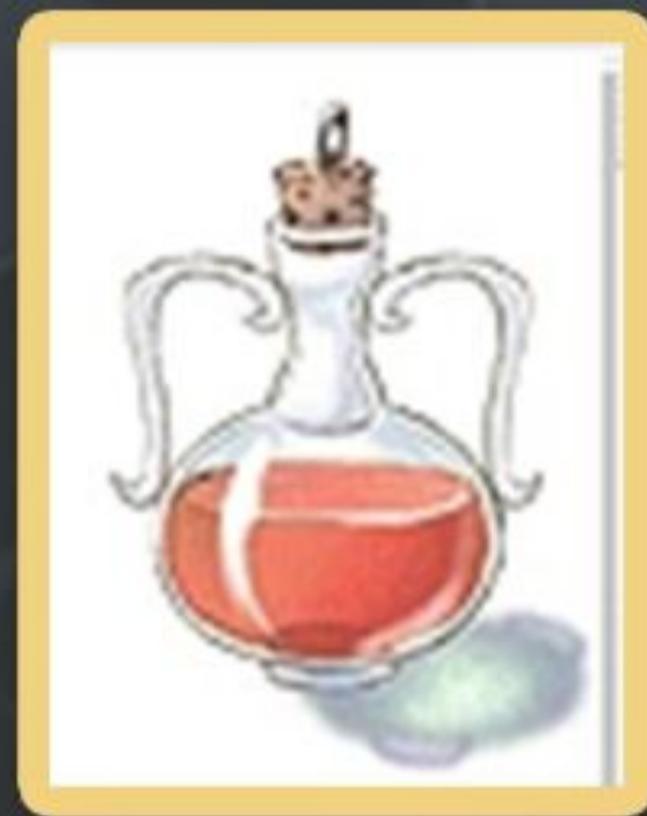
Each breed will **produce** a baby class which needs **5-15 days** to mature before they can participate to **adventures**, and be able to **breed** on their own.

BATTLE

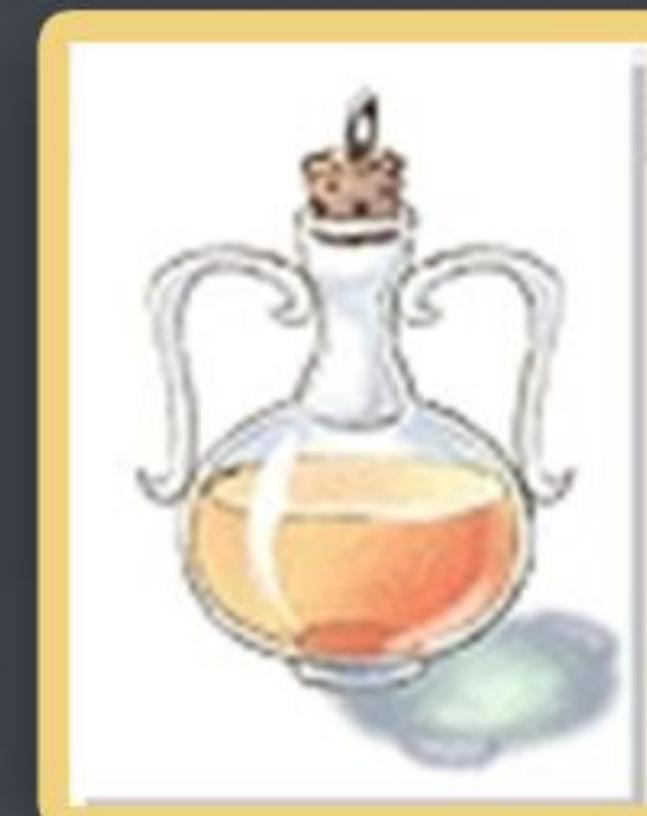
To gain experiences in battle and farm wZeny to improve your characters, you need to organize a party. Composing a party cost 10 wZeny with 5 members, additional members above the limit will be 1 wZeny each with the maximum party member of 15.

FIELDS/DUNGEON

When a well-composed party is already established, they can grind on different maps continuously as long as they can sustain with their potions (red,orange,white).



red potion = 1 usd
Level 1 ~ 50 maps



orange potion = 3 usd
Level 51 ~ 99 maps



White Potion = 5 usd
Level 100 ~ 150 maps

When all the potions get consumed before the end of the adventure, the grinding will stop and you need to refill them again. Grinding into fields / dungeons, you need to pay Kafra Teleportation fee that varies depending on its difficulty.

The World of Ragnarok is designed in reversed-oracle mechanics; players earn RoK=1 USD. This means that whatever the price of the token, will not affect the earning potential of players. Note that this economy promotes lesser gas fees by using unclaim RoK points in buying potions, kafra fee, job change, party fee, or even in the marketplace.

PVM

Entering Novice Training Grounds [Map 1]

x Kafra Fee + consumes x red potion every 24hrs.

Only 1 Party can occupy each map available.



PVP (asynchronous) - upcoming

JRPG Inspired Mechanics - will be played by up to 6 well composed party members with different skills related to their classes. First Job Classes will acquire 3 skills while Second Job Classes and Third Job Classes will be 6 skills available



CLAIMING LOOTS

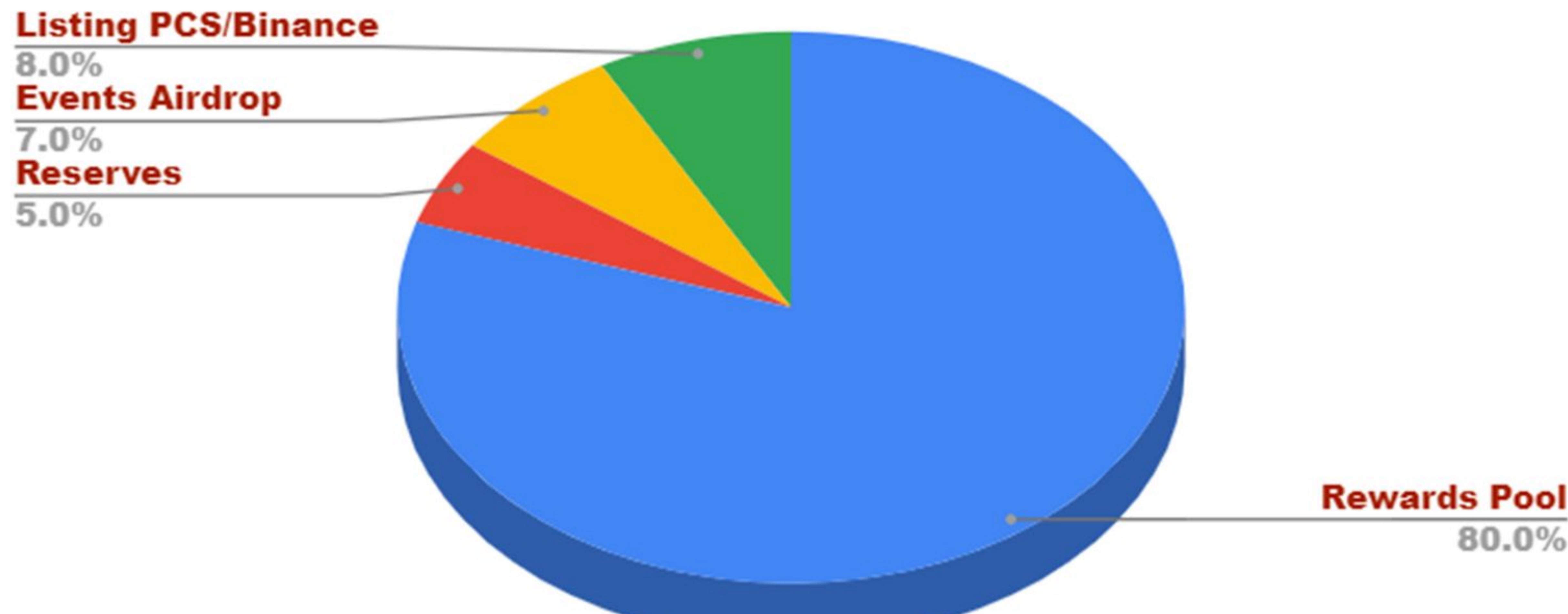
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ULTIMATE CHARACTER



Collecting Various NFTs do have great things, one of them is to be able to create an ultimate character with the combination of all the attributes that you acquire, this will be your main nft that you will use to World Of Ragnarok:Ragnaverse gameplay.

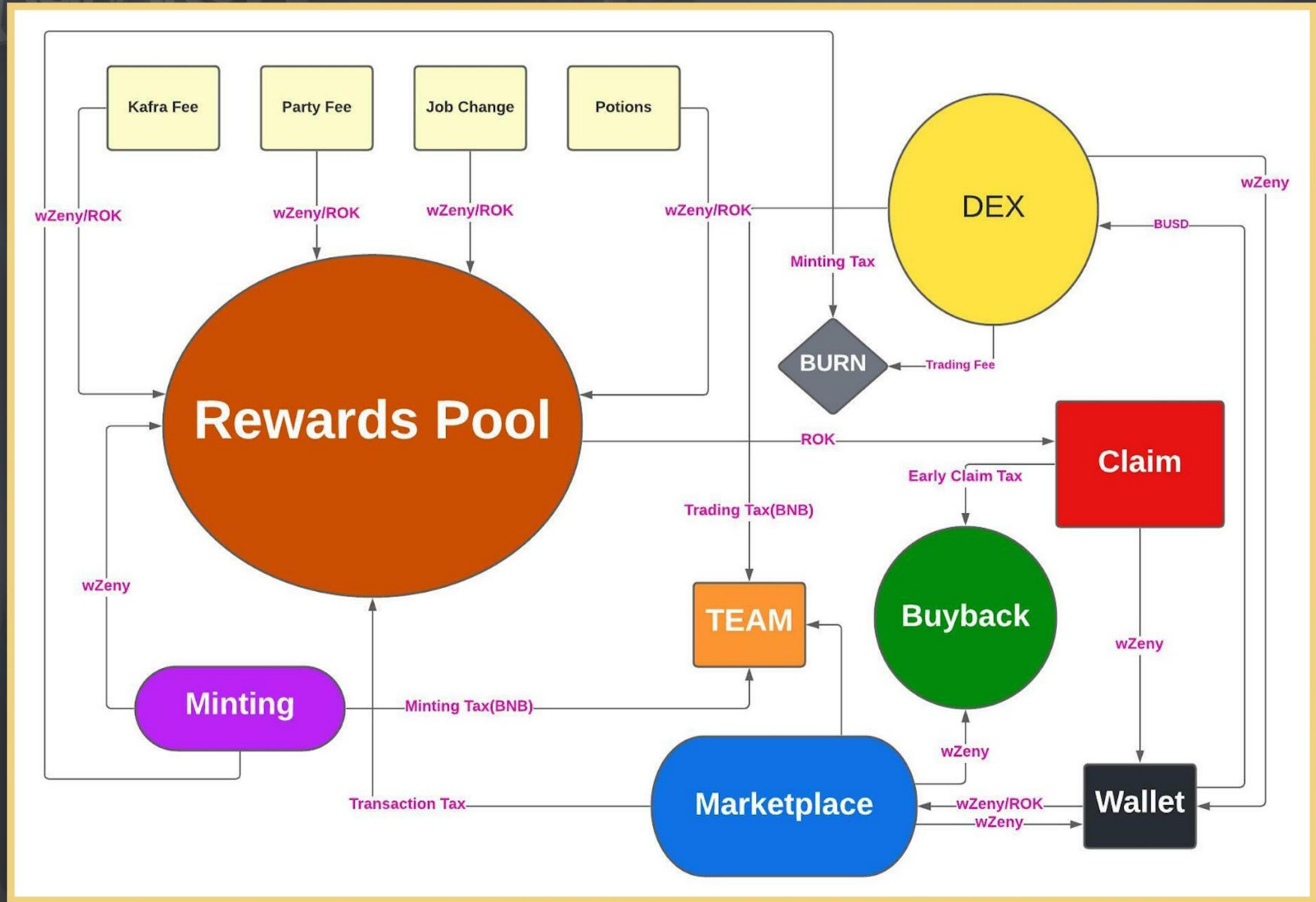
Tokenomics



As per WOR team, we decided to commit 0% of the tokens unlike other NFT projects. We mainly focus on the rewards pool in order to make a sustainable and long lasting economy.

There will be NO private sales, whitelisting, "advisors" and "VC partners" which promote inequality and major dumps from vestings. All the funds used for the initial project development are from our own budget, and we dedicate ourselves to showcase a nostalgic experience to all former and soon to be RO players.

TOKEN CIRCULATION DIAGRAM



How the development team is being paid?

We pay ourselves from every NFT character minted/transact. A portion of the minting fees (25%) will be directed to our own wallet. These way we manage to sustain our game for the succeeding updates and compensate our dedicated Devs and Marketing team without affecting the token price. 5% from that will be forever burned in order to grow our own liquidity pool.

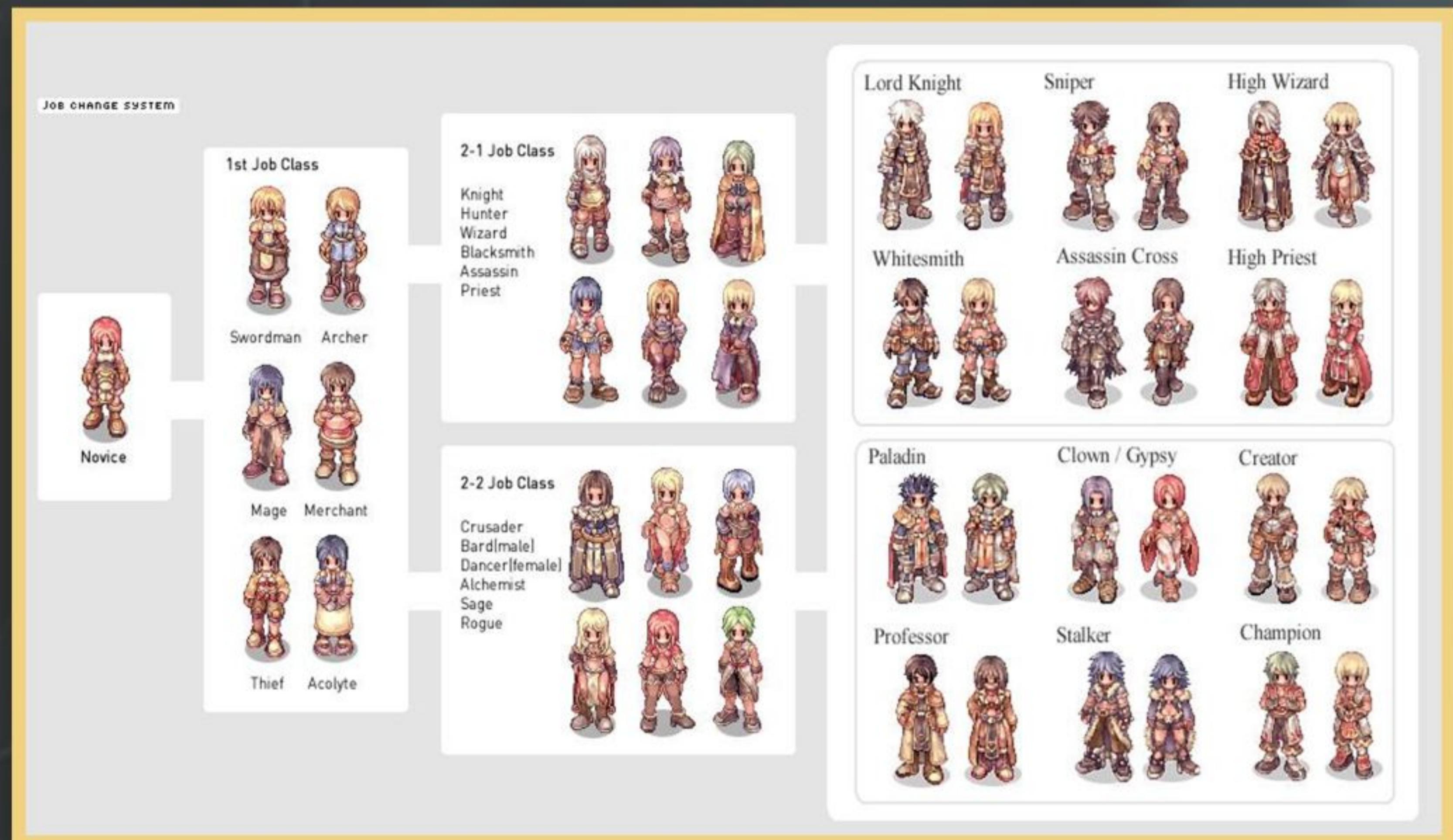
Upon creating the marketplace, we will issue 10% tax from every transaction occurs. The taxes will help our own rewards pool to be more sustainable and some of it will be our own team budget. These includes opensea taxes, tofunft for future NFT enlistment.

Additionally, we will release Card Collectible NFTs (e.g. Poring card) that will not affect the main gameplay rewards but will be a huge factor during our community events. Of course, some of the taxes from trading it, even from non-players on other platforms will help us to be more well balanced and long running game.

Lastly, token part of trading taxes will also be burned for our very own liquidity pool. Meaning, whales and small-time traders will also help our game project to success more.

UPCOMING UPDATES

2-2 Job Classes (Crusader, Alchemist, Sage, Bard, Rouge classes)



Extended Classes (Taekwon, Ninja, Gunslinger, Star Gladiator, Soul linker)



Party Effect Boosts (Unlocks when team composition achieve , all jobs present +% earning rewards)



Player Vs. Player (Arena + Betting)



Map Affinity (each acolyte class in the party will grind faster in maps with undead monsters)



World MVP Hunt (MVP rewards)



Character Equipments (Weapons,Shield,Armors,etc)



Pet System (Pet Taming + Faster farming, burn all ring mobs to get Angeling)



AGNAROK ONLINE
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Illustration by sairin

LBC9 HD WALLPAPERS

Guild System (Mercenary System, Guild War Event)





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