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About Us

World of Ragnarok is a play-to-earn game on the Polygon Network that involves utilizing character composition that is built for protecting the Rune-Midgarts. The goal is to gain wZeny by fighting mobs with a well-organized party. To achieve the goal, the player needs to make strategic choices, battle the way up and be the best party in the world of Ragnarok.

Team Vision

This blockchain game with unique characters, notable headgear equipment, and game mechanics will surely bring nostalgic experiences to our former Ragnarok players in the early 2000s. While the NFTs will bring back the memories, auto grinding was made too to promote and earn more money despite the busy lives of gamers. Ragnarok will be introduced to new gamers in this era by using play to earn NFTs and be able to share what was experienced in the early days. Aside from the play-to-earn mechanics itself, it will be introduced also to promote unique NFts collections with different rarities and character progressions just like the old days.

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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)

Note: Cosmetics like Headgears, Wings, Pet, and Auras does not affect Play2Earn mechanics

MINTING 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	12%	1 ~ 10
First Job	87.4%	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:	Second Job Classes:	Trans Classes:	Third Job Classes:
Swordsman	Knight	Lord Knight	Rune Knight
Archer	Hunter	Sniper	Ranger
Merchant	Blacksmith	Whitesmith	Mechanic
Thief	Assassin	Assassin Cross	Guillotine Cross
Acolyte	Priest	High Priest	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 launches.

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.

NFT Cosmetics Rarity

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 can produce children that may have inborn talent. These talented geniuses do not need to start as a Novice that they can inherit their parents' life battle experiences.

The class probability will double the rate of having a higher class from the minting stage. (The highest tier class will be determined by the highest parent current class)

While the initial Breeding cost will be 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 that needs 5-15 days to mature and will be able to breed on their own before they can participate in adventures.

BATTLE

To gain experiences in battle and farm wZeny to improve your characters, you need to organize a party. Composing a party cost 2 RoK with 5 members, additional members above the limit will be 1 RoK each with the maximum party member of 20.

FIELDS/DUNGEON

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

red potion = 1 RoK
1st - 5th map

orange potion = 3 ROK
6th - 10th map

White Potion = 5 RoK
11th - 16th map

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 onits 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, and party fee.

Claiming can be done within 5 days starting with 50% tax, and will be reduced by 5% until the 15th day. Unclaim ROK points will give you additional 10% earnings and will be given every month.

PVM (Browser-based P2E Phase)

AutoBattle Play2Earn - Upon creating a party to enter grinding maps, you must pay first a Kafra Teleportation Fee. Note that it is also required to occupy all the previous maps before proceeding to the succeeding ones.

The earning potential on each map will be based on the total power-level of the current party. In example, our first map requirement is 140 power-level, you must compose a party with exact power-level in order to gain the maximum potential grinding rewards. This is where we value our Novice class NFTs, as they can be used in creating an efficient party.

When a party of 138 power-level enters a map such as Novice Training Grounds that entails 140 power-level (2 RoK per day), the earnings will only be 94% or 1.88 RoK to be exact. Similar to a party of 142 power-level.

Maximum level gap of every map is 20 (-60%).

For more information, please check our reward-matrix on our medium website.

Map Rewards

PVP (mobile platform) - 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

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 acquired, 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 unequality 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 succeed.

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)

Guild System (Mercenary System, Guild War Event)

WORLD OF RAGNAROK

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