

LYNCH



What is Lynch

Lynch is an action RPG, fantasy, multiplayer that enables players to build their team of Lynchers and compete in an epic adventure to earn rewards. Lynch is a play-to-earn business model that enables active players to earn rewards and sell them to other active players. Additionally, players will have full ownership of their in-game items which can be traded for real money. Lynch will offer a single-player that control a team of heroes.

Thousands of humans have come into this world and died with their potential, talents, and gifts – making the grave a place with resourceful items. Different types of life challenges, such as fear, depression, procrastination, discouragement, bullying, hatred, have robbed many of their gifts. It is sad to see people contribute to the growth and wealth of the grave unknowingly.

We cannot fold our arms and watch the grave swallow these resources. Since the dead cannot use these resources anymore, the living stands a chance. It is time to dive into the underworld and exhume the buried skills, repressed powers, undeveloped abilities, unused glory, concealed talents, restrained potentials, and great value.

To accomplish this challenging mission, we would need the help of epic and fierce heroes to defeat, lynch grave guards, monsters, and bosses to loot and bring these potentials to earth. Players will raid the grave, discover resourceful items and trade them as nfts. Additionally, players can build mansions, empires, and estates with their resources.

Players can have up to 3 or 4 heroes in their squad; but can only control one character at a time, while the computer controls the others. Lynch will give players the option to switch their characters to beat and lynch monsters. These monsters are ancient; they have hidden valuable resources that players need to trade for money. These monsters live in graves, underworlds, dungeons, underwater, in the sky, allowing players to explore different worlds and earn rewards. Also, the game will be a cooperative one where players can

come together to complete a quest and lynch an epic boss. At the end of every successful quest, each participant is rewarded.

Key Segments

Values:

Engaging RPG game mechanics: Lynch will break the boredom. It will be an entertaining game because we intend to feature a mix of action RPG and flexible trading economy metagame.

Detailed strategy: We understand that strategy establishes a grand plan, outlines risks and possibilities, identifies objectives, verifies an organization's mission and values, and determines how to harness strengths and mitigate risk. As such, it provides a framework and precise limits to decide things. We will build Lynch with a detailed strategy to keep passionate gamers interested and entertained forever and to allow players to have a more focused, productive, and lucrative business and team.

Fun Play-to-earn world: Lynch will own a dynamic and productive economy that will enable gamers to play for free and earn tokens and NFTs. Players will also have the option to choose how they like to participate in the game (No difference from the real-world economy).

Incentives-based community: Lynch metaverse will engage and hugely reward the community due to its importance and offering to the game. Creators will also be allowed to build extended and solid businesses in the universe of Lynch. To retain the value of the funds raised from the seed phase, private and public sale, we will stake them on a secure Defi protocol. We will use a share of the staking rewards to purchase tokens on the market, removing them from circulation.

Easy access: First, the game will be available on PC to enhance the players' gaming experience. In q3, Lynch will be available on iOS and android to make it user-friendly. The core technology is Unreal Engine 5, allowing users to flexibly play a game that blows their minds and MultiVac for high performance of the game and flexible blockchain.

Lynch Advantage We want to ensure players get rewards for their passion and contribute to the growth of the game industry and NFTs. The following are the opportunities that Lynch provides for its players.

- Players will be sufficiently compensated for their efforts.
- Players can establish a sustainable and long-term business
- Players have the opportunity to own and trade their assets for real money
- Players can build their virtual dream world.

As mentioned earlier, we will launch the game in 2022. Players will have their team of fierce Lynchers complete strenuous quests and harvest resources, develop skills, and gain valuable experience. They can use these resources to exchange things or buy characters, which can then be mint as NFTs and sold for real money. Players will be able to create their efficient team and compete with other teams of Lynchers to earn leaderboard and seasonal awards.

Lynch game

Game Overview

Lynch is an ecosystem created for RPG and NFT addicts to play, earn and trade in a decentralized economy. Players can mint and trade their in-game assets such as characters, items, and other resources. Lynch enables Players to dive into and explore the spirit realm with their team to lynch

monsters, detect valuable items, mint, and be made available on our marketplace.

Game Structure

Lynchers will have four different weapons to fight and defeat monsters (some weapons may need to be upgraded). Initially, there would be 30 quests, 80 weapons, 25 monsters, and 20 rare epic lynchers. We plan to create a more fierce lyncher to enable players to complete a quest and earn rewards.

Lynch is a cooperative quest game. Players can complete a quest using their team of fierce lynchers or collaborate with another player to complete a quest and earn rewards.

Not more than two players can play at a time – this means that only two teams can embark on an adventurous quest to earn.

Players can have up to 3 or 4 heroes in their squad; but can only control one character at a time, while the computer controls the others. Lynch will give players the option to switch their characters to beat and lynch monsters.

The grave monsters are ancient; they guard the grave's hidden valuable resources that players need to trade for money. These monsters live in the graves, underworlds, dungeons, underwater, in the sky, allowing players to explore different worlds and earn rewards.

Lynch Game Reward

At the end of every successful quest, each participant is rewarded with the in game-game currency LCH and gems. If a player (s) completes a quest successfully, they can use their LCH to buy the place. For example, a team of lynchers completed a quest in a dungeon, they can choose to buy this dungeon with their LCH, and continue to fill it with valuable resources and own it forever. The more dreadful and resourceful it is, the more

valuable - it is like owning a resourceful grave or dungeon. The dead and monsters will no longer be the owner of these resourceful graves, dungeons, underworld but the living (players). Players can mint their in game assets as NFTs in the blockchain using the in-game currency.

Two teams can own a resourceful dungeon – this is why cooperation is essential in the lynch ecosystem. Both teams can continue to embark on an adventurous quest, raffle, and store it in their dungeon, graves, underworld, sunken city, etc. Players get to build their desired underworld in the game and buy fierce guards to protect it. Players can trade resources for real money using the in-game currency LCH.

Players can earn LCH during a fight with monsters in a quest. Players can choose to lynch monsters by hanging, decapitating, freezing to death, or burning to ashes. Every lynch method has its reward. If a player lynch a monster by burning them to ashes, they can take these ashes with them to their land the ashes become their asset, and they trade them for real money.

The characters will have different abilities, powers, weapons, and functionality. Once a player buys a character, it becomes the real asset of the player. The player can then decide to trade this character for

real money, which is the in-game currency (LCH).

The most resourceful dungeon and items that players want to trade will be displayed On the leather board. With this, players would be able to know the valuable assets in the market.

Gems and LCH: Gems and LCH are crucial in the lynch ecosystem. The game would have 3 types of gems - ruby, garnet, and diamond. Ruby can costumes, garnet weapons, and diamond powers. LCH is the in game currency. Players can use this token to buy fierce monsters to complete difficult quests and earn great rewards, or fierce guards to protect their rich spirit mansion. By default, players will earn ruby gems when fighting and earn LCH when they complete the quests successfully. To own garnet and diamond gems, players will need to buy them with the LCH token.

Gameplay

Characters

The characters have different upgraded abilities, powers, and weapons. When a player buys a character, it becomes the real asset of the player. The player can then decide to trade this character with other players or mint them as NFTs for real money, which is the in-game currency (LCH). Players can craft their fierce Lynchers or merge regular Lynchers.

Fierce Lynchers : Fierce Lynchers are powerful mythical beings dedicated to helping the dead find their eternal resting place. To accomplish this, they have to explore different worlds of monsters and lynch them. These mythical beings are called fierce Lynchers and are rare in the game. They are needed in a team to defeat monsters and complete difficult quests.

Regular Lynchers : By default, one regular Lynchers is given to a player. Players can select their preferred regular Lynchers, upgrade it (optional) to take up a quest. A player's team could be a group of fierce Lynchers or a mix of regular and fierce Lynchers. Fierce Lynchers are essential in a team because some monsters cannot be defeated by regular Lynchers.

Lynch Game Mechanics

Starting the game

When the player opens the game, the home page will be displayed. The home page is where the player navigates to their preferred page. The home page will have the following options:

Select quests

Visit shop

Assets

Pages: Select quest: this is the quest page where players can pick any quest of their choice and begin to play. Shop: shop is where players can buy pets, characters' power, and weapon (it is the combination of the character, pet, power, requirements, weapon and lend section, etc.).

Character section: is where a player can view available characters both locked and free.

Pet section: this is the section where players can view all pets, both locked and free.

Powers: where players can buy powers for pets and characters

Assets: The section where players can view their assets and earnings

Requirements: section where players can view the requirements to complete a quest.

Players can navigate to explore the game section as they want and all quests are free but players would need to buy characters or powers to play the game.

SELECT QUEST: When the player clicks SELECT QUEST on the home page, all the available quests will display with the PLAY button. When they click the play button, the free pet section and character would display and players can choose their character and pet to begin the game. Only one free character and a pet can be selected at a time.

Free power

50% power for the player to play the game for free. So, when the player clicks the PLAY button, the quest automatically starts with 50% power each for the pet and character. They will be able to complete the initial stage of the quest. When they click the button, they can begin playing the game. The initial stage of the game will be easy, but to continue, they will need to upgrade powers, or buy characters.

Directions

The game will show the player the directions and instructions for players to know how to play the game. This will happen when the player is new to the game and playing their first quest. When they start their first quest, the computer will tell the player how each element functions such as the power, summons, etc. then, they can begin playing on their own.

Getting difficult:

Some quests will have 2 stages while some will have 3 stages and some will have 1 stage. The quest with one stage are the easiest ones, but the ones with 2 and 3 stages are the difficult ones that will require the players to purchase powers and characters. Every first stage of the quests must be simple and easy for the players. When the quest gets difficult, some functionalities won't work if the player does not have the required power or character.

Requirements section

When the player clicks this section, the quest section displays. Players will see all quests with their requirements. If a player does not have the requirement, they can purchase by clicking the BUY option.

The requirements will display like this:

Quest name: candlelight cave adventure.

Suitable fierce Lynchers: Ellie and Spiky [BUY] [If a player already has the character, the Buy option will not be displayed; a green checkmark button will be displayed]

Regular character: Button: **CHOOSE** [Players can choose any free character. When they click the CHOOSE button, it takes them to the regular character page]

When the player chooses its character, they can click the **BACK** button to go back to the quest requirements page.

Suitable fierce pets: Misty (a dog) and clawed (an eagle). Button: **CHOOSE**

When they click the **CHOOSE** button, it takes them to the pet section. And after they select they can click the **BACK** button. [If the pets are locked, the player will have to unlock them with **LCH**]

Suitable weapons: Long wavy red hair and a detecting shield. Button **CHOOSE** [they will go to the weapon section to choose the required weapons]

After they finish choosing or selecting, they can click the **BACK** button to go back to the requirements page, and click the PLAY button.

All the required powers, summons, characters, and weapons needed for each quest will be on the requirements page in order to help players know what they need to complete a quest.

Assets

The asset section is where players can view their assets and earnings. Their assets include their upgraded characters, weapons, and nft rewards. Players cannot list pets. From the asset page, players can list their characters in the in-game shop for other players to buy. They can list only characters, rewards, and weapons. Only upgraded characters, weapons, and rewards can be listed. The asset section is private and only visible to each user. Each user will have their own asset page.

LIST and MINT button

On the asset page, players can mint a new nft to the blockchain or list items on the in-game shop. There would be the option to **LIST** and **MINT**. To LIST means placing items in the in-game shop and to MINT means uploading an nft art on the blockchain.

Listing

For every character in the asset section, there would be an option to list and mint. When the player clicks on the **LIST** button, a confirmation form would pop up for the player to confirm if they want to list it on the market. When they click confirm, the player can then include the price and click **DONE**. Once it's done, the item would automatically display with its description and functionalities in the shop.

List and mint charges

Players can **LIST** items for free in the in-game shop but will have to pay charges when **MINTING** on the blockchain.

List percentage

When such an item is bought in the in-game market via the secondary listing, **LYNCH** will take 10% from the profit and the rest goes to the player who listed it.

Viewing listed items

If players want to see their listed items in the shop, they can easily search for them in the market through the search bar by typing the name of the items. Players can view all of their listed items on their asset page.

Number of items that can be listed and accessibility

Players can list as many items as possible. When an item is listed, players can still use them in the quest but once the item is bought by a player, they will no longer have access to it. The character will be erased from

their assets.

Primary listing and a secondary listing

The primary and secondary listing are pages in the in-game shop. The primary listing consists of the characters, powers, summons, weapons, and pets listed by **LYNCH** developers while the secondary listing is the characters, rewards, and weapons listed by the players.

Buying assets

To buy an asset in the secondary listing, players would click on the character they want to buy, click the **BUY** button and **CONFIRM** button. When that is done, the character or weapon will automatically be off the market and players can find their items in the asset section. Players will also go through the same process when purchasing from the secondary listing.

Lending

Lending makes the game more fun and full of activities. Players can choose to lend out characters to other players and choose the duration and time. Players can visit the lend zone to see lend listings and their price and duration. Lending allows a player to let another player share their character with them at a given price. Lynch allows a player to lend their fierce character for a minimum of 3, 5, or 7 days. The maximum price for lending a character is would be \$15 using the in-game currency and **LYNCH** takes 10% charges.

Lend Placing

To place a character for lending, players would navigate to their assets, click on lend, include the price and duration, and click the **DONE** button. After that, the item will automatically appear on the lend zone. Players can only lend characters and weapons, they cannot lend pets or their rewards. To lend for 7 days cost \$15 or LCH To lend for 5 days cost \$10 or LCH To lend for 3 days cost \$5 for LCH

Viewing and accepting lends

To see characters that are available for lending, players can visit the shop and click on lend zone, all available characters and weapons will be displayed. To accept lends, players will click on the **ACCEPT** button on the lend zone, a confirmation text will pop up displaying the item description, time, and price with a **CONFIRM** button. When a player clicks the confirm button and completes the payment process, the product will automatically be lent out to the player and the countdown lending time would display on the lenders and lendeers asset page. Both players can then use the character in their quest. When the lending time is due, the lendeer will no longer have access to the character and it will not appear in their asset anymore **Daily rewards:** the daily reward can be viewed on the players asset section. If the players fails to complete the task, the reward will be erased and they will have to wait for another 24 hours.

Pets

Free pet: Only Misty and Clawed is free, other pets will be locked. Players must unlock pets with the in game currency.

Upgradeable weapons

Upgradeable weapons: All upgradeable weapons will be locked and can only be unlocked with LCH.

Default weapons

Default weapons: these are the free weapons that come with the character when they were selected or bought.

Powers

Powers: There will be a power section. There will be pet power and character power. There would be 25%, 50%, and 100% for pet and character powers. The player can choose to buy 25%, 50%, or 100% to start a quest. Some quests only required 50% power of a pet while some require 100%. In a quest, every use of a pet reduces their power by 25% so, if a player uses a pet twice; that is 50% use of power. Every quest requires a pet. Pet can be used twice or more depending on how difficult the quest is. If the pet's power finishes, the game will not end, but the player will not be able to continue because the pet is needed. The player can end the game, buy power for the pet and replay the quest.

Purchase: When a player clicks the BUY button, it reduces their LCH as means of payment for anything they purchase. If the player does not have enough funds, the computer will indicate [not enough fund] Player can play to earn or add funds from their wallet.

Summon: The computer will suggest the player summon characters or pets at a certain point of the quest by blinking their icon. Players will buy summon for upgraded characters. Free summon: free summon only works for free pets and characters. It is the default summon that comes with the free pets and characters.

Icons and avatar: when the game starts, each character avatar must be displayed at the bottom of the screen. The selected character by the player will indicate green. Also, weapons and powers will have icons.

Control & crash: the player will control pets or characters to avoid crashing into obstacles. If they crash into obstacles, it will reduce their power. Each crash reduces powers.

Power reduction: If players crash into obstacles, their power will reduce by 1%. Enemies strike reduces player's power by 2%. Every enemy a player kills add to their power by 2%, epic monsters by 5%. When a player's power finishes, the game will end. Free powers: Players can buy powers to continue or wait 4 hours to get another free 25% power for characters and pets to continue playing.

Play again: The computer will display the **PLAY AGAIN** icon for a player to replay. A player can replay the quest multiple times.

Choosing characters: once the player chooses its character, the icon will turn green at the bottom of the screen, differentiating from the rest, it triggers the rest to fight and players can switch from one character to the other. To switch characters when fighting, a player just needs to click the avatar.

Movements: The movement will be controlled by the player. Once the controlled character moves, the other will follow the same direction. When the enemies attack, the other characters fight automatically.

Fighting epic monsters: when epic monsters appear, the character that the computer controls will fight the epic monsters while the computer controls the rest to fight other small enemies.

Powers: power is calculated by 100% and can last for one quest. A player can decide to replay a quest but would need to buy more powers for its character.

Character powers: If the power of a character finishes, the character will die leaving the rest character to fight.

Avoiding obstacles: The character which the player control will avoid obstacles with the help of the player, but the ones controlled by the computer will automatically avoid obstacles with the help of the computer.

Lynching a monster: most monsters must be beheaded. To kill a monster, a player must first fight with it until they become weak. The monster will drop their weapons and go on their knees when they become weak, and players can finally lynch them based on the quest.

Gameplay Version

There will be two Player versus Version in the lynch game, which are:

PVP version: The game allows players to play against each other. There will be rewards such as LCH, weapons, gems, and regular characters to be won, and the winner gets the rewards.

PVE version: Initially, the game is focused on Player Versus Environment. Players will play with monsters controlled by the computer and defeat them to earn rewards. We plan to bring the above PVP and multiplayer versions in the future to make the game more fun. Players can build their dream lynch squad and kill monsters for rewards in this version as well.

Multiplayer

Multiplayer version: Players can complete a quest using their team of fierce lynchers to earn rewards or collaborate with another player and their team.

Not more than two players can play at a time – this means that only two teams can embark on an adventurous quest to earn in the multiplayer version.

At the end of every successful quest, each participant is rewarded with the in game-game currency LCH and gems. If a player (s) completes quests successfully, they can use their LCH to buy the place. For example, a team of lynchers completed a quest in a dungeon, they can choose to buy this dungeon with their LCH, and continue to fill it with valuable resources and own it forever. The more resourceful it is, the more valuable - it is like owning a rich spirit world. The monsters will no longer be the owner but the players. Players can mint their in game assets as NFTs in the blockchain using the in game currency

Two teams can own a rich spirit world – this is why cooperation is essential in the lynch ecosystem. Both teams can continue to embark on an adventurous quest, defeat monsters, collect abilities, and keep them in their virtual dream spirit world. Players get to build their desired underworld in the game and buy fierce guards to protect it. Players can trade resources for real money using the in-game currency LCH.

The most resourceful dungeon and items that players want to trade will be displayed on the leather board. With this, players would be able to know the valuable assets in the market. Also, two teams can take a quest, and whoever kills the most monsters gets the highest rewards.

LYNCH METAVERSE AND VR

Lynch metaverse and VR EEG technology

The Lynch metaverse is no different from the real world. It is a completely realistic 3D virtual world where players and creators can be a part of it. The Metaverse is the future of each players' real world, Players can create and own their imaginary virtual spirit realm and the real world.

It allows players to go beyond playing games and experience new things because we intend to incorporate VR EEG technology. Players can play and control anything in the game using their minds; there won't be a limit to what they can do in the Lynch ecosystem.

The non-invasive electroencephalography (EEG) uses a brain-computer interface (BCI) to connect the minds with machines, enabling individuals to control things using their minds. Using this technology, we as developers can incorporate mind controls in our game design to allow a more engaging gaming experience. The EEG VR version will be available in 2023.

Roadmap

Roadmap: The roadmap is subject to change, and will be frequently updated.

Q1:

- Team organization,

- Logo design
- Website launch
- Whitepaper
- Token and smart contract creation
- Storyline and basic character design

- Seed token sale phase.

Q2:

- Character and storyline completion
- Game concept design and art production
- 2D/3D art modelling
- Private Sale

Q3:

- Game trailer preview
- Game mechanics implementation
- Prototyping
- Public sale
- Dex Listing
- Nfts marketplace
- game development

Q4:

- Beta version
- Testing and development
- Dex listing
- Game launch.

2023: Lynch Dex, EEG VR game prototyping development

Why MultiVac Blockchain?

MultiVAC was the first to design and implement a sharding approach that relies on Verifiable Random Functions (VRF) for transactions, computing, and storage. The blockchain enables the safety and reliability required by industrial settings while using just a limited number of nodes for processing, resulting in considerable speed gains. MultiVAC is an incredible blockchain suitable to serve as the fundamental layer of a public diverse blockchain ecosystem.

It is incredibly fast, completely scalable, and firmly enables the implementation of complex business logic on its application layer. It is also the first in the field to give a computational framework for smart contracts, allowing developers to choose the tradeoff involving accuracy, accessibility, and partition robustness -

factors that are frequently rigidly determined by the designs of several blockchain. Its modern technology allows players to have full ownership of their in-game asset, earn rewards, monetize, and trade effortlessly.

Technology

LYNCH TOKENS

Lynch (LCH)

The in-game currency will be Lynch (LCH). This token will be used to purchase anything in the marketplace or upgrade. The functionalities of this token will be superb. Players can earn Lynch (LCH) for free by playing the game or earn gems for free and convert them to LCH. Players are allowed to choose the option that best

suits them. Players will also spend LCH whenever they want to add a new item to the blockchain, governance, purchase, or vote on crucial game issues.

Token Distribution

The tokenomics

Private sale 15% 10% unlock on Tge locked for 6 months after linear vesting 1% daily

Public sale. . 8% . . 10% Tge linear vesting 1 % daily

In-game Rewards 35%

Founder Team Advisors 12% locked For 18 months with 4 years vesting schedule

Liquidity 10%

Marketing 20% Will be used As in case necessity

Token Utility

Token Utility

Lynch is a utility token that is used in the Lynch game.

The number one cause of the Lynch token is to function as an in-recreation currency that gamers want to spend each time they need to mint a brand new asset to the blockchain, make a number one sale purchase, or vote on crucial recreation decisions

Lynch (LCH)

The in-game currency is Lynch (LCH). The token will be used to purchase anything in the marketplace or upgrade. The use case of this token is superb:

- **Players-to-earn:** Players can earn the token by playing the game.
- **Minting:** Players will spend LCH whenever they want to add a new item to the blockchain
- **Purchase in-game items and voting:** Players will spend the token to purchase, upgrade their characters, or vote on crucial game issues, etc.
- **LCH Sector:** Active LCH holders (LCH sector) will be able to vote within the Lynch platform to achieve a level of secrecy and security. The LCH sector will also govern the ecosystem through Decentralized Autonomous Organization (DAO).

Lynch (LCH) pool

The Lynch pool is one of the valuable and profitable aspects of the game. 20% of any LCH used to purchase fierce lynchers or buy resources will be saved in the LCH pool and shared equally to all LCH holders who actively stake LCH.

Disclaimer

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Team

Developers: Lynch is developed by MK-STUDIO, built on Unreal Engine 5, and powered by MultiVac blockchain. MK-STUDIO is a mobile games development studio in Germany, while UE5 is the latest and one of the best epic game creation platforms. We aim to give you the best gaming experience which is why the game will be powered by MultiVac - a flexible blockchain platform.

Our Team and community : Our dedicated, enthusiastic, and passionate team are working smartly to ensure the success of the game. The community is rapidly growing, and we have plans to make it better and more fun for everyone.