

# WHITE PAPER

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- **Project explanation: Crazy Mushrooms**

Crazy Mushrooms is a brand new project powered by TreeeLab SRL, whose aim is to introduce to the masses the Crypto and Play to Earn Universe. This will be possible thanks to the development of a new, funny, secure, Play To Earn game; Free To play and available for everyone on mobile. The protagonists of the game will be a crew of many colorful and different mushrooms (some of which are NFTs ).

The entire MUSHROOMVERSE will be supported by its own token, which will allow players to be constantly rewarded.

\*Check the token economics section to learn more about it.\*

**Users will have their first chance to start collecting the characters before the official Game Launch**, moreover the NFT owners will have early access to the game alpha.

The Mushrooms are completely unique, this means that if a player owns one of them, it will only be his!! Their skills and special abilities will be the base of the strategical gameplay, which will bring an amazing competitive environment to the Crazy Mushroom community.

- **What do we want our project to be?**

Fundamentally Crazy Mushrooms has been developed with a mission: bringing the newest technology to the masses. We want people to wake up and to take part of this revolution, we want to bring a game that allows people that don't know anything about crypto to gradually comprehend the role of decentralization and how this new system can be trusted and worshipped. Our project will be a BRIDGE for the newcomers and everybody will be welcome. And how could this objective be accomplished better than with a nice game?



## CHARITY

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Our team actively wants to give its contribute in the fight against global warming. Our very logo is a tree, representing the will to reach a greener economy, respecting the environment. Our mushrooms have been created to spread positivity and fun, but also to help the nature (their house). For these reasons we have decided that we will plant a tree for every mushroom sold, and the more we grow the more trees will be planted on every sale.

We will be teaming up with TeamTree. The buyers shall receive a notification that certificates the completed process.



## MILESTONES

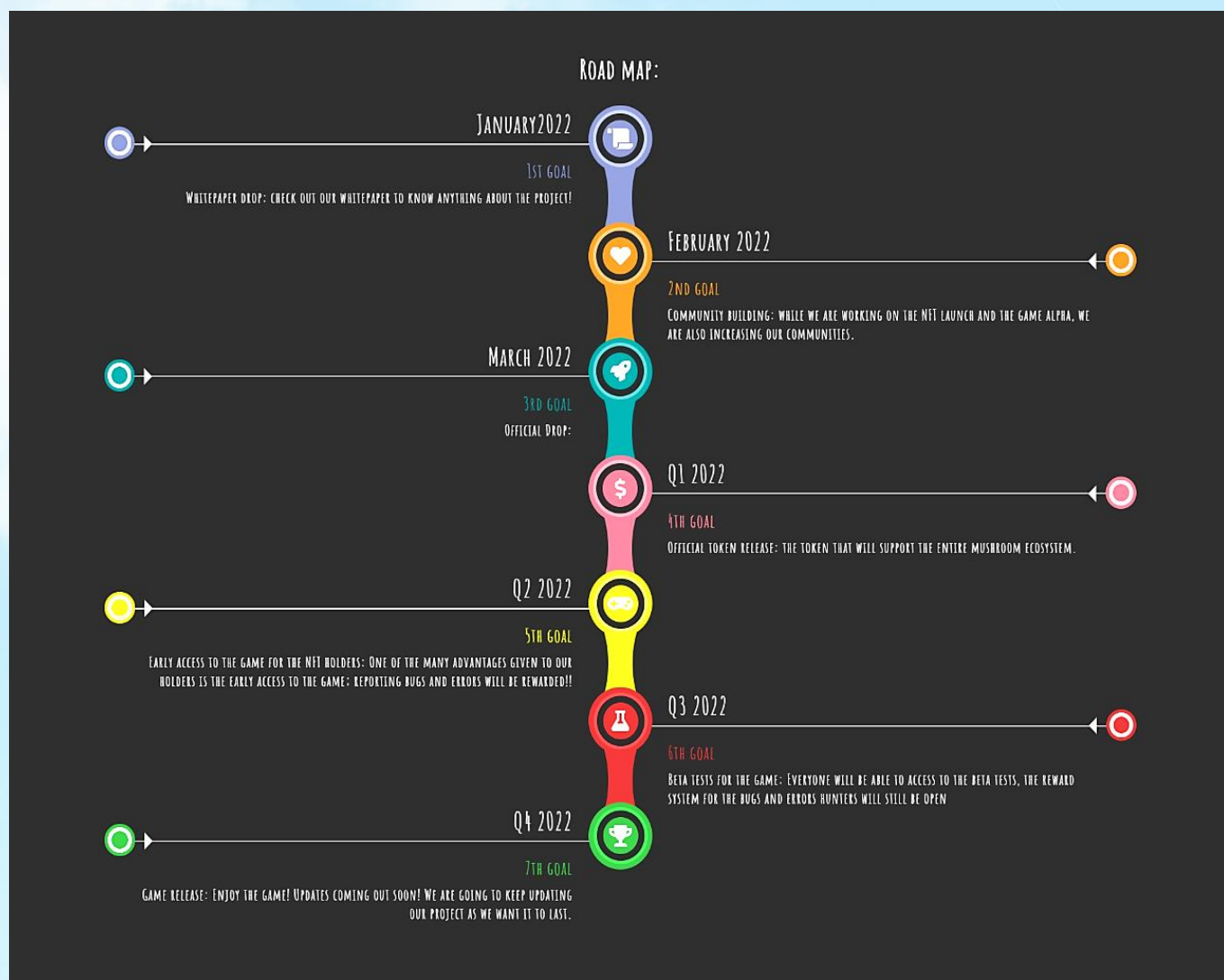
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Our project is split into two main phases:

- **RELEASING NFTs:**  
The first phase consists in the development of three-dimensional humanized mushrooms, animated and elaborated with care.
- **GAME RELEASE:**  
Throughout the duration of first phase the Treeelab team will provide for the users a new game that features the use of our MUSHROOMS!  
The game will come out as an alpha mode during the summer 2022, giving **early access exclusively to the NFT holders**

# ROAD MAP

- 1<sup>st</sup> December 2021= Marketing campaign begins
- 1<sup>st</sup> Week of December 2021= Social Media Online
- 2<sup>nd</sup> week of January 2022= Whitepaper drop
- February 2022= Community building
- ?? March 2022 = **Official Drop**
- Q1 2022= Official token release
- Q2 2022: Early access to the game for the NFT holders
- Q3 2022= Beta tests for the game
- Q4 2022= Game release



## Social Media



Active communities on:

- Discord
- Twitter
- Instagram
- Telegram

[Join them through our website!!](#)

## GAMEPLAY

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**DISCLAIMER: ALL THE GAMEPLAY HERE EXPLAINED IS SUBJECT TO CHANGES BY THE TEAM, BASED ALSO ON THE COMMUNITY FEEDBACK.**

The alpha of Crazy Mushrooms Game will be launched in the summer 2022, while the beta will be released in the Q4 of 2022, the game is a RTS, where the players get to face each other commanding their mushrooms armies. Right after the download a tutorial will show the rules, in the campaign mode.

The players shall then choose the kind of game they want to play:

Free game || Ranked game || "Clash-shrooms"

Players will initially receive a specific number of troops and traps playable in the game. Users shall then expand their mushroom armies finding other unique troops, gadgets and towers.

The matches are divided into two main phases:

> **Towers deployment:**

Deploy your towers minding the map's structure, place them where they can defend your home tree, avoiding enemies from coming dangerously close.

Your troops and your towers will be the only protection for your home tree.

> **Battle:**

BRING YOUR ARMY TO VICTORY, wait for your generative potion to spawn your troops on the battlefield, create smart strategies to conquest the enemy's territory and to finally find your enemy's tree and destroy it!

Remember to deploy your traps carefully anticipating your opponent's move, traps can be deployed in your own part of the field and they can drastically change the result of the game.

Map:

The map changes as the player's rank increases, furthermore a procedural algorithm will modify it after the end of each game so that only pure skills will be the key to win.

The map is split in zones:

-> Friendly area (where your tree is set and where you deploy your traps)

-> Opponent's area (where your opponent's tree is set and where your enemy deploys its traps)

## MODES

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- **Campaign:** Learn how to play defeating the first enemies: move your first steps exploring the game dynamics and the commands. Enjoy the victories and prepare yourself to the real clash!
- **Free Game:** If you are in a hurry, if you are not 100% sure that you will be able to play the game until the end, or if you just want to test some new skills start a free game and your rank won't vary after the game's outcome!
- **Ranked Game:** Challenge the other players with your mushrooms, make sure you get that victory! Winning a ranked game will increase your trophies while losing it will decrease them!

## "Clash-shrooms"

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Mode unlocks only when the player reaches level ?? (coming soon)...

- The TreeeLab team has planned to develop a mode to specifically play and earn tokens. In order to play, it is necessary to own at least a small amount of tokens: at the beginning of each battle of this mode it will be required to enter a "battle fee"(tokens). At the end of the game the servers will record the winning player and the amount of tokens that he is going to receive at the end of the day. The player is free to choose the amount of tokens that he/she wants to play in every game.
- The matchmaking algorithm will link the players that have selected the same amount of tokens, moreover the players' rank won't affect the research of a game.

## THE MUSHROOMS

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Every collection contains mushrooms with different rarities and traits:

- 2 golden rings (rare)
- 3 golden rings (epic)
- 4 golden rings (legendary)

**Only 2 deity** (unique base) mushrooms will be dropped: the dates will be announced through our social channels, make sure you stay tuned!!

Every mushrooms will be developed through an algorithmic mixing strategy, which grants SINGULARITY to each of them and DIFFERENT POWERS!

The legends are the “matrices”(22), that have been crafted manually, by a pro 3D artist. The rarity of the others depends on the number of parts of the same legendary.

At the beginning of the game some “in game mushrooms” (not NFTs) will be given to the player to start strongly. To increase its strength a player will need to power up his/her mushrooms inside the game, while in the case that he/she owns an **NFT, it will appear in game, already fully maxed.**

**It is important to mention that in order to avoid the “pay to win” logistic, a normal mushroom at top level will be as powerful a NFT.**





# THE SET

The type of set is decided by the weapon. The rarity increases as the mushroom shows more traits of its specific set:

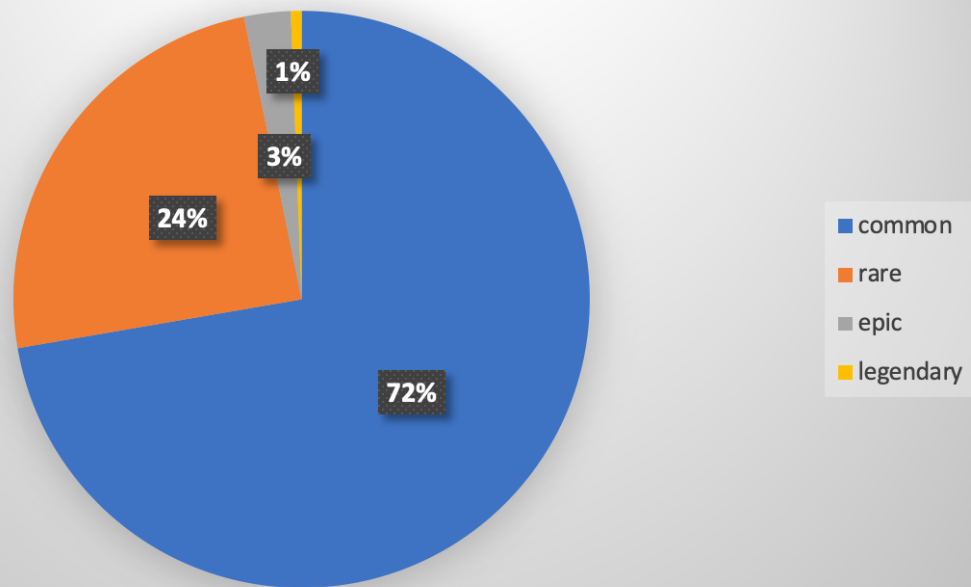


FRONT



BACK

## MUSHROOMS' RARITIES



## Marketing plan

The TreeeLab team has agreed to devolve most of the first year income to game development and future releases, to marketing actions and to the community maintenance. Every transaction made on the secondary market will be charged with a 7.5% fee, part of the fees will be taken by the marketplaces, 5% will go to the team (who will manage to use those funds in the best way), **2,5% will be paid back to the holders.**

**We strongly believe in our work and we want to make it a long term project.**



## EARNING SYSTEM

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The game was created as an opportunity for the users to have fun and, in the meanwhile, also to earn tokens accordingly to their skill level.

There will be the option of **buying tokens in-app** and to use them to speed up the upgrades for your army and also to buy new weapons and gears.

By owning NFTs users will be able to claim tokens periodically, the more NFT are held, the more tokens they will get.

The players who compete in the “Clash-shrooms” mode are going to earn tokens in the direct fights and in the weekly tournaments.

It will also be possible to earn new, unique NFTs, winning the special tournaments!

Currently our team is focusing on the development of the gameplay, we are increasing our efforts to make the game experience as enjoyable as possible.

The rewards perceived by the players will grow as the project grows.



# BLOCKCHAIN ECOSYSTEM DESCRIPITON

*COMING SOON*



# TOKEN DETAILS

COMING SOON





## TEAM

Our team is continuously expanding, as new members join, we will update this section.

**Jody Cinelli:** Chief financial Officer



**Jacopo Cometti:** Marketing manager and creative director



**Davide Viganò:** Chief Technical officer



**Francesco Faglia:** Law and Copyright expert



**"Gattordo":** Twitter manager and blockchain expert

**Enick Bignolin:** 3D Pro-Artist



**Francesco Ruga:** 2D Pro-Artist



**Serenat Macar:** Database builder



**Filippo Fossati:** Discord manager



**Lorenzo Giarè:** Website developer



Partners/investors: COMING SOON