

TENTACLES ... TENTACLES EVERYWHERE ... OH NO NOT THE TONGUE!!!

WHAAAAAAAAAAA!

WHAT A HORRIBLE VISION !

OUR CITAADEL IS IN GREAT DANGER ! I, AUSTIN TIMBERKEK, MUST DO SOMETHING.

UNFORTUNATELY OUR GOTCHIS ARE NOT READY FOR SUCH A BATTLE, THEY ARE TOO USED TO SHILLING AMONG THE FRENS.

I WILL FIND A WAY TO MAKE THEM STRONGER AND PREPARE THEM FOR THE BIG BATTLE

I CAN USE THIS PLAN WRITTEN BY OUR ANCESTORS ... NO, IT'S NOT REASONABLE!

" A FEW MOMENTS LATER "

I GUESS I HAVE NO CHOICE, I WILL HAVE TO BUILD



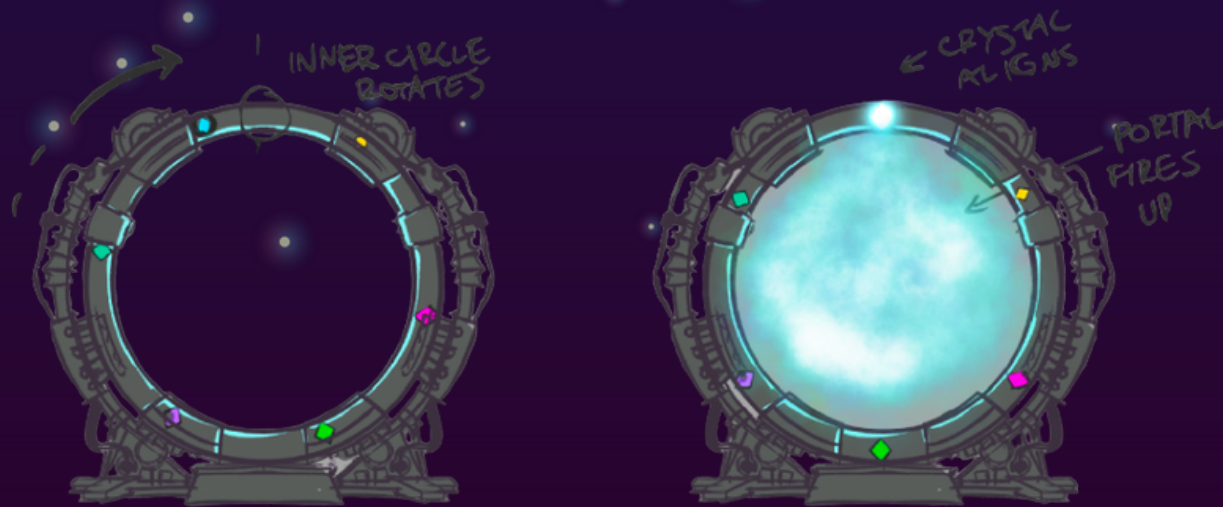
***LET'S START
WORKING !***

THE WAARP



Credits to Fedayya

THE WAARP



Credits to bin laggin who created the design of the Waarp

***WHEN THE WAARP IS ACTIVATED, A SINGLE-USE PORTAL IS GENERATED,
THE COLOR INDICATES THE DANGER OF THE AREA ... AND THE MANY
TREASURES THAT INHABIT IT ...***

***WHOEVER CROSSES THE WAARP IS TELEPORTED TO A MYSTERIOUS
DESTINATION, SOME CALL IT THE BEYOND ...***

BUILDING COST : TBD

REQUIREMENT : AALTAR LEVEL 5

1 WAARP / PARCEL

**PORTAL GENERATION COST : 120 FUD (ABSOLUTE
VALUE*)**

RARITY DETERMINED BY VRF ROLL

UNIQUE PORTAL USAGE



***TO AVOID EXCLUSIVE USE ON HUMBLE LAND, 120 FUD IS ABOUT WHAT THE OPTIMAL FARMING
STRATEGY EARNS DAILY.**

- ***ONCE THE GOTCHI ENTER THE PORTAL, EVERYTHING IS DONE AUTOMATICALLY. NO GAMEPLAY.***
- ***THE ADVENTURE LASTS 23 HOURS. AT THE END YOU KNOW IF THE GOTCHI WENT ALL THE WAY.***
THE GENERATED PORTAL DISAPPEARS AND YOU HAVE TO GENERATE ANOTHER ONE TO START THE ADVENTURE AGAIN.
- ***THE WAARP CAN OVERHEAT, A COOLDOWN WILL BE NECESSARY BEFORE USING IT AGAIN, YOU CAN SHORTEN THIS TIME WITH GLTR.***
- ***YOU CAN GENERATE AS MANY TIMES AS YOU WANT AS LONG AS YOU PAY, THIS ALLOWS YOU TO LOOK FOR A CERTAIN RARITY...***

WHEN YOU GENERATE A PORTAL, THE VRF WILL DETERMINE THE RARITY AND THE THREAT SCORE.

THE THREAT SCORE INFLUENCES THE DIFFICULTY OF THE PORTAL BUT ALSO THE REWARDS. HIGH RISKS HIGHS REWARDS.

PARCELS ON THE GRID WILL AUTOMATICALLY GET A BONUS THREAT SCORE BECAUSE THE AREA IS ALREADY THREATENING.

THE SIZE OF THE PARCELS INFLUENCES THE RARITY ROLL, A SPACIOUS WILL HAVE MORE CHANCE TO GET A HIGHER RARITY ROLL THAN A REASONNABLE, IT ITSELF WILL HAVE MORE CHANCE THAN A HUMBLE.



RARITY

THE GENERATED PORTALS CAN BE COMMON, UNCOMMON, RARE, LEGENDARY, MYTHICAL AND GODLIKE.
THE RARER THE PORTAL IS, THE HIGHER THE BRS LEVEL WILL BE REQUIRED.

RARITY	% ROLL	BRS MINIMUM
COMMON	49.75%	NONE
UNCOMMON	25%	520
RARE	15%	550
LEGENDARY	7.5%	580
MYTHICAL	2.5%	650
GODLIKE	0.25%	700

SUCCESS AND REWARDS

- ***AN ADVENTURE IS DIVIDED INTO 4 LEVELS, EACH STAGE SUCCESSFULLY COMPLETED WILL OFFER A ROLL OF REWARDS. THE FORMULA OF SUCCESS ALTHOUGH NOT DETAILED HERE WILL BE RELATED TO BRS-GOTCHI LEVEL- RARITY PORTAL - THREAT LEVEL.***
- ***WHATEVER HAPPENS, A GOTCHI WILL EARN EXP BY PARTICIPATING IN THE ADVENTURE***
- ***THE REWARDS WILL WORK LIKE A CLASSIC LOOT TABLE, THE REWARDS WILL BE CLASSIFIED BY RANK, THE RAREST PORTALS WILL HAVE ACCESS TO THE MOST PRESTIGIOUS REWARDS...***
- ***THE LOOT TABLE MUST BE DYNAMIC, PC MUST BE ABLE TO CHANGE OFTEN THE REWARDS IN ORDER TO BRING FRESHNESS, ESPECIALLY SINCE THERE ARE OPPORTUNITIES TO BE VERY CREATIVE AND TO OFFER A VARIETY OF ASSETS NOT NECESSARILY RELATED TO THE GOTCHIVERSE.***

EXAMPLE OF REWARDS

NAME	TYPE
HARMONICA	QUEST ITEM
GOLDEN GOTCHUS	ARTIFACT
ETERNAL FLAME	ENCHANTMENT
RUNES	WEARABLE SLOT
COGWHEEL	BUILDING MATERIAL
LIQUIDATOR TONGUE	TROPHY
PHANTASMAGORICAL HONEY	CONSUMABLE
VANITY WEARABLE	WEARABLE SKIN

SIDENOTE

***ALL THIS MAY SEEM A TITANIC WORK TO DEFINE THE USEFULNESS AND THE IMPLEMENTATION OF EACH REWARD BUT I
FIRMLY BELIEVE THAT THERE IS NO HURRY, A PLAYER WILL BE ECSTATIC TO DROP AN ITEM AND NOT KNOW WHAT IT
WILL BE USED FOR, HIS IMAGINATION WILL WORK ... IN RETURN WE WILL HAVE TO RESPECT A TACIT CONTRACT, THE
PLAYER INVESTS TIME AND MONEY TO USE THE WAARP RATHER THAN DUMPING THE FARMING YIELD IN DOLLARS AND
WE IN RETURN WILL HAVE TO PROVE OURSELVES WORTHY OF HIS TRUST AND EXPECTATION, BY CREATING FUN, USEFUL
AND VALUABLE ITEMS.***

POSITIVE IMPACT ON THE GAME

- ***INCENTIVES TO OWN LANDS OF ANY SIZE***
 - ***UPGRADE THE ALTAARS***
- ***USE OF ALL GOTCHIS, EVEN THOSE WITH A LOW KINSHIP SCORE***
- ***INCENTIVES TO RAISE THE BRS OF THE GOTCHIS***
 - ***UP BAAZAR ACTIVITY***
 - ***INCREASE IN NEED FOR WEARABLES***
 - ***SINK FOR ALCHEMICA AND GLTR***
- ***ADDITION OF A NEW SOURCE OF RENTING***
- ***TRANSITION TO THE CRAFTING ERA WHICH OPENS A LOT OF POSSIBILITIES, ENCHANTING, GEMS, NEW TECHNOLOGICAL TREE FOR BUILDING, RARITY LAND FARMING WITH NEW DECORATIONS, WEARABLES SKINS, BUILDING SKINS ETC...***
- ***STRONG MESSAGE SENT, FIRST INSTALLATION CREATED BY THE COMMUNITY***
- ***WORK FOR THE DAO THAT WILL REQUIRE ORGANIZATION, RIGOR AND CONTRIBUTION OF THE GIGABRAINS OF THE COMMUNITY***
- ***CRAFTING AND THEORYCRAFTING, TWO SOURCES OF STIMULATION FOR THE PLAYERS/INVESTORS***
 - ***REWARDS CAN BE A NEW SOURCE OF REVENUE FOR PC***
 - ***A GAME THAT LIVES***

CONCLUSION

MY GOALS IN CREATING THE WAARP WERE TO SOLVE THE DECREASING INTEREST IN THE VARIOUS GAME ASSETS, FIGHT INFLATION AND START A SMOOTH TRANSITION TO THE ROLE PLAYING GAME WHILE REQUIRING "LITTLE" RESOURCES FROM THE DEVS, AT LEAST, LESS THAN CREATING COMBAT ROUTINES, BALANCING THE AI ETC...

THE WAARP CAN BE ENRICHED WITH MANY NEW FEATURES THAT I WILL NOT REVEAL HERE, MAYBE ONE, IMAGINE THAT ONE OF THE REWARDS IS A MAP, THIS ONE ONCE PROCESSED BY A CONSOLE CONNECTED TO THE WAARP GIVES YOU ACCESS TO A ZONE CREATED BY THE AARCADE TAASK FORCE...

I WOULD LOVE TO SHARE MORE INFO ON THE REINVESTMENT THEORY, BURY THE IDEA THAT THERE ARE TOO MANY WEARABLES WHEN IT'S THE OPPOSITE, HOW PC CAN AVOID A SUPPLY SHOCK, THE CONCEPT OF "OWNERSHIP SCORE" TO INCENTIVIZE ASSET OWNERSHIP AND MANY OTHER THINGS... THAT'S ALL FOR NOW

THANKS FOR READING

MONARCH

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