

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

WHAaaaaaaa!

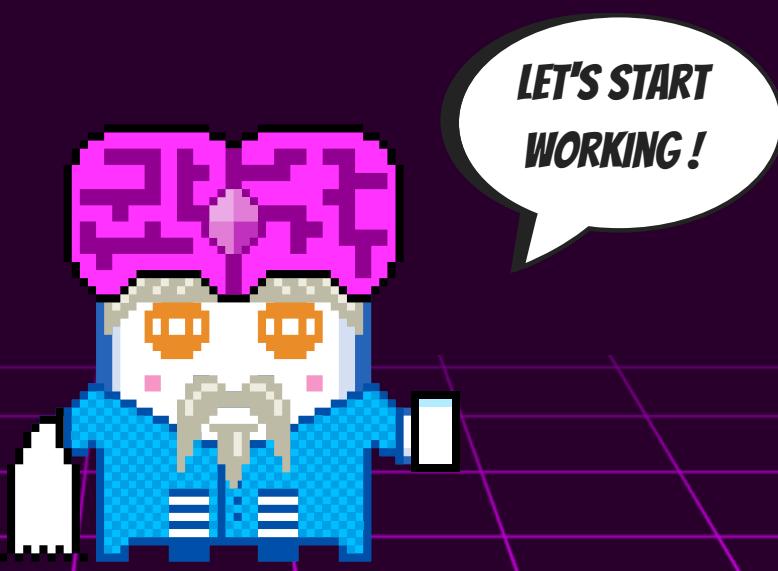
.... WHAT A TERRIFYING VISION !

**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 IS TOO DANGEROUS ...**

"A FEW MOMENTS LATER "

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

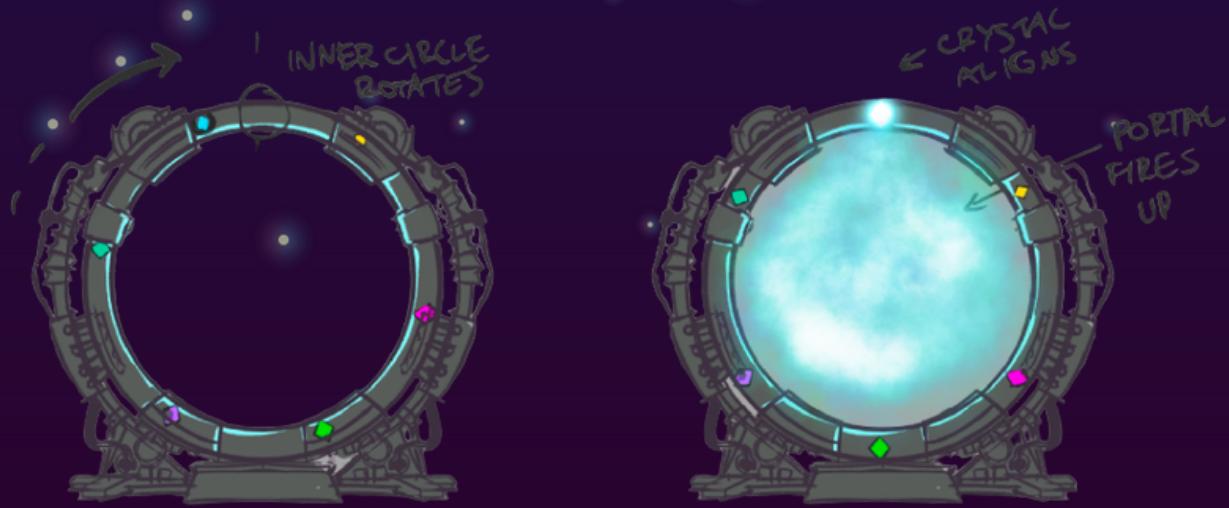


THE WAARP



Credits to Fedayya

THE WAARP

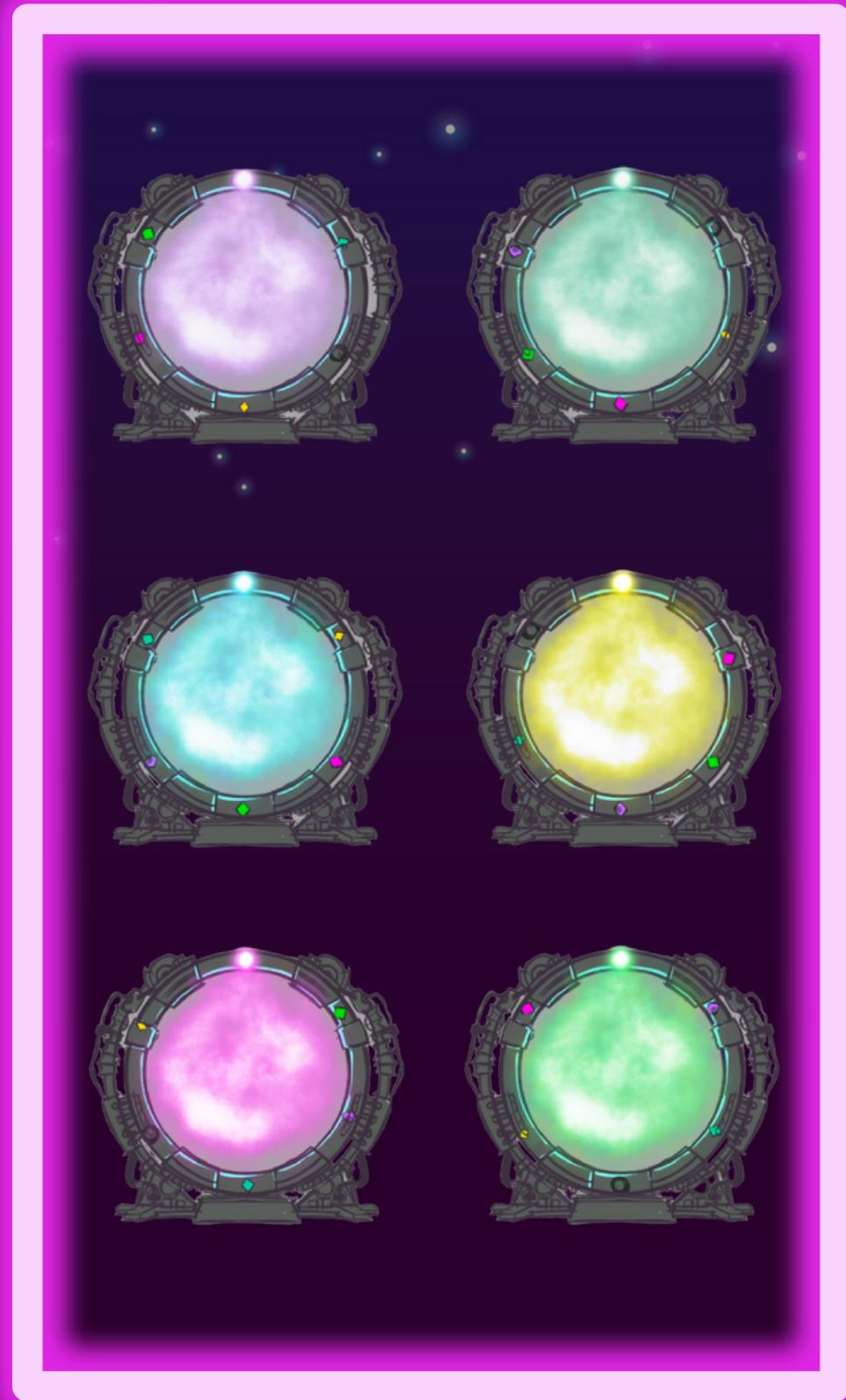


Credits to bin laggin who created the design of the Waarp

**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 : A ALTAR LEVEL 5**
- **1 WAARP / PARCEL**
- **PORTAL GENERATION COST : 120 FUD
(ABSOLULUTE VALUE)**
- **RARITY DETERMINED BY VRF ROLL**
- **DISPOSABLE PORTAL USAGE**



***120 FUD ABSOLUTE VALUE IS THE DAILY EARN ON HUMBLE WITH THE OPTIMAL FARMING STRATEGY.**

- **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 MENACE SCORE.

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

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

THE MENACE SCORE RANGES FROM 1 TO 10 BUT THERE ARE RUMORS THAT IT IS POSSIBLE TO REACH THE "S" SCORE...

THE SIZE OF THE PARCEL INFLUENCES THE RARITY ROLL, A SPACIOUS WILL HAVE MORE CHANCE TO GET A HIGHER RARITY ROLL THAN A REASONABLE, 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	MIN BRS
COMMON	49.75%	NONE
UNCOMMON	25%	520
RARE	15%	550
LEGENDARY	7.5%	580
MYTHICAL	2.5%	650
GODLIKE	0.25%	100

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 - MENACE 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 SHOULD 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

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 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
- THE XP EARNED WITH EACH RUN WILL GIVE VALUE TO THE GOTCHIS
- 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 'RPG STYLE' 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
- CRAFTING AND THEORYCRAFTING, TWO SOURCES OF STIMULATION FOR THE PLAYERS/INVESTORS
- REWARDS CAN BE A NEW SOURCE OF PROMOTION AND REVENUE FOR PC
- A GAME THAT LIVES

REINVESTMENT

TO ENCOURAGE REINVESTMENT RATHER THAN VALUE EXTRACTION, WE MUST FIRST IDENTIFY THE PROFILE OF THE PLAYERS/INVESTORS BASE. UNLIKE TRADITIONAL GAMES, IN THE CRYPTO ECOSYSTEM, MONEY IS OF PARAMOUNT IMPORTANCE. OUR PLAYERS ARE MORE AND MORE FINANCIALLY EDUCATED AND WITH THE AVAILABILITY OF MANY CALCULATORS, IT IS COMPLICATED TO "TRICK" THEM WITH CLASSIC MECHANISMS THAT ARE NOT PROFITABLE FOR THEM, SUCH AS THE LOTTERY. IN MY OPINION, THE KEY TO ENCOURAGING REINVESTMENT IS OUR ABILITY TO OFFER NEW CONTENT ON A REGULAR BASIS THAT WILL REWARD ENGAGEMENT. OUR ECOSYSTEM NEEDS TO BE ALIVE, MONITORED AND MAINTAINED ON A DAILY BASIS.

STATEMENT ABOUT WEARABLES

IF THE WAARP IS ADOPTED, GOTCHIS WILL HAVE TO BE EQUIPPED, WE ARE WRONG TO THINK THAT THE SUPPLY IS ENOUGH. THERE IS A GREAT INEQUALITY IN THE DISTRIBUTION OF STATS, MANY GOTCHIS ARE UNABLE TO EQUIP THEMSELVES IN AN OPTIMAL WAY, AND SOME WEARABLES OF SAME RARITY HAVE A SMALLER SUPPLY THAN OTHERS. ANOTHER PROBLEM IS THAT A PLAYER OPENING A PORTAL, FINDING A GOTCHI WITH HIGH BRS, CAN'T EQUIP IT TO PLAY THE ROLE HE LIKES (TANK, DPS, MAGE...).

WHAT I PROPOSE IS (NEXT PAGE)

"POTION OF ANTAGONISM"



WHEN CONSUMED, A ROLL IS MADE FOR EACH STATS, DEPENDING ON THE RESULT, THEY WILL BE MOVED TO THE OTHER END OF THE AXIS.

EXAMPLE: +90 SPK -> -90 SPK

**SO THERE ARE 2 POSSIBILITIES PER STATS (AGG/BRN/SPK/NRG)
1/16 TO GET THE COMBINATION YOU WANT.**

BENEFITS:

- **ALCHEMICA SINK**
- **WEARABLES'S FLOORS WILL BE SWEPT**
- **LESS FRUSTRATION FOR THE PLAYER WHEN HE OPENS A HIGH BRS**
- **MANY GOTCHIS WILL NOT BE PUT ASIDE ANYMORE**
- **MORE FLEXIBILITY TO PLAY THE ROLE WE WANT OR NEEDED IN A GUILD**

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 DEV'S, 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...

THAT'S ALL FOR NOW

THANKS FOR READING

MONARCH