



The world needs more hero



ANGEL SOUL

Content

- Game related
- Technology related
- Token distribution
- Timeline

Game Related

Name: Angel soul

Token: MOL

World background:

Shadow Era Year

At the beginning of the world, light and darkness were separated from chaos, and light became heaven. Among them, the strongest are Gwendolyn, the Archangel of Justice, Alfredo, the Archangel of Courage, Elvis, the Archangel of Wisdom, Helena, the Archangel of Destiny, and Melany, the Archangel of Hope. Darkness turns into hell, where demons live. Henrietta, Norton, and Yehudi are the supreme rulers of hell, mastering the power of fear, destruction, and hatred.

Just as the light and darkness were separated, a holy spring fell from the sky. That is holy water, which can enhance the vitality of all lives. Holy spring water can be used to create the world they want. In order to obtain holy water, angels and demons fought tens of thousands of wars. In the 1970 war, not every angel and demon were willing to fight each other. With the help of angels and demons willing to live and work in peace and contentment, the archangel Gwendolyn obtained the water of the holy spring and created the land of the holy spring. In the land of the holy spring, the hybrid of the devil and the angel is called Bryanna. Due to the powerful effect of the hybrid, Bryanna is born with powerful abilities, and with the abilities comes the protection of the holy spring.

However, for unknown reasons, some people in the land of the holy spring were deceived by the monsters in hell, and the water of the holy spring was finally stolen. Since then, the land of the holy spring has lost its shelter and plunged into darkness. The first year of "Time".

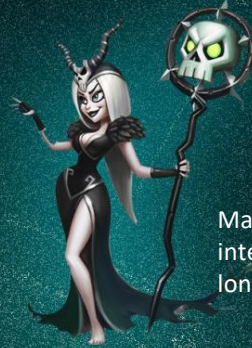
Only by going deep into hell can you find the water of the holy spring, and only the strongest heroes are qualified to find the water of the holy spring.

**ANGEL
SOUL**

The role players can choose:



Cavaliers: Mainly based on strength, good at melee spell attacks



Mage: Mainly based on intelligence, good at long-range spell attacks



Rogue: Mainly agile, good at melee physical attacks



Hunter: Mainly agile, good at long-range physical attack



Barbarian: Mainly based on strength, good at melee physical attacks



Pastor: Mainly intelligence, good at supporting



Warlock: based on intelligence, good at black magic long-range attacks

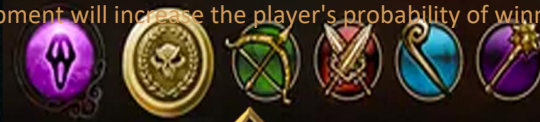
ANGEL SOUL

Get Equipment

The equipment method is divided into native equipment and casting equipment. Casting equipment is a skill that every character can use. The original equipment is directly generated by the equipment contract, and the generated rarity is controlled by the rarity contract, and the distribution conforms to the density function. The casting equipment is carried out by the player. Players have the opportunity to obtain rare materials in the game. The material itself is also an NFT item. The rarity of materials is also controlled by the rarity contract to ensure the consistency of the entire economic system and players can use it. After getting the materials, go to forge your own weapon, angel sword, and make lettering.

It should be noted that the attribute values of different characters are different, so the same piece of equipment brings different attribute growth to different characters.

Better equipment will increase the player's probability of winning in the dungeon.



How to upgrade?

Players need to gain experience through battle to level up, and finally retrieve the water of the holy spring through dungeon adventures. Each battle will get a treasure chest. In addition to experience points, they will also receive weapon fragments. The collected fragments can be cast into angels. Sword, only a higher level can enter the more difficult dungeon. Each character can only take 5 dungeon adventures every 24 hours. The higher the character level, the higher the level of dungeon adventure that can be challenged.



How to obtain materials?

Rare materials are obtained through dungeon adventures, And ordinary materials can be purchased with tokens

ANGEL SOUL

Ranking System

GLOBAL

EUROPE

NORTH AMERICA

ASIA

SOUTH AMERICA

AUSTRALIA AND OCEANIA

AFRICA

PRO RANK

#	MMP	W	L	D	NAME
1	6552	110	100	5	ADIMIRSR
2	6552	86	63	6	NOXKURAU Heartbreaker
3	6181	91	90	4	BAR_IN Wolf Pup
4	6104	100	143	6	PARKWAZ Cardsmith
5	6101	88	113	1	FREDDYBABES Wild Bear
6	6049	106	144	3	TROGLIKO Cardsharp
7	6046	153	207	12	BARTEK_ZIOMKO Wild Bear
8	6041	98	96	6	ELEGANTMEN Secret Admirer
9840	1144	23	9	2	LOTHARI Pioneer

In order to encourage players to participate in the game, the system will rank the players, and the top 10 players in the army can get treasure chest rewards

Multiplayer Game

In the future, we will open a multiplayer team mode in more difficult dungeons. Only a multiplayer team can win the final victory in a more difficult dungeon.

Technology Related

From a technical point of view, the casting protocol is a new nft application solution that creates a standardized and rare abstraction layer that can be easily integrated with other applications or Dapps.

Many people think that NFT can surpass Fungible Token and DeFi. For other types of Dapps, such as GameFi, NFT has broader practical application significance.

However, existing NFTs are mainly used for collectible transactions. As a collectible, NFT currently lacks friendly features in many GameFi. The rarity of collectibles is completely determined by the market, and the small market causes great price fluctuations. , This will not allow NFT to function well outside of the collections.

We believe that NFT should have a wider range of uses, such as representing a wider range of items on the chain, and in most cases, this demand will appear in games and meta-universes.

Rarity and data

If you want to build an item system that can serve the meta universe, you must satisfy both scarcity and versatility.

Scarcity: The main manifestation of value. From an economic point of view, only by ensuring scarcity can we ensure that the value system of the entire prop system will not appear chaotic. The same set of rarity functions can be used to ensure the rarity of items when they are born.

Dataability: An item needs to be able to increase at least one value. That is, the item itself must have data purposes. Only with data usage and different data dimensions can it be truly used as a standardized tool by developers of the interaction layer. If there is no data dimension, there is no universality. This is very simple. NFTs without reserved data entry and exit can only be used for display. The difference is similar to a pistol model and a real pistol. The pistol model only needs to tell you that this is a pistol. Gun, but a real pistol must have a series of dimensions, such as load capacity, range, muzzle speed, etc.

In the casting protocol, these data are based on the standard data of ERC721. Any contract developer can easily read the data in it, display it or use it in its own interactive layer, so that the owner can easily transplant it.

This is the reason why we proposed the casting protocol. It is GameFi's new standard NFT protocol. It is completely rarity in the casting process and provides more complete data in the NFT. And these NFTs with certain scarcity and data can become the basis of other Dapp/App block systems.



How does the casting agreement work?

1.0 Token generation

The bottom layer has a coin function. The casting protocol is used to cast NFT. It will have a set of randomly generated attributes. The scarcity of these attributes is produced during the casting process and is independent of each other. The randomness of the scarcity of each attribute follows a distribution model, and there will be a function to query the scarcity of any casting protocol attribute. The overall scarcity can be calculated from the sum of the scarcity of all attributes or the sum of the weighted scarcity. Rare system standards apply to all NFTs projected on this layer, and they are all deterministic.

2.0 Token Application Examples

Any Dapp/App can use the casting protocol, preset the rarity in the entire or each individual attribute, and target different application logic in its own application module. For example, mapping NFTs to weapons or armor based on the rarity of different attributes. Another example is the use of projection protocols in games.

3.0 key realization of rarity

First define a probability density function (PDF), and then define a sampling method whose output conforms to the probability density function. We also need to define the cumulative distribution function (CDF) for this PDF. We can use a normal distribution as the PDF, such as the standard normal distribution (SND). In order to generate SND random samples from uniform randomness, we can use inverse CDF (quantile function) or box muller for transformation.

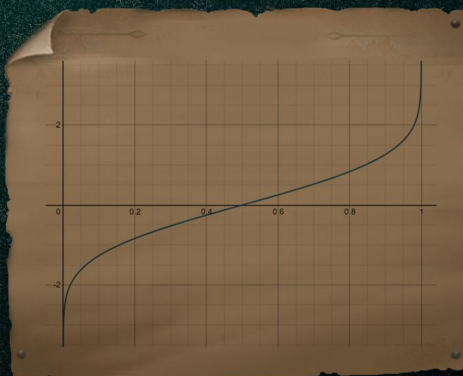
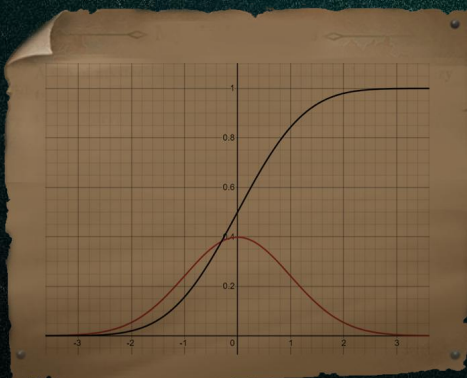
$$f(x) = \frac{1}{\sqrt{2\pi}} e^{-\frac{x^2}{2}}$$

$$\Phi(x) = \frac{1}{\sqrt{2\pi}} \int_{-\infty}^x e^{-t^2/2} dt$$

$$\Phi(x) = \frac{1}{2} + \frac{1}{2} \operatorname{erf}\left(\frac{x}{\sqrt{2}}\right)$$

where $x \geq 0$

$$\Phi^{-1}(x) = \sqrt{2} \operatorname{erf}^{-1}(2x - 1)$$



Since erf or erfinv cannot be expressed in a simple form, we will use an approximate method for calculation. The above figure uses Polya approximation.

ANGEL
SOUL

Casting agreement reached goal

1.0 Portable bottom layer

Create this open, standardized, and portable bottom layer, or part of the bottom layer.

2.0 Rare model

The casting protocol uses the rarity contract to create a mathematics-based rarity model and ensures that this rarity is not excessively affected by other factors, thereby ensuring that the item value system does not appear chaotic.

3.0 Generation props NFT

Minting Agreement Use item contracts to generate NFTs that represent generated items. Through different item contracts, a large number of portable and standardized items that conform to the scarcity model can be generated.

4.0 Use Dapp to generate contract

Through the mutual cooperation of these two contracts, the casting agreement meets the goals of openness, standardization and portability at the same time, and becomes a truly practical GameFi, or meta-universe infrastructure.

Token Distribution

Total issuance: 1,000,000,000

In-game rewards 99%

Will be divided into two parts:

90% is used to reward character mining

9% ecological reward

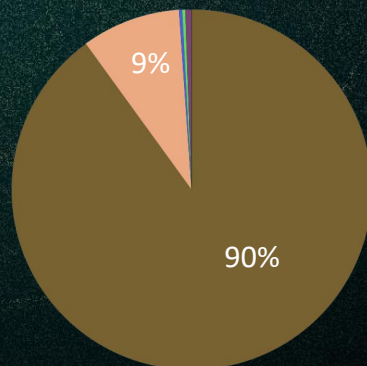
0.1% Institution:

0.3% Foundation:

0.2% Private Equity:

0.3% Founding team:

0.1% community reward



(10% will be released on the day of launch, 90% will be released linearly within 36 months)

ANGEL
SOUL

Timeline

December 17-official
website is online

January 15
Use BNB to extract the
blind box of characters,
use BNB to extract the
blind box of weapons,
Use MOL to buy holy
bottles, and the character
can produce holy water in
the territory.

January 24
Use MOL to start a dungeon
adventure

ANGEL
SOUL