Witch Coin: A Clan-Based Decentralized Game

Introduction

Witch Coin is a decentralized, clan-based game where players collaborate to restore the powers of a witch who has lost her magical abilities. Players form **clans of up to five members**, with each member responsible for collecting one of five magical artifacts: **Mirror, Spell, Broom, Owl,** and **Potion**. Through daily mining, players gather these artifacts and increase their **profit per hour**, which contributes to the clan's overall progress.

The game emphasizes **teamwork**, with players performing **daily combos** to unlock **Power Stones**, which influence the final distribution of **Witch Coins** at the **snapshot event**. The game is simple but offers strategic depth, encouraging consistent participation and collaboration.

In-Game Rewards: Mana Coins and Power Stones

In **Witch Coin**, players earn **Mana Coins** through various activities, with a focus on rewarding both referrals and active participation:

- **Referral Rewards**: Players will earn **1 Mana Coin** for each referral made to the game.
- **Mining Rewards**: Players will receive **5 Mana Coins** for completing daily mining tasks, making it a more significant incentive for participation.
- **Card Purchases**: The only way to purchase combo cards will be through the accumulated coins earned from mining and gameplay activities.

Core Gameplay Mechanics

1. Clan Formation and Roles

Clans are the central unit of gameplay in **Witch Coin**. Players can form clans of up to five members, with each member responsible for collecting one of the five magical artifacts. These artifacts are crucial for determining each player's **profit per hour** and the clan's progress.

- **Clan Size**: Clans can have between 1 and 5 members. A full team of five members is optimal for collecting all artifacts, but smaller clans can still progress at a slower pace.
- **Artifact Assignment**: Each member is responsible for mining one specific artifact:
    1. **Mirror**
    2. **Spell**
    3. **Broom**

4. **Owl**
5. **Potion**

These artifacts influence the team's overall **profit per hour** and help unlock **Power Stones** through daily combos.

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2. Mining and Artifact Collection

Mining is the core activity of **Witch Coin**. Each player mines their assigned artifact daily to collect energy, increasing their **profit per hour**. Regular mining ensures players contribute to their clan's success and maintain their individual earnings.

- **Mining Mechanism**: Players press and hold the **miner button** to collect energy and mine their assigned artifact. The more consistently players mine, the more artifacts they collect, boosting their **profit per hour**.
- **Daily Reset**: Mining sessions reset every 24 hours, encouraging daily participation. Missing a day reduces the player's earnings and slows the clan's progress.

Artifact-Specific Profits:

Each player's profit is tied to the artifact they are mining:

- **Mirror Player**: Earns **Mirror profit per hour**.
- **Broom Player**: Earns **Broom profit per hour**.
- **Spell Player**: Earns **Spell profit per hour**.
- **Owl Player**: Earns **Owl profit per hour**.
- **Potion Player**: Earns **Potion profit per hour**.

The total **artifact collection** from day 1 to the end of the game is critical for the final **Witch Coin distribution**.

Power Stone System

The **Power Stone system** is central to clan progression in **Witch Coin**. Power Stones are tied to **daily combos** performed by the clan and act as **multipliers** during the final snapshot event, influencing the distribution of **Witch Coins**.

1. **Power Stones Generation**:
   - **Combo-Generated Power Stones**: Players earn higher-level **Power Stones** through successful combos. These can be categorized as:
     - **Stone of Energy** (Level 1)
     - **Stone of Focus** (Level 2)

- **Stone of Valor** (Level 3)
- **Stone of Mastery** (Level 4)
- **Stone of Ascendancy** (Level 5)

2. **Mana Stones Generation**:
   - **Combo-Generated Mana Stones**: Players generate **Mana Stones** when performing combos.
   - The **Mana Stones** can then be used to create the **6th Power Stone** (the **Stone of Creation**).
   - The more **Mana Stones** accumulated, the greater the number of **Stones of Creation** generated.

3. **Total Power Stones**:
   - There will be a total of **six types of Power Stones**:
     - **Five levels** of traditional Power Stones (Levels 1-5).
     - **One additional Power Stone** (the **6th Power Stone**, **Stone of Creation**) generated through **Mana Stones**.

4. **Statistics Tracking**:
   - The statistics for the generated stones can be tracked as follows:
     - **Level 1 Power Stone**: 12
     - **Level 2 Power Stone**: 45
     - **Level 3 Power Stone**: X
     - **Level 4 Power Stone**: Y
     - **Level 5 Power Stone**: Z
     - **Stone of Creation (6th Power Stone)**: A (with the potential for many generated based on the number of Mana Stones).

5. **Oathbreaker Mechanic**:
   - When a player leaves the clan, they take their **Mana Stones** with them, but all generated **Power Stones** (Levels 1-5 and the 6th Power Stone) remain with the clan.
   - This ensures that clans retain their earned resources while allowing players to keep their **Mana Stones** for personal benefit in their new clan.

Final Snapshot Event

At the end of the game, a **snapshot event** determines the final distribution of **Witch Coins**. The following factors are considered:

1. **Total Artifact Collection**: The total number of artifacts collected by the clan from **day 1 to the end of the game**, not just what players hold at the time of the snapshot.
2. **Profit per Hour**: The amount of profit each player has generated through daily mining.
3. **Power Stone Levels**: The number and level of Power Stones the clan holds at the time of the snapshot, which act as **multipliers** for the final **Witch Coin distribution**.
4. **Total Mana Stones**: The total number of **Mana Stones** held by players contributes to the overall resource pool and potential for generating additional **6th Power Stones**.

Tokenomics: Witch Coins and Mana Stones

1. Witch Coins

- **Witch Coins** are the main currency of the game and are distributed only after the **final snapshot event**.
- The distribution is based on the clan's **total artifact collection**, **profit per hour**, **Power Stone levels**, and **Mana Stones** accumulated.
- **Developer Share**: 10% of the total **Witch Coins** will be retained by the developer as a return on investment in development and marketing.

2. Mana Stones

- **Mana Stones** are part of the **Witch Coin tokenomics** and provide **individual benefits**. Each **Mana Stone** can generate the **6th Power Stone**.
- The more **Mana Stones** a player holds, the more **Stones of Creation** can be generated, making them valuable for both individual progression and clan resources.

Non-Intrusive Sponsored Combo Cards

Instead of disruptive ads, **combo cards** in **Witch Coin** double as **non-intrusive sponsored content**:

- **Brand Placement**: Combo cards feature subtle advertisements from sponsors, integrating logos or messages within the card design to avoid distractions from gameplay.
- **Immersive Design**: The ads match the game's **magical theme**, ensuring they blend seamlessly into the environment.
- **No Clickable Ads**: The advertisements are not clickable, ensuring players stay focused on gameplay without interruptions.

Advantages of Witch Coin

1. **Team-Based Collaboration**: The game emphasizes **teamwork** through clan-based artifact collection and combo-driven **Power Stones**.
2. **Simplified Power Stone System**: The system is straightforward, based solely on daily combos, making it easy to understand.
3. **Fair Clan Switching**: The **Oathbreaker Mechanic** allows players to leave underperforming clans without penalties while ensuring that **Power Stones** remain tied to team efforts.

4. **Non-Intrusive Sponsorship**: Using **combo cards** as ad space offers revenue without cluttering the user experience with traditional ads.
5. **Long-Term Participation**: The game rewards players and clans for long-term collaboration, based on the full duration of the game.

Conclusion

Witch Coin combines **strategy**, **teamwork**, and **long-term progression** in a decentralized gaming environment. The **Power Stone system**, tied to daily combos, encourages collaboration, while the **Oathbreaker Mechanic** allows individual flexibility. The inclusion of **Mana Stones** as both an individual benefit and a team resource adds layers of strategy and depth, ensuring that players are rewarded fairly for their efforts, making **Witch Coin** a compelling and engaging experience.