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<b>WAREX Universe</b>	<b>2</b>
<b>Mission</b>	<b>2</b>
<b>Vision</b>	<b>2</b>
<b>Gameplay</b>	<b>3</b>
<b>CRex</b>	<b>3</b>
CRex Stats	3
Body Parts	5
Classes	5
Class stats	6
<b>Arena</b>	<b>8</b>
<b>Guild</b>	<b>8</b>
<b>Colosseum</b>	<b>8</b>
<b>Battling</b>	<b>8</b>
<b>Breeding</b>	<b>9</b>
<b>Genetics</b>	<b>10</b>
<b>WAREX Economy &amp; Long-term Sustainability</b>	<b>11</b>
WAREX Principles	11
Economic Sustainability	11
<b>WAREX Crystals - \$REX</b>	<b>12</b>
<b>Allocations and Unlock schedule</b>	<b>14</b>
Play to Earn	14
Why Play and Earn?	15
Staking and Staking Rewards	15
Ecosystem Fund	15
WALLEX	16
Advisors	16
Public Sale	16
Private Sale	16
<b>Vulture Ethereum Sidechain</b>	<b>17</b>

## WAREX Universe

WAREX is a game universe filled with fascinating creatures, CRexes, that players can collect as pets. Players aim to battle, breed, collect, raise, and build kingdoms for their CRexes. The universe has a player-owned economy where players can truly own, buy, sell, and trade resources they earn in the game through skilled-gameplay and contributions to the ecosystem.

There are and will be many varied games experiences for CRexes. Many of them will have players compete with each other using complex strategies and tactics to attain top rankings or be rewarded with coveted resources. Others will have them complete quests, defeat bosses, and unlock in-depth storylines.

There are countless unique CRexes that players can collect with varying body parts and appearances. Body parts will unlock abilities for CRexes that vary across games. Body parts also have their own unique card art for players to collect.

A key difference between WAREX and a traditional game is that Blockchain economic design unlocks the ability to have complex player-owned economies and reward players who are able to reach advanced levels of skill. Players are able to have fun and work towards ambitious goals while simultaneously earning potential resources that will have real monetary value due to an open economic system and demand from other players - "Play-and-Earn".

Players can gain more resources to advance in the game by taking actions such as:

- Competing in Battles to win leaderboard prizes as well as Cute Coin (CC)
- Breeding CRexes to produce new ones with particular Body Part combinations
- Collecting and speculating on rare CRexes such as Void and Life.

## Mission

Create an ecosystem of amazing CRex gaming experiences with community and player-owned economies as foundational pillars.

## Vision

A digital nation where people globally come together with their CRexes to play, earn, and live.

## Gameplay

WAREX is structured as an open-ended digital pet universe. The WAREX core team will build functionality for the game assets associated with the WAREX brand in concurrence with the community. The WAREX universe must be fun above all else; only by having an immersive gaming experience can the ecosystem attract enough participants to accrue value to the network.

The core elements of gameplay are these 4:

- ★ CRex
- ★ Arena
- ★ Guild
- ★ Colosseum

## CRex

CRexes are fantasy creatures that players can battle, collect, raise and upgrade. Each CRex has different traits which determine their role in battle.

### CRex Stats

Each CRex has 5 stats, **Health**, **Attack**, **Spirit**, **Focus**, and **Speed**.

Here's what they do:

**Health**- The amount of damage your CRex can take before being knocked out.

**Attack**- The amount of damage your CRex can dish out in one strike.

**Spirit**- Spirit increases critical strike chance. It also makes entering the Rage more likely and adds more Rage "ticks".

**Focus**- Focus adds damage when a CRex performs his abilities. The extra damage is calculated like this:  $(\text{Attack} * \text{Focus}) / 500$

**Speed**- Speed determines turn order. Faster CRexes attack first. If two CRexes have the same speed, this is how attack order is determined:

High speed > Low HP > High Focus > High Spirit > High Attack

A CRex's stats are dependent on two variables: its class and its body parts.

## Body Parts

Each CRex has 6 body parts: Eyes, Feet, Horn, Teeth, Back, and Tail.

Horns, Teeth, Backs, and Tails determine which Abilities CRex has. Each body part adds stats depending on the class of the part, rarity and its level.

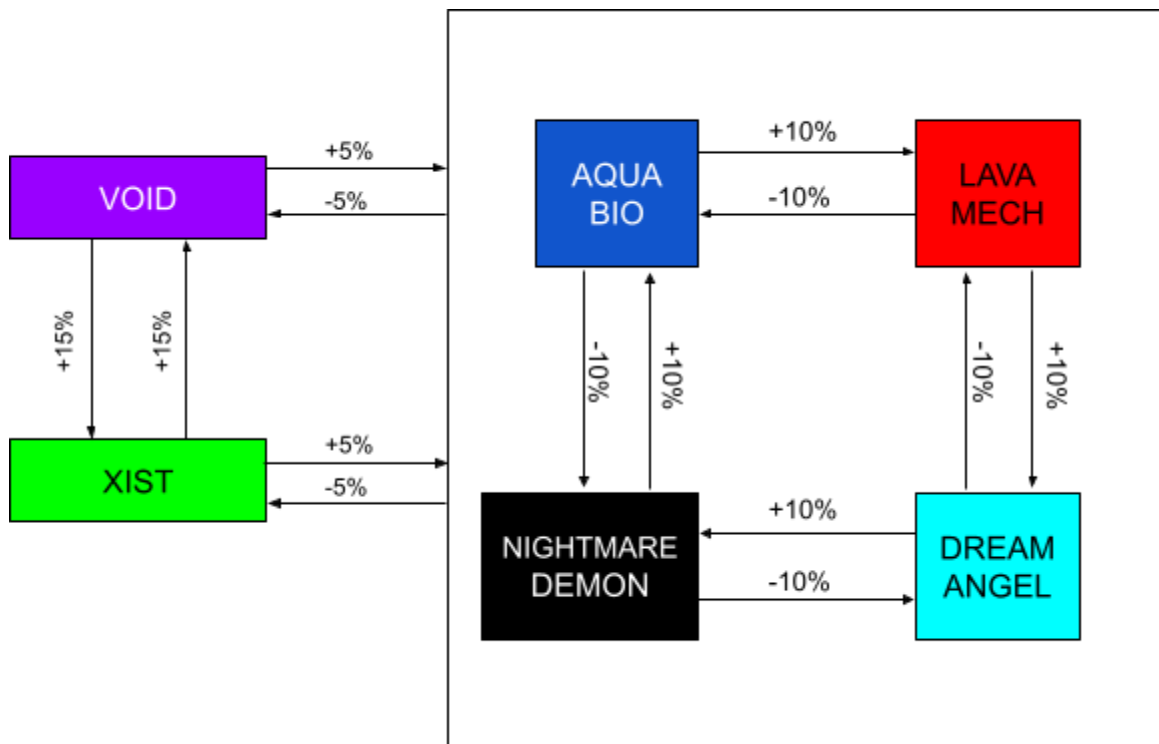
## Classes

Each CRex has a class. Each class is weak and strong against other classes. When calculating damage, the class of the attacking CRex compared to the CRex class of the defender. This means that an Aqua CRex attacking a Lava CRex will deal 10% additional damage. A Lava CRex attacking an Aqua CRex will deal 10% less damage.

In addition, when a CRex of a certain class uses an ability from its class it gets a 10% attack/shield bonus. For example, a Demon CRex using an ability with his Demon horn will receive 10% extra attack/shield.

Important to note is that these bonuses stack. An Angel CRex using an Angel Ability against a Demon target will do 20% (10% + 10%) more damage.

The detailed version of class bonuses can be seen below:



There are currently 10 different classes:

1. Dream
2. Nightmare
3. Mech
4. Bio
5. Angel
6. Demon
7. Aqua
8. Lava
9. Void
10. Xist

## Class stats

Each Body Class stats are given below:

Class	Health	Attack	Spirit	Focus	Speed
Dream	45	28	42	35	35
Nightmare	25	44	40	33	35
Mech	44	31	33	31	31
Bio	43	30	33	36	28
Angel	35	35	35	35	35
Demon	35	35	35	35	35
Aqua	39	38	27	36	33
Lava	30	40	39	26	33
Void	33	39	39	33	36
Xist	33	34	39	39	35

Each body part in each class will add to these stats based on table below:

Body Part Class	Health	Attack	Spirit	Focus	Speed
Dream	5	-	3	1	1
Nightmare	-	5	4		1
Mech	4	1	-	-	-
Bio	4	-	-	1	-
Angel	1	-1	1	1	1
Demon	1	1	1	1	1
Aqua	3	-	1	1	-
Lava	-	4	1	-	-
Void	-	1	3	-	1
Xist	-	-	1	4	-

Each part that is upgraded, the values will update to greater ones. Also the tiers are important and will add to these values.

The abilities of each part and tier and class will be explained in a different document. But the whole core mechanics can be seen below:

Attack	Counter Attack	Double Attack	LifeSteal	Joint Attack
Critical Strike	Area of Attack	Neighbor Effects	Immunity	Burn
Freeze	Stun	Silence	Slow	Speed Up
Shield	Knock Up	Cooldown	Execute	Poison
Taunt	Heal	No Healing	Confuse	Fear
DPS				

## Arena

Arenas are places which can be bought, sold, battled on and so much more. Each arena can have one core element which defines its effects on CRexes. Each element can be beneficial or neutral for its CRexes. If your element of the arena matches your CRex body class, the CRex gets a 5% bonus to its Attack and Health.

## Guild

A chief is a user who has a large collection of CRexes. These players can form guilds and attract other members as juniors to join their guild.

Chiefs give their CRexes to players who can't afford them. These players – called juniors – then play the game using their borrowed CRexes, earning CC and REX tokens. In return, the chief asks for a cut of what they earn. This can be anything from 10% to 70%.

## Colosseum

A Colosseum is a large piece of land that a player can buy and perform many actions in this place. These large arenas can perform activities such as:

- Hosting important matches
- Hosting tournaments
- Betting on matches and tournaments
- Hosting guild battles
- Many upcoming features that are not announced yet

## Battling

The WAREX battle system is a turn-based game where the goal is to eliminate all enemies your team of 3 CRexes is facing. Each turn, CRexes use their abilities based on conditions of battle. You should plan your team based on their abilities and maximize their effectiveness.

## Plan Phase

Place your 3 CRexes in 3 of the 7 places available. At this point you can see which of your CRexes will attack first.



## Battle Phase

Once both players are ready, the battle phase will start. Sit tight and cheer on your CRexes! All actions will be shown on an action-timeline.

Important notes during battle phase:

- ☐ Speed buffs and debuffs (that determines the action-timeline) will apply next round
- ☐ Abilities will apply once the CRex uses that ability
- ☐ CRexes will attack the closest target, until told otherwise
- ☐ Some effects can change the timeline on the same turn (like Death, Stun, Freeze,...)
- ☐ The location of CRexes can change and turn the tides of the battle drastically

## Breeding

Like real-world pets, CRexes can be bred to create new offspring. To avoid hyperinflation of CRexes there is a maximum amount of times a CRex can be bred before it is sterile (some combinations of genes can manipulate this rule).

Breeding a CRex costs REX and some Cute Coin depending on how many times the CRexes have been bred. The REX portion is variable and subject to adjustment based on a myriad of economic factors.

CRexes cannot be bred with their children and CRexes cannot breed with their siblings.

WAREX does not sell \$CC to players directly.

Breed Count	Breed Number	CC Cost
0/7	1	900
1/7	2	1350
2/7	3	2250
3/7	4	3600
4/7	5	5850
5/7	6	9450
6/7	7	15300

Cute Coins can be earned by playing the game in the PvP Arena. Once you earn them, you can sync them to your wallet.

## Genetics

Each CRex has 6 body parts as well as a body Element. For each part, a CRex possesses 3 genes. A dominant (D), hidden (H1), and super hidden gene (H2).

The dominant gene is what determines the body part that is physically present on the CRex. When breeding, each gene has a chance to be passed down to offspring:

**Dominant (D):** 37.5% chance to pass this gene to offspring.

**Hidden (H1):** 9.375% chance to pass this gene to offspring.

**Super Hidden (H2):** 3.125% chance to pass this gene to offspring.

There is also a chance for mutation, which can bring the part a tier up (45%) or totally change the class of that part (45%) (maybe both at the same time (10%) ). The chances depends on the breed number and type of the gene:

Breed Number	Mutation Chance (D/H1/H2) (Percent)
1	0.5 / 0.75 / 1
2	0.75 / 1 / 1.25
3	1 / 1.25 / 1.5
4	1.25 / 1.5 / 1.75
5	1.5 / 1.75 / 2
6	1.75 / 2 / 2.25
7	2 / 2.25 / 2.5

CRexes take 5 days to reach maturity. After 5 days, you can morph your egg to an adult CRex and see the CRex's genes. of course you can guess the genes based on the shape of the egg!

## WAREX Economy & Long-term Sustainability

### WAREX Principles

- WAREX is a new type of game that rewards players for the time and effort they spend both playing the game and growing the ecosystem.
- WAREX has a 100% player-owned, real money economy. Rather than selling game items or copies, the developers of the game should focus on growing the player to player economy. Marketplace fees go into a Community Treasury whose usage will be guided by REX holders. The developers monetize through their ownership of REX tokens. CRexes are created by players using in-game resources (CC & REX) and sold to new/other players. You can think of WAREX as a nation with a real economy. The holders of the REX token are the government that receives tax revenues. The inventors/builders of the game, WALLEX, hold ~20% of all REX tokens.
- Game resources and items are tokenized, meaning they can be sold to anyone, anywhere on open peer-to-peer markets.

WAREX population growth is a major factor within the WAREX ecosystem. At any given moment, there exists some ideal inflation rate that allows us to grow to our maximum potential. Too slow and WAREX prices are too high for everyday people to join; especially competitive CRexes. Too fast and you get unhealthy inflation. REX / CC tokens face similar economic forces that need to be managed.

### Economic Sustainability

Long-term the economy will be sustained by adding:

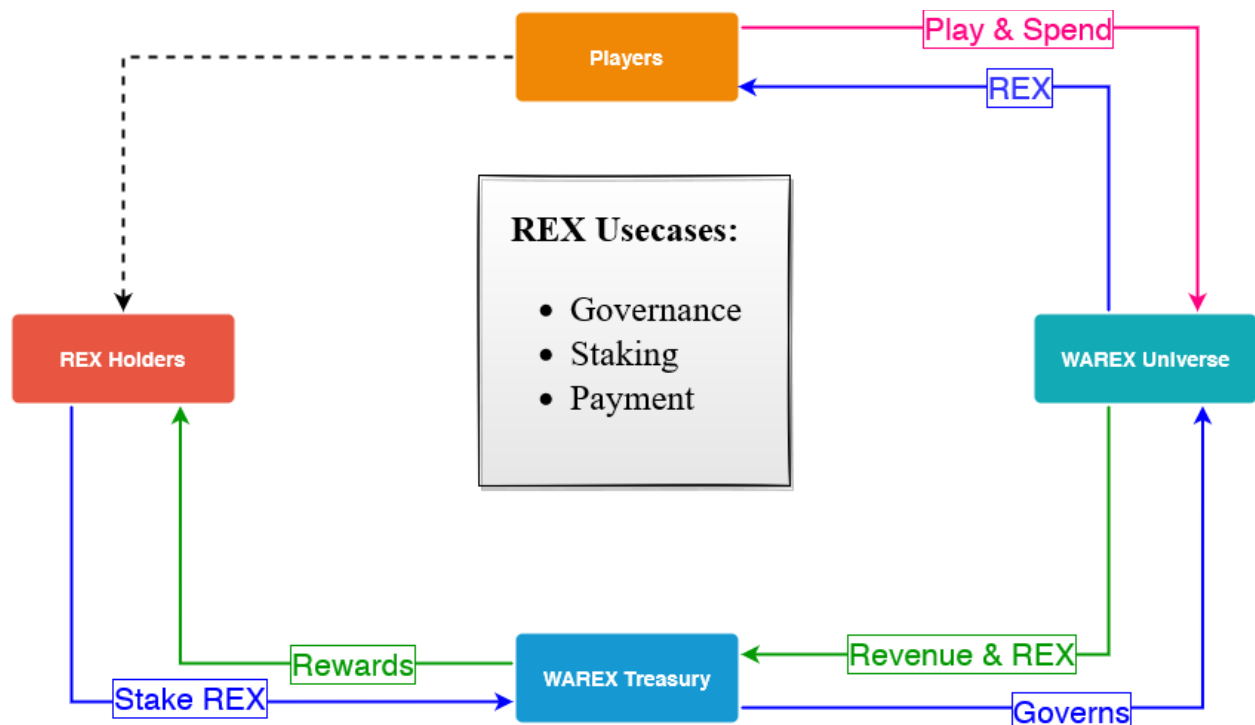
- **Additional valuable utility to WAREX.** New and improved experiences such as new Creatures, Mini-games, and Battle updates will be introduced over time. New experiences outside of Battle will also add utility to CRexes beyond their effectiveness in fleeting metas. Players will constantly have new goals to reach within the WAREX universe. Ultimately, the demand for CRexes will come from the intrinsic value they can provide to players in the form of competitive, social, and progression based fun and achievements.
- **Vertical, rather than purely horizontal progression.** Currently in order to progress the main path to progress in Battle is by expanding the size of one's collection. This dynamic is not optimal long term. In the long run there will be upgrades to CRexes, Arena, and other assets that will require crafting ingredients. CRexes themselves may be "released" to obtain these crafting ingredients or unlock

upgrades. This creates a long term supply sink to the WAREX population. CRex progression is coming in the future; and it promises to create a much stronger bond between trainers and the CRexes they choose to upgrade.

In the beginning to maximize growth, by design the WAREX economy will be dependent on new entrants. New players require CRexes to get started and it is important to ensure there are enough CRexes being bred to make obtaining them accessible. There needs to be careful consideration for exactly when additional WAREX sinks are introduced as it could limit growth by causing prices to go too high. Over time, the outlined additions above will be rolled out to transition the economy towards growth and sustainability via demand from existing players, and reduce dependence on new entrants coming into the ecosystem.

## WAREX Crystals - \$REX

WAREX Crystals (REX) will be an ERC-20 governance token for the WAREX Universe. REX holders will be able to claim rewards if they stake their tokens, play the game, and participate in key governance votes. Players will also be able to earn \$REX when they play various games within the WAREX Universe and through user-generated content initiatives.



Our goal with WAREX Crystals is to align the incentives between the players of the game and the developers in novel and exciting ways. The mechanisms described above have two main goals:

- To reward players for interacting with WAREX while simultaneously incentivizing them to hold on to their tokens so they can claim additional rewards.
- To decentralize the ownership and governance of WAREX

In future, the Treasury will go live. The Treasury will begin to receive revenues generated by WAREX as well as a portion of staking rewards. This treasury will be governed by REX stakers eventually, once the network has become sufficiently decentralized.

The Treasury receives inflows from:

- 4% of all WAREX NFT marketplace transactions
- The REX portion of the breeding fee

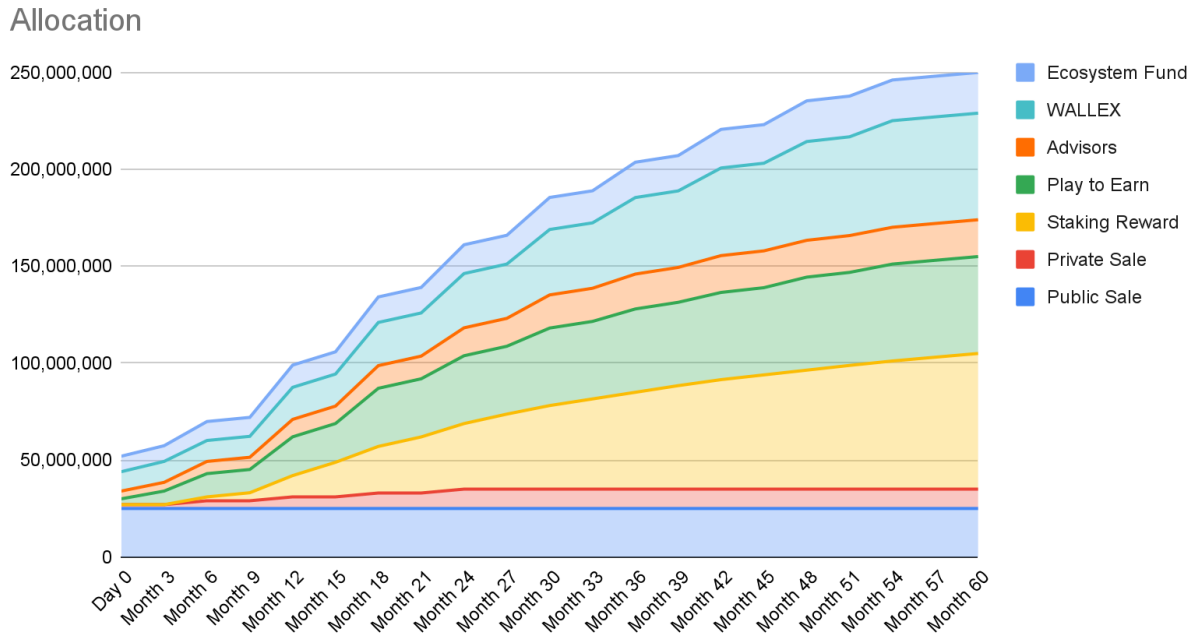
More streams will be added in the future from cosmetic sales, tournament entry fees, licensing fees, and more as new opportunities present themselves.

In the early days of WAREX, staking issuance will be high-- encouraging a high portion of staked REX without requiring an additional source of funding.

However, as the issuance allocation drops over time, there will need to be another source of funding to encourage a high percentage of staked REX. This is a potential use for the Treasury, which will have a sustainable source of funding from fees related to WAREX.

## Allocations and Unlock schedule

REX will be unlocked in a predetermined schedule which lasts for 60 months from the public sale. The initial circulating supply is set to 52,000,000 REX - **20.8%** of the total supply.



The above chart illustrates the maximum possible issuance of REX over the coming years, and the total supply will never exceed **250,000,000**.

## Play to Earn

Token amount: 50,000,000

% of total supply: 20%

Unlock schedule: gradually in 5 years

The play and earn issuance represents 20% of the total REX supply. The goal of the play to earn allocation is to attract a wide range of players to the WAREX ecosystem in the hunt for token rewards and to give ownership and stake to the most active community members.

We envision using the play to earn portion of the issuance to reward key behaviors within our ecosystem such as:

- Competing in the Arena and winning matches.
- Winning tournaments in the Colosseum.

- Interacting with and tending to your Arenas.
- Using the WAREX marketplace.
- Breeding CRexes.
- Using future WAREX products that haven't been announced yet.

The Play to Earn allocation can be seen as a marketing budget for the WAREX ecosystem. When certain game modes and products are ready to be promoted, its play to earn allocation could be increased.

These allocations are something that could potentially be decided by governance over time.

The REX earned through the Play to Earn allocation will initially be open for trading immediately, but the WALLEX team will monitor the situation closely to decide if a lock-up on rewards is needed.

### Why Play and Earn?

A game needs players. By simply playing the game, community members are adding value to the network and should be rewarded. It's simple, but revolutionary. We're looking for missionaries to align incentives with as we change the gaming world forever.

## Staking and Staking Rewards

Token amount: 70,000,000

% of total supply: 28%

Unlock schedule: gradually in 5 years

Staking is a way for us to reward our community members for having a long term mindset and locking up their REX tokens. By staking your REX you'll be able to earn REX rewards when you lock up your tokens through the staking dashboard. In the future, staking REX will give you voting rights and a say over the use of the Treasury.

## Ecosystem Fund

Token amount: 21,000,000

% of total supply: 8.4%

Unlock schedule: gradually in 4 years

The ecosystem fund will initially be managed by the WAREX core team, and its core purpose is to grow the WAREX community.

As time passes the ecosystem fund will be integrated into the DAO and stakers will be able to vote on who should receive funding.

## WALLEX

Token amount: 55,000,000

% of total supply: 22%

Unlock schedule: gradually in 4 years

WALLEX is the team behind WAREX and should remain incentivized to keep building after a successful token sale. By locking up the majority of the allocated supply the team, community and investors have aligned incentives.

## Advisors

Token amount: 19,000,000

% of total supply: 7.6%

Unlock schedule: gradually in 5 years

## Public Sale

Token amount: 25,000,000

% of total supply: 10%

Unlock schedule: Instant

## Private Sale

Token amount: 10,000,000

% of total supply: 4%

Unlock schedule: gradually in 2 years

WAREX strategic investors should purchase REX at a 20% discount.

20% of the private sale tokens will be unlocked during the REX public sale. The rest of the private sale tokens will be unlocked quarterly over the next 2 years.



## Vulture Ethereum Sidechain

We should create Vulture — an Ethereum-linked sidechain made specifically for WAREX.

