

Wildalo Whitepaper

General Information

Wildalo Ecosystem

Wildalo is a wild world filled with amazing animals also known as wildlings . Wildalo players, also known as Rangers, collect these wildlings to grow them (upgrade their levels), form herds with them and fight their herds with other herds to earn FODR token.

Wildalo offers a game ecosystem which is a rare combination of “Free to Play” (F2P) and “Play to Earn” (P2E). To become a Ranger in Wildalo, you do not need to spend any money. And you earn Wildalo FODR token as you play the game.

The image displays the Wildalo game interface. At the top, the logo "E+HERLINGS" is visible, followed by navigation links: AUCTION, PACKAGES, GAME, and HOW TO PLAY. A green banner below the navigation bar reads "New Ethereum Game is Coming Soon!". The main area features three animal cards: a "Wandering Albatros" (Level 2, North America), a "Wandering Albatros" (Level 2, North America), and a "Penguin" (Level 1, North America). Each card shows a list of stats: 80, 150, 50, 500, 120, and 26. The cards are categorized as "rare", "exotic", and "common". To the right of the cards, the text "Collect animal cards", "Create herds", and "Fight!" is displayed. Below this, a promotional message states: "First 100 packages are at discount during pre-launch." followed by "Sign up and buy now!" and a "START" button. At the bottom, it says "Win 5 FREE cards by signing up!"

There are 70 unique Wildlings from seven different continents that rangers can collect.



Game Economy

All wildlings live on the blockchain so players have full control of their assets.

Currently, a new ranger is given five wildlings which can't be upleveled. A ranger can form herds with four of these wildlings and fight with other rangers' herds. The ranger who wins the fight earns FODR.

Rangers can use FODR to buy wildlings from either other rangers or Wildalo game itself in the marketplace via open auction. Wildalo sells wildlings in packages of three wildlings. And rangers can sell their wildlings as single animals.

Game Play

Wildlings

Each wildling has six primary stats: Attack, Defense, Speed, Heal, Weight and Lifetime. As well as, four secondary stats: Attack buff, Defense buff, Damage reflection and Poison.

Each wildling type has one of the three rarity levels: Common (rarity level 1), Rare (rarity level 2) or Exotic (rarity level 3). For example, a great white shark is a rare animal, and an alligator is a common one.

Forming Herds

Rangers create one or more herds from their wildlings to fight with other herds and gain FODR.

A herd consists of four **wildlings**. One **wildling** can only be a part of one herd. Rangers can form multiple herds as many as the number wildlings allow.

The order of the animals in the herds is determined by the ranger. First animal in the herd is the melee wildling. The melee wildling defends all the attacks in a herd fight. If the melee wildling dies in a fight, it is replaced by the next wildling in the herd order. Hence, the order of the herd is important in a fight.

Herds formed by the wildlings of the same continent get a continent bonus. The continent bonus depends on the continent.

Herd Fights

Once rangers have a herd and decide to fight with it, they choose to get in the fight queue. Wildalo selects two herds to fight automatically.

- Herd fights happen in turns. During each turn, each animal attacks and/or gets damage according to their stats.
- The herd which can kill all the animals on the other herd wins the fight.
- The result of the fight does not impact the **wildlings**. e.g. When a wildling dies during the fight, the ranger does not lose the wildling. Therefore the ranger can continue fighting the same wildling and/or herds.
- The winner wins 5 FODR and 0.5 WARC
- A fight completes in 3 hours.
- A ranger can only have a maximum of three different herds fighting at the same time (or in the queue).

Up Leveling Wildlings

Wild animals have levels: They are created at level-1 and can be up leveled all the way to level 20. With every new up level, **wildlings** improve all their stats by 10%. The free **wildlings** given by Wildalo to the new rangers at the beginning of their game can not be upgraded.

How to up level cards? Rangers need to sacrifice (burn) a secondary animal to up level their main **wildling**. The second animal's level has to be equal to or greater than the level of the up leveling animal plus their rarity difference.

For example, a Level 3 exotic (rarity: 3) animal can be up leveled with a secondary common (rarity: 1) animal at level 5 minimum.

When up leveled, the **wildling** will gain 10% of its stats. The leveler wildling vanishes.

Marketplace

Wildlings ecosystem is supported by its marketplace. Rangers can buy and sell their wildlings in the marketplace in an auction format. FODR is the currency of Wildalo marketplace. For the wildling auction, rangers can set the price range and time limit.

There are two ways to have more wildlings: The first one is to buy wildlings that are auctioned off by other rangers. And the second way is to buy wildling packages from Wildalo. Wildalo sells wildling packages that contain different numbers of wildlings that are randomly selected, based on the rarity of the wildlings.

Tokens: FODR

FODR is the currency for the Wildalo ecosystem.

- Rangers win FODR by participating in the Wildalo ecosystem. For the game's initial version, rangers can win FODR by fighting and winning herd fights with their wildlings.
- FODR can be used to buy wildlings from Wildalo marketplace.

Tokens: WARC

Wildalo Governance Token (WARC) is the governance token of Wildalo and it represents the whole wildling ecosystem of the game. WARC is rewarded for playing the game during the incentive period and staking.

Token Distribution

<TBD>

Roadmap

- Q2:
 - TGE & Community Building
 - Herd Fights Begin
- Q3:
 - New Fall Wildlings
 - Ranger Leaderboard & Tournaments
 - NFT sales in Wildalo Marketplace
- Q4:
 - New Winter Wildlings
 - Wildalo Homesteads
- H1'23:
 - New Spring Wildlings
 - Consumables
 - Ranger Guilds