WHITEPAPER

INTRODUCTION

"At the beginning of time there was no earth nor could you see the sky above, there were no sea and beaches, there were no plants, no grass, no living creatures. Everywhere the **Ginnungagap** opened up, an empty, dark and formless abyss."

In the North of Ginnungagap lies the region of eternal ice, a gloomy place dominated by frost and fog called **Niflheimr**. In Niflheimr there is the gigantic well of **Hvergelmir** which waters reach very high temperatures and bubbling and shaking come out giving life to the eleven primordial rivers, the **Elivagar**, these fall into the Ginnungagap creating icy waves that while breaking cover everything with a dense frozen foam.

To the south there is the **Muspellsheimr**, the land of fire, a region dominated by unbearable heat and very high flames. As with the frozen rivers of the north, lava flows into the void of the Ginnungagap. The constant collision between lava and ice led to the formation of life-laden particles of molten ice.

From these particles two colossal beings took shape: the primordial giant **Ymir**, whose body was animated by powerful fires and the cosmic cow **Audhumla**, which fed the giant with its milk. Despite his size, Ymir was only a newborn and his main occupations were to eat and sleep, so during sleep due to the high body heat I start to sweat profusely, from this sweat full of life the first frost giants were generated, monstrous and evil beings called **Jotun**.

While the giant child slept, Audhumla drew his nourishment by licking the peaks of the frozen mountains of Niflheimr, from the ice a human figure took shape that came to life, **Buri** the first of the Gods. This was the father of **Bor**, who joining the giantess **Bestla**, daughter of one of the giants generated by Ymir gave birth to three children: **Odin**, **Vili** and **Vè**, very strong beings endowed with great intelligence and thirsty of power.

They engaged in a furious fight with Ymir which once killed, his blood caused a deluge that killed almost all the giants and only a few were saved by clinging to a hollow log. From the body of Ymir the three brothers created the world of men, they took the skull and made it into the celestial vault, then they gave intelligence and knowledge to some worms that crawled out of the carcass and shaped the dwarves, creatures with great craftsmanship.

They ordered four dwarves to support the celestial vault, these were **Austri**, **Vestri**, **Nordhi** and **Sudhri**, whose names indicate the cardinal points.

"Then they took sparks and flames, which ran free, and were thrown out of the Muspel-lsheimr, and placed them in the middle of the Ginnungagap in the film, both above and below, to illuminate heaven and earth." These fiery fragments are the stars, the sun and the moon.

The skeleton was used to shape mountain ranges, blood used to create seas, rivers and lakes while with hair they made forests. The brain was torn to shreds and thrown into the sky into clouds. Finally, with their eyebrows they erected a huge wall used to delimit and protect the created world which they called **Midhgard** and gave to men.

EXECUTIVE SUMMARY

Viking Rush is a video game that was born within the **VikingDev** project and has as its main objective to be the pilot of a series of projects carried out in an innovative way with the collaboration of the community.

Viking Rush is an **Endless Run play2earn** game, which uses both the **WAX** blockchain and the **Binance Smart Chain (BSC)**. In particular the players will lead their Vikings to conquer new kingdoms, making conquers of **Valknut** (token symbol **VLK**), or the in-game currency minted on BSC. To help them in the act there are the gods of the Norse Pantheon to which our heroes are devoted, these are represented through **NFT** (Non-Fungible Token) illustrations and allow to increase the statistics and treasures earned during each run.

The game is developed through **Unity3D** engine and will be distributed on **Android** and **iOS** devices, the NFTs of the gods will be collectible, but at the same time they can be used in the game to get more rewards or unlock unique skills. The Valknuts can be staked on the game site and will give rewards both within the game itself and in the ecosystem that will be implemented later by VikingDev and by the members participating in the project.

The game will be completely free, there will be no advertising ADS inside, it will not be necessary to have a wallet to be able to play, but it will be essential to connect a wallet through the game site in order to receive the BSC coins earned by playing and to be able to receive and connect the NFTs to the game itself.

VIKINGDEV

VikingDev is an innovative project that was created with the intention of revolutionizing the way projects in the crypto world are approached and managed. The goal is to bring the community closer to the development team, giving all investors who wish to have the opportunity to follow the progress of every single stage of processing.

The vast majority of token or game projects that involve the use of blockchain have a fairly standard genesis and evolution:

• The development team creates a website, usually using ready-made wordpress templates and writes a whitepaper about the project.

• Create a community on telegram and present a macrostep roadmap, in the first months of life the goals are to have thousands of subscribers, launch the token and list it on Binance.

• The roadmap usually foresees 4-6 months before the actual project starts, the community is asked to invest with the promise that something will be developed.

• If the schedule is respected, the team begins development (in 90% of cases with the money obtained from the crypto they pay a software house by outsourcing the project), Throughout the development the holders are kept in the dark about what is happening, the information they are given through some screenshots or vocal AMAs.

VikingDev instead tries to convey the community's attention to the various projects, creating a relationship of trust between the holders and the team that takes care of implementing them. All the life phases of a project, the technological and implementation choices, the development of tokens, the subdivision of tokenomics, the planning and actual development are shared regularly and publicly. The community knows at all times at what point the progress of the project is and the owners are not asked to trust and believe in project, no promises are made about future developments, but we ask to invest and be part of something that is already in process, actively contributing immediately.

In particular VikingDev:

• Uses the Twitch and YouTube platforms to do live shows on a weekly basis, in which the implementation choices are shown, small masterclasses are made where the technologies used are explained, the work done by the team is shown by showing the progress of the project, discusses with users who can ask questions and inquire / actively participate in the project.

• For each individual project, it develops a dedicated website, developed by the team that holds the entire know-how of the platform, so that new optimized components can be implemented if the project requires them. Even the evolution of the sites, as well as code snippets and implementation choices will be shown within live specifications.

• For each individual project, create a Telegram channel, a Discord server and a Twitter channel in order to share the progress steps.
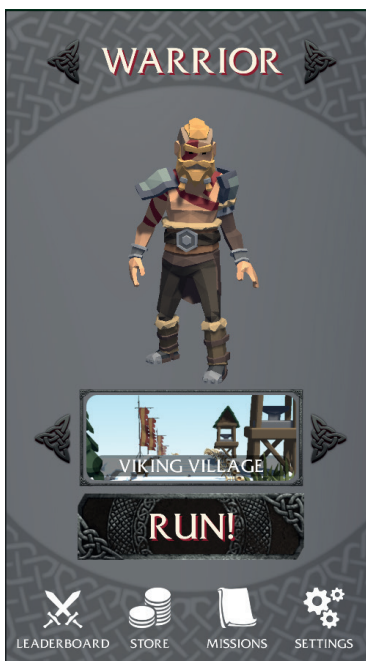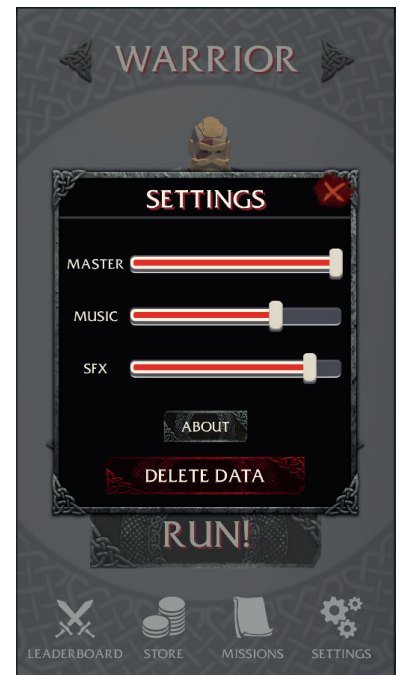
• The VikingDev team starts the development of the project and only after it has started, only after it has been officially kicked off on the Twitch channel, only after the community has started following its developments, does it open the possibility to invest.

• Investors thus enter the project only when this is officially in progress, taking advantage of it immediately, the betatesters will be chosen among the holders who will decide to support the project from the early stages, so that they themselves can start earning from the project itself. Yhey can improve it and make it too. They can have exclusive assets dedicated to them and above all they can become the first ambassadors.

Each project developed is not actually an end in itself, but is part of an ecosystem that will be revealed during the live shows and which will take shape, being a holder and supporter of a project means not only earning from your investment, but also having advantages and rewards. from all other nodes that will be added from time to time.
VikingDev does not ask to bet or invest trusting a promise, it asks to see with one's own eyes and to support projects in which anyone can actively participate.

BLOCKCHAIN

VikingRush runs on the WAX and Binance Smart Chain (BSC) blockchains. WAX is the NFT-oriented blockchain, it is used to manage the drops and exchanges of the game NFTs. BSC is the blockchain on which the Valknuts are managed and which allows them to be bought and sold.

COMPONENTS INCLUDED IN THE CHAIN:

- All Valknut tokens.
- All non-fungible tokens.
- Smart contract for the management of staking and components linked to fungible and non-fungible tokens.
- Users' wallets.

COMPONENTS NOT INCLUDED IN THE CHAIN:

- Graphic elements related to NFTs.
    - Gods.
    - Maps (TBD).
- Game engine.
- Game graphics not related to NFT or other tokens.
- Additional gaming activities that are not part of the core or token and NFT distribution mechanism.
- User game database.
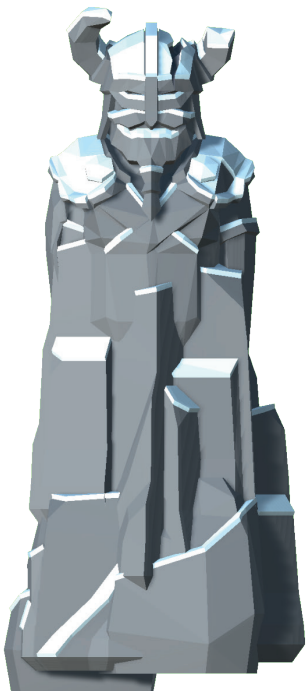
GAME OVERVIEW

The game is entirely developed with Unity3D Engine and the Solar Engine Framework.

COLLECT VALKNUT AND COLLECT NFT

• Always tackle new procedurally generated maps
• Use the powers of the gods to increase your rewards
• Collect as many coins as possible
• Collect all the NFTs offered up for grabs weekly

EXPORT AND IMPORT NFT IN AND OUT OF THE GAME

• NFTs are unique tools that can turn the tide of a run
• Collect all the NFTs of your favorite gods, they will help you within the game
• NFTs can be sold in secondary markets outside the game world

DOZENS OF GODS AVAILABLE

• Each God is a special NFT with special abilities
• The skill level increases according to the rarity of the NFT

WEEKLY MISSIONS AND SPECIAL EVENTS

• Complete weekly missions to unlock great rewards
• Take part in special events by competing with other players
• Climb the leaderboard and reach Valhalla
• Fill the Gjallarhorn to unlock unique NFTs
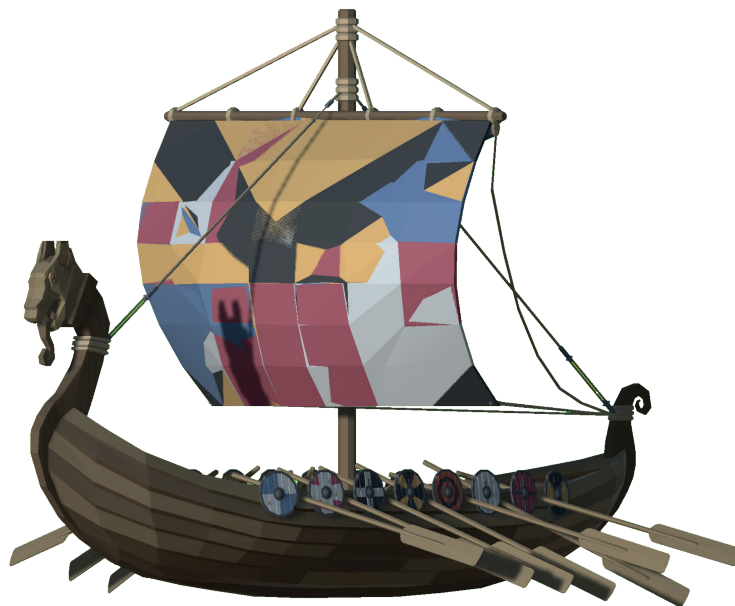
GAME ELEMENTS

VILLAGES

The villages are the places where the races of our Vikings take place, the purpose of the shield maidens and warriors is to collect as much treasures as possible, in the hope of conquering the Valhalla. Of course, raiding is tiring and therefore our warriors will necessarily have to rest between one raid and another, perhaps sipping beer or excellent mead.

The villages have the characteristic of being generated randomly, the setting is what defines the type of village, but the maps are always different.

However, there are particular villages, villages that always appear the same at each race and can be played by multiple players, villages that give special prizes, villages that can be played and replayed in points competitions.

These villages have an NFT associated with them, they are very important NFTs, they allow their owners to earn Valknuts passively every time a player makes a run. It will be possible to win these very rare and special NFTs by participating in special events or missions, who will be the Jarl of the village?

STORE

Weapons, armor, runes, objects that belonged to the Gods and donated to men, you can find everything in the stores, the important thing is to have enough Valknut to buy them. The items bought in the stores are often consumable, that is,
they can be used for a single run, but some will also give the possibility to increase the stats of your character.
They are not NFTs and for this reason they only have an effect in game.

SHIELD MAIDEN e BERSERKER WARRIORS

They are our game characters, they participate in missions and try to raid as many treasures as possible to win the favor of the Gods, when the Gods rest their gaze on these heroes they infuse them with the power of their gifts. Even our heroes are not NFTs, it is not necessary to have special ones to play, anyone can participate in the game without having any NFT in their wallet.

Aesir e Vanir, the supreme Gods of Viking Rush

In Viking society Gods had an important role, they are not infallible Gods, but with very human characteristics. They entered everyday lives, questioned their wills through the reading of runes or signs and they sought to please them.

The Gods themselves often traveled among men to give them gifts or blessings.

The Gods are NFT cards, each character can choose to be devoted to only one deity per run and during that run will have specific advantages related to the type of NFT used, their characteristics are:

- There are NFT cards with a level based on rarity
  - Level 1 – common NFT card
  - Level 2 – un common NFT card
  - Level 3 – rare NFT card
  - Level 4 – epic NFT card
  - Level 5 – legendary NFT card
- There is a sixth level which are the unique ones, the unique Gods can only be obtained through missions or as rewards.
- They must be chosen by the adventurers before they start the run.
- They have unique characteristics based on the type of divinity and rarity

Missions and Seasons

Throughout the game there will be missions that will regularly allow warriors to earn Valknuts, earn equipment or earn special NFTs. Missions must be completed by the end of the week, one cycle will end every Sunday evening and another will begin on Monday.

In addition to the missions there will be real Seasons in which players will be able to compete against each other with the aim of climbing the rankings and getting more and more delicious prizes.

Gjallarhorn

The mythical horn of the god Heimdallr, a horn so powerful that its sound can reach all worlds. Heimdallr will use it to summon all the gods when Ragnarok begins.

In Viking Rush the Gjallarhorn has another use, it is a container where during the week players can "donate" part of the coins earned during the game, these coins will fill the Gjallarhorn allowing weekly to unlock the special NFTs that are up for grabs .

The horn is personal, each player has his own and can insert the amount of coins he wants inside it, each time a level is exceeded the rarity of the NFT won by the player increases. Each player will then be able to see the weekly ranking of donations and see his position, at the end of the season the players who have donated more coins during the various weeks will be able to receive extraordinary rewards.

Valknut (VLK)

The Valknuts are the game currency, it is a BEP20 token on BSC that is distributed to the players during the inside runs in the form of game coins. Coins are randomly distributed throughout the course, which will make each run potentially unique.
At the end of each week the player will have to decide how many coins to donate in the Gjallarhorn, how many to keep to use them internally in the game in future runs and how many of these to convert into VLK tokens.
When a player wishes, he can log in with the same game account on the dedicated website, enter the address of the BEP20 wallet and bring the Valknuts earned by playing to his wallet. For details on tokenomics and token value see the next sections

NFT

As described in the previous sections, the NFTs that will be created will be:

• Gods
  - Level 1 – common NFT card
  - Level 2 – un common NFT card
  - Level 3 – rare NFT card
  - Level 4 – epic NFT card
  - Level 5 – legendary NFT card
  - Unique NFT card

• Villages
  - Unique NFT card

The following will be stored within the WAX blockchain:
  • The name of the NFTs
  • Attributes related to NFTs
  • IThe owner of the NFT
  • The history of ownership changes

ROADMAP

Jan 2022
Kick Off
- website launch
- opening social channels
- live on Twitch
- kick off Viking Rush

Feb 2022
Viking Rush alpha development
- presale and launch Valknut ICO Token
- presentation of the first NFTs
- start marketing campaigns
- Viking Rush alpha release

Mar 2022
drop of the first NFTs
- Viking Rush closed beta release
- Beta opening to whitelisted users
- drop of the first NFTs

Apr 2022
Viking Rush open beta
- opening the Viking Rush beta
- platform for the exchange of game tokens
- adding seasons in Viking Rush

May 2022
Solar Engine
- Viking Rush candidate release
- integration with the solar ecosystem

TOKENOMICS

100,000,000,000 total supply

$ 0.000005 listing price

FLASH ROUND

on February 7th from 9 pm utc
for 3 hours

1 BNB = 105.000.000 Token

min 0.2 BNB - max 2 BNB

VLK sale 2%

50% bonus

PRIVATE

starts on February 7nd
ends on February 27th

1 BNB = 88.000.000 Token

min 0.2 BNB - max 2 BNB

VLK sale 8%

25% bonus

PRESALE

starts on February 28th
ends on March 13th

1 BNB = 80.000.000 Token

min 0.2 BNB - max 2 BNB

VLK sale 20%

15% bonus

Dev Wallet 5%
Manual Burn 5%
Marketing 10%
Private/Presale/Airdrop 30%
Future Exchages 20%
Game Reward 30%