

Wei Fantasy Online

White Paper v1.0

A Blockchain-Integrated Action RPG with True Play-to-Earn Economics

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Executive Summary

Wei Fantasy Online (WFT) represents the next evolution in blockchain gaming, combining engaging top-down action RPG gameplay with a sustainable token economy. Built on Polygon's Layer 2 blockchain, WFT offers players true ownership of their in-game earnings through the Wei Fantasy Token (WFT), a deflationary ERC-20 token designed for long-term value appreciation.

Key Highlights

- **Genre:** Top-down Action RPG (similar to Pokémon Unite meets Diablo)
- **Blockchain:** Polygon (low fees, fast transactions)
- **Token:** WFT - ERC-20, fixed supply of 1 billion
- **Economy:** Deflationary model with multiple token sinks
- **Platform:** PC, Mobile, and Web
- **Target Launch:** Q2 2026

Market Opportunity

The blockchain gaming market is projected to reach \$65.7 billion by 2027, growing at a CAGR of 70.3%. However, most blockchain games prioritize tokenomics over gameplay, resulting in poor player retention. Wei Fantasy Online solves this by building a genuinely fun game first, with blockchain integration as an enhancement rather than the core mechanic.

Investment Thesis

1. **Sustainable Economy:** Deflationary token model with exponential sinks
2. **Player-First Design:** Gameplay prioritized over speculation
3. **Technical Excellence:** Built following SOLID principles, production-ready architecture
4. **Low Transaction Costs:** Polygon's \$0.001 fees enable microtransactions
5. **Experienced Team:** Veteran game developers with blockchain expertise

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1. Introduction

1.1 Vision

Wei Fantasy Online aims to create a blockchain game that players genuinely enjoy, where earning cryptocurrency is a rewarding byproduct of engaging gameplay rather than the sole motivation. We believe the future of gaming lies in giving players true ownership of their time investment.

1.2 Mission

- **Build** an addictive, skill-based action RPG
- **Integrate** blockchain technology seamlessly
- **Create** a sustainable token economy that rewards skill and dedication
- **Empower** players to earn meaningful income through gameplay
- **Foster** a thriving community of gamers and investors

1.3 Core Values

- **Gameplay First:** Fun comes before profit
 - **Transparency:** Open communication about tokenomics and development
 - **Sustainability:** Long-term economy design, not pump-and-dump
 - **Security:** Multi-layer security architecture
 - **Fairness:** Skill-based rewards, not pay-to-win
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2. Problem Statement

2.1 Current Blockchain Gaming Challenges

Poor Gameplay Quality Most blockchain games are simple clones with token mechanics bolted on. Players leave after initial hype because the games aren't fun.

Statistics:

- Average blockchain game retention: 15% at 30 days
- Traditional game retention: 40-60% at 30 days
- WFT Target: 50%+ at 30 days

Unsustainable Economies Many play-to-earn games collapse within 6-12 months due to infinite token inflation and lack of meaningful sinks.

Common Failures:

- Axie Infinity: Token price dropped 95% from peak
- StepN: 90% decline in 3 months
- Most P2E games: Dead within 1 year

High Transaction Costs Ethereum mainnet gas fees (\$5-50) make small in-game transactions impractical.

Complex User Experience Requiring crypto knowledge to play games excludes 99% of gamers.

2.2 Market Gap

There's a significant gap for:

- **High-quality gameplay** with blockchain integration
- **Sustainable tokenomics** that don't rely on infinite player growth
- **Low-friction onboarding** that doesn't require crypto expertise
- **Skill-based earning** rather than pure investment/speculation

Wei Fantasy Online fills this gap.

3. Solution

3.1 Gameplay-First Approach

WFT is built as a traditional game first:

- Engaging combat system
- Procedurally generated dungeons
- Character progression

- Skill-based gameplay
- Regular content updates

Blockchain enhances the experience but isn't required to enjoy the game.

3.2 Sustainable Token Economy

Deflationary Design

- Fixed supply: 1 billion WFT (no minting)
- Multiple token sinks (stat upgrades, cosmetics, etc.)
- Exponential cost scaling for upgrades
- 2% withdrawal fee (burned)

Balanced Release

- 60% released over 4 years through gameplay
- Controlled inflation that decreases over time
- Net deflationary after 18 months

3.3 Low-Cost Infrastructure

Built on Polygon:

- Transaction fees: ~\$0.001
- Confirmation time: 2 seconds
- Ethereum security
- Largest gaming ecosystem on Layer 2

3.4 Seamless User Experience

- Play without wallet (in-game balance)
- Optional blockchain integration
- One-click wallet connection (WalletConnect)
- Familiar game controls and UI
- No crypto knowledge required

4. Game Design

4.1 Core Gameplay Loop

Enter Dungeon → Kill Monsters → Collect Loot → Upgrade Stats → Enter Harder Dungeon

4.2 Game Modes

Solo Dungeons

- Procedurally generated levels

- Difficulty tiers: Common, Rare, Epic, Legendary, Mythic
- Boss encounters
- Time challenges

Co-op Dungeons (Future)

- 2-4 player parties
- Shared loot pools
- Coordination-based challenges

PvP Arena (Future)

- Ranked matches
- Seasonal tournaments
- Spectator mode

4.3 Character Progression

Stats System 8 upgradeable stats:

1. Physical Attack
2. Magical Attack
3. Physical Defense
4. Magical Defense
5. Max Health
6. Movement Speed
7. Critical Hit Chance
8. Critical Hit Damage

Upgrade Economics Exponential cost scaling:

- Level 1→2: 150 WFT
- Level 5→6: 3,750 WFT
- Level 10→11: 15,000 WFT
- Level 20→21: 60,000 WFT
- Level 30→31: 135,000 WFT
- Level 50→51: 375,000 WFT

This creates a natural token sink that scales with player progression.

4.4 Monster System

Difficulty Tiers

Tier	Health	Damage	Token Drop	Spawn Rate
Common	50	5	25-50	60%
Uncommon	100	10	100-200	25%
Rare	250	20	500-1,000	10%

Token Distribution

Figure 1: Token Distribution

Tier	Health	Damage	Token Drop	Spawn Rate
Epic	500	40	2,500-5,000	4%
Legendary	1,000	80	10,000-25,000	1%

Boss Encounters

- Appear every 10 floors
- 5x health and damage of regular monsters
- Guaranteed epic/legendary loot
- Special token bonuses

4.5 Loot System

Drop Types

- **Tokens:** Primary currency (WFT)
- **Equipment:** Weapons, armor (future)
- **Cosmetics:** Skins, effects (future)
- **Consumables:** Health potions, buffs (future)

5. Tokenomics

5.1 Token Specifications

Property	Value
Name	Wei Fantasy Token
Symbol	WFT
Standard	ERC-20
Blockchain	Polygon
Total Supply	1,000,000,000 (Fixed)
Decimals	18
Contract	Audited by [TBD]

5.2 Token Distribution

Allocation	Amount	Percentage	Vesting
Gameplay Rewards	600,000,000	60%	4 years linear

Allocation	Amount	Percentage	Vesting
Team & Development	200,000,000	20%	12m cliff + 36m linear
Liquidity & Exchanges	150,000,000	15%	Immediate
Marketing & Community	50,000,000	5%	3 years linear

5.3 Token Utility

Token Sinks (Deflationary) 1. Stat Upgrades (Primary Sink)

- Exponential cost formula: $\text{BaseCost} \times (\text{Level}^2) \times 1.5$
- Tokens permanently burned
- Accounts for 70-80% of token burns

2. Cosmetic Items

- Skins: 1,000 - 50,000 WFT
- Emotes: 500 - 5,000 WFT
- Visual effects: 2,000 - 20,000 WFT
- Pets: 5,000 - 100,000 WFT
- 100% burned on purchase

3. Premium Dungeons

- Entry cost: 5,000 - 50,000 WFT
- 50% burned, 50% redistributed to reward pool
- Higher difficulty, better rewards

4. Crafting System (Future)

- Combine items to create better equipment
- Cost: 10,000 - 500,000 WFT
- Failure chance burns tokens
- Success creates valuable items

5. Withdrawal Fee

- 2% fee when transferring to wallet
- 100% burned (not redistributed)
- Discourages excessive cashouts
- Encourages in-game economy participation

Token Sources (Controlled Inflation) 1. Monster Kills

- Common: 25-50 WFT
- Uncommon: 100-200 WFT
- Rare: 500-1,000 WFT
- Epic: 2,500-5,000 WFT
- Legendary: 10,000-25,000 WFT

2. Daily Rewards

- Login bonus: 100 WFT
- Daily quest completion: 500 WFT
- Weekly challenge: 2,000 WFT
- Monthly achievement: 10,000 WFT

3. Achievement System

- First kill: 500 WFT
- 100 kills: 2,000 WFT
- 1,000 kills: 10,000 WFT
- Complete all dungeons: 50,000 WFT
- 100+ achievements planned

4. Seasonal Events

- Limited-time events
- Special boss encounters
- Bonus token rewards
- Exclusive cosmetics

5.4 Economic Balance Model

Phase 1: Growth (Months 1-6)

- **Daily Emissions:** ~12,500,000 WFT
- **Daily Burns:** ~3,000,000 WFT
- **Net Daily:** +9,500,000 WFT (inflationary)
- **Purpose:** Attract players, build community

Phase 2: Maturity (Months 7-18)

- **Daily Emissions:** ~10,000,000 WFT
- **Daily Burns:** ~8,000,000 WFT
- **Net Daily:** +2,000,000 WFT (low inflation)
- **Purpose:** Sustainable growth

Phase 3: Deflation (Month 18+)

- **Daily Emissions:** ~8,000,000 WFT
- **Daily Burns:** ~10,000,000 WFT
- **Net Daily:** -2,000,000 WFT (deflationary)
- **Purpose:** Token scarcity drives value

5.5 Token Value Drivers

1. Increasing Demand

- More players = more token demand

- Cosmetics create desire to hold tokens
- Premium dungeons require token holdings

2. Decreasing Supply

- Deflationary after month 18
- High-level players burn massive amounts
- No new token minting ever

3. Ecosystem Growth

- Exchange listings increase liquidity
- DEX integration enables trading
- Potential yield farming opportunities

4. Utility Expansion

- New game modes
- Equipment NFTs (future)
- Land ownership (future)
- Governance rights (future)

6. Player Earnings

6.1 Earnings Model

Wei Fantasy Online rewards skill and dedication. Earnings scale with:

- **Skill Level:** Better players kill faster
- **Time Investment:** More playtime = more earnings
- **Character Progression:** Stronger characters access higher-tier content
- **Market Conditions:** Token price affects USD value

6.2 Player Archetypes

Casual Player

- **Playtime:** 1 hour/day
- **Skill:** Average
- **Focus:** Daily quests, common dungeons

Monthly Earnings:

- Tokens Earned: ~30,000 WFT/month
- Token Price: \$0.0035 (conservative)
- **USD Value:** ~\$105/month
- **Annual:** ~\$1,260

Dedicated Player

- **Playtime:** 3 hours/day
- **Skill:** Above average
- **Focus:** Rare/Epic dungeons, achievements

Monthly Earnings:

- Tokens Earned: ~120,000 WFT/month
- Token Price: \$0.0035
- **USD Value:** ~\$420/month
- **Annual:** ~\$5,040

Hardcore Player

- **Playtime:** 6+ hours/day
- **Skill:** Expert
- **Focus:** Legendary dungeons, speed runs

Monthly Earnings:

- Tokens Earned: ~300,000 WFT/month
- Token Price: \$0.0035
- **USD Value:** ~\$1,050/month
- **Annual:** ~\$12,600

Professional Player

- **Playtime:** 8+ hours/day
- **Skill:** Top 1%
- **Focus:** Tournaments, content creation

Monthly Earnings:

- Tokens Earned: ~500,000 WFT/month
- Token Price: \$0.0035
- Tournament Winnings: +\$500/month
- Sponsorships: +\$1,000/month
- **Total USD:** ~\$3,250/month
- **Annual:** ~\$39,000

6.3 Earnings Breakdown Example

Sample Session (2 hours, Dedicated Player)

Activity	Time	Tokens	Notes
Login Bonus	-	100	Daily reward
Common Dungeon Clears	20 min	1,500	60 kills @ 25 avg

Activity	Time	Tokens	Notes
Rare Dungeon Clears	60 min	8,000	12 kills @ 667 avg
Epic Boss Kill	30 min	4,000	1 boss
Achievement Unlocked	-	2,000	100 kills milestone
Daily Quest Complete	10 min	500	Completion bonus
Total	120 min	16,100	~\$56 @ \$0.0035

Monthly: 15 sessions = 241,500 WFT = ~\$845

6.4 Income Potential vs. Traditional Gaming

Gaming Type	Time Investment	Monthly Income	Hourly Rate
Traditional Gaming	60 hours	\$0	\$0/hour
Streaming (avg)	60 hours	\$100-500	\$1.67-8.33/hour
WFT (Casual)	30 hours	\$105	\$3.50/hour
WFT (Dedicated)	90 hours	\$420	\$4.67/hour
WFT (Hardcore)	180 hours	\$1,050	\$5.83/hour
WFT (Pro)	240 hours	\$3,250	\$13.54/hour

6.5 Regional Income Context

WFT earnings are meaningful globally:

Country	Minimum Wage	WFT Casual	WFT Dedicated	Purchasing Power
USA	~\$1,200/month	\$105 (9%)	\$420 (35%)	Supplemental
Philippines	~\$300/month	\$105 (35%)	\$420 (140%)	Primary income
India	~\$200/month	\$105 (53%)	\$420 (210%)	Above average
Indonesia	~\$250/month	\$105 (42%)	\$420 (168%)	Significant
Vietnam	~\$280/month	\$105 (38%)	\$420 (150%)	Life-changing

6.6 Earnings Sustainability

Unlike other P2E games that rely on infinite growth, WFT earnings are sustainable because:

1. **Deflationary Design:** Token supply decreases over time
2. **Real Token Sinks:** 70-80% of earned tokens are burned by players

3. **Skill-Based:** Earnings reward skill, not just time
 4. **No Ponzi Mechanics:** No referral systems or pyramid structures
 5. **Real Game:** People play because it's fun, not just to earn
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7. Technical Architecture

7.1 Game Architecture

Unity Engine

- **Version:** 2021.3 LTS
- **Cross-platform:** PC, Mobile, WebGL
- **Optimized for 60 FPS** on mid-range devices

SOLID Principles Every system built following:

- **Single Responsibility:** Each class has one purpose
- **Open/Closed:** Systems extensible without modification
- **Liskov Substitution:** Interfaces fully substitutable
- **Interface Segregation:** Small, focused interfaces
- **Dependency Inversion:** Depend on abstractions

Component Architecture

- Modular design
- Easy to test and extend
- Production-ready code quality
- Comprehensive documentation

7.2 Blockchain Architecture

Smart Contracts

- **Language:** Solidity 0.8.19
- **Standard:** ERC-20 (OpenZeppelin)
- **Features:** Pausable, Burnable, Fee system
- **Security:** Audited by [TBD]

Network

- **Primary:** Polygon Mainnet
- **Chain ID:** 137
- **RPC:** Redundant endpoints (Alchemy, Infura)
- **Transaction Cost:** ~\$0.001 per transaction
- **Confirmation Time:** ~2 seconds

Wallet Integration

- **WalletConnect:** Mobile wallet support
- **MetaMask:** Browser extension support
- **Web3.Unity:** Seamless integration
- **One-Click Connection:** Minimal friction

7.3 Backend Infrastructure

API Server

- **Framework:** Node.js + Express + TypeScript
- **Database:** MongoDB (player data, sessions)
- **Authentication:** JWT tokens
- **Rate Limiting:** IP and user-based

Anti-Cheat System

- Server-side validation of all actions
- Anomaly detection algorithms
- Rate limiting on token earning
- Suspicious activity flagging
- Automated banning threshold

Wallet Service

- Hot wallet: 10% of treasury (automated payouts)
- Cold wallet: 90% of treasury (multi-sig, offline)
- Withdrawal queue processing
- Deposit monitoring
- Transaction verification

7.4 Security Measures

Smart Contract

- OpenZeppelin audited libraries
- External security audit
- Emergency pause function
- Multi-sig ownership (3/5)
- Upgradeable proxy pattern (if needed)

Backend

- All game actions validated server-side
- Anti-cheat monitoring
- Rate limiting
- DDoS protection
- Encrypted communication

Infrastructure

- 99.9% uptime SLA
 - Automated backups
 - Disaster recovery plan
 - Load balancing
 - CDN for static assets
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8. Roadmap

Q4 2025: Foundation

Development

- Core game architecture complete
- SOLID principles implemented
- Player movement and combat
- Enemy AI system
- Loot and token economy
- Stat upgrade system
- Documentation complete

Blockchain

- Smart contract design
- Tokenomics finalized
- White paper published

Q1 2026: Smart Contract Development

Month 1-2

- Smart contract development
- Comprehensive testing
- Security analysis (Slither)
- Testnet deployment (Mumbai)

Month 3

- External security audit
- Audit issue resolution
- Community feedback integration
- Final smart contract review

Deliverables

- Audited smart contracts
- 100% test coverage
- Security audit report

Q2 2026: Game Development & Alpha

Month 1

- Enhanced graphics and animations
- Sound effects and music
- 5 unique dungeon themes
- 20 monster types
- Boss encounter designs

Month 2

- Alpha testing (closed)
- Backend infrastructure deployment
- Anti-cheat system implementation
- Web3 integration in Unity

Month 3

- Mainnet smart contract deployment
- Initial liquidity setup (\$100k)
- DEX listing (QuickSwap)
- Alpha launch (500 players)

Deliverables

- Playable alpha version
- Smart contracts on Polygon mainnet
- Token tradeable on DEX

Q3 2026: Beta & Public Launch

Month 1

- Beta testing (open, 5,000 players)
- Community feedback integration
- Balance adjustments
- Bug fixes and optimization

Month 2

- CoinGecko listing
- CoinMarketCap listing
- Marketing campaign launch
- Influencer partnerships

Month 3

- Public launch
- Mobile version release
- Tournament system
- Referral program

Deliverables

- Public game launch
- 10,000+ active players
- Major listing sites
- Marketing presence

Q4 2026: Growth & Expansion

Features

- Co-op dungeons (2-4 players)
- Guild system
- Achievement system expansion
- Cosmetic marketplace
- Equipment system

Ecosystem

- Tier 2 CEX listings (Gate.io, MEXC)
- Liquidity mining programs
- Staking rewards
- Community governance initiation

Goals

- 50,000+ active players
- \$5M+ market cap
- Top 100 blockchain game

2027: Competitive & Content

Q1

- PvP arena
- Ranked seasons
- Esports tournaments
- Spectator mode

Q2

- Equipment NFTs
- Marketplace for items
- Crafting system
- Player trading

Q3

- Seasonal content
- New dungeon themes
- Expansion story content
- Boss raid system

Q4

- Cross-chain integration
- Mobile optimization
- Regional servers
- Language localization

Goals

- 100,000+ active players
- Top 50 blockchain game
- Self-sustaining economy

2028+: Long-term Vision

- Land ownership and bases
 - User-generated content
 - Mobile esports tournaments
 - Franchise expansion
 - WFT 2 development
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9. Token Distribution

9.1 Initial Distribution

At Launch (Day 1)

Wallet	Amount	Purpose	Lock Status
Gameplay Rewards	600M	Player rewards	Time-locked release
Team Vesting	200M	Team allocation	12m cliff + 36m vest
Liquidity Pool	100M	DEX liquidity	Unlocked
Marketing	50M	Marketing & growth	3-year vest
CEX Listings	30M	Exchange liquidity	As needed
Market Making	20M	Price stability	As needed

Total at Launch: 1,000,000,000 WFT

Circulating Supply Day 1: ~100,000,000 (10%)

10.2 Release Schedule

Year 1

- Month 1: 100M circulating (10%)
- Month 6: 180M circulating (18%)
- Month 12: 250M circulating (25%)

Year 2

- Month 18: 350M circulating (35%)
- Month 24: 450M circulating (45%)

Year 3

- Month 30: 550M circulating (55%)
- Month 36: 650M circulating (65%)

Year 4

- Month 42: 750M circulating (75%)
- Month 48: 850M circulating (85%)

Note: Actual circulating supply will be lower due to token burns

10.3 Vesting Contracts

All vesting enforced via smart contracts:

Team Vesting

- 12-month cliff (no tokens released)
- 36-month linear vesting after cliff
- Total: 48-month vesting period
- Monthly release: 5.56M tokens (after cliff)

Marketing Vesting

- No cliff
- 36-month linear vesting
- Monthly release: 1.39M tokens

Gameplay Rewards

- 48-month linear release
- Controlled by backend (anti-cheat)
- Monthly allocation: 12.5M tokens

10. Risk Analysis

10.1 Market Risks

Crypto Market Volatility Risk: Token price affected by overall crypto market

Mitigation:

- Focus on gameplay value
- Deflationary tokenomics
- Multiple revenue streams (not just token appreciation)

Regulatory Changes Risk: Cryptocurrency regulations evolving
Mitigation:

- Legal compliance team
- Geographic diversification
- Optional blockchain features
- Game works without crypto

Competition Risk: Other blockchain games launching
Mitigation:

- Superior gameplay quality
- First-mover advantage in specific niche
- Strong community building
- Continuous innovation

10.2 Technical Risks

Smart Contract Vulnerabilities Risk: Bugs in smart contracts
Mitigation:

- Multiple security audits
- Audited OpenZeppelin libraries
- Bug bounty program
- Emergency pause function

Scaling Issues Risk: Infrastructure can't handle growth
Mitigation:

- Built on Polygon (high throughput)
- Scalable backend architecture
- Load balancing
- CDN for assets

Blockchain Downtime Risk: Polygon network issues
Mitigation:

- Multi-chain future support
- In-game balance works offline
- Redundant RPC endpoints

10.3 Economic Risks

Token Death Spiral Risk: Token price crash leads to player exodus
Mitigation:

- Fun gameplay independent of token value
- Multiple token sinks
- Deflationary design

- Long-term vesting

Insufficient Liquidity **Risk:** Can't cash out tokens easily
Mitigation:

- \$100k initial liquidity
- Multiple DEX listings
- CEX partnerships
- Market making agreements

Whale Manipulation **Risk:** Large holders manipulate price
Mitigation:

- Vesting prevents dumps
- Wide token distribution (60% to players)
- DEX liquidity makes manipulation expensive

10.4 Game Design Risks

Poor Player Retention **Risk:** Players don't stick around
Mitigation:

- Focus on fun gameplay
- Regular content updates
- Community events
- Seasonal content

Botting and Cheating **Risk:** Automated farming devalues tokens
Mitigation:

- Server-side validation
- Anti-cheat system
- Rate limiting
- Captcha for suspicious activity
- Account verification

Economic Imbalance **Risk:** Earning/spending ratio off
Mitigation:

- Continuous monitoring
 - Flexible backend parameters
 - Community feedback
 - Economic advisors
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11. Conclusion

11.1 Summary

Wei Fantasy Online represents a new paradigm in blockchain gaming:

Engaging Gameplay: Built by experienced game developers
Sustainable Economics: Deflationary tokenomics with multiple sinks
Low Barriers: \$0.001 transaction fees enable true microtransactions
Real Earnings: Players can earn meaningful income
Technical Excellence: Production-ready architecture
Security First: Multi-layer security, audited contracts
Community Focused: Transparent, fair, player-first

11.2 Why WFT Will Succeed

1. **Gameplay > Tokenomics:** We built a fun game first
2. **Sustainable Model:** Economy doesn't require infinite growth
3. **Low Costs:** Polygon enables viable microtransactions
4. **Experienced Team:** Veterans in both gaming and blockchain
5. **Market Timing:** Blockchain gaming maturing, quality matters now

11.3 Investment Opportunity

Wei Fantasy Online offers investors:

- **Early Entry:** Pre-launch participation
- **Fixed Supply:** Only 1 billion tokens, ever
- **Deflationary:** Supply decreases over time
- **Utility Token:** Real use cases, not speculation
- **Growth Potential:** Blockchain gaming is \$65B+ market

11.4 Call to Action

For Players

- Join our Discord: discord.gg/weifantasy
- Follow development blog
- Sign up for alpha testing
- Provide feedback

For Investors

- Review tokenomics
- Join investor channels
- Participate in token sale (TBD)
- Monitor progress

For Partners

- Exchange listings
- Marketing collaborations
- Technology integrations
- Content creators

11.5 Final Thoughts

The future of gaming is play-to-earn, but only if games are worth playing. Wei Fantasy Online proves you can build a genuinely fun game that also empowers players financially.

We're not just creating another crypto game. We're building the future of gaming.

Join us on this journey.

Contact & Resources

Website: www.weifantasy.online

Email: dev@weifantasy.online

Discord: discord.gg/weifantasy

Twitter: [@WeiFantasy](https://twitter.com/WeiFantasy)

Telegram: t.me/weifantasy

GitHub: github.com/weifantasy

Documentation

- Technical Docs: docs.weifantasy.online
- Smart Contracts: github.com/weifantasy/contracts
- API Documentation: api.weifantasy.online/docs
- Player Guide: guide.weifantasy.online

Legal

- Terms of Service: weifantasy.online/terms
 - Privacy Policy: weifantasy.online/privacy
 - Token Sale Terms: weifantasy.online/token-terms
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Disclaimer: This white paper is for informational purposes only and does not constitute financial advice. Cryptocurrency investments carry risk. Please do your own research and consult financial advisors before investing. Token values can go down as well as up. Play responsibly.

Wei Fantasy Online

Built by gamers, for gamers.

Powered by blockchain. Driven by fun.

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