

WILDWARZ DOCUMENT

WildWarZ

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WHAT IS WILD WARZ?

Element cards

We have introduced a new multiplayer card-skill game that has a sustainable ecosystem with a rising incentives scheme that will sustain on its own. The community will be the decision-maker in the ecosystem, making the ecosystem decentralized to its core.

Wild WarZ requires high-level skill to eliminate all cards in hand. Played within a group of four, the first person to empty all cards will win the game. A game may take several hands to conclude the winner.

Wild WarZ has been inspired by the UNO™ card game. In order to play this game, you must own a **companion**. All the players will be assigned different **tasks** for the day in order to earn **\$WIND** tokens.

COMPANIONS

WildWarZ companions are immutable NFTs stored on the Polygon blockchain. Without a companion, you won't be able to enter and play the game.

While owning a WildWarZ companion, one will be allotted with energy to play the game and complete daily tasks.

Initially, there will be a genesis companion mint which will be followed by multiple other companion mints in the future.



GENESIS COMPANION

Players will be able to mint Genesis dragons that will hold special abilities different from the upcoming companions in the game.

A Genesis companion is the most powerful companion among all the companions.

You must be wondering why a Genesis companion is an exclusive and special kind of companion.

Well, we have listed out all the special features of a Genesis companion that makes it stand out among all the other companions.

- A Genesis companion is a **Level 8** companion, which is the highest level of any companion. (Read more about [Leveling Up Companions](#))
- Players holding Genesis companions will earn more rewards compared to other players.
- Genesis companion holders will always get a whitelist spot in all the upcoming sales.
- 10% **\$WILD** token supply will be designated for Genesis companion holders vested over 18 months.

- Genesis companions cannot be rented or borrowed.

GETTING A COMPANION

There are multiple ways to get a companion. We have listed out all the options below.

1. Public Sale

The first and recommended way to get one is in the **Public sale**. We will have multiple public sales over time to fulfill the demand of players and to onboard new players with ease.

2. Secondary Marketplace

In case, if you miss the Public sale, you can buy a companion from a secondary marketplace such as OpenSea. Please check the [Official Links](#) page for our OpenSea collection.

3. Renting

If you are not able to buy a companion, you can take other players' companions on rent.

When an owner rents their companion to the borrower, the borrower will be able to play the game using the borrowed companion. The owner will still hold ownership of the companion.

Both the owner and the borrower will get 50-50 (**1:1 ratio**) of the daily rewards in **\$WIND**.

WildWarZ Companion Renting System

FUTURE COMPANIONS

After the genesis sale, there will be more sales to onboard new players into the game.

Companion Features

- These companions will be at **Level 1** and can be upgraded to the next level.
- A companion can be upgraded to the maximum **Level 8** which is the highest level for any companion.
- Companions minted after the Genesis companions can be rented to other players, creating a stream of passive income:moneybag:.

HOW TO PLAY

Each player will be distributed with 7 cards from the deck. The first one to shed all cards out of their hands will win the game.

1500 energy points will be allocated to each player (holding companion NFTs) each day, once this energy runs out, the player will not be able to play the game. By winning games, players will gain energy and add on to the multiplier of the daily leaderboard, and losing on



the other hand will result in loss of the daily allocated energy.

There will be **6 daily tasks** to be completed successfully to earn **\$WIND**, out of which 2 will be easy tasks, 2 tasks will be medium, and the other 2 will be hard.

GAME RULES

This game is designed for Four players. Every Player start with seven cards faces down, and all remaining cards will be placed face down in a pile. Games begin by drawing a card from the pile, and it's random who gets the first chance to play the card. Playing direction will be clockwise in the starting.

Every player tries to match the card played in the center either by element, character, or special cards. For instance,

1. If a card played in the center is an **Earth** card with **Aquaman** as the character, you can play any **Earth** card or any **Aquaman** card. If you played **Aquaman** of **Wind** element, the next player has to play either **Wind** card or any **Aquaman** card.
2. If the next player does not have any **Wind** card or **Aquaman** card, then the player has to play **special cards** or draw a card from the pile.
3. Players can also choose not to play any card. In this case, they have to draw one card from the pile.
4. Only two types of special cards (**Chameleon** and **Dragon card**) are in the game in which there is no boundation of elements. A player can play these cards on any element card and can change the element, and all other special cards are bounded with elements. Those cards can only be played if it matches the element or the same special card played in the center.
5. You have to click on **WildWarZ** when you are playing 2nd last card of your hand, failed to do so will give you extra two cards from the pile.
6. The player to empty all cards first will win the game.

DAILY TASKS

There are numerous possible combinations of daily tasks. However, the list of some examples are as follows:

Daily Tasks

Win Games

Play Dragon Card

Play Snake Card

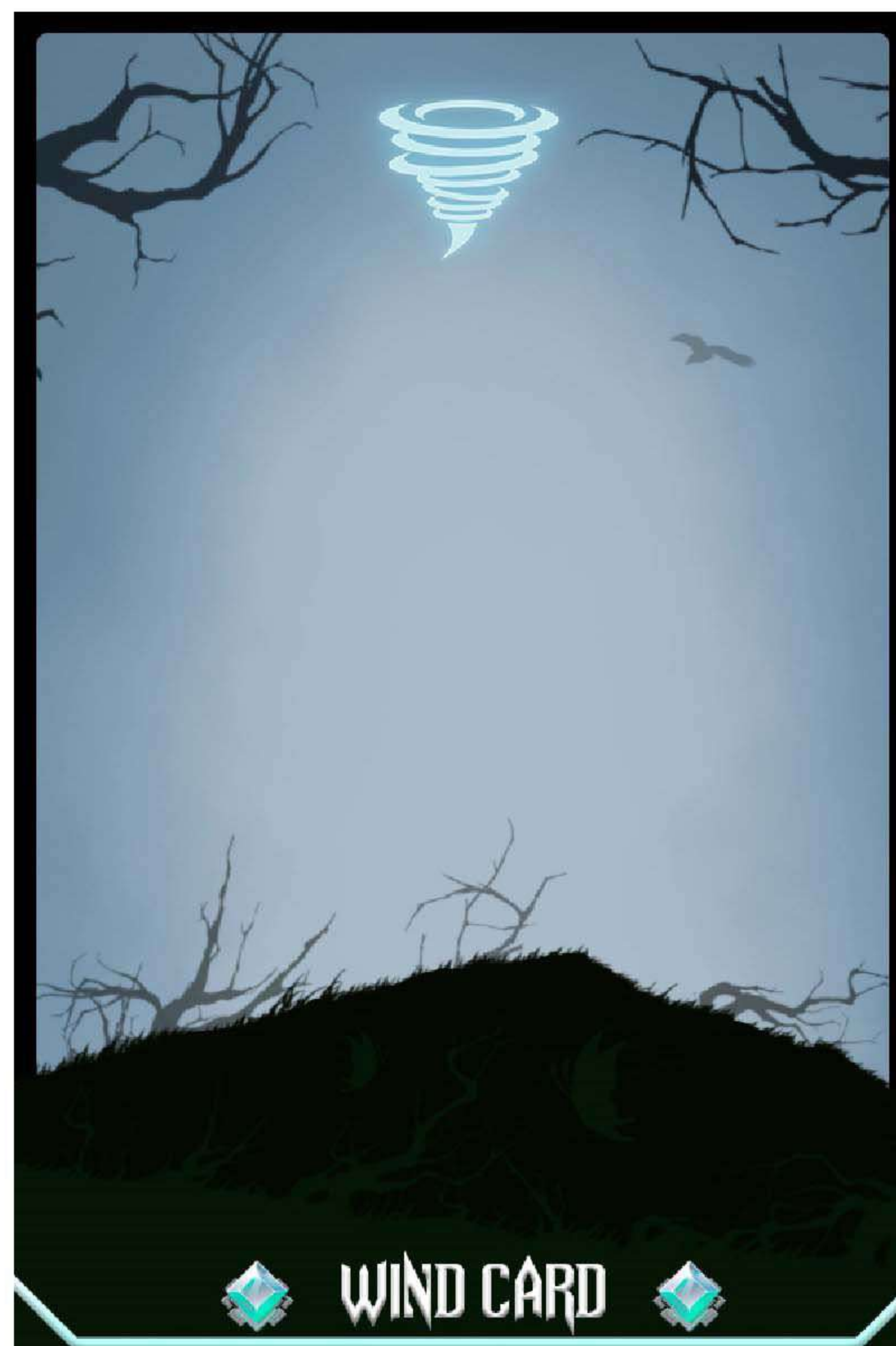


JUST LIKE THESE, THERE WILL BE A COMBINATION OF 6 TASKS DAILY ASSIGNED TO A PLAYER WHICH MAY LOOK LIKE THIS:

- Win 2 Games.
- Play Snake card 6 times
- Play Dragon card 12 times.
- Win 7 Games.
- Play Dragon card 22 times.
- Play Snake cards 72 times.

CARDS

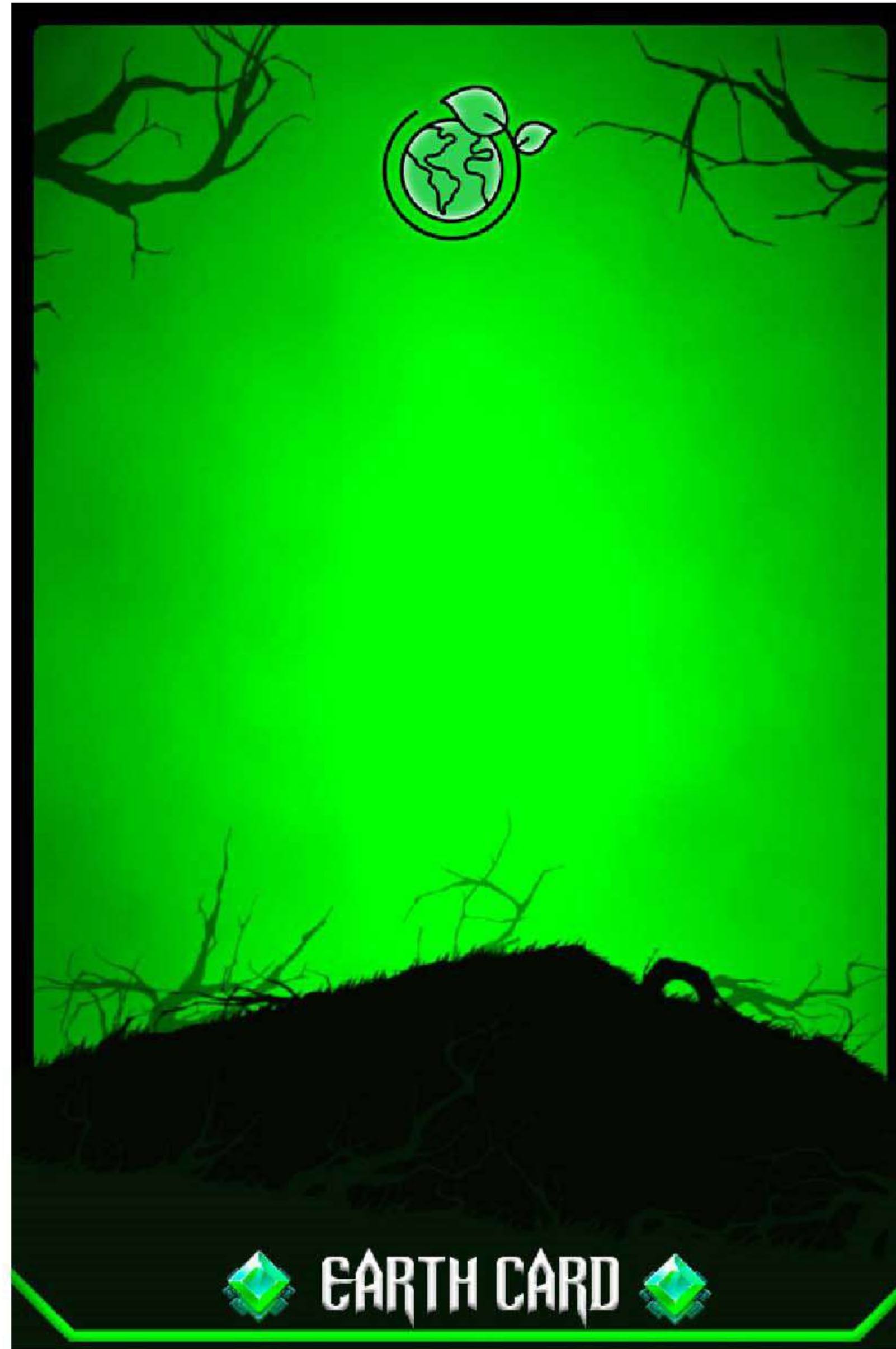
There are 108 cards in this game.



19 AIR CARDS



19 FIRE CARDS



19 EARTH CARDS



19 WATER CARDS



	Fire (Qty.)	Water (Qty.)	Earth (Qty.)	Air (Qty.)
Spaceman	1	1	1	1
Aquaman	2	2	2	2
Aqua woman	2	2	2	2
Fireman	2	2	2	2
Fire woman	2	2	2	2
Windman	2	2	2	2
Wind woman	2	2	2	2
Earthman	2	2	2	2
Earth woman	2	2	2	2
Spacewoman	2	2	2	2
Total	19	19	19	19

CARDS

- There are 8 “Frog” Cards that possess the ability to skip the turn of your next opponent and each element will have 2 of these cards.

- There are 8 “**Deer**” Cards that will reverse the order of turn. That means if the direction of the play is going clockwise when this card is played, the direction will reverse to anti-clockwise. Two of these cards will conclude into each element.
- There are 8 “**2 Headed Snake**” Cards that force the next-turn opponent to draw two cards from the deck without shedding one. Each element will have two of these cards.
- There are 4 “**Chameleon**” Cards that will change the existing element and give rights to the player to choose a new one.
- The most powerful card in terms of ability is the “**Dragon**” card. There will be four of these cards. The card forces the next-turn opponent to draw four cards from the deck and gives the player an advantage of changing elements in the same turn.

⚡ LEVELS AND ENERGIES

Energy distribution

Players will be allotted energy every 24 hrs of playing with respect to their companion’s level mentioned in the table.

Level Of Companion	Bonuses	Energies per Day
Level 1	6%	1500
Level 2	12%	1700
Level 3	18%	1900
Level 4	24%	2100
Level 5	30%	2300
Level 6	36%	2500
Level 7	42%	2700
Level 8	48%	2900

BONUSES

If a player has more than two companions then the calculations would be as follow:

$$T = G + G * (B/100) * C$$

T = Total earnings.

G = Total wind tokens earned.

B = Bonuses of your companion according to your level.

C = Ranking in the leaderboard at the end of the day.

↑ LEVELING UP COMPANIONS

*Companions can be upgraded to a maximum of **Level 8**.*

In order to upgrade your companions, you would require to have a certain amount of **WIND** ** token,****WILD** token, and **Grasses** based on the level you are upgrading to.

The **Grass** is the skill that you earn by completing your daily tasks.

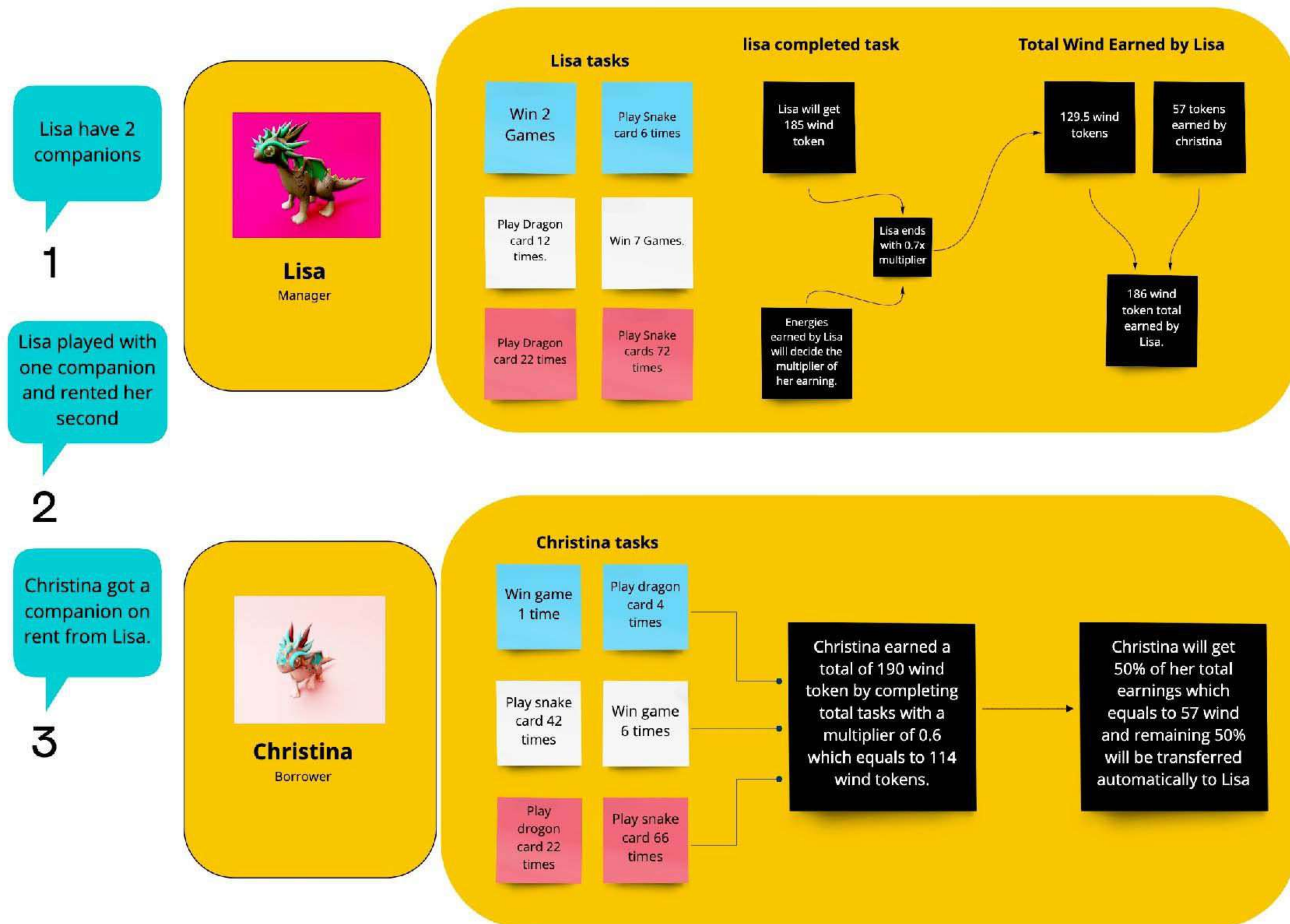
Required criteria to upgrade your Companions for each level are as follows:

Level	Requirements		
	\$WIND	\$WILD	Grass
Level 1	-	-	-
Level 2	1000	0.5	25
Level 3	1500	1	50
Level 4	2000	1.5	75
Level 5	2500	2	100
Level 6	3000	2.5	150
Level 7	3500	3	200
Level 8	4000	3.5	250

LEVELING UP COMPANION

OWNER & BORROWER

The Owner and the borrower concept can be understood through the following graphic:



WILDWARZ OWNER AND BORROWER

\$ REWARDS

Rewards can be earned by three methods.

1. Liquidity Farming

The community will be able to earn rewards by providing liquidity.

To do so you need to follow simple steps:

1. You must hold *ETH* ** and ****WILD** in your MetaMask wallet. After providing liquidity on **QuickSwap** you will get LP tokens.
2. These LP tokens will be staked on the **\$WILD** Staking dashboard.

2. Staking

By staking **\$WILD** on the Wild Warz platform, you will be entitled to receive rewards.

To do so one must hold **\$WILD** token in their Metamask Wallet.

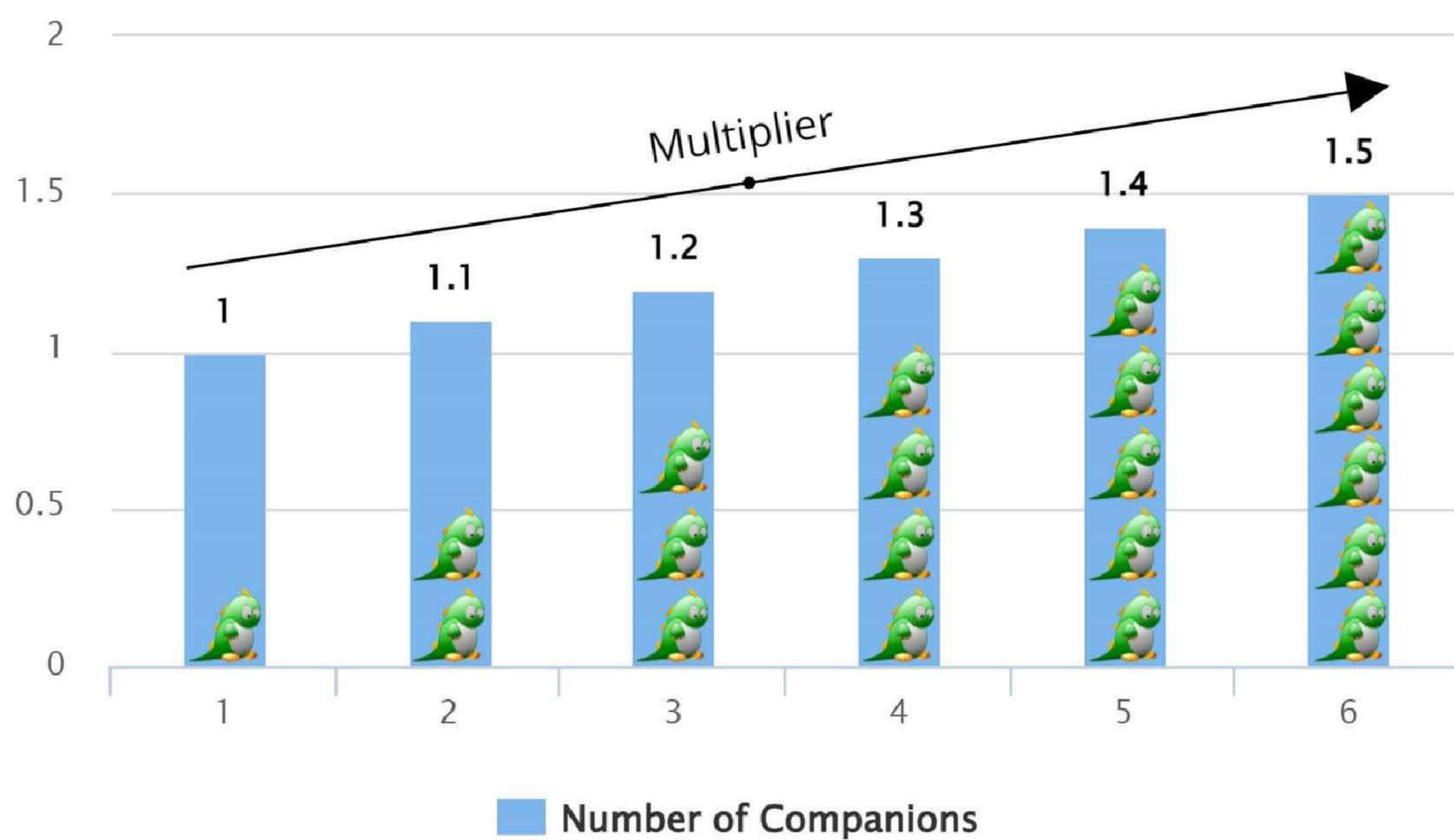
Genesis NFT holders will also be rewarded with **\$WILD** linearly for 18 months.

3. Playing

Owning a companion will grant you access to play the WildwarZ game. Once you complete your daily tasks you will earn **\$WIND**.

Read more about **how-to-play** here.

LEADERBOARD



COMPANION MULTIPLIER

A player can have a maximum of 6 companions in one account.

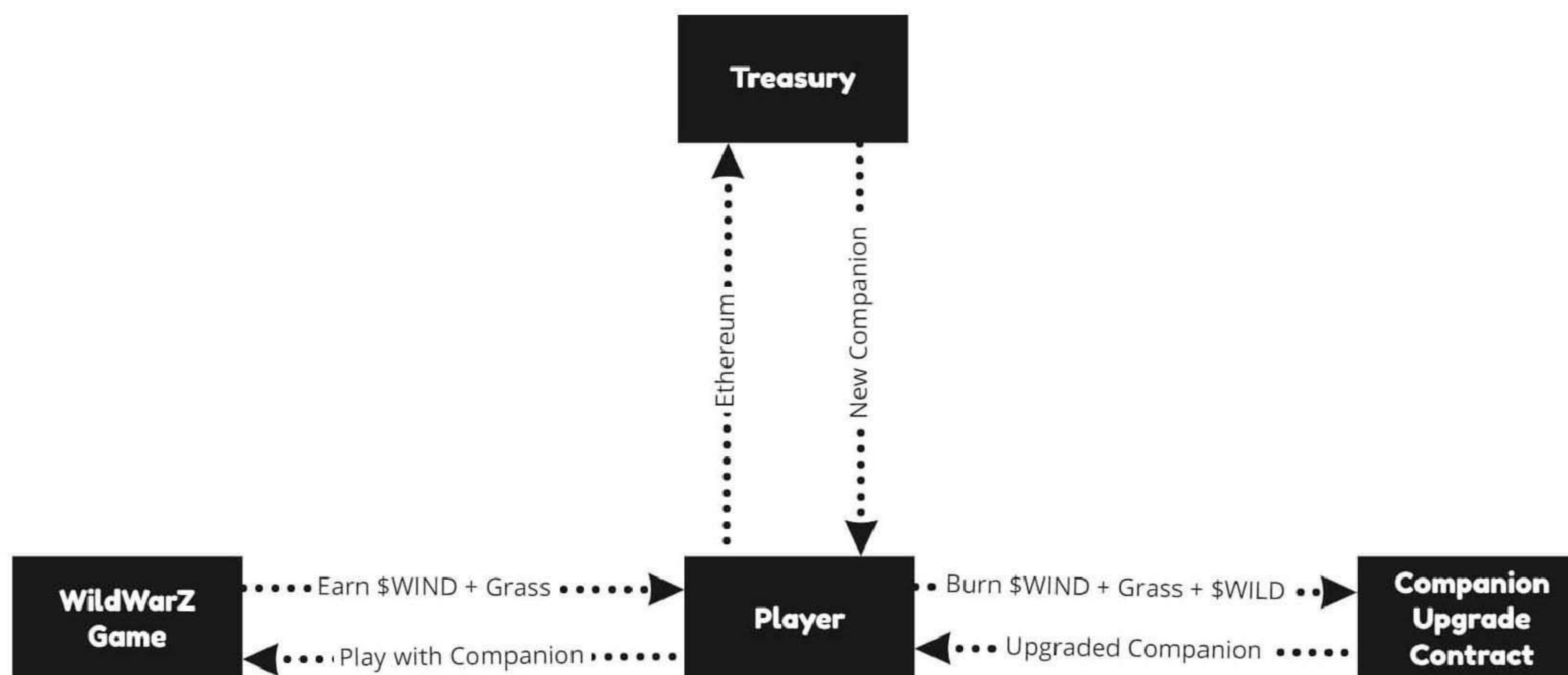
Multiplier	Percentage of Players
1.5x	0-5%
1.45x	6-10%
1.4x	11-15%
1.35x	16-20%
1.3x	21-25%
1.25x	26-30%
1.2x	31-35%
1.15x	36-40%
1.1x	41-45%
1.05x	46-50%
1x	51-55%
0.95x	56-60%
0.9x	61-65%
0.85x	66-70%
0.8x	71-75%
0.75x	76-80%
0.7x	81-85%
0.65x	86-90%
0.6x	91-95%
0.55x	96-100%

LEADERBOARD MULTIPLIER

These are the leaderboard percentage; the multiplier will be based on your ranking.

Example: If a player having two companions ends up with the gameplay at 1.1x multiplier and the rewards from daily tasks earned by the player are 500 \$WIND, **** then the player will be rewarded with $(500 \times 1.1 \times 1.1) 605$ **\$WIND.**

ECOSYSTEM



*THIS IMAGE IS A PICTORIAL REPRESENTATION OF THE ACTUAL DAO ECOSYSTEM.

WILD TOKEN (GOVERNANCE TOKEN)

WILD TOKEN

“WILD” token is the governance token of **Wild WarZ**.

We have minted **2 Million \$WILD** and locked it in the **treasury**. They will be vested linearly over the next **5 years**.

Token Distribution Details:

Token distribution

Snapshot

All the proposals of **WildWarZ** will be executed through Snapshot. **\$WILD** be awarded to holders and active players of the community, through which they can possess exclusive rights to vote on proposals. A Proposal can include things like game development, reward adjustments, a new development in ecosystem/DAO rules or parameters, or any improvement in the changing market environment.

WIND TOKEN

*WIND ** token is an ERC20 token with an elastic supply. Players can earn ** WIND tokens by completing **daily tasks** which is the only way to earn **\$WIND** tokens.*

WIND token has value in the **WildWarZ** ecosystem via play to earn economics as well as value in the wider crypto market. **\$WIND** token does not have a hard cap to its total supply.

Initial Minting

A total of **50,000,000 WIND** ** tokens will be minted initially into the Treasury and ** wind distributor contracts ** in order to handle rewards for players. ** **WIND** will be minted again into the **WIND distributor contract** after the balance runs out.

In addition, **5,000,000 \$WIND** tokens will be minted and kept in the treasury hot wallet for rewarding the players.

Exchange Liquidity

15,000,000 \$WIND tokens will be minted for providing the initial liquidity on the QuickSwap pool (polygon network). Treasury will hold the LP tokens.

Companions Sales

In the coming future, Companion sales will be held in **\$WIND**, all profits of which will be burned to provide the deflationary pressure and help the community to increase rewards.



WILDWARZ GENESIS COMPANION

? Frequently Asked Questions

|| COMPANIONS ||

What is a companion?

A **Companion** is an NFT required to play the WildWarZ game. A Genesis type of Companion is the most powerful companion in the game.

Can we give our Companion on rent?

Yes, Except genesis Companions.

What is the difference between Genesis and other companions?

Genesis companions are special companions with more benefit in terms of earning *WIND* ** and ****WILD** tokens. You cannot level up your genesis companion as they are of max **level(8)** || Upcoming companions can be leveled up.

How to activate my companion after transferring to another address or buying from a secondary marketplace?

There are two ways to activate your Companion.

1. Play the game without activation and when you have earned ****WIND** ** *tokensequalto150*, burn them to activate your wearable.
2. You can pay an instant fee of 150\$ in **\$WILD** tokens to activate your companion.

|| GAMEPLAY ||

How many players will play one game?

4 players will play the game and the first player who shed all the cards will win the game.

How many tasks will be assigned for a player per day?

A total of 6 **tasks** will be assigned daily to every player playing the game.

WHAT ARE ENERGIES?

Energies are in-game tokens provided daily with respect to your companion's holdings, if a player loses all energies allocated for the day, that player will not be allowed to play the game.

|| REWARDS ||

What are the rewards for holding a Genesis companion?

Rewards depend on the number of genesis companions you are holding with respect to the span of time.

As an owner of a companion, how much of a daily reward % will I get giving my companion on rent?

50% to the owner and 50% to the borrower of the total earning earned by the borrower. Read more about **Owner and Borrower**.

|| EXTERNAL REFERENCES ||

- [Card-shedding](#)

OFFICIAL LINKS

Website: [Click here](#)

Twitter: [Click here****](#)

Instagram: [Click here](#)

Medium: [Click here](#)

OpenSea : (Coming Soon)

Discord: (Coming Soon)https://twitter.com/Wild_WarZ****

Github: (Coming Soon)