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INTRODUCTION

CryptoBlades is a revolutionary a web based NFT roleplaying game launched on the Binance Smart Chain and brought to existence by the talented group of Riveted Games. The core of the game revolves around rewarding players with SKILL tokens after defeating enemies and participating in raids. They can hire additional characters, forge unique weapons, and reforge those weapons to increase their overall power. Players can also trade their characters and weapons on an open marketplace. They can also stake their SKILL earnings and receive additional SKILL as a reward.

CRYPTOBLADES TEAM

PHILIP DEVINE - UNITED STATES - OWNER OF RIVETED GAMES

Philip has owned and operated Riveted Games since 2014, releasing multiple award-winning titles on Steam, the world’s largest game marketplace as well as independently. He is also a developer at heart, and has hand selected his team based on their experience in game web application development.

DAN KARSAI - HUNGARY - LEAD GAME DEVELOPER

Dan has worked with Riveted Games since 2016 and specializes in blockchain development, 3D graphics, Unity, Game Design, and Programming. Dan has worked on Lightspeed Frontier, the award-winning space simulation game, Spoxel, and Nations at War. He oversees designing our core gameplay mechanics and the related graphics.

RAY HAMMARLING - SWEDEN - LEAD BLOCKCHAIN DEVELOPER

Ray has been on the team since 2019 and is an expert in backend technologies, experimental technologies, and architecture. He developed the core Smart Contracts of CryptoBlades with a focus on design and efficiency. These contracts have received praise from auditors and open-source contributors alike. https://github.com/raymond-h

KYLE KEMP - UNITED STATES - LEAD FRONT-END DEVELOPER

Kyle is the teams lead frontend developer. He has over 108 repositories on github and is in the top .1% of users for star rating. He is acknowledged as one of the best front-end developers in the world. He designed CryptoBlades user interface, and he continues to optimize the players’ experience. https://github.com/seiyria

VISION AND MISSION STATEMENT

Our vision is for gamers to regain control of their digital assets, Play to Earn, and increase the adoption of blockchain technology in their everyday lives.

Our mission is to provide a fun and profitable experience for our players, to create a healthy and excited community around blockchain gaming and build an ecosystem of Play to Earn systems to meet the needs of all gamers around the world.
The intention of this paper is not to be a deep technical dive, but rather an overview of the existing gameplay and a vision of the future CryptoBlades. This includes gameplay details, information on NFTs, the games economy, specifically tokenonics, and how the Binance Smart Chain can enhance and provide a rewarding experience to the end user. This is a living document and the team holds all rights to make adjustment as seen fit.

**Requirements to Play**

CryptoBlades is a web-based game application. The user will need to have access to the internet to play the game. All gameplay happens on [https://app.cryptoblades.io/](https://app.cryptoblades.io/).

CryptoBlades’ contracts are deployed on the Binance Smart Chain. The player will need to have a nominal amount of BNB cryptocurrency to pay for transactional gas fees. They will need to have a wallet (i.e. Metamask) which can store the BNB cryptocurrency and which can also store the SKILL token. The player will need to setup their Metamask wallet to the Binance Smart Chain network. They will need to secure, at a minimum, 4.6 SKILL token to start the game. The SKILL token can be swapped on ApeSwap, pairing with BNB.

**Gameplay**

**Elements**

There are four different elements present in the game:

- Fire
- Earth
- Lightning
- Water

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1 [https://docs.binance.org/smart-chain/wallet/metamask.html](https://docs.binance.org/smart-chain/wallet/metamask.html)

2 Navigate to dex.apeswap, click "Connect" in the upper right hand corner to link your wallet.

Look for "Select a currency" and paste 0x154a9f9cbd3449ad22fdae23044319d6ef2a1fab to bring up the SKILL token. Be sure to hit "(Add)" before selecting the token so in the future you only need to type SKILL instead of the contract address.
All characters, weapons, weapon attributes, and enemies are assigned an element. Elements increase or decrease the chances of success when battling. Each element trumps and is trumped by another element, as follows:

- Fire
  - Trumps Earth
  - Trumped by Water
- Earth
  - Trumps Lightning
  - Trumped by Fire
- Lightning
  - Trumps Water
  - Trumped by Earth
- Water
  - Trumps Fire
  - Trumped by Lightning

**CHARACTERS**

The player starts in the Plaza, which is where they can mint their first character (4.6 SKILL). The element of the character is assigned at random. The first character minted comes with a starting weapon, so there is no need to mint a weapon before entering combat. Each minted character starts with 200 stamina which is enough to compete in five battles. The battles each cost the character 40 stamina. Stamina regenerates at a rate of one per every five minutes.

A player can have up to four characters at any given time. Each character minted currently cost 4.6 SKILL to mint.

The player chooses the character they want to enter combat with on the Plaza screen. They then can enter the combat section of the game and four enemies appear at the bottom of the screen after a weapon is selected. It is advantageous for the player to align the element of their character with their weapon and choose an enemy that is trumped by this element. The player should also consider the power of the enemies before deciding which one to fight. The game refreshes the available enemies each hour – there may be times it is in the best interest to wait for a refresh to increase the chances of winning.

The player will spend a nominal BNB gas fee to enter combat against a chosen enemy. The game then rolls for the outcome of combat and writes the results to the blockchain. The player is awarded in SKILL and character experience if the outcome of the fight is in their favor. There is nothing awarded to the player if the outcome is a loss.

Experience is gained when a player defeats an enemy in combat. Experience is used to level up a character, which in turn increases the character’s overall power. Total character level is currently capped at 255, and the current experience required per level can be found in appendix A. Experience is accumulated until the player decides to claim it. The process of claiming experience writes to the blockchain so there is a nominal BNB gas fee charged upon each claim. The experience is automatically applied to the related character after the claim transaction has been approved.
WEAPONS

There are five tiers of weapons obtainable in CryptoBlades. The tiers are rated from one star up to five stars. The player receives a one-star weapon which is minted when their first character is minted. Weapons, like characters, will be minted with one of the four elements (fire, earth, lightning, fire).

FORGING

Players can increase their overall combat power by forging new weapons at the Blacksmith. The forging process utilizes RNG and the chances of minting each tier of weapons are as follows:

- One-star, 44% chance
- Two-star, 35% chance
- Three-star, 15% chance
- Four-star, 5% chance
- Five-star, 1% chance

One-star weapons are assigned an element and an element or power attribute. The attribute stat will be randomly minted between 4 and 200, with an average of 102 (25.5% extra power at 102, with a minimum of 1% and maximum of 50%).

Two-star weapons are assigned an element and an element or power attribute. The attribute stat will be randomly minted between 180 and 300, with an average of 240 (60% extra power at 240, with a minimum of 45% and maximum of 75%).

Three-star weapons are assigned an element and an element or power attribute. The attribute stat will be randomly minted between 280 and 400, with an average of 340 (85% extra power at 340, with a minimum of 70% and maximum of 100%).

Four-star weapons are assigned an element and two element or power attributes. The attribute stats will be randomly minted between 200 and 400, with an average of 300 each, or in other words 600 total (150% extra power at 600, with a minimum of 100% and maximum of 200%).

Five-star weapons are assigned an element and three element or power attributes. The attribute stats will be randomly minted between 268 and 400, with an average of 334 each, or in other words 1002 total (250.5% extra power at 1002, with a minimum of 201% and maximum of 300%).

“It has absolutely been considered and even discussed today. 5* swords will always be motha f*ckin 5* swords. Nothing will ever eclipse the almighty 5* in power no matter how many stars it has.” – Phillip Devine, Owner, Riveted Games on June 16th, 2021.
REFORGING

Reforging is the process of combining one weapon into another. Reforging **will not** increase the tier of the weapon, nor will it change the weapon’s attributes or attributes’ stats.

Reforging lets the player upgrade their better weapons by burning less-valuable weapons. Reforging, like forging, takes place at the Blacksmith. The player chooses the weapon they want to add power to and then clicks the Reforge button. They can then select the weapon they wish to burn. **NOTE: this destroys the weapon being burned.** There are three stats that can be added to a weapon by utilizing reforging, dependent on the tier of the burned weapon. They are as follows:

- **LB** – the LB stat is added to a weapon when a one through three-star weapon is burned to combine into the weapon being reforged. Each weapon can have a total of 100 LB points added. Each one- and two-star weapon burned adds one point of LB, while a three-star weapon burned adds two points of LB. One LB adds 15 points of power to the weapon, for a total of 1500 points of power when the weapon is maxed at 100/100 LB.
- **4LB** – the 4LB stat is added to a weapon when a four-star weapon is burned to combine into the weapon being reforged. Each weapon can have a total of 25 4LB points added. Each four-star weapon burned adds one point of 4LB. One 4LB adds 30 points of power to the weapon, for a total of 750 points of power when the weapon is maxed at 25/25 4LB.
- **5LB** – the 5LB stat is added to a weapon when a five-star weapon is burned to combine into the weapon being reforged. Each weapon can have a total of 10 5LB points added. Each five-star weapon burned adds one point of 5LB. One 5LB adds 60 points of power to the weapon, for a total of 600 points of power when the weapon is maxed at 10/10 5LB.

The weapon will display the total LB, 4LB, and 5LB it has, along with a sum of the total power added from reforging, which is displayed at ‘Bonus power’. The total bonus power attainable through reforging is 2850.

COMBAT

Combat is where the action takes place! The player first selects the character they want to enter in combat within the Plaza. They then select to enter Combat where they will choose their weapon. Once the weapon has been chosen, four enemy combatants will appear. The player can then select the combatant that they want their character to face off against. There are several things that the player should consider before choosing their opponent:

- The attribute type of the character entering combat,
- The attribute type of the weapon selected,
- The attribute type of the opponent, and
- The power of the opponent.

These four things have a chance to impact the outcome of each fight. When the player chooses an enemy to attack, they get a +7.5% modifier if the character and weapon primary attributes match. They receive a 7.5% modifier when attacking an enemy has the element that is weak against their player’s character. These modifiers stack which always the player to add a +15% boost to their character if the right equipment and enemy are chosen.

Do keep in mind that the opposite is true as well. If the player chooses an opponent that has the attribute that trumps their character’s attribute, there is a -7.5% modifier applied to the fight.
REWARDS

The player receives two types of rewards when they successfully defeat an opponent, SKILL and character experience. The SKILL reward is dependent on the power of the enemy defeated. At the time of the writing of this whitepaper, the formula is 0.111627 (awarded as a gas offset) + 0.014651 per 1000 power of the enemy defeated. Experience earned is assigned to the character that won the battle.

The SKILL and experience earned are stored until the player initiates a transaction to move the SKILL to their wallet and to apply the experience to their characters. This feature has been added to reduce the amount of gas the player requires to play the game.

Note: when forging, the game will draw the SKILL from the player’s storage SKILL before drawing SKILL from their wallet.

MARKET

CryptoBlades is first and foremost a blockchain game – which means that the players own their minted NFTs (characters and weapons). The right to sell and trade is wholly owned by the player. CryptoBlades implemented a market to make this process trustless. The player can search characters and weapons that have been listed by other players, as well as list their own characters and weapons. There is a small buyer fee added to each transaction.

TOKENOMICS

SKILL serves as the native game currency for CryptoBlades. Players leverage SKILL to acquire characters, forge and reforge weapons, and to buy and sell on the CryptoBlades Marketplace.

The supply of SKILL is designated as follows:

- IDO – 35%
- Gameplay Incentives – 20%
- Development – 20%
- Initial Liquidity – 15%
- Liquidity Incentives – 10%

The development fund vests at a rate of 25% per quarter. The Investor fund vests at a rate of 25% per month.
DISCLAIMER AND RIGHTS

This document is not final and will be updated from time to time. The purpose of this document is to provide selected details about the gameplay and the economy of CryptoBlades. The information set forth in this document may not be exhaustive and does not imply any element of a contractual relationship. Nothing in this document shall be deemed to constitute a prospectus of any sort or a solicitation for investment.

All community contributions to this document may be freely used by the CryptoBlades Team, and incorporated into other works, with rights equivalent to ownership. By commenting and providing feedback on this document, you agree that any contributions to this document that you make may be used, reproduced, distributed, publicly performed, publicly displayed, and used to create derivative works, on a non-exclusive basis, throughout the universe, in all forms of media now known or created in the future, and that the foregoing rights are sublicensable and transferable. By commenting and giving feedback within this document or any other related channels (such as Twitter, Telegram, or Discord), you are permitting the CryptoBlades Team to include your ideas and concepts into future game features as the CryptoBlades Team sees fit.
### APPENDIX A, CHARACTER LEVELS AND REQUIRED EXPERIENCE PER LEVEL

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