



# VALANNIA

THE EXTENSION OF THE WORLD

TO A FANTASY UNIVERSE



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# VALANNIA



# • INTRODUCTION •

VALANNIA IS MUCH MORE THAN A MERE GAME. IT IS A VAST WORLD OF MEDIEVAL FANTASY WHERE PLAYERS CAN BECOME AVATARS OF ONE OF THE 8 FACTIONS VYING FOR RESOURCES, TERRITORIAL EXPANSION, AND POLITICAL INFLUENCE IN THE WORLD.

AS AN INHABITANT OF VALANNIA, YOU WILL HAVE THE UNIQUE ABILITY TO SOCIALLY AND ECONOMICALLY INTERACT, ALLOWING YOU TO MAKE A REAL IMPACT ON THE WORLD'S FUTURE IN MANY DIFFERENT WAYS, WHILE ALSO HAVING THE OPPORTUNITY TO EARN REWARDS FOR YOUR CONTRIBUTIONS. THIS DOCUMENT PROVIDES A DETAILED DESCRIPTION OF WHAT YOU WILL FIND IN THE WORLD AS A CITIZEN OF VALANNIA.

## — PURPOSE OF THIS DOCUMENT

THIS DOCUMENT PROVIDES DETAILED INFORMATION ABOUT VALANNIA, AN MMO STRATEGY GAME SET IN A FANTASY WORLD, WHICH UTILIZES THE BEST COMPONENTS OF BLOCKCHAIN TECHNOLOGY FOR PLAYERS. THE CORE PURPOSE OF THIS DOCUMENT IS TO SHOWCASE HOW A GAME CAN BE CREATED FOR A WIDE AUDIENCE USING BLOCKCHAIN TECHNOLOGY WHILE KEEPING IN MIND THE KEY FACTORS THAT MAKE GAMES SUCCESSFUL: GAMEPLAY AND PLAYERS. THE GAME COMES FIRST.

WHILE THIS DOCUMENT DOES NOT AIM TO BE TECHNICALLY EXHAUSTIVE, IT SERVES AS AN INTRODUCTION TO VALANNIA AND ILLUSTRATES HOW ANY CITIZEN OF THE WORLD CAN NAVIGATE AND ENGAGE WITH IT. WHETHER YOU CHOOSE TO BE A WANDERING MERCHANT, THE FINEST HUMAN BLACKSMITH, A LANDOWNER, THE HIGHEST-PAID SPY IN THE WORLD, OR THE MOST RENOWNED COMMANDER IN ALL OF VALANNIA, THIS DOCUMENT PROVIDES A GLIMPSE INTO THE POSSIBILITIES AND EXPERIENCES AVAILABLE WITHIN THE GAME.





## WHO IS THIS DOCUMENT AIMED AT?

THIS DOCUMENT IS INTENDED FOR ENTREPRENEURS, THE BLOCKCHAIN COMMUNITY, INVESTORS, AND, OF COURSE, GAMERS. IT IS SPECIFICALLY TARGETED TOWARDS GAMERS WHO HAVE EVER DREAMED OF AN MMO GAME WITH INFINITE POSSIBILITIES – A GAME WHERE THEY CAN LEVEL UP, EXPLORE A VAST WORLD, EQUIP THEIR AVATAR, BUILD THEIR OWN CASTLE, AND STRATEGICALLY COMMAND THEIR TROOPS IN EPIC LARGE-SCALE BATTLES THAT IMPACT THE FUTURE OF THE GAME. ALL OF THIS TAKES PLACE IN AN OPEN, REAL-TIME, MEDIEVAL FANTASY WORLD WHERE PLAYERS CAN OWN THE MOST FAMOUS TAVERN IN THE CAPITAL CITY OR BECOME EXPLORERS SEEKING TREASURES IN THE DEPTHS OF VALANNIA.

## CORE GAME MECHANICS

WORLD EXPLORATION  
CONQUEST AND TERRITORY CONTROL  
TROOP CONTROL, WITH A WIDE VARIETY OF DIFFERENT UNITS PER RACE  
ADVANCED GUILD MECHANICS: POLITICS AND DIPLOMACY  
PROFESSION SYSTEM  
REAL ECONOMY  
MINING AND RESOURCE EXTRACTION, INCLUDING GEMS AND RAW MATERIALS  
IN-GAME BUSINESS CREATION  
WORLD BOSSES  
PLAYER VS ENVIRONMENT (PvE)  
PLAYER VS PLAYER (PvP)  
EXPLORATION AND COMBAT IN PROCEDURAL DUNGEONS  
ALL BUILT ON UNREAL ENGINE 5.

## BLOCKCHAIN MECHANICS

THE VALANNIA TOKEN HAS USAGE BOTH WITHIN AND OUTSIDE OF THE GAME  
FULLY DECENTRALIZED NON-FUNGIBLE TOKENS (NFTs)  
BUILT ON THE SOLANA PROTOCOL  
DECENTRALIZED TOKEN WITH POLITICAL, DIPLOMATIC, AND OTHER IN-GAME UTILITIES  
HYBRID TOKEN (GOVERNANCE AND UTILITY) WITH A FIXED FINAL SUPPLY.



# • ¿WHAT IS VALANNIA? •

VALANNIA IS A MASSIVELY MULTIPLAYER ONLINE (MMO) GAME THAT OFFERS PLAYERS AN IMMERSIVE STRATEGY EXPERIENCE IN A FANTASY WORLD. WITH EIGHT DIFFERENT RACES TO CHOOSE FROM, EACH WITH UNIQUE CHARACTERISTICS, PLAYERS CAN CUSTOMIZE THEIR HERO AND ENHANCE THEIR SKILLS AND EQUIPMENT AS THEY PROGRESS IN THE GAME.

GATHERING RESOURCES, PRECIOUS GEMS, AND RARE ITEMS, AS WELL AS CRAFTING COMPLEX OBJECTS, ALLOWS PLAYERS TO CREATE A POWERFUL ARSENAL OF TOOLS FOR THEIR OWN USE AND TRADE. ADDITIONALLY, PLAYERS CAN BECOME OWNERS OF THEIR OWN CASTLE, WHERE THEY CAN BUILD AND RECRUIT TROOPS TO STRENGTHEN THEIR POSITION AND EXPAND THEIR TERRITORY.

GUILDS PLAY A CRUCIAL ROLE IN THE VALANNIA EXPERIENCE, FOSTERING TEAMWORK AND COOPERATION. GUILD LEADERS HAVE THE ABILITY TO MANAGE RESOURCES AND DEVELOP ADVANCED TECHNOLOGIES TO BUILD MEGA STRUCTURES AND ADVANCE IN THE CONQUEST OF THE WORLD OF VALANNIA. GUILDS CAN ALSO COMPETE IN TERRITORIAL AND RESOURCE BATTLES AGAINST OTHER GUILDS, ADDING AN ADDITIONAL DIMENSION OF STRATEGY AND ACTION TO THE GAME.

IN SUMMARY, VALANNIA IS A LARGE-SCALE STRATEGY MMO GAME THAT OFFERS PLAYERS THE OPPORTUNITY TO CUSTOMIZE THEIR CHARACTER, GATHER RESOURCES AND RARE ITEMS, CREATE POWERFUL OBJECTS, BUILD THEIR OWN CASTLE, AND COMPETE IN TERRITORIAL AND RESOURCE BATTLES. WITH ITS FOCUS ON TEAMWORK AND COOPERATION, VALANNIA PROVIDES AN IMMERSIVE EXPERIENCE THAT OFFERS MANY HOURS OF FUN AND EXCITEMENT.







## —MECHANICS AND USE OF BLOCKCHAIN

IN VALANNIA, WE ARE PLANNING TO INTRODUCE AN IN-GAME ECONOMY BY IMPLEMENTING A NON-FUNGIBLE FORM OF BLOCKCHAIN UNITS TO REPRESENT ASSETS ON THE PLATFORM, KNOWN AS NFTs. THE ASSETS IN VALANNIA WILL BE IMMUTABLE AND DECENTRALIZED, OFFERING MMO PLAYERS WHAT THEY HAVE ALWAYS WANTED: REAL OWNERSHIP. SO, THAT SWORD THAT TOOK 1000 HOURS OF GAMEPLAY TO ACQUIRE WILL FINALLY BE TRULY THEIRS.

BLOCKCHAIN ASSETS CANNOT BE REPLICATED, WHICH MAKES THE USE OF BLOCKCHAIN TECHNOLOGY VIABLE FOR IMPLEMENTING AN IN-GAME ECONOMY. BY UTILIZING BLOCKCHAIN, WE CAN ENSURE THE UNIQUENESS AND SCARCITY OF IN-GAME ITEMS, CREATING A SYSTEM WHERE PLAYERS CAN TRULY OWN AND TRADE THEIR VALUABLE ASSETS.



## —INNOVATION

VALANNIA IS SOMETHING ENTIRELY NEW AND DISRUPTIVE. IT IS A HYBRID OF A TRADITIONAL MMO RPG AND A MASSIVELY SCALED REAL-TIME STRATEGY GAME. YOU CAN EXPLORE THE WORLD WITH YOUR AVATAR IN SEARCH OF UNSEEN TREASURES OR BECOME THE MOST RENOWNED COMMANDER ACROSS THE ENTIRE PLANET, LEADING A GUILD BEHIND YOU. YOU CAN BE THE OWNER OF THE BEST TAVERN IN THE GLORB NATION OR A TYXEN POLITICIAN. VALANNIA IS THE PERFECT BLEND OF A REAL-TIME STRATEGY GAME AND A TRADITIONAL MMO SET IN A MEDIEVAL FANTASY WORLD WITH NEVER-BEFORE-SEEN RACES. AND ALL OF THIS IS BUILT ON BLOCKCHAIN, GIVING THE CITIZENS OF VALANNIA COMPLETE CONTROL AND FREEDOM OVER THEIR ASSETS.

BY UTILIZING BLOCKCHAIN TECHNOLOGY, PLAYERS WILL BE ABLE TO TRADE THEIR ASSETS (RESOURCES, GEMS, ITEMS, STRUCTURES) ON THE MARKETPLACE AND HAVE THE OPPORTUNITY TO EARN REAL INCOME FROM THE ACTIVITIES THEY ENGAGE IN WITHIN THE GAME.



# • UNREAL ENGINE 5 •

UNREAL ENGINE 5 IS A GAME ENGINE THAT HAS REVOLUTIONIZED THE DIGITAL ENTERTAINMENT INDUSTRY WITH ITS REAL-TIME GRAPHICS TECHNOLOGY. ITS MOST INNOVATIVE FEATURE IS NANITE TECHNOLOGY, WHICH ALLOWS FOR THE REPRESENTATION OF AN INCREDIBLE AMOUNT OF DETAIL IN 3D MODELS WITHOUT REQUIRING MANUAL OPTIMIZATION. THIS TECHNOLOGY USES THE TECHNIQUE OF MICROPOLYGONS TO RENDER HIGH-QUALITY OBJECTS WITH AN ENORMOUS AMOUNT OF TRIANGLES, ELIMINATING THE NEED FOR MANUAL OPTIMIZATION AND ALLOWING DEVELOPERS TO IMPORT HIGHLY DETAILED 3D MODELS THAT ARE RENDERED IN REAL-TIME WITHOUT REDUCING THEIR QUALITY.

IN ADDITION TO NANITE, UNREAL ENGINE 5 FEATURES ANOTHER INNOVATIVE TECHNOLOGY CALLED LUMEN, WHICH IS A FULLY DYNAMIC AND REAL-TIME GLOBAL ILLUMINATION SYSTEM. LUMEN ENABLES DEVELOPERS TO CREATE HIGHLY DETAILED AND REALISTIC SCENES WITH COMPLETELY DYNAMIC LIGHTING, MEANING THAT SHADOWS AND LIGHT ADAPT IN REAL-TIME TO ANY CHANGES IN THE SCENE. THIS PROVIDES DEVELOPERS WITH GREATER CONTROL OVER THE AESTHETICS AND ATMOSPHERE OF THE GAME.



ANOTHER IMPORTANT FEATURE OF UNREAL ENGINE 5 IS ITS EXCELLENT SUPPORT FOR THE CREATION OF MULTIPLAYER EXPERIENCES. EPIC ONLINE SERVICES (EOS) PROVIDES A SCALABLE AND FLEXIBLE ARCHITECTURE, WHICH MEANS IT CAN ADAPT TO DIFFERENT TYPES OF MULTIPLAYER GAMES AND SCENARIOS, FROM SMALL COOPERATIVE GAMES TO LARGE PERSISTENT WORLDS.

AND WE CAN'T FORGET ABOUT ITS GROUNDBREAKING OPEN-WORLD SYSTEM, WORLD PARTITION. THIS ALLOWS FOR THE CREATION OF VAST OPEN WORLDS, SPANNING KILOMETERS AND KILOMETERS, ALL IN AN AUTOMATED AND HIGHLY PERFORMANT MANNER.

IN SUMMARY, UNREAL ENGINE 5 OFFERS INNOVATIVE TECHNOLOGIES THAT ALLOW DEVELOPERS TO CREATE MORE DETAILED AND REALISTIC GAMES WITH SHORTER PRODUCTION TIMES AND FEWER TECHNICAL LIMITATIONS. THE COMBINATION OF THESE TECHNOLOGIES AND OTHER IMPROVEMENTS IN UNREAL ENGINE 5 DELIVERS A NEW LEVEL OF GRAPHICAL QUALITY AND GREATER CREATIVE FREEDOM, ALLOWING US TO EXPRESS THE WORLD OF VALANNIA IN THE MOST FAITHFUL WAY POSSIBLE TO OUR VISION OF THE WORLD.



## —IA, ARTIFICIAL INTELLIGENCE

IT IS NOT NEWS THAT ARTIFICIAL INTELLIGENCE (AI) IS A COMPLETE REVOLUTION, AND EVERYTHING POINTS TO THE FACT THAT THIS TECHNOLOGY WILL CONTINUE TO GROW. IN VALANNIA, WE ARE AWARE THAT AI IS HERE TO STAY, TO ACCELERATE PROCESSES, AUTOMATE TASKS, AND REDUCE EXECUTION TIMES. IT IS PART OF OUR MINDSET TO BE AT THE FOREFRONT AND BE DYNAMIC IN DEVELOPMENT, AND WE SEE AI AS AN OPPORTUNITY TO HELP US CREATE SOMETHING UNIQUE MORE EASILY.

FROM THE PERSPECTIVE OF GAME DEVELOPMENT, AI HAS THE POTENTIAL TO TRANSFORM THE INDUSTRY IN THE COMING YEARS. AS TECHNOLOGY ADVANCES, AI SYSTEMS BECOME MORE SOPHISTICATED, ALLOWING US TO HAVE A DIRECT IMPACT ON THE DEVELOPMENT OF VALANNIA.



SOME EXAMPLES OF HOW WE WILL USE AI TO SPEED UP PROCESSES, REDUCE DEVELOPMENT TIME, OR PROVIDE A MORE IMMERSIVE EXPERIENCE FOR PLAYERS INCLUDE GENERATING ORGANIC MISSIONS, ANALYZING PLAYER DATA, GENERATING DIALOGUE, CREATING TERRAINS AND MAPS, CRAFTING ITEMS, AND MUCH MORE. WE ENVISION VALANNIA AS A LIVING WORLD WHERE CREATURES CAN BE STATIONARY, OTHERS CAN ROAM, SOME CAN HUNT, SOME ACT ALONE, WHILE OTHERS MOVE IN GROUPS. THEY MAY MISS ATTACKS OR MAKE UNEXPECTED MOVES. THIS DYNAMIC AND DIVERSE INTERACTION WILL BRING FRESHNESS TO PLAYERS, KNOWING THAT NOT EVERYTHING WILL ALWAYS HAPPEN THE SAME WAY AND MAKING VALANNIA A LIVELY AND EVER-CHANGING WORLD.

AI IS A TECHNOLOGY WITH GREAT POTENTIAL FOR THE COMING YEARS, AND THAT'S WHY OUR TEAM STAYS UPDATED ON THE LATEST AI ADVANCEMENTS TO ENHANCE THE DEVELOPMENT OF VALANNIA.



## —OUR VISION FOR VALANNIA

OUR VISION FOR VALANNIA IS CLEAR: TO CREATE A GAMING EXPERIENCE THAT NOT ONLY ENDURES OVER TIME BUT ALSO TRANSCENDS BEYOND THE GAME ITSELF. WE WANT THIS PROJECT TO BECOME A NEW FORM OF SOCIAL EXPERIENCE, ONE THAT CONNECTS PLAYERS FROM ALL OVER THE WORLD IN A VIBRANT AND LASTING COMMUNITY.

THE APPROACH WE HAVE TO ACHIEVE THIS VISION IS TO BUILD A DETAILED AND COMPLEX VIRTUAL WORLD THAT OFFERS PLAYERS A UNIQUE LARGE-SCALE STRATEGY GAMING EXPERIENCE. MORE THAN THAT, WE ARE WORKING TO CREATE AN EXPERIENCE THAT HAS MEANING AND LASTING VALUE. WE WANT PLAYERS TO FEEL EXCITED TO EXPLORE, CONQUER, AND GOVERN IN THIS VIRTUAL WORLD, AND AS THEY DO SO, THEY ARE ALSO CREATING A UNITED COMMUNITY OF DEDICATED PLAYERS. THAT IS WHY OUR ULTIMATE GOAL IS NOT JUST TO CREATE A GAME BUT TO CREATE A LASTING COMMUNITY. WE WANT OUR PLAYERS TO FEEL PART OF SOMETHING GREATER, EVEN PARTICIPANTS IN THE CREATION OF VALANNIA. WE AIM TO CREATE SOMETHING THAT TRANSCENDS THE GAME ITSELF AND IMPACTS PEOPLE'S LIVES, CONTINUING TO INSPIRE FUTURE GENERATIONS OF PLAYERS. BY CREATING A VIRTUAL WORLD THAT FEELS ALIVE AND EVER-CHANGING, WE ARE CREATING AN EXPERIENCE THAT CAN CONTINUE TO EVOLVE AND GROW OVER TIME, EVEN AS PLAYERS CHANGE AND TECHNOLOGIES ADVANCE. IF WE HAD TO DEFINE WHAT WE WANT TO ACHIEVE WITH VALANNIA IN ONE WORD, THAT WORD IS "TRANSCEND."

IF YOU HAVE ALWAYS BEEN WAITING FOR A GAME THAT STANDS THE TEST OF TIME AND WHERE DEVELOPERS HAVE THE VISION FOR THE GAME TO ADVANCE FOR DECADES, THAT IS OUR VISION. WE INVITE YOU TO BE PART OF NOT ONLY THE UNIVERSE BUT ALSO THE DEVELOPMENT ITSELF. WE WILL LISTEN TO YOU.





# WHAT DOES VALANNIA OFFER THAT IS NEW?

1. A GAME THAT COMBINES ELEMENTS OF A TRADITIONAL MMO WITH CLASSIC REAL-TIME STRATEGY (RTS) IN AN OPEN WORLD LIKE NEVER BEFORE SEEN.
2. AN INNOVATIVE AND USER-FRIENDLY COMBAT STYLE WHERE PLAYERS HAVE DEEP CONTROL OVER THEIR AVATARS WHILE ALSO COMMANDING THEIR TROOPS.
3. A DISRUPTIVE ECONOMIC SYSTEM THAT PROVIDES SIGNIFICANT IN-GAME UTILITY TO ITS GOVERNANCE TOKEN, INCLUDING POLITICS, DIPLOMACY, CRAFTING, UPGRADES, TAXES, AND MORE.
4. A TRULY FAST MINIMUM VIABLE PRODUCT (MVP) RELEASE, WITH REAL-WORLD USE OF NFTs IN THE SHORT TERM AND A STRONG FOCUS ON BUILDING A POSITIVE RELATIONSHIP WITH THE COMMUNITY.
5. DIVERSE GAMEPLAY STYLES: IN VALANNIA, YOU CAN PLAY AS A LANDOWNER, ENGAGE IN SOCIAL/MERCHANT GAMEPLAY, RUN YOUR OWN BUSINESS WITHIN THE GAME, OR TAKE A MORE ACTIVE ROLE IN EXPLORING THE WORLD FOR TREASURES AND CONQUERING NEW TERRITORIES FOR YOUR GUILD.
6. A WIDE SELECTION OF 8 DIFFERENT RACES, EACH WITH UNIQUE CHARACTERISTICS, PHILOSOPHIES, AND DISTINCT CULTURES.
7. A GAME BUILT FOR THE PLAYERS. IF THE GAME IS LIKED, THE PLAYERS COME, AND WITH THIS IN MIND, WE APPROACH VALANNIA. THE GAME COMES FIRST.
8. IN THE BLOCKCHAIN SPACE, WE HAVE SEEN NUMEROUS GAMES AND METAVERSES PROPOSE INCREDIBLE IDEAS, SOMETIMES FORGETTING THE CORE ASPECT THAT TRULY INTERESTS PLAYERS: THE GAME ITSELF. IN VALANNIA, WE COMBINE THE FUN AND DEPTH OF GAMEPLAY WITH THE OWNERSHIP OF IN-GAME ASSETS THAT PLAYERS HAVE ALWAYS DESIRED. OVERALL, VALANNIA OFFERS A UNIQUE AND IMMERSIVE GAMING EXPERIENCE WITH DEPTH, VARIETY, AND THE ADDED VALUE OF PLAYER OWNERSHIP.
9. WITH VALANNIA, WE ARE NOT JUST CREATING A GAME; WE ARE CREATING A UNIVERSE WAITING TO BE EXPLORED. WE WANT PLAYERS TO FALL IN LOVE WITH THE RACE THEY BELONG TO OR THEIR HERO, WHICH IS WHY WE HAVE TAKEN GREAT CARE IN CRAFTING OUR LORE. THIS ENCOURAGES THE COLLECTION OF NFTs AS WELL.





# • GAME MECHANICS •

## —THE WORLD: VALANNIA

VALANNIA IS AN IMMENSE PLANET FILLED WITH RICHES, WHERE PLAYERS HAVE THE OPPORTUNITY TO EXPLORE AND DISCOVER TREASURES. OF COURSE, THERE ARE AREAS OF THE WORLD THAT ARE PREPARED ONLY FOR THE MOST ADVENTUROUS, INHOSPITABLE ZONES WITH DANGERS THAT ARE ONLY COMPARABLE TO THEIR REWARDS.

THE POSSIBILITIES FOR THE ADVENTURER ARE ENDLESS FROM THE VERY BEGINNING. PLAYERS CAN APPROACH THE GAME IN A PASSIVE STYLE, SUCH AS A MERCHANT, OR THEY CAN ADOPT A MORE SOCIAL GAMEPLAY STYLE BY WORKING IN THE FINEST TAVERN IN THE CAPITAL. THEY CAN CHOOSE AN ACTIVE GAMEPLAY STYLE, SEARCHING FOR THE MOST VALUABLE TREASURES IN VALANNIA, OR EVEN PURSUE A MILITARY PATH TO HAVE AN IMPACT ON THE FUTURE OF THE WORLD.



## —EXPLORING AN UNKNOWN WORLD

THE BEST THING ABOUT THE WORLD OF VALANNIA IS UNDOUBTEDLY THE VASTNESS OF SPECIES, LANDSCAPES, AND RESOURCES YOU CAN FIND. WITH A TRULY UNIQUE FLORA AND FAUNA, PLAYERS WILL DELVE INTO THE WORLD STARTING FROM ONE OF THE 8 CAPITALS SPREAD THROUGHOUT THE CONTINENT.

THE STRATEGIC COMPONENT IN EXPLORING VALANNIA IS CRUCIAL, AS EVERYONE IS INTERESTED IN KNOWING WHAT LIES IN THE WORLD BEYOND THE KNOWN ZONES. ARE THERE PERHAPS NEVER-BEFORE-SEEN SPECIES? UNIQUE RESOURCES THAT HAVE YET TO BE DISCOVERED? OR BETTER YET, IS IT POSSIBLE THAT THERE ARE MORE THAN 8 RACES IN VALANNIA?



## AREAS OF VALANNIA

THE WORLD HAS 3 MAIN TERRITORIES WHERE THE CITIZENS OF VALANNIA WILL CARRY OUT THEIR ACTIVITIES. THE FIRST ZONE, KNOWN AS THE "GREEN ZONE," IS A SOCIAL AREA WHERE COMBAT DOES NOT EXIST. IT IS A PLACE WHERE TRADE AND INTERACTION AMONG PLAYERS THRIVE. THE 8 CAPITALS OF EACH NATION ARE CONSIDERED "GREEN ZONES." THESE ARE WHERE PLAYERS START THEIR JOURNEY, AND THEY HOUSE MARKETS, SHOPS, AND COMMERCE.



THE SECOND ZONE, WHERE COMBAT IS ALLOWED, IS THE "YELLOW ZONE." IT BEGINS JUST OUTSIDE THE CAPITALS. IN THIS ZONE, THERE ARE NPCs, RAW MATERIALS TO EXTRACT, AND THE CONSTRUCTION OF CASTLES, CITADELS, AND EXTRACTION TOWERS IS PERMITTED. IN THE "YELLOW ZONE," BOTH HEROES AND UNITS CAN DIE IF ATTACKED. IF A PLAYER DIES IN THE "YELLOW ZONE," THEY WILL RESPAWN IN ANOTHER LOCATION AFTER A SHORT PERIOD OF TIME. HOWEVER, THEY WILL NEED TO REPAIR THEIR EQUIPMENT AND LOSE A PERCENTAGE OF THEIR INVENTORY.

LASTLY, THERE'S THE "RED ZONE," THE DEEPEST AREA OF VALANNIA, WHERE THE WORLD'S SECRETS ARE FOUND. THIS AREA IS RESERVED ONLY FOR THE BRAVEST ADVENTURERS. OF COURSE, THERE ARE VALUABLE LOOT AND REWARDS FOR HEROES IN THIS ZONE. IN THE "RED ZONE," IF A PLAYER DIES, IT MAY RESULT IN THE PERMANENT LOSS OF THEIR NFTs (NON-FUNGIBLE TOKENS).



# • PILLARS OF THE GAME •

VALANNIA IS AN MMO THAT COMBINES THE CLASSIC STYLE OF RTS (REAL-TIME STRATEGY) GAMES WITH THE CLASSIC STYLE OF MMOs, CREATING ITS OWN UNIQUE STYLE AND GAMEPLAY. THIS, COMBINED WITH THE INTERACTION WITH CUTTING-EDGE TECHNOLOGIES SUCH AS BLOCKCHAIN, UNREAL ENGINE 5, AND THE UTILIZATION OF ARTIFICIAL INTELLIGENCE TO ACCELERATE GAME DEVELOPMENT, MAKES VALANNIA TRULY INNOVATIVE.

## — THE BEGINNING

IN VALANNIA, YOUR ADVENTURE WILL BEGIN AS A HERO OF YOUR NATION, IN THE CAPITAL OF YOUR RACE. YOU WILL START WITH A LEVEL 1 HERO. IN THE EARLY STAGES OF THE GAME, YOU WILL EXPLORE THE WORLD, LEVEL UP, COMPLETE QUESTS, AND GRADUALLY EQUIP YOUR HERO. ALONG THE WAY, YOU WILL ACQUIRE VALANNIUM GOLD AND RESOURCES, WHICH WILL ALLOW YOU TO CONTINUE PROGRESSING. YOU CAN JOIN A GUILD OF YOUR NATION, BRING YOUR ARMY WITH YOU, AND IF YOU EVOLVE ENOUGH, YOU WILL HAVE THE OPTION TO CREATE YOUR OWN CASTLE AND DELVE INTO TERRITORY CONQUEST.

## — COMBAT

COMBAT IS CARRIED OUT WITH THE HERO AND THE TROOPS THEY BRING WITH THEM. YOU, AS THE HERO, HAVE DIFFERENT ABILITIES THAT YOU CAN UNLEASH IN REAL-TIME TO IMPACT THE BATTLE. THESE ABILITIES CAN INCLUDE DAMAGE-DEALING, BUFFING, DEBUFFING, OR CONTROL SKILLS. ADDITIONALLY, YOU WILL ALSO CONTROL THE TROOPS, IF DESIRED, BY SELECTING TARGETS, USING SPECIAL ABILITIES OF THE TROOPS, AND OTHER INTERACTIONS.

THE STRATEGIC COMPONENT IS EXTREMELY IMPORTANT, STARTING FROM THE COMPOSITION OF YOUR ARMY TO THE SELECTION OF YOUR HERO, AS THE BATTLE TAKES PLACE IN REAL-TIME IN AN OPEN WORLD, WITH ALL THE IMPLICATIONS THAT COME WITH IT.

EACH OF THE 24 HEROES IN VALANNIA HAS THEIR OWN UNIQUE ULTIMATE ABILITY.

EACH OF THE 8 RACES IN VALANNIA HAS A DIFFERENT COMBAT STYLE BASED ON THEIR RACIAL CHARACTERISTICS. FOR EXAMPLE, THE ALTARI ARE A RACE WITH DEEP KNOWLEDGE OF MAGIC, SO IF YOU'D LIKE TO PLAY AS A POWERFUL MAGE, THEY COULD BE ONE OF THE RACES TO CONSIDER.

COMBAT DOESN'T STOP THERE; THERE ARE ALSO MILITARY UNITS PREPARED FOR SIEGES OR LARGE GUILD WARS (MORE DETAILS IN VALANNIA ARENA).



## MINING

MINING IS A VERY INTERESTING PROFESSION AS IT GIVES YOU THE OPPORTUNITY TO EXTRACT RESOURCES IN VALANNIA. YOUR EXPERIENCE IN THE PROFESSION AND YOUR MINING EQUIPMENT WILL BE IMPORTANT, BUT BE CAREFUL, AS BEING A MINER MEANS COMMITTING TO THAT PROFESSION AND NOT BEING ABLE TO HAVE ANOTHER. THIS CREATES A GOOD WAY TO BALANCE THE ECONOMY BASED ON SUPPLY AND DEMAND. IF THERE ARE MANY MINERS BUT FEW TRANSPORTERS, IT MAY EVEN BE MORE PROFITABLE TO BE A TRANSPORTER THAN A MINER, JUST AS IT HAPPENS IN THE REAL WORLD. THIS WAY, AN INTERNAL ECONOMY IS CREATED IN WHICH EVERYONE WILL DEPEND ON EACH OTHER.

RAW MATERIALS IN VALANNIA ARE THE FOUNDATION OF THE ECONOMY, AS RESOURCES ARE NEEDED FOR PRACTICALLY EVERYTHING. MINING HAS TWO MAIN BRANCHES OF PRODUCTION: SOLID RESOURCE EXTRACTION AND LIQUID RESOURCE EXTRACTION. EACH REQUIRES A DIFFERENT PROCESS AND HAS A DIFFERENT PRODUCTION CHAIN LEADING TO THE FINAL PRODUCT. THESE PRODUCTS CAN BE USED FOR CRAFTING OR CONSTRUCTING WEAPONS, ARMOR, ARMIES, CASTLES, OR OTHER LARGE STRUCTURES.

MINERS HAVE A PRODUCTIVE PERIOD WHERE THEY OPERATE AT 100% EFFICIENCY. AFTER A CERTAIN NUMBER OF HOURS, THEIR PRODUCTION DECREASES TO 50%, AND THEY NEED TO REST AND RECHARGE THEIR ENERGY.

## PROFESSIONS

MINER, EXPLORER, MERCHANT, ENGINEER, TRANSPORTER, ARCHITECT, DIPLOMAT, BLACKSMITH, SPY, ALCHEMIST, ANIMAL TRAINER, CHEF, AMONG OTHERS.

EACH PLAYER HAS TO CHOOSE THEIR PROFESSION. YOU CAN ONLY CHOOSE ONE.

THE PROFESSION CAN BE DEVELOPED AS THE CHARACTER LEVELS UP. EACH PROFESSION SPECIALIZES IN A SPECIFIC AREA. FOR EXAMPLE, MINERS ARE THE ONLY ONES WHO CAN EXTRACT RESOURCES. ARCHITECTS ARE THE ONLY ONES CAPABLE OF BUILDING A CASTLE, AND ENGINEERS ARE THE ONLY ONES CAPABLE OF CONSTRUCTING AN EXTRACTION TOWER. THIS IS A GREAT WAY TO CREATE A COLLABORATIVE ECONOMY WHERE EVERYONE RELIES ON EACH OTHER. IT ALSO HELPS BALANCE THE ECONOMY. INITIALLY, IT MAY SEEM LIKE EVERYONE WANTS TO EXTRACT RESOURCES TO BUILD OR TRADE THEM, BUT IF EVERYONE CHOOSES TO BE MINERS, THERE WILL COME A POINT WHERE BEING A TRANSPORTER, ENGINEER, OR EXPLORER CAN BE EXTREMELY PROFITABLE.



## CRAFTING AND ITEM ENHANCEMENT

CRAFTING AND ENHANCING ITEMS ARE IMPORTANT PILLARS IN VALANNIA. WE HAVE DESIGNED A STRUCTURE THAT GIVES VALUE TO PLAYER ITEMS AND, ABOVE ALL, GIVES MORE VALUE TO DIFFICULT-TO-CRAFT ITEMS, WHETHER IT'S BECAUSE THEY REQUIRE RARE RESOURCES OR BECAUSE THE BLUEPRINTS FOR A SPECIFIC ITEM CAN ONLY BE FOUND IN HARD-TO-REACH AREAS IN VALANNIA.

IN THE PROCESS OF CRAFTING CERTAIN ITEMS, IT MAY BE NECESSARY TO INVOLVE MULTIPLE PROFESSIONALS. FOR EXAMPLE, IF YOU NEED A SPECIFIC MINERAL TO CRAFT ARMOR, YOU WILL NEED METALS FROM A MINER OR ACQUIRE THEM FROM THE MARKETPLACE. SIMILARLY, SOME ARMORS CAN ONLY BE CRAFTED BY THE BEST BLACKSMITHS, AS THEY REQUIRE BLUEPRINTS FOR THE ITEM'S CONSTRUCTION, WHICH CAN BE OBTAINED THROUGH IMPROVING BLACKSMITHING SKILLS OR IN SPECIFIC MISSIONS. ADDITIONALLY, IN ALL THE CAPITALS, THERE IS A "TYXEN MACHINE" FOR ENHANCING AND CRAFTING CERTAIN ITEMS. WE WILL DELVE INTO THE TYXEN MACHINE FURTHER AHEAD.



## MEGA CONSTRUCTIONS

VALANNIA IS A DEEP GAME WITH AN IMMENSE WORLD, WHICH IS WHY IN THE ADVANCED STAGES OF THE GAME, HEROES HAVE THE OPPORTUNITY TO ACCESS MEGA CONSTRUCTIONS TO FURTHER DEVELOP THEIR COMMERCIAL, POLITICAL, OR MILITARY ENDEAVORS IN THE WORLD. A CLEAR EXAMPLE OF THIS IS THE ZEPELINS THAT CAN BE CONSTRUCTED IN THE ADVANCED STAGES AND ARE USED TO TRAVEL FASTER BETWEEN DISTANT AREAS, STARTING FROM THE GUILD'S CITADEL AND HEADING TO ANOTHER LOCATION CONTROLLED BY THE GUILD IN A FAR-OFF POINT ON THE MAP. ANOTHER CLEAR EXAMPLE OF MEGA CONSTRUCTIONS IS THE WAR MACHINERY THAT CAN BE BUILT BY DEVELOPING THE RIGHT TECHNOLOGY IN THE CITADEL'S LABORATORY.



## GUILDS

WE UNDERSTAND THAT PLAYERS WANT TO JOIN AND PLAY IN GROUPS WITH PEOPLE WHO SHARE THEIR IDEALS AND OBJECTIVES IN THE GAME. THAT'S WHY IN VALANNIA, GUILDS ARE FUNDAMENTAL, ESPECIALLY IN THE ADVANCED STAGES OF THE GAME WHERE PvE (PLAYER VS ENVIRONMENT) AND PvP (PLAYER VS PLAYER) CONTENT BECOMES MORE CHALLENGING. IN OTHER WORDS, FOR BETTER AND GREATER PROGRESS, GROUP PLAY IS REQUIRED AS MANY MECHANICS ARE DESIGNED FOR GROUPS OF PLAYERS.

WE TAKE GUILDS VERY SERIOUSLY AND OFFER A WIDE VARIETY OF OPTIONS AND FUNCTIONS FOR THEIR MANAGEMENT. IN VALANNIA, YOU CAN ASSIGN ROLES, ASSISTANTS, A COUNCIL, OR A COMMANDER FOR GUILD ORGANIZATION. ADDITIONALLY, BEING PART OF A GUILD HAS MANY POLITICAL, DIPLOMATIC, AND ECONOMIC IMPLICATIONS.



BUT THAT'S NOT ALL. GUILDS IN VALANNIA ARE A GREAT WAY TO CREATE A SOCIETY IN THE GAME, FROM DECISION-MAKING TO COLLECTING TAXES IN REGIONS CONTROLLED BY THE GUILD TO GROW THE GUILD'S TREASURY, AMONG OTHER THINGS. GUILDS ALSO HAVE THE ABILITY TO BUILD A GUILD CITADEL OR CASTLE WHERE MEMBERS CAN GATHER, PLAN STRATEGIES, DEVELOP GUILD TECHNOLOGIES, EXPAND THEIR TERRITORY, OR PROPOSE THE CONSTRUCTION OF LARGE-SCALE STRUCTURES FOR THE BENEFIT OF THE ENTIRE GUILD, OR EVEN BUILD A ZEPELIN TO TRAVEL FROM ONE END OF THE MAP TO ANOTHER.

THE POLITICAL APPROACH ADOPTED BY YOUR GUILD IS KEY TO ITS SUCCESS. THEREFORE, IN VALANNIA, YOU WILL FIND PEACEFUL GUILDS FOCUSED ON NON-MILITARY SOCIAL ACTIVITIES, EXPANSIONIST GUILDS THAT WANT TO VENTURE INTO THE MOST DANGEROUS AREAS OF VALANNIA, AND GUILDS WHERE EVERYONE HAS THE OPPORTUNITY TO VOICE THEIR OPINIONS AND VOTE. CHOOSE WISELY TO ACHIEVE YOUR OBJECTIVES IN THE GAME.

VALANNIA ARENA, THE MVP, WILL ALSO HAVE INTERACTIONS WITH GUILDS. THERE WILL BE PRIZES AND A COMPETITIVE CIRCUIT FOR ORGANIZATIONS (MORE INFORMATION IN VALANNIA ARENA).



## —POLITICS IN THE GAME: DIPLOMATIC GAMEPLAY

VALANNIA TOKEN, IN ADDITION TO BEING A RESOURCE AND GOVERNANCE TOKEN FOR THE PROJECT, WILL BE A POLITICAL CURRENCY THAT WILL ALLOW PLAYERS OF EACH RACE TO VOTE ON THE FATE OF THEIR NATION. IN THE GAME, PLAYERS WILL BE ABLE TO VOTE FOR DIPLOMATS OF EACH RACE. EACH RACE WILL VOTE FOR THEIR OWN LEADER, WHO WILL PROPOSE CHANGES FOR THEIR RACE, INCLUDING ECONOMIC, POLITICAL, AND DIPLOMATIC CHANGES. AT REGULAR INTERVALS, PLAYERS WILL HAVE THE OPPORTUNITY TO VOTE FOR THEIR LEADERS USING VALANNIA TOKENS. EVERYTHING IS IN THE HANDS OF THE PLAYERS, INCLUDING THE DESTINY OF THE RACES.



THERE MAY BE A RACE IN WHICH ALL PLAYERS OF THAT RACE ARE FRIENDLY WITH EACH OTHER AND THEIR COMMON ENEMY IS ANOTHER RACE, OR A RACE WHERE THEY COMPETE FOR RESOURCES AND TERRITORIAL EXPANSION WITHIN THEIR OWN TERRITORY. PLAYERS WILL DETERMINE THE FATE OF THEIR RACE.

POLITICS WITHIN VALANNIA IS A GAMEPLAY ELEMENT IN ITSELF. IT IS POSSIBLE TO ENGAGE IN POLITICS WITHOUT ACTIVELY PARTICIPATING IN COMBAT. IT OFFERS A GAMEPLAY EXPERIENCE FOCUSED ON DIPLOMACY AND RELATIONSHIPS BETWEEN NATIONS.

THE DESTINY OF EACH RACE IS CHOSEN BY THE PLAYERS.



## • OUR MVP: VALANNIA ARENA •

WE ARE WELL AWARE OF THE CHALLENGES INVOLVED IN DEVELOPING AN MMO. IT'S A COMPLEX PROCESS THAT TYPICALLY TAKES A SIGNIFICANT AMOUNT OF TIME COMPARED TO OTHER GAME GENRES. AS AVID MMO PLAYERS OURSELVES, WE UNDERSTAND THE ANTICIPATION WITHIN THE COMMUNITY, WHICH OFTEN LEADS TO WAITING FOR YEARS, AND SOMETIMES THE COMMUNITY LOSES HOPE ALTOGETHER.

IN VALANNIA, WE HAVE TURNED THIS CHALLENGE INTO OUR GREATEST ASSET: OUR MVP, VALANNIA ARENA. IT IS A COMPLETE GAME WITH DEEP GAMEPLAY, A COMPETITIVE CIRCUIT, REWARDS, AND, AT THE SAME TIME, IT SERVES AS A PART OF THE FINAL GAME. IN OTHER WORDS, VALANNIA ARENA PROVIDES A GLIMPSE OF WHAT COMBAT WILL BE LIKE IN VALANNIA, BUT IN ARENA, BATTLES ARE LIMITED TO 1V1 AND 2V2 FORMATS.

VALANNIA ARENA IS A COMPONENT OF THE FINAL GAME AND WILL NOT CAUSE ANY DELAYS IN THE RELEASE OF THE MMO.

AND, OF COURSE, NFTS COME INTO PLAY IN VALANNIA ARENA: HEROES AND COMBAT UNITS.

# VALANNIA

## ARENA



# • WHAT IS VALANNIA ARENA? •

IT IS DIFFICULT TO DESCRIBE A GAME THAT IS UNLIKE ANY OTHER IN TERMS OF GAMEPLAY. IF WE HAD TO CATEGORIZE VALANNIA ARENA, IT WOULD BE AN ONLINE MULTIPLAYER BATTLE ARENA GAME WITH REAL-TIME ARMY STRATEGY AND CONTROL.

VALANNIA ARENA SHOWCASES THE COMBAT MECHANICS OF VALANNIA BUT IN 1v1, 2v2, AND GUILD COMPETITIONS, WHILE ALSO UTILIZING NFTs. ARENA IS AN OPEN-WORLD BATTLEFIELD SCENARIO, ALBEIT WITH A LIMITED AREA, PRESENTED FROM AN ISOMETRIC VIEW WHERE PLAYERS CAN VISUALIZE AND DIRECT BATTLES IN REAL-TIME. PLAYERS CAN CONTROL THEIR HERO AND COMBAT UNITS, MOVE THEM, SELECT THEM INDIVIDUALLY, USE THEIR ATTACKS AND ABILITIES, AND, OF COURSE, CHOOSE THEIR TARGETS, ALL IN REAL-TIME. THE COMBAT IS 100% DYNAMIC AND REAL-TIME, EMPHASIZING PLAYER SKILL AND STRATEGY. BOTH ARMY SELECTION AND UTILIZATION REQUIRE STRATEGIC THINKING.

ARENA IS BUILT TO THE SAME QUALITY AS EXPECTED IN THE FINAL GAME, UTILIZING UNREAL ENGINE 5.

IMPORTANTLY, THE ENTIRE DEVELOPMENT OF VALANNIA ARENA CONTRIBUTES TO VALANNIA, THE FINAL GAME. OUR INTENTION IS TO PROVIDE THE COMMUNITY WITH A DEEP GAMING EXPERIENCE WHILE PROVIDING EARLY UTILITY FOR NFTs AND MAKING SIGNIFICANT PROGRESS IN THE DEVELOPMENT OF THE FINAL GAME.

## THE GAMEPLAY OF VALANNIA ARENA

THE GAMEPLAY OF ARENA REVOLVES AROUND TWO FUNDAMENTAL PILLARS: THE HERO AND THE COMBAT UNITS, BOTH BELONGING TO THE SAME RACE. BOTH THE HERO AND THE TROOPS MOVE AND UNLEASH ABILITIES IN REAL-TIME, AS DECIDED BY THE PLAYER IN TERMS OF TARGETS AND TIMING. THE PLAYER WHO HAS THE LAST UNIT STANDING ACHIEVES VICTORY.

IT IS A HIGHLY DYNAMIC COMBAT SYSTEM WHERE THE PLAYER CONTROLS EACH UNIT, THEIR ATTACKS, AND ABILITIES WHILE MAKING REAL-TIME DECISIONS REGARDING THEIR TARGETS.

EACH PLAYER HAS ONE HERO AND A PREDETERMINED SELECTION OF COMBAT UNITS.



## COMBAT UNITS

WE REFER TO THE COLLECTION OF UNITS CONTROLLED BY EACH PLAYER AS "TROOPS." EACH PLAYER CHOOSES THEIR RACE, SELECTS THE DESIRED HERO FROM THAT RACE, AND CONFIGURES THEIR ARMY BASED ON THEIR OWN COMBAT STRATEGY. PLAYERS DEPLOY THEIR HERO AND TROOPS ON THE BATTLEFIELD, AND AFTER A FEW SECONDS, THE BATTLE BEGINS.

EACH OF THE 8 RACES HAS 8 DIFFERENT TYPES OF UNITS, CATEGORIZED AS:

- TANKS
- INFANTRY
- MAGIC
- RANGED
- CAVALRY
- COLOSSI AND WAR MACHINES



CERTAIN RACES MAY LACK A SPECIFIC TYPE OF UNIT DUE TO THEIR NATURE, AND SOME RACES MAY HAVE WEAKER UNITS IN CERTAIN CATEGORIES. FOR EXAMPLE, FEYRUNE HAS MOUNTED UNITS, BUT THEY ARE FAR FROM BEING THE BEST MOUNTED UNITS IN VALANNIA.

EACH UNIT HAS A DIFFERENT "TROOP POINT" VALUE, WHICH IS ASSOCIATED WITH THEIR COMBAT ABILITIES AND CHARACTERISTICS. SOME RACES MAY HAVE UNITS WITH LOWER TROOP POINT COSTS DUE TO THEIR RACIAL TRAITS.

THE TROOP POINTS REPRESENT THE COST OF DEPLOYING EACH COMBAT UNIT ON THE BATTLEFIELD. TYPICALLY, BASIC MELEE UNITS HAVE A LOW TROOP POINT VALUE, WHILE A DRAGON WOULD HAVE A HIGH TROOP POINT VALUE. PLAYERS IN VALANNIA ARENA HAVE A FIXED TROOP POINT VALUE, SO THEIR STRATEGIC CHOICES WILL BE BASED ON THIS NUMBER. THEY CAN CHOOSE TO HAVE A FEW HIGH-VALUE UNITS, MANY LOW-VALUE UNITS, OR PERHAPS A HYBRID STRATEGY. THE CHOICE IS THEIRS.



EACH UNIT HAS ITS BASIC ATTACK AS WELL AS A SPECIAL ABILITY. THE BASIC ATTACK AUTOMATICALLY TARGETS THE PLAYER'S CHOSEN ENEMY, WHILE THE SPECIAL ABILITY CAN BE EXECUTED BY THE PLAYER AT ANY TIME AND DIRECTED AT ANY TARGET. THIS INTRODUCES UNLIMITED STRATEGIC POSSIBILITIES AND ENSURES THAT EACH BATTLE IS UNIQUE. OF COURSE, SPECIAL ABILITIES HAVE COOLDOWN TIMES DEPENDING ON THEIR POWER AND IMPACT IN COMBAT. ABILITIES CAN INCLUDE DAMAGE-DEALING, HEALING, CONTROL, BUFFING, OR DEBUFFING EFFECTS.

EACH RACE FOCUSES ON A DIFFERENT COMBAT STYLE. CHOOSE THE RACE THAT ALIGNS WITH YOUR PREFERRED STRATEGY, WHETHER IT'S OFFENSIVE, DEFENSIVE, CONTROL-ORIENTED, AND SO ON.

THE UNITS OF EACH RACE ARE NFTS AND, AS SUCH, HAVE VARYING LEVELS OF RARITY BASED ON THEIR AVAILABILITY.

BOTH UNITS AND HEROES HAVE STATISTICS SUCH AS HEALTH, ARMOR, PHYSICAL OR MAGICAL DAMAGE, CRITICAL HIT CHANCE, ATTACK RANGE, ATTACK SPEED, AND MOVEMENT SPEED. ADDITIONALLY, EACH UNIT HAS A SKILL TREE THAT ALLOWS PLAYERS TO FURTHER CUSTOMIZE THE COMBAT STYLE OF THEIR UNIT, CREATING A PERFECT SETTING FOR STRATEGIC PLANNING.

## —THE HERO

THE HERO IS YOUR AVATAR IN VALANNIA. YOU ARE THE HERO, AND THAT'S WHY IT'S THE MOST IMPORTANT ASPECT.

EACH RACE HAS 3 HEROES, AND ONE OF THESE 3 HEROES IS THE LEADER OF THE RACE, MAKING IT RARER THAN THE OTHER TWO. EACH HERO ALSO HAS 3 ABILITIES THAT ARE RANDOMLY ASSIGNED TO THE NFT (HERO) AT THE TIME OF MINTING. EACH RACE HAS A POOL OF 5 ABILITIES FOR THE HEROES OF THEIR RACE, FROM WHICH THREE WILL BE RANDOMLY CHOSEN. ADDITIONALLY, THE FOURTH ABILITY IS A UNIQUE ABILITY SPECIFIC TO EACH HERO THAT DOES NOT VARY. IT REPRESENTS THE DISTINCTIVE ABILITY OF EACH HERO AND IS USUALLY THE MOST POWERFUL ONE.

WHEN A PLAYER MINTS A HERO, THEY WILL BE MINTING A HERO FROM A SPECIFIC RACE, NOT A SPECIFIC HERO. THERE ARE THREE PERCENTAGE CHANCES FOR THE HEROES:

- THE RACE LEADER HAS A 4% PROBABILITY.
- THE SECOND HERO HAS A 31% PROBABILITY.
- THE THIRD HERO HAS A 65% PROBABILITY.





IN ADDITION TO THIS, WE HAVE ADDED AN INTERESTING COLLECTIBLE COMPONENT CALLED COLLECTOR BORDERS, WHICH HAVE NO IMPACT ON THE GAMEPLAY OTHER THAN BEING COLLECTIBLES. THEY ARE, IN ORDER OF RARITY FROM LEAST RARE TO MOST RARE:

- BLACK BORDER (82.5%)
- SILVER BORDER (12.5%)
- BLUE BORDER (4.5%)
- GOLD BORDER (0.5%)



THE POOL OF ABILITIES FOR EACH RACE IS STRAIGHTFORWARD, CONSISTING OF 5 ABILITIES, EACH WITH A 20% CHANCE OF APPEARING IN YOUR NFT.

- SKILL 1: 20% PROBABILITY
- SKILL 2: 20% PROBABILITY
- SKILL 3: 20% PROBABILITY
- SKILL 4: 20% PROBABILITY
- SKILL 5: 20% PROBABILITY

THEREFORE, WHEN MINTING A HERO, THE ONLY CHOICE YOU HAVE TO MAKE IS THE RACE YOU CHOOSE. HERE'S AN EXAMPLE OF MINTING:

1. I DECIDE TO MINT A HERO FROM THE GLORB RACE.
2. I GET A "BUBUK" HERO (31%) WITH ITS UNIQUE ABILITY.
3. I RECEIVE SKILLS 1, 4, AND 5.
4. I GET A BLUE BORDER (4.5%).

IT'S IMPORTANT TO NOTE THAT YOU CAN ONLY DEPLOY 1 HERO ON THE BATTLEFIELD.

HEROES DO NOT COST "TROOP POINTS," SO IT WON'T COST YOU ANYTHING TO DEPLOY THEM ON THE BATTLEFIELD.

EACH HERO IS UNIQUE AND ADAPTS TO A DIFFERENT FIGHTING STYLE. FOR EXAMPLE, THERE ARE MAGE HEROES WHO FOCUS ON MAGICAL DAMAGE, MELEE WARRIOR HEROES, HEROES SPECIALIZED IN BUFFS OR HEALING, AND EVEN HEROES FOCUSED ON CONTROL. THE HERO IS A CRUCIAL PIECE IN COMBAT STRATEGY. THE HERO'S RACE IS ALSO IMPORTANT; FOR INSTANCE, RACES THAT LACK HEALING ABILITIES NATURALLY HAVE HEROES WITHOUT ANY HEALING SKILLS, AND THE SAME APPLIES TO OTHER RACES.



## COMPETITIVE CIRCUIT

WITH THE RELEASE OF VALANNIA ARENA, AND AFTER THE INITIAL TESTS, THE FIRST COMPETITIVE SEASON OF GUILDS IN 2V2 WILL BEGIN.

THE COMPETITION WILL BE SPONSORED, HAVE A SOCIAL MEDIA IMPACT, FEATURE STREAMERS, AND HAVE AN EXCLUSIVE EVENT BROADCAST THROUGH VALANNIA. IT WILL OFFER A SPECTACLE FOR SPECTATORS AND ATTRACTIVE PRIZES. THE COMPETITIVE CIRCUIT WILL BE TEAM-BASED AND FOCUSED ON GROUPS OF PLAYERS, SPECIFICALLY GUILDS.



## CONNECTION BETWEEN VALANNIA AND VALANNIA ARENA

THE DEVELOPMENT TIME FOR MMOs, ESPECIALLY WHEN AIMING TO CREATE SOMETHING EXTENSIVE, IS USUALLY LONG. VALANNIA ARENA IS THE SOLUTION WE HAVE PROVIDED DURING THIS WAITING PERIOD, OFFERING PLAYERS THE EARLY UTILITY OF THEIR NFTs AND PROVIDING REWARDS WHILE CONTINUING WITH THE DEVELOPMENT OF VALANNIA.

VALANNIA ARENA WILL BE A PART OF THE FINAL GAME, VALANNIA. THE COMBAT IN VALANNIA WILL HAVE THE SAME GAMEPLAY AS IN ARENA, WITH THE ADDITION THAT VALANNIA WILL BE SET IN AN OPEN MAP WHERE PLAYERS ON THE MAP CAN ENGAGE IN COMBAT—AN OPEN WORLD. NATURALLY, ALL ASSETS FROM VALANNIA ARENA CAN BE USED IN VALANNIA.

VALANNIA — ARENA



# THE BIRTH OF VALANNIA

**PHASE 1 - THE FIRST 200:** THE FIRST 200 WILL BE THE OPENING EVENT OF THE MARKETPLACE, MARKING THE BEGINNING OF THE FIRST RELEASE OF ASSETS IN VALANNIA. IT IS INTENDED FOR THE FIRST 200 PEOPLE WHO WANT TO PARTICIPATE IN THE PROJECT.

**PHASE 2 - SCROLL RELEASE:** SCROLLS WILL BE THE FIRST RELEASE OF ASSETS IN VALANNIA, TARGETING GAMING GUILDS, VENTURE CAPITALISTS, EARLY INVESTORS, OR ANY PLAYER WHO WANTS TO START IN VALANNIA DURING THE EARLY PHASES WITH SIGNIFICANT BENEFITS FOR OWNING THE SCROLLS.

FOUR SCROLLS WILL BE RELEASED FOR EACH RACE, AND THESE SCROLLS NOT ONLY PROVIDE YOU WITH ALL THE COMBAT UNITS OF THAT RACE BUT ALSO SERVE AS HIGHLY RARE ITEMS WITH FUTURE UTILITY WITHIN AND OUTSIDE VALANNIA.

**PHASE 3 - HERO RELEASE:** IT WILL BE TIME TO CHOOSE A FACTION AND ACQUIRE THE HERO THAT BEST SUITS YOUR PHILOSOPHY AND, OF COURSE, YOUR COMBAT STYLE. THE STRATEGIC PART OF VALANNIA WILL BEGIN, FOCUSING ON OUR FIRST PLAYABLE PHASE: VALANNIA ARENA. THE RACE YOU CHOOSE WILL BE THE RACE THAT ACCOMPANIES YOU THROUGHOUT THE GAME.

**PHASE 4 - COMBAT UNIT RELEASE:** THE TIME HAS COME TO CHOOSE WHICH COMBAT UNITS WILL ACCOMPANY YOUR HERO INTO BATTLE. WILL IT BE A LARGE HORDE OF BASIC UNITS? WILL YOU BASE YOUR STRATEGY ON THE COLOSSI AND WAR MACHINES? OR PERHAPS YOU'LL OPT FOR A MORE WELL-ROUNDED APPROACH WITH MELEE UNITS, RANGED UNITS, AND MAGES?

**PHASE 5 - GUILD CREATION:** PLAYERS WILL BE ABLE TO CREATE THEIR GUILDS, ALLOWING THEM TO POSITION THEMSELVES FOR THE GUILD COMPETITIONS IN VALANNIA ARENA.

**PHASE 6 - VALANNIA ARENA:** OUR MINIMUM VIABLE PRODUCT, OFFERING DEEP GAMEPLAY, COMPETITIVE EVENTS WITH REWARDS, 1V1 AND 2V2 POSSIBILITIES, AND GUILD COMPETITIONS WITHIN A COMPETITIVE CIRCUIT.





## — VALANNIUM RINGS

THE RINGS WILL HAVE BENEFITS BOTH INSIDE AND OUTSIDE THE GAME, INCLUDING OCCASIONAL DROPS OF COMBAT UNITS. WE TAKE THE HOLDERS OF THE RINGS VERY SERIOUSLY, AS THEY ARE THE FIRST USERS IN THE COMMUNITY WHO HAVE PLACED THEIR TRUST IN THE PROJECT.



## — SCROLLS

SCROLLS ARE VALUABLE ITEMS INTENDED FOR THE EARLY PARTICIPANTS OF VALANNIA. DUE TO THEIR MARKET VALUE, THEY ARE AIMED AT GROUPS OF PEOPLE, GAMING GUILDS, AND EARLY INVESTORS.

THOSE WHO HAVE ACQUIRED SCROLLS WILL RECEIVE SEVERAL BENEFITS OVER TIME FOR THEIR CONTRIBUTION TO VALANNIA DURING ITS EARLY PHASES. SOME OF THE HIGHLIGHTED BENEFITS INCLUDE:

1. AIRDROP OF ALL COMBAT UNITS OF THE RESPECTIVE RACE AT THE TIME OF EACH UNIT'S RELEASE.
2. AIRDROP OF A 'MYSTIC LAND,' A PROPERTY THAT WILL NOT BE PUBLICLY AVAILABLE FOR SALE BY VALANNIA.
3. ACCESS TO SPECIAL REAL-WORLD EVENTS.
4. IN-GAME UTILITIES SUCH AS ACCESS TO SPECIAL EVENTS WITHIN VALANNIA.
5. OTHER AIRDROPS.

PLEASE NOTE THAT "AIRDROP" REFERS TO THE DISTRIBUTION OF DIGITAL ASSETS TO HOLDERS OF A PARTICULAR TOKEN OR ITEM.





# • THE 8 RACES OF VALANNIA •

THIS IS INTENDED TO BE AN INTRODUCTION TO EACH OF THE 8 RACES. EACH RACE HAS ITS OWN CULTURE, PHILOSOPHY, WAY OF LIFE, PHYSICAL CHARACTERISTICS, ABILITIES, COMBAT STYLES, AND UNIQUE UNITS. AND OF COURSE, EACH RACE HAS 3 DIFFERENT HEROES, ONE OF WHOM IS THE LEADER OF THE RACE.



## FEYRUNE

FEYRUNE STANDS AS AN AMALGAMATION OF WARRIOR FAIRIES AND POWERFUL SATYRS DEEPLY IN LOVE WITH THE FORESTS, FIERCELY DEFENDING PEACE AND THEIR CHERISHED HOMELAND. DESPITE THE RUTHLESS EXILE FROM THEIR DWELLING IN THE FORESTS OF ARVAXIA, THEY PERSIST IN THEIR RESISTANCE, TIRELESSLY FIGHTING FOR JUSTICE WITHIN THE NURTURING WOODS.

## LERATHI

THE LERATHI EMBODY A POWERFUL ORDER OF FANATICAL REPTILIANS WHO RELENTLESSLY PURSUE THEIR PROPHECY, IN WHICH THE DESTRUCTION OF THE SUN HERALDS THE DAWN OF LERATHI DOMINATION. DEVOTEES OF KRON, THE SUN-DEVOURING SERPENT DEITY, THEIR FANATICISM, UNWAVERING DETERMINATION, AND DEEP KNOWLEDGE OF MAGIC MAKE THEM A FORMIDABLE AND DANGEROUS ADVERSARY.





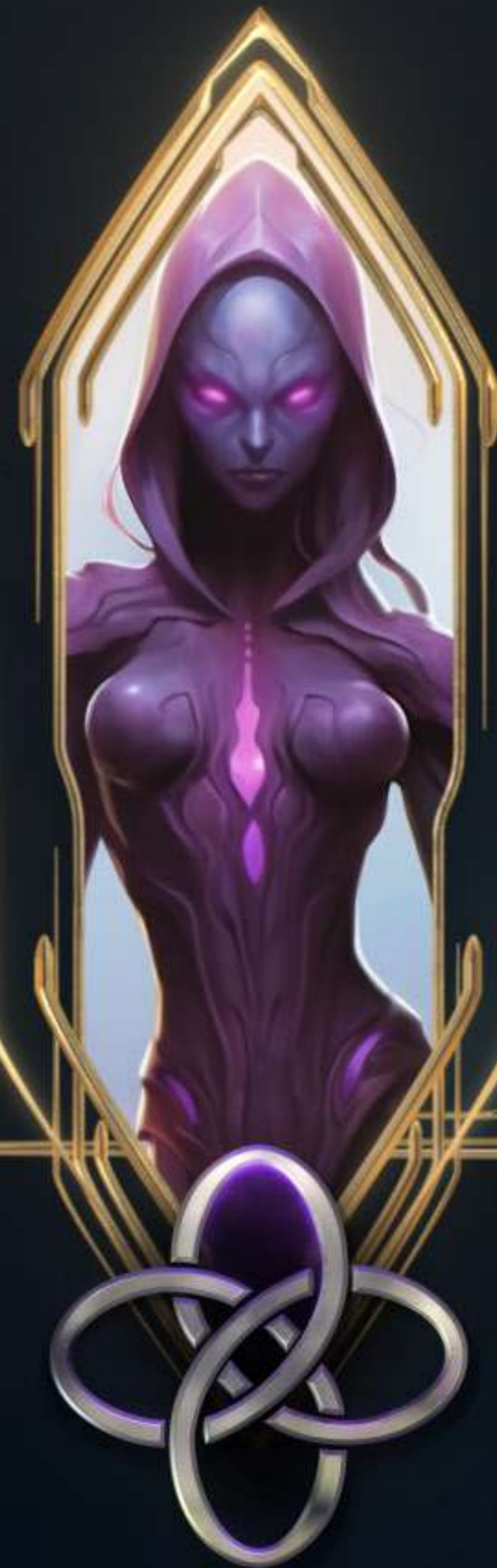


## ALTARI

THE ALTARI REPRESENT A PROUD AVIAN RACE WITH AN UNBREAKABLE SENSE OF LOYALTY AND HONOR. THEIR WARRIORS ARE AMONG THE MOST FORMIDABLE, WHILE THEIR SORCERERS POSSESS ANCIENT MAGICAL WISDOM. FOR THE ALTARI, SACRIFICING FOR THEIR QUEEN IS AN HONOR THEY EMBRACE WITHOUT HESITATION, SPARING NO EFFORT TO SAFEGUARD THEIR HOMELAND.

## ZAN'THAR

THE ZAN'THAR PERSONIFY AN ADVANCED AND SPIRITUAL RACE THAT ARRIVED IN THE LANDS OF VALANNIA MILLENNIA AGO. THEIR INTELLIGENCE AND PROFOUND SPIRITUALITY ENABLE THEM TO MASTER ADVANCED MENTAL TECHNIQUES SUCH AS TELEKINESIS AND TELEPATHY. SO FAR, THE ZAN'THAR HAVE MANAGED TO EXIST IN RELATIVE PEACE, BUT THEIR TRANQUIL EXISTENCE FACES A GROWING THREAT.







## TYXEN

THE TYXEN ARE SUPER-INTELLIGENT RODENTS WHO RELY ON THEIR CLEVER INVENTIONS AND TECHNOLOGY TO AMASS POWER. DESPITE ENDURING HARDSHIPS IN THE PAST, THEIR CURRENT TECHNOLOGICAL ADVANCEMENTS HAVE ELEVATED THEM TO BECOME ONE OF THE MOST FORMIDABLE RACES IN VALANNIA, A FORCE TO BE RECKONED WITH.

## GLOBB

THE GLOBB ARE BARBARIC CREATURES WITH BLUE SKIN AND POINTED EARS, KNOWN FOR THEIR STRENGTH, BRUTALITY, PECULIAR INTELLIGENCE, AND CHAOTIC TEMPERAMENT. HOWEVER, ONE SHOULD NOT UNDERESTIMATE THEIR KNOWLEDGE OF MAGIC AND THEIR FIERCE COMBAT FRENZY. THEY WORSHIP THEIR DEITY, THE ALL-POWERFUL GLOBB, TO WHOM THEY OWE THEIR NAME... GLORY TO GLOBB!







# HUMANOS

HUMANS, LIKE THE ZAN'THAR, ARRIVED IN VALANNIA FROM OUTER SPACE, ALTHOUGH FEW MORE SIMILARITIES CAN BE ESTABLISHED BETWEEN THEM. DEVOID OF FUNCTIONAL TECHNOLOGY AND LED BY THE ECCENTRIC GENERAL McALLISTER, THE HUMANS TRAPPED IN VALANNIA HAVE DESCENDED INTO A MEDIEVAL MADNESS THAT DEFIES ALL LOGIC.

# PIRITH

THE PIRITH ARE ENIGMATIC FOREST ENERGY ENTITIES WITH POWERS BEYOND MORTAL COMPREHENSION. THEY HOLD DOMINION OVER THE VAST FOREST OF ARVAXIA, AND THEIR ORIGINS ARE SHROUDED IN MYSTERY AND DARKNESS. THOUGH INCORPOREAL BY NATURE, THEY COMMAND AVATARS, ALLIES, AND OTHER HORRORS TO DEFEND THEIR TERRITORY.





# THE HEROES

AFTER THE RELEASE OF THE SCROLLS, THE HEROES WILL ARRIVE. WITHIN THE STORY OF VALANNIA, HEROES ARE SIGNIFICANT CHARACTERS. AS WE HAVE MENTIONED, EACH RACE HAS 3 HEROES, AND NOT ALL THE HEROES OF EACH RACE BELONG TO THE SAME RACE. FOR EXAMPLE, FEYRUNE, AS WE KNOW, CONSISTS OF FAIRIES, BUT THEY ALSO HAVE THE SUPPORT OF THE SATYRS AMONG THEIR RANKS. SUCH IS THE RELEVANCE OF SATYRS IN FEYRUNE THAT ONE OF THE 3 FEYRUNE HEROES IS A SATYR NAMED NETHEROS. ALTHOUGH MOST RACES HAVE HEROES BELONGING TO THEIR OWN RACE, FEYRUNE IS NOT THE ONLY ONE WHERE HEROES FROM A DIFFERENT RACE CAN BE FOUND.

~~ALTARI~~

~~FEYRUNE~~

~~GLORB~~

~~HUMANOS~~

~~LERATHI~~

**PIRITH**

~~TYXEN~~

~~ZAN'THAR~~



THE CHOICE OF RACE IS VERY IMPORTANT BECAUSE IT CANNOT BE CHANGED. AFTER THE RELEASE OF THE SCROLLS, WE WILL ENABLE THE MINTING OF HEROES. INITIALLY, PLAYERS WILL NOT CHOOSE A HERO DIRECTLY, BUT RATHER A RACE, AND THE MINTING OF THE HEROIS RANDOM. IF A PLAYER DECIDES TO MINT A HUMAN HERO, THEY MAY GET GENERAL McALLISTER, THE LEADER OF THE HUMANS, BUT IT WON'T BE THE MOST COMMON OUTCOME. IT WILL BE MORE LIKELY FOR THEM TO RECEIVE SIR ARCTURUS OR LADY MOONRISE. EACH HERO, ACCORDING TO THEIR RELEVANCE IN VALANNIA, HAS A DIFFERENT PROBABILITY PERCENTAGE OF BEING MINTED. IT'S IMPORTANT NOT TO CONFUSE THE DIFFICULTY OF OBTAINING A SPECIFIC HERO WITH HOW GOOD OR BAD THE HERO MAY BE IN COMBAT. VALANNIA WILL BE A STRATEGY GAME, AND WE WILL ENSURE THAT THE BEST PLAYERS OCCUPY THE TOP POSITIONS IN THE RANKINGS.

OF COURSE, ANOTHER OPTION IS TO GO DIRECTLY TO THE MARKETPLACE AND BUY A SPECIFIC HERO FROM ANOTHER PLAYER WHO HAS MINTED THE HERO YOU WANT. IT'S WORTH NOTING THAT HEROES HAVE COLLECTOR'S BORDERS.



# • ECONOMY •

THE FOUNDATION OF VALANNIA'S ECONOMY REVOLVES AROUND RAW MATERIALS AND RESOURCES. IT IS AN OPEN ECONOMY WHERE PLAYERS CAN EXCHANGE THEIR TIME FOR RESOURCES, MINERALS, GEMS, AND OTHER ITEMS. WITHIN THE IN-GAME ECONOMY, THERE ARE SEVERAL KEY PILLARS: VALANNIUM GOLD (IN-GAME CURRENCY, NOT A TOKEN), RESOURCES (MINING), THE GAME TOKEN (VALANNIA TOKEN), WHICH IS A HYBRID GOVERNANCE AND UTILITY TOKEN THAT ALSO FUNCTIONS AS A RESOURCE, AND GEMS, WHICH ARE EXCLUSIVELY OBTAINED THROUGH PLAYER VS. ENVIRONMENT (PvE) INTERACTIONS.

IN VALANNIA, WE AIM TO REPLICATE THE TANGIBILITY OF REAL-WORLD ASSETS, GIVING VALUE TO RESOURCES BASED ON THEIR USEFULNESS AND SCARCITY. THIS PROVIDES PLAYERS WITH THE OPPORTUNITY TO EXTRACT VIRTUAL CONTENT IN THE FORM OF RESOURCES AND CONVERT IT INTO REAL-WORLD EARNINGS. THE FUNDAMENTAL PILLAR OF VALANNIA'S ECONOMY IS THE CONCEPT WE PROPOSE REGARDING THE VALUE OF THINGS, WHICH PROVIDES A UNIQUE ROBUSTNESS AND BALANCE.

## VALANNIUM GOLD

IS THE IN-GAME CURRENCY AND IS NOT A TOKEN. PLAYERS CAN ACQUIRE VALANNIUM GOLD BY INTERACTING WITH THE ENVIRONMENT, KILLING CREATURES, OR COMPLETING QUESTS. VALANNIUM GOLD IS A BLuish GOLD-LIKE SUBSTANCE USED FOR VARIOUS PURPOSES WITHIN THE GAME, SUCH AS CRAFTING, FEES, REPAIRS, CONSTRUCTION, TECHNOLOGICAL UPGRADES, AND MORE.



## ISSUANCE OF VALANNIUM GOLD

WE HAVE DESIGNED A SOLID ECONOMY TO ENSURE THAT THE IN-GAME CURRENCY HAS UTILITY FOR NEARLY EVERYTHING WITHIN THE GAME. TO MAINTAIN A MEANINGFUL IN-GAME ECONOMY, THERE NEEDS TO BE A BALANCE BETWEEN THE ISSUANCE OF VALANNIUM GOLD AND THE TOTAL CIRCULATING SUPPLY. THE ISSUANCE OF VALANNIUM GOLD WILL BE BALANCED IN RELATION TO THE CIRCULATING SUPPLY BY THE VALANNIA DEVELOPMENT COMPANY, ACTING AS A "CENTRAL BANK" TO ENSURE A HEALTHY ECONOMY. FURTHER MECHANICS WILL BE DETAILED IN THIS DOCUMENT.



## RESOURCE MINING

IS THE FOUNDATION OF THE ECONOMY. THERE IS A PRODUCTION CHAIN STARTING FROM RESOURCE EXTRACTION USING "EXTRACTION TOWERS" TO SMELTING AND MOLDING. RESOURCES CAN BE TRADED AT ANY POINT IN THE PRODUCTION CHAIN. THESE RESOURCES ARE USED TO BUILD WAR MACHINERY, STRUCTURES, ARMOR AND WEAPONS, COMBAT UNITS, ARTIFACTS, AND OTHER ITEMS. THERE IS A WIDE RANGE OF RESOURCES, WITH SOME BEING SCARCER AND MORE DIFFICULT TO OBTAIN THAN OTHERS.



## THE VALANNIA TOKEN IS, IN ITSELF, A MINERAL RESOURCE.

IT IS HIGHLY COVETED AS IT HAS A FIXED SUPPLY AND SERVES NUMEROUS PURPOSES WITHIN THE GAME. THE PRICE OF IN-GAME INTERACTIONS WILL BE LINKED TO THE TOKEN'S VALUE IN A STABLE CURRENCY. ADDITIONALLY, THE TOKEN DETERMINES THE WEALTH OF A NATION OR GUILD (GROUP OF PLAYERS) AS WELL AS ITS WEIGHT AND INFLUENCE IN THE WORLD OF VALANNIA. THERE ARE DIPLOMATIC AND POLITICAL MECHANICS CONTROLLED DIRECTLY BY PLAYERS IN THE WORLD OF VALANNIA.

*MORE DETAILS ON THE TOKEN, FLOW, AND UTILITY CAN BE FOUND IN THE "TOKENOMICS" SECTION.*



## GEMS

ARE HIGHLY SOUGHT-AFTER OBJECTS IN VALANNIA, SCATTERED THROUGHOUT THE WORLD, ALTHOUGH NOT ALL GEMS CAN BE FOUND ANYWHERE. SOME GEMS CAN BE FOUND IN AREAS NEAR THE CAPITALS, WHILE OTHERS ARE LOCATED DEEP WITHIN VALANNIA. GEMS ARE LINKED TO ENHANCING AND CRAFTING OBJECTS, AS WELL AS CONSTRUCTING STRUCTURES AND TECHNOLOGIES. IN ADDITION TO THEIR RARITY, EACH GEM HAS A SPECIFIC UTILITY, SUCH AS LEVELING UP ITEMS, CREATING ARMIES, CRAFTING NEW OBJECTS, MOUNTS, STRUCTURES, OR MEGASTRUCTURES. THEY SERVE AS A TOOL TO BALANCE THE IN-GAME ECONOMY AND TRULY GIVE VALUE TO HARD-TO-OBTAIN OBJECTS.



OUT OF THESE FOUR PILLARS, ONLY THE VALANNIA TOKEN, RESOURCES, AND GEMS CAN BE TRADED IN THE MARKETPLACE, WHILE VALANNIUM GOLD IS EXCLUSIVELY USED AS AN IN-GAME CURRENCY. ADDITIONALLY, OTHER NFTS SUCH AS HEROES, COMBAT UNITS, AND OBJECTS CAN ALSO BE TRADED ON THE MARKETPLACE.



# • BUSINESSES •

VALANNIA WILL BE A THRIVING METAVERSE. YOU CAN BE MORE THAN JUST AN ACTIVE PLAYER FOCUSED ON PvE, PvP, POLITICS, OR LAND OWNERSHIP. IN VALANNIA, YOU ALSO HAVE BUSINESS OPTIONS. YOU CAN OWN A MARKET STALL, A BLACKSMITH SHOP, OR THE MOST POPULAR TAVERN IN THE NATION.

FOR EXAMPLE, YOU CAN ACQUIRE A BLACKSMITH SHOP, GIVE IT A NAME, PROMOTE IT, AND EARN INCOME FROM THE SERVICES YOU OFFER IN VALANNIA. IN THE CASE OF THE BLACKSMITH SHOP, YOU CAN PROVIDE EQUIPMENT REPAIR SERVICES, SELL PROVISIONS AND BASIC EQUIPMENT. ALTERNATIVELY, YOU CAN OWN THE BEST TAVERN IN THE NATION AND CHARGE AN ENTRANCE FEE. IT CAN BE A TAVERN KNOWN FOR CLOSING MAJOR DEALS OR THE BEST PLACE TO LEARN ABOUT THE NATION'S NEWS, EVENTS THAT BRING TOGETHER MEMBERS OF YOUR RACE, AND EVEN ARTIST PERFORMANCES.

ADDITIONALLY, PLAYERS CAN OFFER ADVERTISING SERVICES IN THEIR BUSINESSES WITHIN VALANNIA. PLAYERS, GUILDS, OR REAL-WORLD COMPANIES CAN PAY TO PLACE ADVERTISEMENTS IN THE TAVERN OR BLACKSMITH SHOP OF OWNERS WHO OFFER THIS POSSIBILITY.

## — ITEMS

THE ENTIRE INTERNAL ECONOMY OF VALANNIA IS DESIGNED TO GIVE REAL VALUE TO WHAT PLAYERS ACQUIRE IN EXCHANGE FOR THEIR TIME, SIMILAR TO THE REAL WORLD. THAT'S WHY, FOR IN-GAME ITEMS LIKE WEAPONS AND ARMOR, WE HAVE DEVISED A SYSTEM WHERE THERE ARE TRULY SCARCE ITEMS AND, IN SOME CASES, UNIQUE ONES. HOWEVER, WE HAVE ENTRUSTED PLAYERS WITH THE ABILITY TO ENHANCE AND MAKE THESE ITEMS EVEN SCARCER USING RESOURCES, GEMS, AND OTHER COMPONENTS OF THE GAME.

ITEMS THAT ARE PART OF PLAYERS' EQUIPMENT, SUCH AS WEAPONS AND ARMOR, CAN BE LEVELED UP TO LEVEL 20. FOR EXAMPLE, YOU CAN HAVE A LEVEL 20 "CRYSTAL SWORD." CRAFTING CAN BE DONE USING BLUEPRINTS OBTAINED BY SPECIALIZING IN A SPECIFIC PROFESSION AND THROUGH PvE ACTIVITIES. THE "TYXEN MACHINE" IS USED TO LEVEL UP ITEMS.

+20





# • TYXEN MACHINE •

IN EACH CAPITAL CITY, THERE IS A "TYXEN MACHINE" USED TO CRAFT SPECIAL ITEMS AND ENHANCE EXISTING ONES. CRAFTING AND ENHANCEMENTS IN THE TYXEN MACHINE REQUIRE A LIST OF MATERIALS OR COMPONENTS. EACH COMBINATION IN THE TYXEN MACHINE HAS A PERCENTAGE CHANCE OF SUCCESS. IF IT DOESN'T SUCCEED, THERE IS A BURNING OF COMPONENTS AND MATERIALS, AND IN SOME MORE COMPLEX COMBINATIONS, EVEN THE ITEM ITSELF MAY BE BURNED. THIS MECHANISM PERFECTLY BALANCES THE ECONOMY IN SEVERAL ASPECTS:

- IT GIVES REAL VALUE TO ITEMS SINCE SOME WILL BE SCARCE AND CHALLENGING TO LEVEL UP TO THE MAXIMUM.
- IT IS A PERFECT MECHANISM TO BALANCE THE ECONOMY AND CREATE A BURNING OF ITEMS, RESOURCES, GEMS, COMPONENTS, AND VALANNIUM GOLD.

THE PLAYER WILL HAVE TO DECIDE WHETHER TO TAKE THE RISK OF LEVELING UP AN ITEM OR NOT, AS WELL AS WHETHER TO BUILD A NEW ONE. THE PLAYER WILL KNOW THE PERCENTAGE CHANCE OF A SUCCESSFUL COMBINATION BEFORE ACCEPTING IT. THERE ARE SOME MECHANISMS FOR SLIGHT IMPROVEMENTS TO THESE PERCENTAGES. IN VALANNIA, IT WILL BE EVIDENT AT A GLANCE WHICH PLAYERS HAVE TRULY MADE AN EFFORT TO IMPROVE, WHILE ALSO PROPOSING NEW SUSTAINABLE AND SOLID METHODS FOR ECONOMIC STABILITY IN THE GAME.





# HOW DOES THE VALANNIA TOKEN AND IN-GAME CURRENCY INTERACT WITH THE PLAYER?

THE ECONOMIC MODEL OF VALANNIA AND HOW PLAYERS INTERACT WITH THE "VALANNIA TOKEN" AND "VALANNIUM GOLD" IN-GAME IS A GOOD EXAMPLE OF HOW TO GIVE VALUE TO A CURRENCY, PRIORITIZING THE PLAYERS' DESIRE TO STAY IN THE UNIVERSE WE ARE DEVELOPING.

BEYOND THAT, WE HAVE BUILT A SYSTEM IN WHICH THE ECONOMY FEEDS BACK INTO ITSELF. BELOW, WE DETAIL THE POSSIBILITIES OF INTERACTION WITH THE TOKEN AND IN-GAME CURRENCY.

## VALANNIA TOKEN

### 1. MARKETPLACE

THE INTERESTING ASPECT OF OWNING YOUR NFT ASSETS IS THAT YOU CAN TRADE THEM AT ANY TIME IN A QUICK AND EASY WAY. THE MARKETPLACE IS DIVIDED INTO TWO PHASES: THE INITIAL PHASE, WHERE PLAYERS CAN TRADE THEIR ASSETS THROUGH THE VALANNIA WEBSITE, THUS CREATING VALUE IN THE GAME'S TOKEN. AND THE "IN-GAME" MARKETPLACE, WHERE PLAYERS CAN DIRECTLY BUY OR SELL THEIR NFT ASSETS FROM WITHIN THE GAME.

### 2. IN GAME

THE UTILITY OF THE VALANNIA TOKEN IN-GAME IS BROAD AND INTERESTING.

THE FIRST ASPECT TO HIGHLIGHT IS THAT THE TOKEN ITSELF IS A RESOURCE THAT PLAYERS CAN MINE IN THE GAME IN THE MOST DANGEROUS AREAS, WHERE THEY PUT THEIR NFTS AT RISK. WE WILL PROVIDE MORE DETAILS LATER IN THIS DOCUMENT UNDER "ZONES AND LOOT."

ALTHOUGH THE VALANNIA TOKEN IS NOT THE BASE CURRENCY IN THE GAME (AS THE IN-GAME EXCHANGE CURRENCY IS VALANNIUM GOLD), IT WILL SERVE IN SEVERAL WAYS: CONSTRUCTION, TECHNOLOGIES, ITEM ENHANCEMENTS, POLITICS, AND MORE.



# THE VALANNIA TOKEN

## WILL BE USED FOR:

### ○ CREATION OF COMBAT UNITS:

IN AN MMO STRATEGY GAME, CREATING UNITS IS A NATURAL PART, AND MANY PLAYERS WILL WANT TO CREATE THEIR OWN ARMIES, EITHER BECAUSE THEY START WITHOUT ONE, THEY WANT TO TRADE IT, OR THEY WANT TO HAVE RESERVES.

THE BEST UNITS WILL REQUIRE VALANNIA TOKENS FOR THEIR CREATION.

### ○ CREATION OF SPECIAL UNITS:

MILITARY UNITS ARE NOT THE ONLY UNITS THAT WILL BE USED IN VALANNIA. UNITS SUCH AS MOUNTS OR TRANSPORT UNITS WILL BE NECESSARY AND WILL REQUIRE VALANNIA TOKENS FOR THEIR CREATION.

### ○ CONSTRUCTION OF STRUCTURES:

IN AN EXPLORATION AND STRATEGY MMO, IT IS LOGICAL THAT PLAYERS WILL SEEK TO THRIVE. IN THIS CASE, CREATING THEIR OWN CASTLE, EXPANDING THEIR TERRITORY, AND CREATING THESE STRUCTURES WILL REQUIRE VALANNIA TOKENS.

### ○ CONSTRUCTION OF MEGA STRUCTURES:

MEGA STRUCTURES SUCH AS GUILD CASTLES, ENGINEERING ACADEMIES, MACHINERY WORKSHOPS, AND OTHERS ARE SOME OF THE MOST ADVANCED STRUCTURES IN VALANNIA, AND THEY WILL ALSO REQUIRE VALANNIA TOKENS FOR THEIR CREATION.

### ○ TYXEN MACHINE: THIS IS A CRAFTING AND ITEM ENHANCEMENT MACHINE

IN VALANNIA. FOR SOME SPECIAL ITEMS, THE TYXEN MACHINE IS USED TO CREATE NEW ITEMS AND ENHANCEMENTS. THE TYXEN MACHINE WILL REQUIRE COMPONENTS, RESOURCES, VALANNIA TOKENS, AND VALANNIUM GOLD FOR CRAFTING OR ENHANCEMENT. NOT ALL ENHANCEMENTS OR CRAFTS WILL REQUIRE THE SAME MATERIALS, RESOURCES, OR TOKENS.



## ◦ TECHNOLOGIES AND ENHANCEMENTS:

FOR THE CREATION AND CONSTRUCTION OF CERTAIN ADVANCED OBJECTS AND STRUCTURES IN VALANNIA, IMPROVEMENTS AND TECHNOLOGICAL DEVELOPMENT ARE REQUIRED, AND FOR THESE, AMONG OTHER THINGS, VALANNIA TOKENS WILL BE NECESSARY.

## ◦ REPAIRS AND MAINTENANCE:

IN ADDITION TO CREATING NEW STRUCTURES AND OBJECTS, IN VALANNIA, THERE WILL BE A NEED TO REPAIR EQUIPMENT, WEAPONS, BUILDINGS, AND OTHERS. FOR SOME OF THESE LARGER OR RARE OBJECTS OR STRUCTURES, A COMMISSION IN VALANNIA TOKENS WILL BE REQUIRED.

## ◦ POLITICS AND DIPLOMACY:

PLAYERS WILL BE ABLE TO VOTE FOR LEADERS OF EACH RACE, WHICH WILL IMPLY POLITICAL, ECONOMIC, AND DIPLOMATIC CHANGES IN EACH OF THE 8 NATIONS.

THE NUMBER OF TOKENS PLAYERS HAVE WILL BE PROPORTIONAL TO THEIR IMPACT ON THE VOTING.

ALL PLAYERS WILL HAVE THE OPPORTUNITY TO PARTICIPATE IN THE VOTING OF THEIR RACE.

## ◦ OTHERS:

THERE WILL BE SPECIAL EVENTS AND ACTIVITIES WHERE PLAYERS CAN PARTICIPATE WITH TOKENS.

THESE EVENTS MAY BE RANDOM OR COINCIDE WITH KEY DATES.

IT IS IMPORTANT TO NOTE THAT THESE EVENTS WILL NOT HAVE ANY GAMEPLAY ENHANCEMENT COMPONENTS; THEY WILL BE PURELY EVENTS WITH COLLECTIBLE/COSMETIC REWARDS.

*NOTE: THE VALUE OF INTERACTIONS WITH THE VALANNIA TOKEN WILL BE ANCHORED TO A USD PRICE, ENSURING THERE IS NO IMBALANCE IN THE ECONOMY AND THAT EVERYTHING WITHIN THE GAME MAINTAINS A LOGICAL SENSE OF PRICING. IF THE TOKEN IS CHEAPER, PLAYERS WILL NEED TO OBTAIN MORE VALANNIA TOKENS, AND IF THE TOKEN PRICE IS HIGHER, THEY WILL NEED TO OBTAIN FEWER TOKENS.*



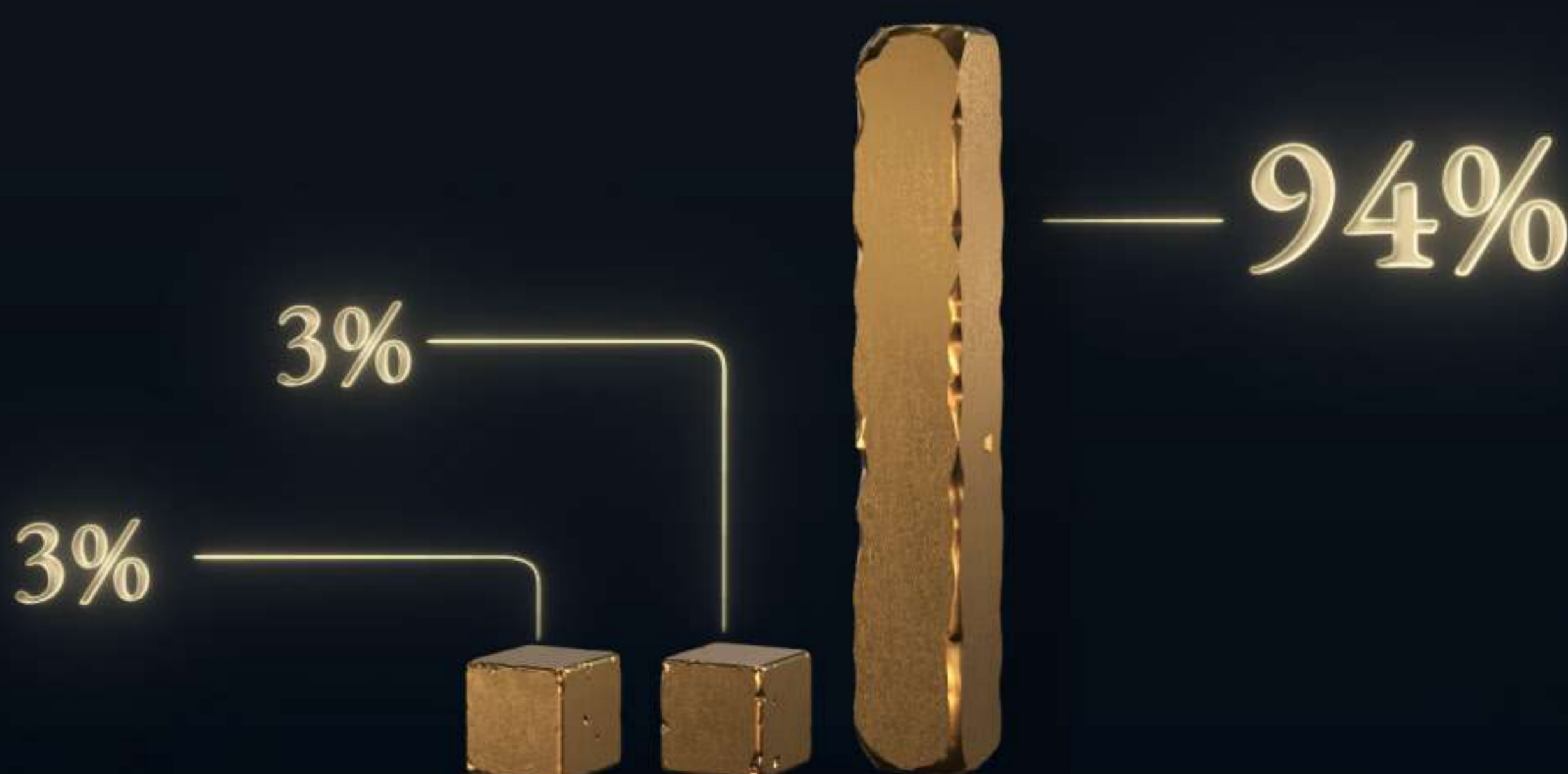
## DISTRIBUTION OF 'VALANNIA TOKEN' IN-GAME WHEN PLAYERS USE IT:

- 94% OF THE 'VALANNIA TOKEN' USED IN-GAME FOR ALL CONSTRUCTIONS AND ENHANCEMENTS WILL BE REINTEGRATED ALGORITHMICALLY INTO THE DEPOSITS WITHIN THE GAME, ON THE VALANNIA MAP WHERE PLAYERS CAN ONCE AGAIN FIND THEM AND INITIATE THE MINING PROCESS AGAIN. THIS CREATES A SUSTAINABLE CYCLE OVER TIME.
- ANOTHER 3% WILL GO DIRECTLY TO THE VALANNIA DAO, WHERE THE DAO WILL DECIDE WHERE IT IS ALLOCATED.
- ANOTHER 3% GOES TO THE VALANNIA DEVELOPMENT COMPANY.



## THE FLOW OF 'CRYSTAL ESSENCE' THAT PLAYERS EXTRACT FROM THE MAP CONVERT INTO 'VALANNIA TOKEN' IS AS FOLLOWS:

1. THE PLAYER MINES AND OBTAINS 'CRYSTAL ESSENCE', WHICH CAN BE USED TO CRAFT 'VALANNIA TOKEN' THROUGH A PROCESS.
2. THE TOKEN IS USED FOR CRAFTING, ENHANCEMENTS, CONSTRUCTION, TECHNOLOGIES, ETC.
3. FROM THE TOTAL AMOUNT THE PLAYER USES IN THE GAME FOR THESE PURPOSES, THREE POOLS ARE CREATED: 94% IS ALLOCATED TO REINTEGRATE IT INTO THE ECONOMY, 3% GOES TO THE VALANNIA DAO, AND 3% GOES TO THE VALANNIA DEVELOPMENT COMPANY.
4. THE 94% THAT IS REINTEGRATED INTO THE ECONOMY IS DEPOSITED INTO A POOL EXCLUSIVELY FOR IT TO BE CRAFTED FROM 'CRYSTAL ESSENCE' THAT PLAYERS CAN FIND ON THE MAP IN THE FORM OF CRYSTAL DEPOSITS. THE DEPOSITION PROCESS IS ALGORITHMIC AND RANDOM, PRIMARILY IN THE RED ZONES OF THE MAP. FROM HERE, THE PRODUCTION CHAIN STARTS AGAIN ONCE PLAYERS LOCATE THE DEPOSIT.





# CRYSTAL ESSENCE

THE 'CRYSTAL ESSENCE' IS FOUND IN DEPOSITS ON THE VALANNIA MAP, MOSTLY IN RED ZONES. PLAYERS CAN USE 'CRYSTAL ESSENCE' TO CRAFT 'VALANNIA TOKEN' AFTER A COMPLEX PRODUCTION CHAIN. THE AMOUNT OF 'VALANNIA TOKEN' THAT PLAYERS CAN CRAFT WILL VARY BASED ON THE AVAILABILITY IN THE TOKEN POOL FOR DEPOSITS. THIS POOL WILL HAVE AN INITIAL SUPPLY DEDICATED TO IT AND WILL BE FURTHER REPLENISHED THROUGH ITS USAGE IN THE GAME: CONSTRUCTIONS, ENHANCEMENTS, CRAFTING, REPAIRS, TECHNOLOGIES, TAXES, FEES, AND MORE.

## 1. THE FUTURE OF THE UNIVERSE

OUR VISION FOR VALANNIA IS A LONG-TERM APPROACH WHERE WE AIM TO CONTINUE EXPANDING THE UNIVERSE, EVEN BEYOND THE GAME. OUR PHILOSOPHY IS TO LEAVE SOMETHING CREATED EVEN FOR FUTURE GENERATIONS. IT WILL BE A CONSTANTLY GROWING UNIVERSE, AND THEREFORE, WE WILL CREATE LONG-TERM UTILITIES FOR THE 'VALANNIA TOKEN', SUCH AS POSSIBLE NEW ZONES, IN-GAME EVENTS, AND MORE. ADDITIONALLY, WE ENVISION A WHOLE UNIVERSE OUTSIDE THE GAME WITH MERCHANDISE, FIGURINES, COLLECTIBLES, ONLINE AND LIVE EVENTS, AND OTHER PROPOSALS THAT WE WILL REVEAL AS WE CONTINUE TO DEVELOP.

ALL OF THIS WILL BE A GREAT WAY TO PROVIDE ONGOING UTILITY FOR THE 'VALANNIA TOKEN'.

## 2. DAO (DECENTRALIZED AUTONOMOUS ORGANIZATION)

WE STRONGLY BELIEVE IN CREATING VALANNIA IN AN EQUITABLE MANNER INVOLVING COMMUNITIES, GAMERS, DEVELOPERS, CONTENT CREATORS, AND INVESTORS. WE SEE DAOs AS A GOOD WAY TO FACILITATE INTERACTION AMONG COMMUNITIES AND ALLOW ANYONE WILLING TO PARTICIPATE TO HAVE A VOICE. CURRENTLY, WE ARE LAYING THE FOUNDATIONS OF VALANNIA AND DEFINING THE DIRECTION WE BELIEVE IT SHOULD TAKE, BUT THE ULTIMATE IDEA IS FOR DECISIONS TO BE MADE THROUGH CONSENSUS WITHIN THE DAO. THIS IS ANOTHER USE CASE FOR THE 'VALANNIA TOKEN'.

## 3. POLITICS IN THE GAME

PLAYERS WILL HAVE THE ABILITY TO ELECT REPRESENTATIVES FOR THEIR RACE, AND THIS WILL HAVE A DIRECT IMPACT ON THE GAME AND THE GAMEPLAY EXPERIENCE FOR PLAYERS OF EACH RACE. THERE WILL BE LEADERS WHO ARE EXPANSIONISTS, WHILE OTHERS MAY ADOPT A MORE DIPLOMATIC APPROACH. VALANNIA OFFERS DEEP POLITICAL GAMEPLAY, PROVIDING PLAYERS WITH THE OPPORTUNITY TO SHAPE THE VIRTUAL WORLD OF VALANNIA AND HAVE A REAL IMPACT ON THEIR GAMEPLAY EXPERIENCES. FOR US, THIS IS ONE OF THE PILLARS THAT WILL ELEVATE VALANNIA BEYOND BEING JUST AN MMO GAME.



# • TOKENOMICS •

WE HAVE DESIGNED AN ECONOMIC SYSTEM INSPIRED BY THE REAL-WORLD ECONOMY. WE ARE INTRODUCING A REAL ECONOMY TO A MEDIEVAL FANTASY WORLD, GIVING ANY PLAYER THE OPPORTUNITY TO DEDICATE THEIR TIME TO PARTICIPATE IN THE GAME AND A REAL ECONOMY, WITH THE CHANCE TO GENERATE INCOME FROM THEIR IN-GAME ACTIVITIES.

THE ECONOMY OF VALANNIA IS COMPLEX AND IS BASED ON A PRODUCTION CHAIN THAT STARTS WITH THE EXTRACTION OF RAW MATERIALS AND ENDS WITH THE CREATION OF FINAL PRODUCTS FOR USE OR TRADE. PLAYERS TAKE ON DIFFERENT ROLES IN THIS INTERDEPENDENT ECONOMY, FOSTERING TRADE AMONG THEMSELVES.

FURTHERMORE, VALANNIA HAS TWO CURRENCIES IN ITS ECONOMY: ONE THAT IS NOT A TOKEN, VALANNIUM GOLD, WHICH IS THE IN-GAME CURRENCY USED FOR PURCHASING FROM SOME STORES, REPAIRING AND CREATING VARIOUS IN-GAME ITEMS, ETC. AND THE 'VALANNIA TOKEN,' WHICH IS A TOKEN, IS OF HYBRID GOVERNANCE AND UTILITY NATURE, PROVIDING VALUE BOTH INSIDE AND OUTSIDE THE GAME.

CRAFTING IS CRUCIAL IN VALANNIA'S ECONOMY, ALLOWING PLAYERS TO COMBINE AND TRANSFORM MATERIALS TO CREATE MORE POWERFUL OBJECTS. PLAYERS SEEK TO OBTAIN THE BEST ITEMS AND EQUIPMENT TO FACE CHALLENGES AND CAN SELL THEIR CREATIONS IN THE MARKETPLACE TO EARN INCOME.

THE ECONOMY OF VALANNIA IS BASED ON AN INTERDEPENDENT PRODUCTION CHAIN, WHERE PLAYERS ASSUME DIFFERENT ROLES AND UTILIZE RESOURCES TO CREATE VALUABLE PRODUCTS. SUPPLY AND DEMAND, ALONG WITH INTERACTIONS AMONG GAME ELEMENTS, SHAPE VALANNIA'S DYNAMIC ECONOMY.



## — GAME ECONOMY

THE ECONOMIC SYSTEM OF VALANNIA IS QUITE DEEP AND INVOLVES MANY ASPECTS TO CONSIDER. THE ECONOMY BEGINS WITH RAW MATERIALS, WITH THE EXTRACTION OF RESOURCES, AND EVOLVES INTO A FINAL PRODUCT FOR USE OR TRADE.

THE ECONOMY IN VALANNIA IS A PRODUCTION CHAIN THAT STARTS FROM RESOURCE EXTRACTION AND GOES ALL THE WAY TO THE FINAL PRODUCT, AND MOST ELEMENTS COME FROM THE PRODUCTION LAYER.

IT IS INTERESTING TO NOTE THAT A SINGLE PLAYER CANNOT PERFORM ALL TASKS, WHICH IS WHY WE HAVE CREATED AN INTERDEPENDENT ECONOMY TO PROMOTE TRADE AMONG PLAYERS.



**EXTRACTION PROCESS:**

EXPLORATION - ENGINEERING - MINING - TRANSPORTATION - SMELTING/REFINING - FINAL PRODUCT.

**BLACKSMITHING PROCESS:**

SMELTING AND CRAFTING OF WEAPONS AND ARMOR / TOOLS / COMPONENTS.

**UNIT CRAFTING:**

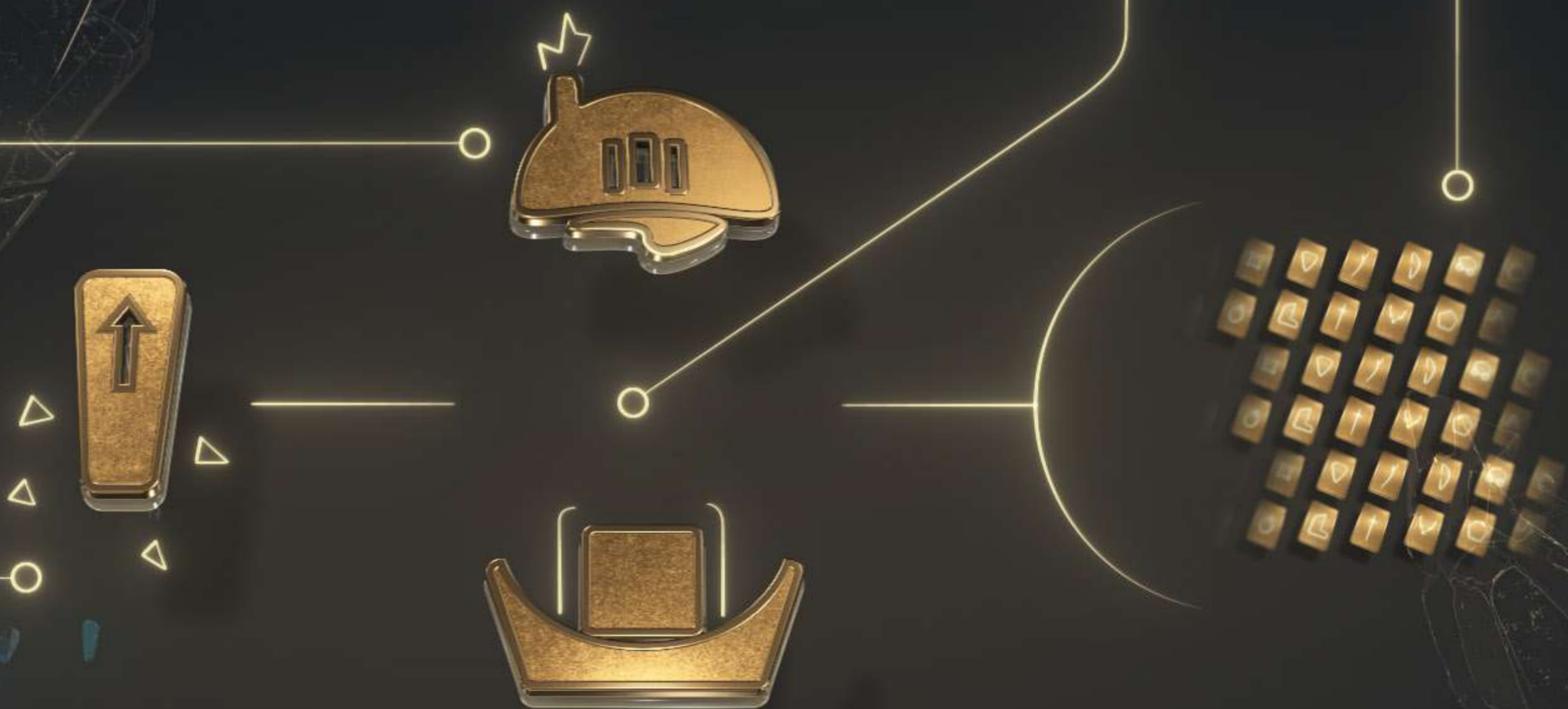
CREATION OF TROOPS, TECHNOLOGICAL DEVELOPMENT, STRUCTURES, ETC.

**ENGINEERING-BASED STRUCTURE, COMPONENT, AND RECIPE CRAFTING:**

CRAFTING: BLUEPRINTS / COMPONENTS / MACHINERY AND ARTIFACTS / TECHNOLOGY DEVELOPMENT.

**CONSTRUCTION AND BUILDING THROUGH ARCHITECTURE:**

BLUEPRINTS / CONSTRUCTION OF SIMPLE STRUCTURES / COMPLEX STRUCTURES.



THE MOST IMPORTANT MECHANICS LIE IN THE EXTRACTION OF RESOURCES THEMSELVES. FROM THESE RESOURCES, YOU CAN CRAFT PRACTICALLY EVERYTHING, BUT SUPPLY AND DEMAND WILL BALANCE THESE PROCESSES PERFECTLY.

LET'S SUPPOSE THAT ALL PLAYERS WANT TO BE MINERS BECAUSE THEY CAN EXTRACT RESOURCES. IF THIS HAPPENS, THERE MAY COME A POINT IN PRODUCTION WHERE A TRANSPORTER, AN EXPLORER, A BLACKSMITH, OR AN ENGINEER IS NEEDED, AND IF THERE ARE FEW PLAYERS PERFORMING THESE ROLES, THEY MAY END UP BEING MORE PROFITABLE THAN THE MINERS THEMSELVES. SUPPLY AND DEMAND.



# VALANNIUM GOLD AND VALANNIA TOKEN

THESE ARE THE TWO CURRENCIES THAT INTERACT WITHIN THE ECONOMY OF VALANNIA:

## • VALANNIUM GOLD •

IT IS NOT A TOKEN AND IS THE IN-GAME CURRENCY THAT CANNOT BE ACQUIRED WITH REAL MONEY OR VALANNIA TOKENS. IT IS AN INFLATIONARY CURRENCY WITH BURNING MECHANISMS AND ABUNDANT USAGE. IT CAN BE USED FOR ALMOST EVERYTHING IN THE GAME, FROM PURCHASING BASIC POSITIONS TO PAYING FOR EQUIPMENT REPAIRS, CREATING ITEMS, STRUCTURES, TROOPS, AND MORE.

## • TOKEN DE VALANNIA •

ON THE OTHER HAND, THE VALANNIA TOKEN IS THE ONLY TOKEN IN THE GAME. IT IS A HYBRID TOKEN WITH GOVERNANCE AND UTILITY FUNCTIONS WITHIN THE GAME. IT CAN BE USED FOR CRAFTING STRUCTURES OR RARER ITEMS IN THE GAME. IT ALSO HAS SOME RECURRING USE IN THE FORM OF FEES AND PLAYS AN IMPORTANT ROLE IN POLITICS.

THE VALANNIA TOKEN IS THE MOST PRECIOUS RESOURCE IN THE GAME, AND PLAYERS CAN EXTRACT "CRYSTAL ESSENCE" DIRECTLY FROM THE VALANNIA MAP TO EVENTUALLY CONVERT IT, IF DESIRED, INTO VALANNIA TOKENS THROUGH A LONG PRODUCTION CHAIN. CRYSTAL ESSENCE ALSO HAS ITS UTILITY WITHIN THE GAME.



# ELEMENTS THAT INTERACT IN THE ECONOMY OF VALANNIA:

TRADE OR SOCIAL STRUCTURES

COMBAT UNITS

SPECIAL UNITS

HERO

MOUNTS

ITEMS

RESOURCES

GEMS

EXTRACTION TOWERS

OUTPOSTS

CASTLES

CITADELS

DEFENSIVE TOWERS

WALLS

DEFENSE MECHANISMS

FORT





## TRADE OR SOCIAL STRUCTURES

IN ADDITION TO PURCHASING A PLOT IN VALANNIA TO USE AS THE PLAYER PREFERS, SUCH AS CREATING EVENTS, LINKING THEIR TRADITIONAL BUSINESS WITH THE WORLD OF VALANNIA, OPENING AN ART MUSEUM, OR A SHOP, PLAYERS CAN ACQUIRE PLOTS THAT ALREADY HAVE A COMMERCIAL STRUCTURE BUILT.

TAVERNS, MARKET STALLS, BLACKSMITHS ARE SOME OF THE STRUCTURES FOUND IN THE CAPITALS OF VALANNIA, WHICH PLAYERS CAN OWN TO DEVELOP THEIR BUSINESSES IN VALANNIA AND EARN IN-GAME INCOME.

THIS OFFERS A DIFFERENT GAMEPLAY EXPERIENCE, MORE FOCUSED ON SOCIAL INTERACTION OR ROLE-PLAYING, WHERE PLAYERS MAY NOT NECESSARILY FOCUS ON PvP OR PvE COMBAT BUT CAN PROGRESS IN THE GAME THROUGH OTHER MEANS, SUCH AS DEVELOPING THE MOST POPULAR TAVERN IN THE NATION, ORGANIZING EVENTS, SELLING PRODUCTS AT THEIR MARKET STALL, AND MUCH MORE.

## COMBAT UNITS

EACH RACE HAS 8 DIFFERENT TYPES OF COMBAT UNITS. THESE UNITS FORM PART OF THE ARMY THAT THE HERO CAN COMMAND IN THEIR ADVENTURE THROUGH VALANNIA.

## SPECIAL UNITS

THERE ARE SPECIAL UNITS, SUCH AS ADVANCED COMBAT UNITS THAT CAN BE CONSTRUCTED IN CITADELS, TRANSPORT UNITS, EXPLORATION UNITS, AND OTHERS.

## HEROES

AMONG THE THREE HEROES OF EACH RACE THAT YOU CAN CHOOSE FROM, THERE ARE ENDLESS POSSIBLE COMBINATIONS FOR YOUR HERO'S ABILITIES. YOU ARE THE HERO WHO WILL LEVEL UP, CHOOSE A PROFESSION, EQUIP THEMSELVES, CREATE AN ARMY, A CASTLE, AND JOIN A GUILD IN SEARCH OF EXPLORATION AND CONQUEST IN VALANNIA.

## MOUNTS

MOUNTS ARE THE MEANS OF TRANSPORTATION FOR THE HERO. THERE ARE MOUNTS THAT ARE PURELY COSMETIC, WHILE OTHERS PROVIDE CERTAIN IMPROVEMENTS TO THE HERO, SUCH AS INCREASED MOVEMENT SPEED. THERE ARE COMMON MOUNTS THAT MAY BE ACCESSIBLE TO ANYONE, AND THERE ARE EXTREMELY RARE MOUNTS THAT WILL REQUIRE A SIGNIFICANT AMOUNT OF GAMEPLAY TIME TO OBTAIN.



## OBJECTS

OBJECTS INCLUDE COMPONENTS, EQUIPMENT SUCH AS WEAPONS AND ARMOR, AND TRINKETS SUCH AS RINGS AND NECKLACES. SOME CAN BE OBTAINED THROUGH PvE ACTIVITIES, WHILE OTHERS ARE CRAFTED. MOST OBJECTS ARE USED EITHER TO CREATE OTHER OBJECTS OR TO BE EQUIPPED BY THE HERO.

## RESOURCES

THE NUMEROUS RESOURCES IN VALANNIA FORM THE BASIS OF THE ECONOMY AND DRIVE MINING ACTIVITIES. THEY ARE USED IN THE CONSTRUCTION OF ALMOST EVERYTHING AFTER A PRODUCTION PROCESS.

## GEMS

GEMS ARE EXTREMELY VALUABLE OBJECTS IN VALANNIA, USUALLY OBTAINED AS DROPS FROM NPCs IN THE WORLD. THERE ARE DIFFERENT TYPES OF GEMS, EACH WITH ITS SPECIFIC UTILITY. SOME GEMS ARE RARER THAN OTHERS DUE TO THE DIFFICULTY OF OBTAINING THEM IN THE WORLD. GEMS ARE USED AS CRAFTING COMPONENTS AND FOR UPGRADING OBJECTS OR STRUCTURES.

## EXTRACTION TOWERS

ONCE THE LOCATION OF A RESOURCE DEPOSIT TO BE EXTRACTED IS DETERMINED, THE EXTRACTION PROCESS BEGINS WITH THE CONSTRUCTION OF AN EXTRACTION TOWER.

## OUTPOSTS

IN PvP AREAS THAT REQUIRE PROTECTION, IT IS ALWAYS A GOOD OPTION TO BUILD AN OUTPOST. IT IS NOT AS COMPLEX AS A CASTLE BUT SERVES AS A TEMPORARY SHELTER AND DEFENSE POINT FOR AN AREA, AS LONG AS THE ENEMY DOESN'T BRING A LARGE ARMY WITH THEM.

## CASTLES

CASTLES CAN BE CONSIDERED PLAYERS' HOMES. THEY ARE PLAYER-BUILT STRUCTURES IN THE MID TO LATE STAGES OF THE GAME, PROVIDING PLAYERS WITH THEIR OWN AREA ON THE MAP AND ALLOWING THEM TO PROGRESS FURTHER IN THE GAME.





## CITADELS (GUILD CASTLES)

GUILD CASTLES OFFER SIGNIFICANT BENEFITS AND SERVE AS STRATEGIC LOCATIONS, MEETING POINTS, AND GATHERING PLACES FOR GUILD MEMBERS.

WITHIN CITADELS, THERE IS THE POSSIBILITY TO CONSTRUCT MEGA STRUCTURES, BEGIN BUILDING WALLS, OR DEVELOP TECHNOLOGIES FOR THE GUILD.

## DEFENSIVE TOWERS

TOWERS ARE A GOOD WAY TO ESTABLISH CONTROL OVER AN AREA OF THE MAP, PROVIDING VISION OR DEFENDING A LOCATION TEMPORARILY.

## WALLS

WALLS ARE AN EFFECTIVE MEANS OF CONTAINING THE ENEMY AND ASSERTING DOMINANCE OVER AN AREA. THEY CAN BE CONSTRUCTED AFTER THE CONSTRUCTION OF A CITADEL.

## DEFENSE MECHANISMS

BATTLES IN VALANNIA CAN BE LENGTHY. TRAPS, MOATS, AND OTHER CONSTRUCTIONS CAN BE USED TO HELP DEFEND YOUR AREA.

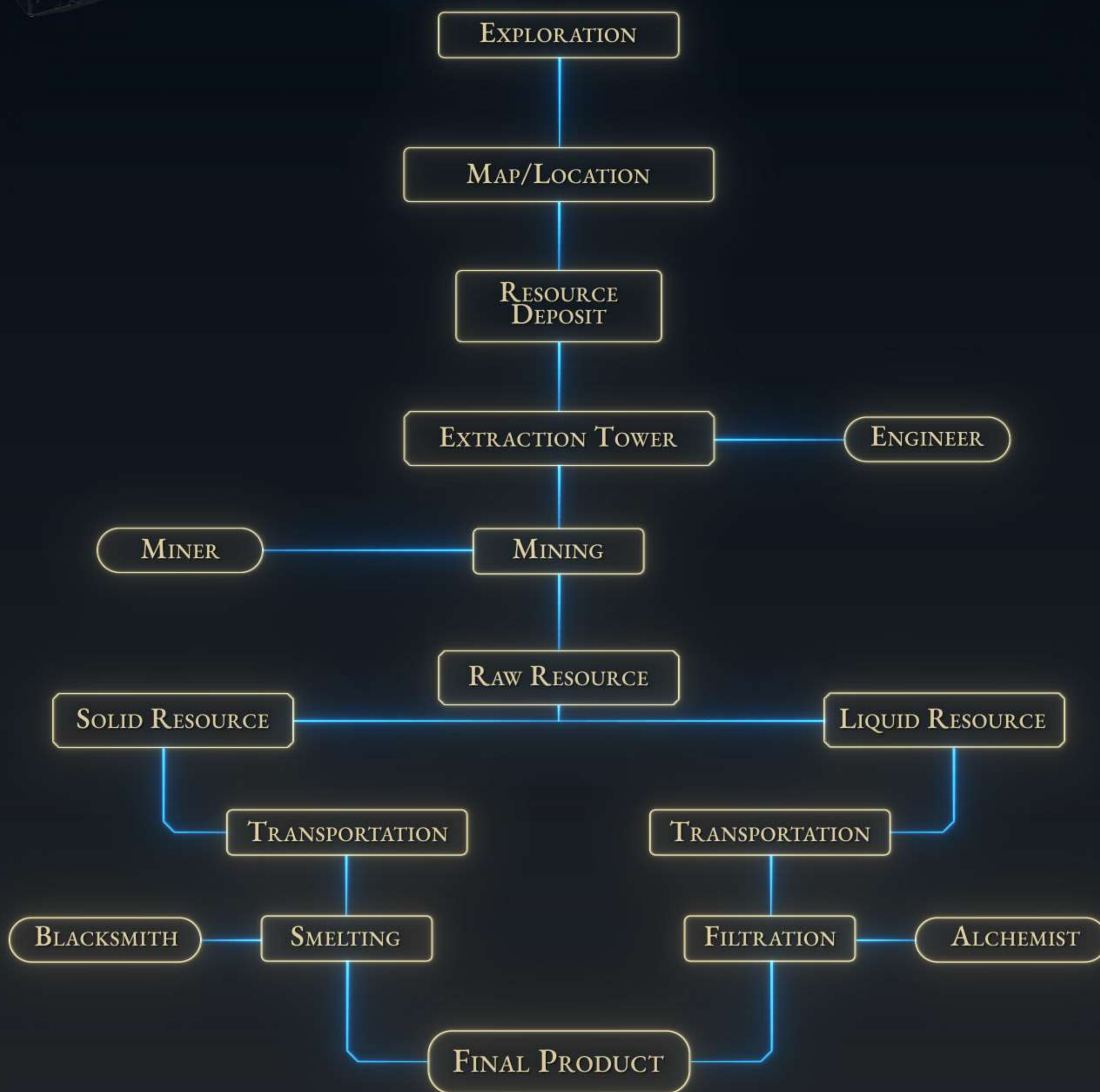
## STRONGHOLD

BUILDING A STRONGHOLD SERVES TO CONTROL TERRITORIES IN VALANNIA.

THE PLAYER OR GUILD THAT CONTROLS A STRONGHOLD WILL BE ASSIGNED A TERRITORY. IF THE STRONGHOLD IS LOST, THE PLAYER WILL LOSE CONTROL OF THE TERRITORY AND ITS BENEFITS.







RESOURCE EXTRACTION IS A COMPLETE PRODUCTION CHAIN, FROM THE EXPLORER WHO DISCOVERS THE LOCATION OF A DEPOSIT TO OBTAINING THE FINAL PRODUCT THAT IS USED TO CONTINUE CONSTRUCTION OF PRACTICALLY EVERYTHING.

AS SHOWN IN THE PRODUCTION CHAIN DIAGRAM, THE DIFFERENT PROFESSIONS WITHIN VALANNIA CREATE ECONOMIC OPPORTUNITIES FOR PLAYERS. LATER ON, WE WILL SEE HOW THIS SAME DIAGRAM IS INCORPORATED INTO A MAP OF THE GAME'S INTERNAL ECONOMY.



THE PROFESSIONS DIRECTLY INVOLVED IN THE PRODUCTION PROCESS FROM RAW MATERIALS TO THE FINAL PRODUCT ARE:

## EXPLORER

WHILE THERE ARE TIMES WHEN IT'S NOT NECESSARY, THE MAJORITY OF RESOURCES ARE UNDERGROUND AND NOT VISIBLE. TO DETECT A DEPOSIT, A PERSON WITH THE SKILL TO DO SO, AN EXPLORER, IS NEEDED.

- AN EXPLORER MUST HAVE SUFFICIENT SKILL TO DETECT CERTAIN RESOURCES.
- CREATING A DEPOSIT MAP HAS A COST IN VALANNIUM GOLD. DEPENDING ON THE DEPOSIT, IT MAY ALSO REQUIRE OTHER COMPONENTS FOR ITS CREATION.
- THE MAP IS AN NFT (NON-FUNGIBLE TOKEN) THAT CAN BE TRADED IN THE MARKETPLACE.

## ENGINEER

IN THE MINING PRODUCTION LAYER, THE ENGINEER IS RESPONSIBLE FOR BUILDING THE "EXTRACTION TOWER" AND MAINTAINING IT IN CASE OF DAMAGE.

- THE CONSTRUCTION OF THE TOWER REQUIRES RESOURCES AND COMPONENTS, IN ADDITION TO THE ENGINEER HAVING DEVELOPED THE NECESSARY SKILL TO BUILD THIS STRUCTURE.
- THE "EXTRACTION TOWER" HAS MAINTENANCE COSTS IN VALANNIUM GOLD AND OTHER RESOURCES, DEPENDING ON THE SPECIFIC DEPOSIT.

## MINER

ONCE THE EXTRACTION TOWER IS IN THE DEPOSIT, THE MINER IS IN CHARGE OF EXTRACTING THE RESOURCE.

- MINING IS A SKILL AND AS SUCH IT MUST BE DEVELOPED, NOT ANY MINER CAN MINE IN ANY DEPOSIT.



## TRANSPORTER

FOR EFFICIENT PRODUCTION, A TRANSPORTER IS NECESSARY, EQUIPPED TO CARRY THE RESOURCES TO THEIR DESTINATION.

- SOLID RAW RESOURCES REQUIRE A DIFFERENT TYPE OF TRANSPORTATION THAN LIQUID RESOURCES.
- DEPENDING ON THE TYPE OF TRANSPORTATION, IT WILL REQUIRE MAINTENANCE AND TRANSPORTATION COSTS, WHICH IN TURN DEPEND ON THE DISTANCE OF TRANSPORT.

## BLACKSMITH

ONCE THE RESOURCES ARE IN ONE OF THE CAPITALS, IF YOU WISH TO CONTINUE THE PRODUCTION CHAIN UNTIL OBTAINING THE FINAL PRODUCT, IN THE CASE OF SOLID RESOURCES, A BLACKSMITH IS REQUIRED.

- SMELTING IS A PROCESS THAT REQUIRES A SKILLED BLACKSMITH, DEPENDING ON THE TYPE OF RESOURCE IN QUESTION.
- THE SMELTING PROCESS, IN ADDITION TO A BLACKSMITH, INCURS CERTAIN EXPENSES IN VALANNIUM GOLD.

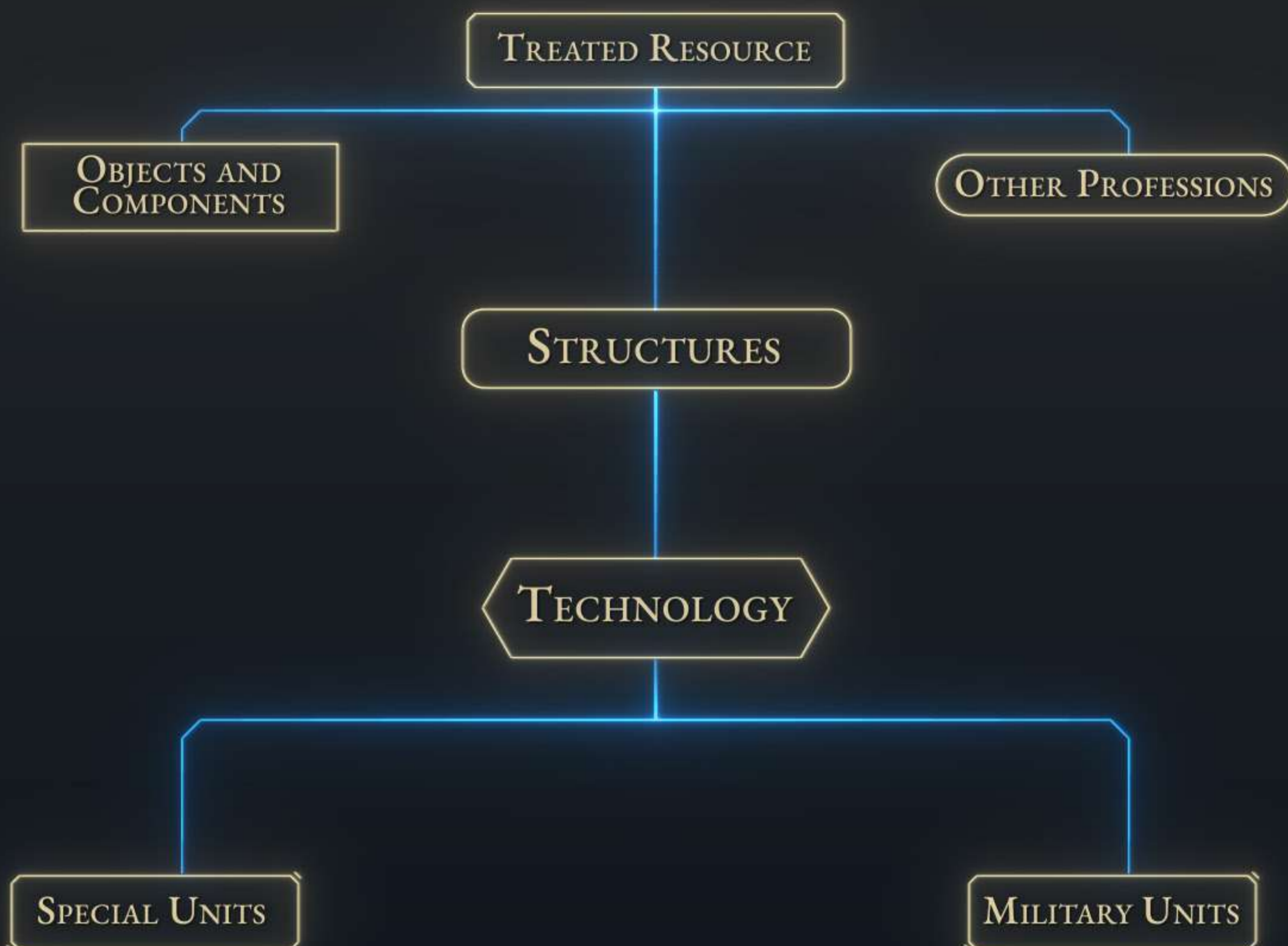
## ALCHEMIST

THE ALCHEMIST IS RESPONSIBLE FOR PROCESSING LIQUID RESOURCES.

- THE TREATMENT OF RAW LIQUID RESOURCES REQUIRES A SKILLED ALCHEMIST.
- THE PROCESS OF TREATING LIQUID RESOURCES IS KNOWN AS "FILTRATION" AND IS CARRIED OUT IN THE "ALCHEMIST'S LABORATORY." IT INCURS COSTS IN VALANNIUM GOLD AND OTHER RESOURCES, DEPENDING ON THE RESOURCE.



ONCE THE PLAYER HAS THE FINAL PRODUCT, THERE ARE SEVERAL OPTIONS: IT CAN BE TRADED OR IT CAN BE USED TO CONTINUE A PRODUCTION CHAIN FOR THE CREATION OF STRUCTURES, MILITARY UNITS, WAR MACHINERY, UPGRADES, TECHNOLOGY, AND MORE.

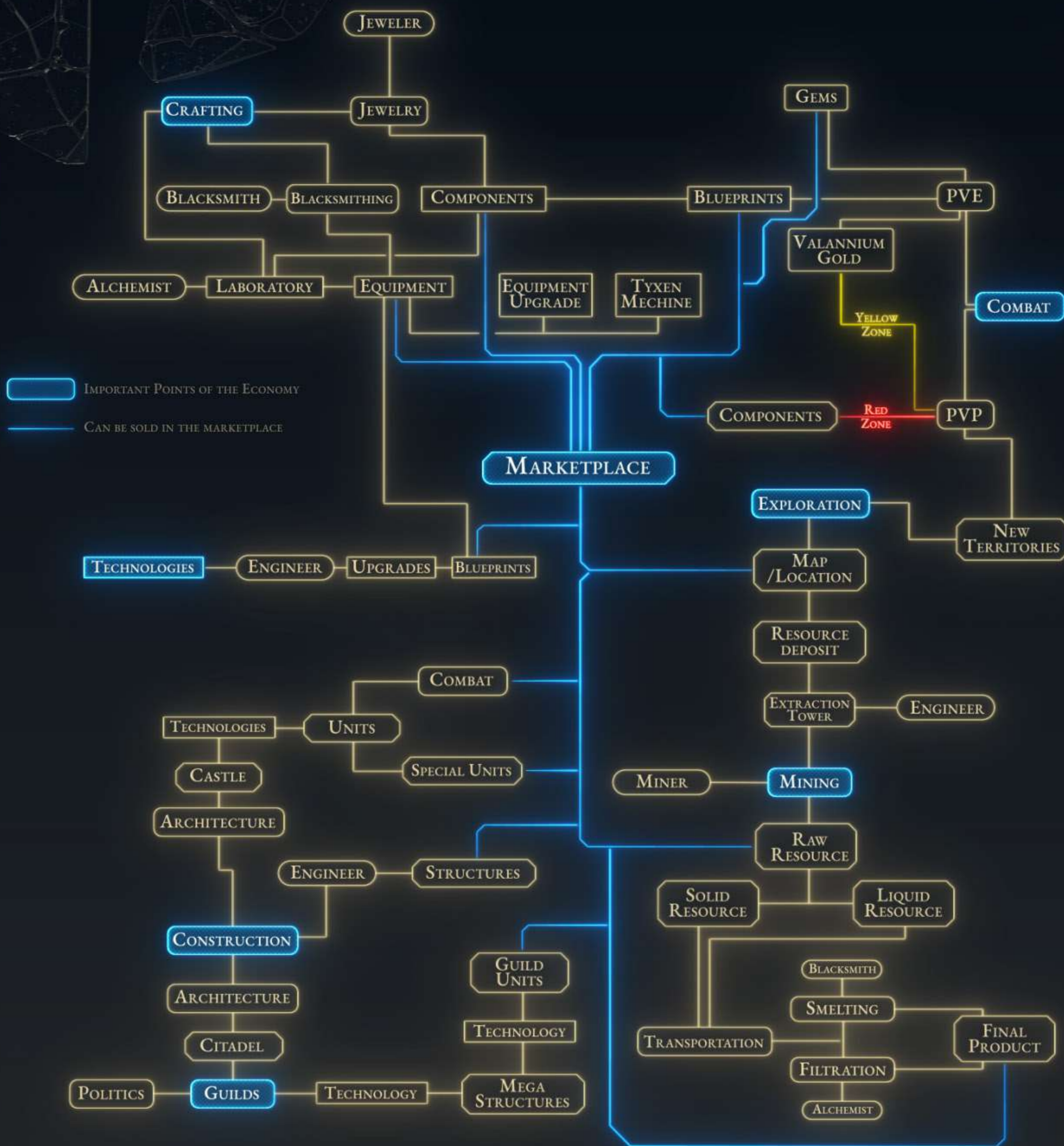


AS SEEN IN THE IMAGE ABOVE, ONCE WE HAVE THE FINAL PRODUCT OR "PROCESSED RESOURCE," WE CAN CONTINUE THE PRODUCTION CHAIN IN THE DIRECTION THAT INTERESTS THE PLAYER. IT CAN BE CONTINUED IN THE DIRECTION OF ONE OF THE MANY PROFESSIONS, CRAFTING OR UPGRADING OBJECTS AND COMPONENTS, OR AS THE TABLE EXEMPLIFIES, TECHNOLOGICAL DEVELOPMENT FOCUSED ON THE CREATION OF MILITARY UNITS OR SPECIAL UNITS.

AND OF COURSE, THE OPTION ALWAYS REMAINS OPEN FOR THE PLAYER TO TRADE GOODS AT ANY POINT IN THE PRODUCTION CHAIN AND THUS GENERATE REAL-WORLD INCOME.



# ECONOMIC CONNECTION MAP AMONG THE KEY ELEMENTS IN THE GAME



IT IS IMPORTANT TO NOTE THAT THIS IS A GENERAL MAP, AND THERE ARE SEVERAL DETAILS TO CONSIDER:

- FOR MOST CONSTRUCTIONS, UPGRADES, AND CRAFTING, RESOURCES, GEMS, AND VALANNIUM GOLD ARE NEEDED.
- THIS IS NOT THE COMPLETE MAP OF EVERYTHING THAT CAN BE BUILT IN VALANNIA OR ALL THE PROFESSIONS.

WE HAVE SIMPLIFIED IT, INCLUDING ONLY SOME CONSTRUCTIONS AND A FEW PROFESSIONS.

- THE IDEA BEHIND THIS MAP OF THE GAME'S INTERNAL ECONOMY IS TO UNDERSTAND THAT IT IS VERY COMPLEX:

- 1) EVERYTHING REQUIRES GEMS, AND GEMS ONLY COME FROM PVE ACTIVITIES.
- 2) EVERYTHING REQUIRES RESOURCES, AND RESOURCES ONLY COME FROM THE PRODUCTION BRANCH.
- 3) MOST UPGRADES REQUIRE RESOURCES AND GEMS.
- 4) PROFESSIONS ALONE CANNOT FULLY DEVELOP. IN THE ECONOMIC MAP, WE SEE HOW A MINER, IN ORDER TO EXTRACT RESOURCES AND HAVE A FINAL PRODUCT, NEEDS AN EXPLORER, AN ENGINEER, A TRANSPORTER, AND AN ALCHEMIST OR A BLACKSMITH.



# • CRAFTING OF OBJECTS AND BLUEPRINTS •

## CRAFTING OF OBJECTS

CRAFTING IN VALANNIA IS A HIGHLY IMPORTANT SYSTEM FOR PLAYER PROGRESSION. PLAYERS CAN OBTAIN MATERIALS IN VARIOUS WAYS, SUCH AS THROUGH GATHERING IN THE WORLD OR PRODUCING RAW MATERIALS, HUNTING MONSTERS, OR TRADING WITH OTHER PLAYERS. THESE MATERIALS CAN BE COMBINED AND TRANSFORMED THROUGH CRAFTING, CREATING NEW ITEMS, WEAPONS, AND ARMOR THAT ARE MORE POWERFUL AND USEFUL IN COMBAT OR TRADE DEVELOPMENT.

THE CRAFTING PROCESS IN VALANNIA INVOLVES SEVERAL STAGES, INCLUDING MATERIAL GATHERING, OBTAINING RECIPES, AND LEVELING UP CRAFTING SKILLS. PLAYERS MUST COLLECT SPECIFIC MATERIALS AND FOLLOW THE CORRECT RECIPE TO SUCCESSFULLY CREATE AN ITEM.

IN TERMS OF PLAYER GOALS, CRAFTING IN VALANNIA IS A WAY TO IMPROVE THEIR CHARACTER. PLAYERS AIM TO OBTAIN THE BEST ITEMS AND EQUIPMENT TO FACE THE GAME'S TOUGHEST CHALLENGES, SUCH AS HIGH-LEVEL BOSSES, PvP TO DOMINATE CERTAIN TERRITORIES ON THE MAP, OR SPECIAL EVENTS. ADDITIONALLY, CRAFTING CAN ALSO BE A SOURCE OF INCOME FOR PLAYERS, AS THE CREATED ITEMS CAN BE SOLD TO OTHER PLAYERS THROUGH THE MARKETPLACE.

THERE ARE SPECIFIC UPGRADES AND ITEMS THAT NEED TO BE COMBINED IN THE 'TYXEN MACHINE,' AND EACH NATION'S CAPITAL HAS ONE FOR THIS PURPOSE. (READ "TYXEN MACHINE" IN THE "ECONOMY" SECTION FOR MORE INFORMATION).





## BLUEPRINTS:

BLUEPRINTS ARE DOCUMENTS THAT INDICATE HOW TO CREATE A SPECIFIC ITEM. BLUEPRINTS ARE NECESSARY FOR PLAYERS TO CREATE MORE ADVANCED AND POWERFUL ITEMS USING THE GAME'S CRAFTING SYSTEM. BLUEPRINTS CREATE A DYNAMIC GOODS MARKET. OF COURSE, PLAYERS CAN TRADE BLUEPRINTS BY SELLING THEM TO OTHER PLAYERS WHO NEED THEM TO CREATE MORE ADVANCED ITEMS. THIS CREATES AN ECONOMY AROUND BLUEPRINTS AND THE MATERIALS NEEDED TO CREATE THE ITEMS, STRENGTHENING THE ECONOMY AND FACILITATING PLAYER-TO-PLAYER TRADING.

BLUEPRINTS CAN BE OBTAINED IN DIFFERENT WAYS, SUCH AS REWARDS FOR COMPLETING QUESTS, DEFEATING SPECIAL ENEMIES, BUYING THEM IN THE MARKET, OR AS REWARDS FOR SPECIFIC ACTIONS.

ONCE A PLAYER HAS A BLUEPRINT, THEY CAN USE THE NECESSARY MATERIALS TO CREATE THE ITEM INDICATED IN THE BLUEPRINTS IF THEY HAVE THE REQUIRED SKILL FOR ITS CONSTRUCTION. BLUEPRINTS HAVE SYNERGIES WITH THE PROFESSIONS THAT THE PLAYER CHOOSES. FOR EXAMPLE, IF AN ARMOR NEEDS TO BE CRAFTED, THE APPROPRIATE PERSON TO USE A BLUEPRINT TO BUILD THIS ARMOR WOULD BE A BLACKSMITH. THE SAME LOGIC APPLIES TO OTHER PROFESSIONS.

THERE WILL BE DIFFICULT-TO-ACCESS BLUEPRINTS THAT GENERATE VALUE FOR THE BLUEPRINTS AND THE CONSTRUCTED ITEM, EMPHASIZING THE VALUE OF THINGS WITHIN THE GAME AND PUTTING THE TIME PLAYERS SPEND OBTAINING BLUEPRINTS OR ITEMS ABOVE ALL ELSE. OUR GOAL IS TO CREATE A ROBUST ECONOMY USING ALL POSSIBLE TOOLS AT OUR DISPOSAL.

ON THE OTHER HAND, JEWELS IN VALANNIA WILL BE USED FOR ITEM ENHANCEMENT AND CRAFTING. ADDITIONALLY, SPECIFIC MATERIALS, VALANNIUM GOLD, AND OCCASIONALLY THE "TOKEN DE VALANNIA," WILL BE REQUIRED FOR CRAFTING AN ITEM.

THE MANUFACTURING AND TRADING OF ITEMS CAN EVEN BE A WAY TO APPROACH THE WAY OF PLAYING VALANNIA FOR PLAYERS WHO DESIRE A MORE SOCIAL OR ACTIVELY COMMERCIAL GAMEPLAY STYLE.





# MAPS AND NEW TERRITORIES

THE WORLD WILL BE A VAST PLACE, AND IT WON'T BE EASY TO EXPLORE ALL OF VALANNIA. PLAYERS WILL START IN ONE OF THE 8 CAPITALS, WHICH ARE SOCIAL AND COMMERCIAL HUBS THAT GATHER THE ENTIRE NATION. ONCE OUTSIDE THE CAPITALS, PLAYERS WILL ENTER TERRITORY WHERE COMBAT CAN OCCUR, COMMONLY REFERRED TO AS THE "YELLOW ZONE." IN THIS TERRITORY, PLAYERS WILL EMBARK ON THEIR ADVENTURE OF EXPLORATION AND PROGRESS IN THE GAME.

WHEN NEW TERRITORIES ARE DISCOVERED, EXPLORERS WILL HAVE AN ADVANTAGE IN THIS PROCESS. AMONG OTHER THINGS, THEY WILL BE ABLE TO DETECT DEPOSITS AND CREATE MAPS TO TRADE. IN THE "YELLOW ZONE," CONSTRUCTION OF STRUCTURES IS ALLOWED, BUT THEY ARE NOT SAFE FROM ENEMY ATTACKS. IN THIS ZONE, PLAYERS CAN FIND DEPOSITS, TERRITORIAL CONTROL FORTS, CITADELS, CASTLES, WALLS, AND OTHER STRUCTURES.

THE YELLOW AND RED ZONES ARE OPEN AREAS WHERE, IN ADDITION TO EVERYTHING MENTIONED BEFORE, PLAYERS CAN CLAIM A NEW TERRITORY FOR THEIR GUILD. HOWEVER, ONCE CLAIMED, IF A NEW PLAYER ATTEMPTS TO CLAIM IT, THE OWNER WILL HAVE TO DEFEND IT.





# • ZONES AND LOOT •

VALANNIA IS DIVIDED INTO 3 MAJOR ZONES, WHICH ARE DIRECTLY RELATED TO WHAT CAN BE FOUND IN TERMS OF ACTIVITIES AND GAMEPLAY STYLE. ADDITIONALLY, THESE 3 ZONES ARE IMPORTANT IN DEFINING LOOT (REWARDS FOR PvE OR PvP COMBAT) AND THE RISKS AND BENEFITS ASSOCIATED WITH COMBAT.

THE 3 ZONES OF THE VALANNIA MAP ARE:

## -GREEN ZONE:

THIS IS A SOCIAL AND COMMERCIAL ZONE WHERE COMBAT DOES NOT EXIST. THESE ARE THE CAPITALS OF THE 8 NATIONS, AND THE GAMEPLAY HERE IS NON-COMBAT-ORIENTED, FOCUSING ON SOCIAL ROLE-PLAYING, TRADING, BUSINESS MANAGEMENT, OR POLITICS. SOCIAL ACTIVITIES SUCH AS MEETINGS, EVENTS, AND GATHERINGS TAKE PLACE IN THIS ZONE. PLAYERS ARE ONLY PRESENT WITH THEIR AVATARS IN THIS ZONE.

## -YELLOW ZONE:

THIS IS A ZONE WHERE BOTH PvP AND PvE COMBAT EXIST. IT IS AN "OPEN MAP" WHERE PLAYERS CAN BE WITH THEIR ARMIES. IN THIS ZONE, PLAYERS CAN CONSTRUCT STRUCTURES, CASTLES, AND MORE. DYING IN THIS ZONE CAN RESULT IN THE POSSIBILITY OF LOSING A PERCENTAGE OF YOUR INVENTORY CARGO, NEEDING TO REPAIR EQUIPMENT, AND FACING A SHORT PENALTY PERIOD BEFORE RESPAWNING ON THE MAP.

## -RED ZONE:

THIS IS THE DEEPEST ZONE OF VALANNIA, WHERE THE GREATEST WEALTH OF RESOURCES AND THE HIGHEST LOOT CAN BE FOUND. IT ALSO INCLUDES AREAS ON THE MAP THAT ARE UNKNOWN TO PLAYERS AND MAY TAKE A CONSIDERABLE AMOUNT OF TIME TO REACH. DYING IN THE RED ZONE CAN RESULT IN THE PERMANENT LOSS OF AN NFT (NON-FUNGIBLE TOKEN) AND, OF COURSE, A LUCRATIVE REWARD FOR WHOEVER COLLECTS THE LOOT IN THE FORM OF "VALANNIUM GOLD," RESOURCES, ITEMS, AND OTHER COMPONENTS.



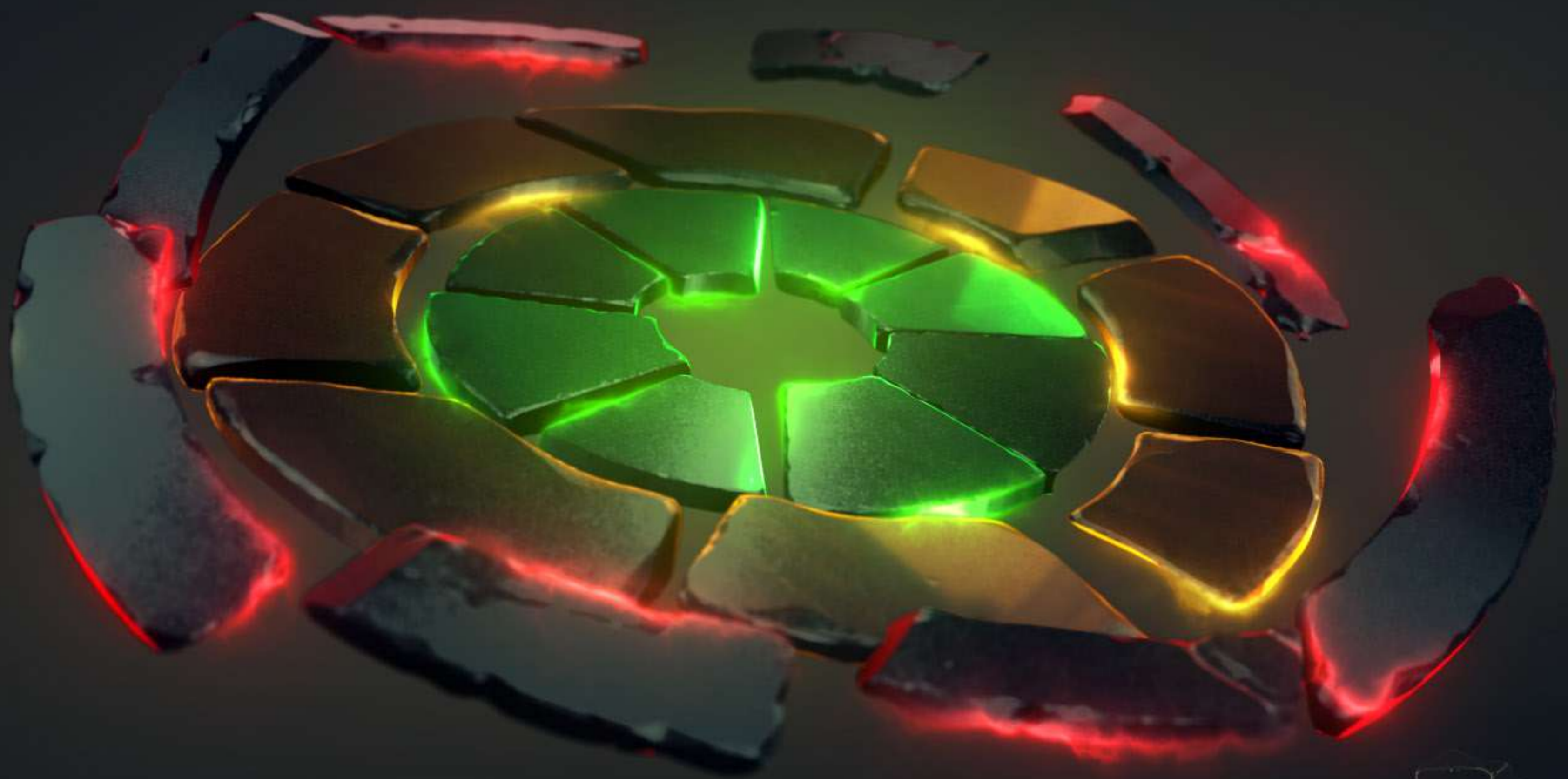


## —DESTRUCTION OF NFT ASSETS

IN THE "RED ZONE" OF THE MAP, THERE IS A POSSIBILITY OF PERMANENTLY LOSING YOUR NFTs IF THEY ARE DESTROYED IN COMBAT. EACH PLAYER WILL BE FREE TO ENTER OR NOT ENTER THESE LANDS. OF COURSE, IN THE RED ZONE, THERE IS A WHOLE WORLD TO EXPLORE, AND NATURALLY, THERE ARE GREATER WEALTH AND LOOT IN THIS ZONE. IT IS WHERE THE HIGHEST CONCENTRATIONS OF "CRYSTAL ESSENCES," A MATERIAL NEEDED TO CREATE "VALANNIA TOKENS," CAN BE FOUND.

IF PLAYER "A" DESTROYS PLAYER "B" IN THE RED ZONE, PLAYER "B" WILL LEAVE BEHIND LOOT THAT PLAYER "A" CAN COLLECT. THIS LOOT WILL CONSIST OF DIFFERENT REWARDS IN THE FORM OF "VALANNIUM GOLD," RESOURCES, ITEMS, AND OTHER COMPONENTS.

ON THE OTHER HAND, COMBAT UNITS NEED TO BE FED, HEALED, AND THEY ALSO REQUIRE REST. THEY REQUIRE CERTAIN CARE, WHICH, ALTHOUGH RELATIVELY EASY TO MAINTAIN, IF NOT DONE, COULD RESULT IN THE DESTRUCTION OF THE UNIT. BUT DON'T WORRY, YOU WILL HAVE THIS INFORMATION AND VISIBLE PROGRESSION.





# • FUNDAMENTAL ASSETS •

THERE ARE SEVERAL ASSETS THAT DIRECTLY INTERACT IN THE ECONOMY OF VALANNIA, CREATING A DEEP ECOSYSTEM. ALL THESE ASSETS WILL BE OWNED BY THE USER, THEY WILL HAVE THEIR USE WITHIN VALANNIA, AND CAN BE TRADED IN THE MARKETPLACE.

## FOUNDATION

### • HEROES

THE HERO IS THE CHARACTER WITH WHICH PLAYERS BEGIN THEIR ADVENTURE IN VALANNIA. THE HERO IS AN NFT AND HAS DIFFERENT ABILITIES THAT ARE RANDOMLY ASSIGNED AT THE MOMENT OF NFT MINTING. THERE ARE 3 HEROES PER RACE, SOME MUCH RARER THAN OTHERS. ONLY ONE HERO CAN BE PLAYED WITH AT A TIME, AND EVERYTHING REVOLVES AROUND THE HEROES, STARTING WITH THEIR RACE, THEIR ABILITIES, AND SUBSEQUENTLY THE CHOICE OF THE ARMY (COMBAT UNITS) THAT WILL ACCOMPANY THIS HERO.

### • COMBAT UNITS

EACH RACE HAS 8 DIFFERENT COMBAT UNITS, AND EACH UNIT IS AN NFT RANGING FROM BASIC TO EXOTIC. UNITS HAVE DIFFERENT CHARACTERISTICS AND ABILITIES, BUT THEY CAN BE CLASSIFIED INTO THE FOLLOWING GROUPS:

- MELEE
- RANGED
- MAGES
- TANKS
- CAVALRY
- COLOSSI AND WAR MACHINES

GENERALLY, RARITY IS LINKED TO THE POWER OF THE UNIT AND THE TOTAL SUPPLY OF UNITS.



## • ITEMS

ITEMS ARE IMPORTANT IN VALANNIA, AND THE ECONOMY ALSO REVOLVES AROUND THEM. HEROES WILL HAVE EQUIPPED ITEMS, ARMOR, AND WEAPONS THAT CAN BE UPGRADED USING DIFFERENT COMBINATIONS OF RESOURCES AND SMALL COMPONENTS.

OF COURSE, ITEMS ALSO HAVE RARITIES, AND THERE ARE SOME HIGHLY RARE ITEMS DUE TO THE DIFFICULTY OF OBTAINING BLUEPRINTS FOR THEIR CONSTRUCTION OR THE RARE RESOURCES REQUIRED FOR THEIR CRAFTING. ITEMS ARE NOT ONLY PLAYER EQUIPMENT PIECES.

## • RESOURCES

RESOURCES IN VALANNIA ARE HIGHLY VALUED, AS THEY ARE USED FOR PRACTICALLY EVERYTHING IN THE GAME. THEY HAVE A PRODUCTION CHAIN THAT INVOLVES THE COOPERATION OF SEVERAL PLAYERS WITH DIFFERENT PROFESSIONS. IN ADDITION TO BEING USED TO BUILD OBJECTS AND STRUCTURES, RESOURCES CAN BE TRADED WITH OTHER PLAYERS WHO NEED THEM IN THE MARKETPLACE, THEREBY PROMOTING AN ECONOMIC ECOSYSTEM AMONG PLAYERS.

## • LANDS/PLOTS

THE LANDS/PLOTS IN VALANNIA ARE LOCAL AREAS LOCATED IN THE CAPITALS OF THE NATIONS. IF A PLAYER INTENDS TO ACQUIRE A PLOT, THEY FIRST HAVE TO DECIDE IN WHICH NATION THEY WILL PURCHASE IT. THERE ARE VARIOUS TYPES AND SIZES OF LANDS. ON ONE HAND, PLAYERS HAVE TO CHOOSE THE SIZE OF THE PLOT, WHICH COMES WITH DIFFERENT PRICES AND SUPPLIES.

ON THE OTHER HAND, THE PLAYER HAS TO CHOOSE THE TYPE OF PLOT/LAND OR STRUCTURE THEY ACQUIRE. THE FIRST THING TO CONSIDER WHEN ACQUIRING A PLOT IS THAT, BEING IN A SOCIAL AND COMMERCIAL ZONE, THE PLOTS ARE INTENDED FOR SOCIAL ACTIVITIES. IN OTHER WORDS, PLAYERS CAN TURN THEIR PLOT INTO AN EVENT SPACE WHERE THEY CAN CHOOSE WHO ENTERS. IT CAN BE A COMMERCIAL ESTABLISHMENT OFFERING DIFFERENT SERVICES IN VALANNIA OR EVEN OUTSIDE OF IT. THEY CAN EVEN CREATE A MUSEUM IN THE CAPITAL AND CHARGE OR NOT CHARGE AN ENTRANCE FEE FOR IT.

THERE ARE ALSO PLOTS THAT COME WITH A PREDEFINED STRUCTURE. FOR EXAMPLE, PLAYERS CAN BUY A TAVERN, A MARKET STALL, OR A BLACKSMITH SHOP IN THE CITY AND EARN INCOME EVERY TIME A PLAYER REPAIRS THEIR EQUIPMENT. THEY CAN ALSO CUSTOMIZE IT, CHANGE ITS NAME, AND EVEN DO MARKETING TO INVITE OTHER PLAYERS TO THEIR BUSINESS.

HAVING A LOCATION IN A CAPITAL CITY OFFERS MORE BENEFITS THAN JUST THAT. IN ADDITION TO THIS, PLAYERS WILL RECEIVE A SMALL PERCENTAGE OF THE SALES IN THE NATION'S MARKETPLACE.

FURTHERMORE, VALANNIA WILL RESERVE CERTAIN BUILDINGS FOR REAL-WORLD LARGE COMPANIES TO HAVE THEIR PLACE IN THE WORLD OF VALANNIA.



## • STRUCTURES

THERE ARE VARIOUS TYPES OF STRUCTURES IN VALANNIA. IN THIS SECTION, WE WILL PROVIDE AN INTRODUCTION TO THE TYPES OF STRUCTURES THAT ARE NFTs AND, THEREFORE, CAN BE TRADED, AND THEY ALSO INTERACT WITH VALANNIA'S ECONOMY.

WE HAVE DESIGNED AN ALTERNATIVE GAMEPLAY STYLE TO PvP AND PvE, A GAMEPLAY STYLE MORE FOCUSED ON THE SOCIAL/ROLE-PLAYING OR MERCHANT ASPECTS, WHERE PLAYERS CAN TAKE ON THE ROLE OF WORKERS IN VALANNIA.

STRUCTURES CAN BE ACQUIRED BY ANY PLAYER WITHIN THE CAPITALS. SOME OF THESE BUILDINGS INCLUDE MARKET STALLS, TAVERNS, OR BLACKSMITH SHOPS, FOR EXAMPLE. THESE BUILDINGS WILL BE MANAGED BY THEIR OWNERS IN VALANNIA, ALLOWING THEM TO SELL PRODUCTS WITHIN. FOR EXAMPLE, PLAYERS CAN VISIT A BLACKSMITH SHOP TO REPAIR THEIR EQUIPMENT BY PAYING GOLD, MATERIALS, OR EVEN, DEPENDING ON THE ITEM, "VALANNIA TOKENS." THE OWNER OF THE BLACKSMITH SHOP WILL RECEIVE A PORTION OF THE EARNINGS FOR PROVIDING THE REPAIR SERVICE IN THEIR ESTABLISHMENT, CREATING AN ACTUAL JOB IN THE WORLD OF VALANNIA. OF COURSE, PLAYERS WILL BE RESPONSIBLE FOR ATTRACTING OTHER USERS TO THEIR BUSINESSES (SUCH AS THE BLACKSMITH SHOP) THROUGH THEIR SOCIAL SKILLS OR MARKETING EFFORTS. THEY CAN ALSO GIVE THEIR BLACKSMITH SHOP ANY DESIRED NAME AND OFFER MARKETING SERVICES TO OTHER USERS OR REAL-WORLD COMPANIES.

## • MOUNTS

MOUNTS ARE ALSO NFTs. THEY SERVE TO CARRY THE HERO THROUGHOUT VALANNIA, AND SOME MOUNTS ENHANCE THE HERO'S STATISTICS, SUCH AS MOVEMENT SPEED. THERE ARE MOUNTS OF ANIMAL ORIGIN, AND THERE ARE ALSO MECHANICAL MOUNTS. SOME REQUIRE BLUEPRINTS, WHILE OTHERS ARE OBTAINED THROUGH VERY SPECIFIC ACHIEVEMENTS IN THE GAME OR SPECIAL LIMITED COLLECTION EVENTS. THERE ARE ALSO DIFFERENT LEVELS OF RARITY THAT MAKE SOME MOUNTS RARER THAN OTHERS.

## • GAME TOKEN

THE 'VALANNIA TOKEN' IS A HYBRID TOKEN: GOVERNANCE AND UTILITY. IT HAS INTERACTION WITHIN THE GAME, BEING USEFUL FOR MANY OF THE MOST IMPORTANT ASPECTS OF THE GAME, SUCH AS CRAFTING THE RAREST ITEMS, WEAPONRY, MOUNTS, ENHANCEMENTS, CONSTRUCTIONS LIKE CASTLES OR CITADELS, REPAIRS AND TECHNOLOGICAL UPGRADES, NOT TO MENTION THE POLITICAL ASPECT.

WHAT IS TRULY INTERESTING IS THAT THE 'VALANNIA TOKEN' IS, IN ITSELF, A GAME RESOURCE THAT CAN BE MINED IN THE DEEPEST AREAS OF VALANNIA IN THE FORM OF 'CRYSTAL ESSENCE'.

THE 'VALANNIA TOKEN' IS INITIALLY A DEFLATIONARY SUPPLY TOKEN, BUT AFTER A SPECIFIC NUMBER OF TOKENS IS BURNED, IT BECOMES A FIXED SUPPLY TOKEN. MORE DETAILS WILL BE PROVIDED LATER IN THIS DOCUMENT.



# • VALANNIA TOKEN •

THE 'VALANNIA TOKEN' IS THE SOLE TOKEN OF THE PROJECT. IT IS A HYBRID TOKEN OF GOVERNANCE AND UTILITY BOTH INSIDE AND OUTSIDE THE GAME. IT IS A TOKEN WITH DEFLATIONARY FEATURES THAT LEADS TO A FINAL FIXED SUPPLY. THE TOKEN WILL INVOLVE HOLDERS IN THE VALANNIA UNIVERSE AND DIRECTLY INTERACT WITH THE IN-GAME ECONOMY.

VALANNIA TOKEN IS A RESOURCE WITHIN THE VALANNIA UNIVERSE, THE MOST PRECIOUS AND SCARCE RESOURCE. THERE WILL BE AN INITIAL PERCENTAGE OF THE TOKEN DEPOSITED DIRECTLY INTO A POOL OF DEPOSITS IN VALANNIA, READY FOR EXPLORERS TO FIND AND MINERS TO START THE EXTRACTION CHAIN OF 'CRYSTAL ESSENCE.' PLAYERS OBTAIN THE 'VALANNIA TOKEN' FROM THESE CRYSTAL ESSENCES. IT'S IMPORTANT TO NOTE THAT THE IN-GAME CURRENCY IS NOT 'VALANNIA TOKEN' BUT VALANNIUM GOLD. IN THE FOLLOWING POINTS, WE WILL EXPLAIN HOW WE HAVE DESIGNED THIS ECONOMY TO BE SUSTAINABLE OVER TIME.



## IN-GAME UTILITY OF THE TOKEN

THERE ARE MANY WAYS IN WHICH THE 'VALANNIA TOKEN' INTERACTS WITHIN THE GAME.

THE TOKEN WILL BE USED IN-GAME FOR THE CRAFTING AND REPAIR OF RARE AND SCARCE ITEMS, ADDING EXTRA VALUE TO THESE OBJECTS. IT WILL ALSO BE USED FOR ENHANCEMENTS, TECHNOLOGICAL DEVELOPMENTS, CONSTRUCTIONS, TAXES, AND POLITICS...





## • 'VALANNIA TOKEN' WILL BE USED IN-GAME FOR:

- OBJECT CONSTRUCTION
- STRUCTURE CONSTRUCTION
- CREATION OF SPECIAL UNITS
- CREATION OF COMBAT UNITS
- TECHNOLOGICAL DEVELOPMENT
- COMMISSIONS ON SPECIFIC ACTIONS
- REPAIRS OF STRUCTURES AND SPECIAL OBJECTS
- POLITICS: PARTICIPATION IN THE VOTING FOR RACE LEADERS

THE PRICE OF THESE TRANSACTIONS IN 'VALANNIA TOKEN' WILL BE PEGGED TO A FIXED USD PRICE TO PREVENT IMBALANCES IN THE ECONOMY IF MANY PLAYERS DECIDE TO HOLD OR SELL THE TOKEN.

CONSIDERING THAT THE 'VALANNIA TOKEN' IS A TOKEN USED BOTH INSIDE AND OUTSIDE THE GAME, ITS ACTIVE USE WILL ALSO BE ENCOURAGED IN SPECIAL ACTIVITIES, EVENTS, AND OTHERS.

## • TOKEN FLOW IN THE ECONOMY

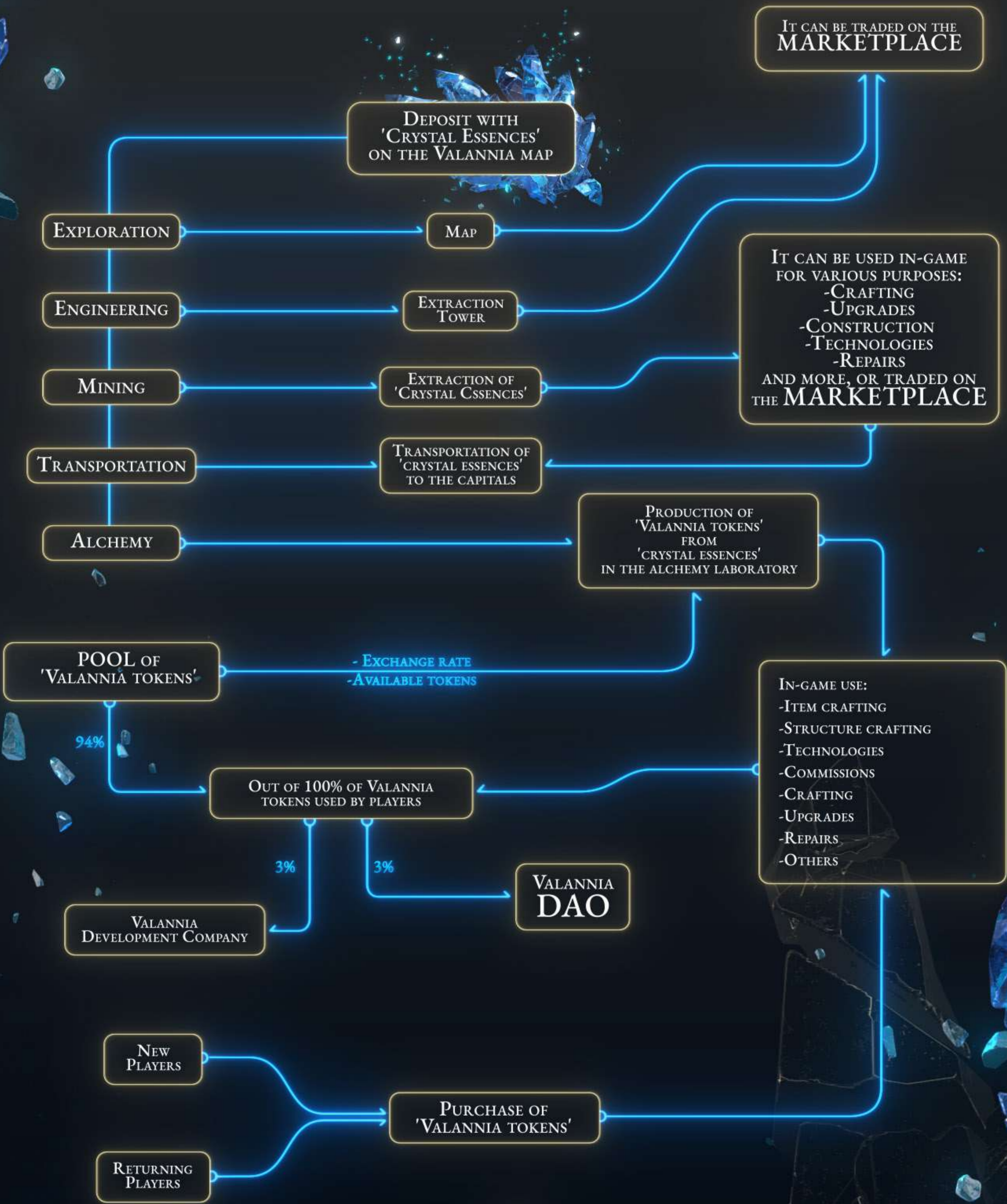
THE TOKEN FLOW WITHIN THE ECONOMY OF VALANNIA IS AN ECONOMIC CIRCLE IN WHICH DEMAND AND SUPPLY OF THE ASSET ARE CREATED. PLAYERS WILL BE ABLE TO MINE 'CRYSTAL ESSENCE' TO CRAFT THE 'VALANNIA TOKEN' IN ADVANCED STAGES OF THE GAME. PLAYERS WILL NEED THE 'RESOURCE/TOKEN' FOR UPGRADES TO CERTAIN OBJECTS, UNITS, TECHNOLOGICAL DEVELOPMENT, VOTING FOR RACE LEADERS, CONSTRUCTION OF SPECIAL UNITS, REPAIRS, AMONG OTHERS. SOME PLAYERS WILL WANT TO MINE IT, WHILE OTHERS WILL BUY IT. IN ANY CASE, IT WILL NOT BE A BALANCE ISSUE OR A DISADVANTAGE, AS IT WILL NOT BE THE ONLY RESOURCE PLAYERS NEED. THE REST OF THE RESOURCES WILL HAVE TO BE OBTAINED IN THE WORLD OR IN THE MARKETPLACE.

WHEN WE TALK ABOUT THE 'VALANNIA TOKEN,' WE ARE ALREADY REFERRING TO THE PROCESS WHERE PLAYERS HAVE MINED 'CRYSTAL ESSENCE' AND HAVE CRAFTED THE TOKEN FROM IT. ONCE THE TOKEN IS CREATED AND USED IN THE GAME, 3% WILL BE ALLOCATED TO THE VALANNIA DAO, AND 3% WILL BE ALLOCATED TO THE VALANNIA DEVELOPMENT COMPANY. THE REMAINING 94% WILL BE RETURNED TO THE MINING POOL, AND AT THE SAME TIME, A 'CRYSTAL ESSENCE' DEPOSIT WILL BE ALGORITHMICALLY CREATED ON THE VALANNIA MAP, WAITING FOR AN EXPLORER TO DISCOVER THE AREA AND WANT TO CREATE A MAP OF THE PLACE, SO THAT A MINER CAN INITIATE THE RESOURCE EXTRACTION CHAIN STARTING FROM THE CONSTRUCTION OF AN EXTRACTION TOWER WITH A SKILLED ENGINEER.

THIS WAY, THE ECONOMIC FLOW OF 'VALANNIA TOKEN' IS CLOSED AND RESTARTED.



# FLOWCHART OF 'CRYSTAL ESSENCE' TO 'VALANNIA TOKEN' CONVERSION AND REINTEGRATION INTO THE ECONOMY.







## • SPECIAL OR COLLECTIBLE EDITIONS

VALANNIA WILL PROMOTE SOME SPECIAL OFFERS OR EVENTS WHERE PLAYERS CAN OBTAIN COLLECTIBLES OR LIMITED EDITIONS.

THESE EVENTS WILL BE CREATED WITH SEVERAL CLEAR OBJECTIVES:

- TO INCREASE THE VALUE AND UTILITY OF THE TOKEN.
- TO CREATE PRODUCTS THAT ENCOURAGE TRADING AMONG PLAYERS OR COLLECTORS.
- SUPPLY REDUCTION (BURNING).

## • TOKEN LAUNCH

WE HAVE SEVERAL EXAMPLES OF PROJECTS THAT HAVE BEEN HEAVILY AFFECTED BY THE DEPRECIATION OF THEIR TOKEN BECAUSE THESE TOKENS HAD NO REAL UTILITY BEYOND SOME STACKING.

WE DO NOT WANT TO CHOOSE THIS SAME PATH.

WE ARE FULLY COMMITTED TO SUSTAINABILITY AND THE CREATION OF A STRONG, STABLE, AND LASTING ECONOMY.

THAT IS WHY THE LAUNCH OF THE VALANNIA TOKEN WILL OCCUR AFTER THE LAUNCH OF VALANNIA: ARENA. TO HAVE A STABLE ECONOMY, WE FIRST NEED TO CREATE AN ENVIRONMENT FOR THIS TO HAPPEN NATURALLY, BY GENERATING AN ECONOMIC ECOSYSTEM WHERE SUPPLY AND DEMAND OCCUR AMONG PARTICIPANTS.







# TOKENOMICS

VALANNIA IS AN INNOVATIVE GAME THAT COMBINES ELEMENTS OF ADVENTURE, STRATEGY, ECONOMY, POLITICS, AND DIPLOMACY BASED ON A HYBRID CRYPTOCURRENCY (UTILITY AND GOVERNANCE).

THE GOAL OF THIS ECONOMIC DESIGN IS TO ESTABLISH A STRONG FINANCIAL STRUCTURE THAT DRIVES THE GROWTH OF THE GAME, PROMOTES INVESTOR AND PLAYER PARTICIPATION, AND FOSTERS A THRIVING ECOSYSTEM. WE HAVE WORKED DILIGENTLY TO DEVELOP AN EQUITABLE AND APPEALING TOKENOMICS MODEL.

OUR FOCUS IS ON CAREFULLY ALLOCATING TOKENS, CREATING APPROPRIATE INCENTIVES, AND GENERATING VALUE FOR ALL PARTICIPANTS.

BELOW ARE THE KEY ASPECTS OF VALANNIA'S ECONOMIC DESIGN, INCLUDING THE INITIAL TOKEN DISTRIBUTION, MAXIMUM SUPPLY, TOKEN BURNING, IN-GAME ECONOMY, STAKING AND YIELD FARMING MECHANISMS, TREASURY AND DEVELOPMENT FUND MANAGEMENT, AS WELL AS GOVERNANCE AND DECISION-MAKING.

OUR AIM IS TO CREATE A DYNAMIC AND EXCITING ENVIRONMENT WHERE PLAYERS CAN IMMERSE THEMSELVES IN A VIRTUAL WORLD AND, AT THE SAME TIME, HAVE THE OPPORTUNITY TO OBTAIN TANGIBLE BENEFITS THROUGH PARTICIPATION IN THE GAME'S ECONOMY, A REAL ECONOMY.

WE ARE EXCITED TO SHARE THE DETAILS OF OUR DESIGN AND LOOK FORWARD TO WORKING CLOSELY WITH INVESTORS, DEVELOPERS, CREATORS, PLAYERS, AND THE COMMUNITY AT LARGE TO MAKE VALANNIA A UNIQUE AND REWARDING EXPERIENCE FOR ALL.





## TOKEN SUPPLY

THE MAXIMUM TOKEN SUPPLY FOR VALANNIA IS SET AT 12,000,000. THIS LIMIT PROVIDES A BALANCE BETWEEN TOKEN SCARCITY AND AVAILABILITY, ENCOURAGING THEIR VALUE AND DEMAND AS THE GAME PROGRESSES. IT IS IMPORTANT TO NOTE THAT THE TOKEN WILL BE DEFLATIONARY UNTIL REACHING 9,500,000, AT WHICH POINT THE TOKEN WILL HAVE A FIXED SUPPLY. WE WILL DETAIL THE TOKEN BURNING MECHANISMS LATER IN THIS DOCUMENT.

## INITIAL TOKEN DISTRIBUTION

	ALLOCATION (%)	TOKENS	LOCKED (MONTHS)	VESTING (MONTHS)
PRIVATE SALE	15%	1800000	6	24
PUBLIC SALE	5%	600000	0	0
IN GAME REWARDS	40%	4800000	24	24
STAKING & YIELD FARM	8%	960000	0	0
TREASURY	12%	1440000	12	24
TEAM	20%	2400000	24	24

### PRIVATE SALE:

15% OF THE TOTAL TOKEN SUPPLY WILL BE ALLOCATED FOR PRIVATE SALES, ALLOWING SELECTED INVESTORS TO OBTAIN AN EARLY STAKE IN VALANNIA.

### PUBLIC SALE:

AN ADDITIONAL 5% WILL BE RESERVED FOR THE PUBLIC SALE OF TOKENS.



## — VALANNIA TEAM:

THE VALANNIA TEAM WILL RECEIVE 20% OF THE TOTAL TOKENS. THESE TOKENS WILL BE SUBJECT TO A LONG-TERM VESTING SCHEME RELEASED OVER 24 MONTHS, ENSURING THE TEAM HAS A LONG-TERM INCENTIVE AND SIGNIFICANT INITIAL INFLUENCE IN THE GAME'S DEVELOPMENT. THIS ADDITIONAL ALLOCATION OF LIQUIDITY WILL ALSO PROVIDE FINANCIAL RESOURCES TO SUPPORT THE LONG-TERM GROWTH AND EXPANSION OF VALANNIA.

## — TREASURY:

12% OF THE TOTAL TOKEN SUPPLY, EQUIVALENT TO 1,440,000 TOKENS, WILL BE ALLOCATED TO THE TREASURY. THESE RESOURCES WILL BE USED TO BACK THE PROJECT, FUND COMMUNITY INITIATIVES, ACQUISITIONS, AND STRATEGIC PARTNERSHIPS FOR PROJECT EXPANSION, AS WELL AS FINANCE THE ONGOING DEVELOPMENT OF VALANNIA, INCLUDING THE IMPLEMENTATION OF NEW FEATURES, TECHNICAL IMPROVEMENTS, AND GAME MAINTENANCE.

## — STAKING & YIELD FARM:

8% OF THE TOTAL TOKEN SUPPLY, REPRESENTING 960,000 TOKENS, WILL BE ALLOCATED FOR INCENTIVIZING PLAYER AND COMMUNITY PARTICIPATION THROUGH STACKING AND YIELD FARMING PROGRAMS. USERS WILL BE ABLE TO EARN ADDITIONAL REWARDS BY LOCKING THEIR TOKENS IN SMART CONTRACTS AND PARTICIPATING IN THESE PROGRAMS.

THE COLLECTION OF VALANNIA'S STACKING & YIELD FARM TOKENS WILL BE CONDUCTED THROUGH A REWARDS SYSTEM AIMED AT INCENTIVIZING PARTICIPATION AND LIQUIDITY ON DIFFERENT DECENTRALIZED EXCHANGES (DEXs). USERS WHO PROVIDE LIQUIDITY TO DESIGNATED TRADING PAIRS ON THESE DEXs WILL RECEIVE REWARDS IN THE FORM OF VALANNIA TOKENS.

THE MAIN GOAL OF THIS REWARDS SYSTEM IS TO ENCOURAGE LIQUIDITY PARTICIPATION AND PROMOTE A STRONG AND LIQUID MARKET FOR VALANNIA TOKENS ON DEXs. USERS CONTRIBUTING A LARGER AMOUNT OF TOKENS AND LIQUIDITY WILL BE REWARDED IN PROPORTION TO THEIR PARTICIPATION. THIS APPROACH SEEKS TO CREATE AN INCENTIVE FOR USERS TO PROVIDE LIQUIDITY WHILE INCREASING THE AVAILABILITY AND EXCHANGE OF VALANNIA TOKENS ON DEXs.

THESE LIQUIDITY REWARDS ON DEXs WILL NOT ONLY STRENGTHEN VALANNIA'S FINANCIAL POSITION BUT ALSO PROVIDE PARTICIPANTS WITH AN ADDITIONAL OPPORTUNITY TO BENEFIT FROM THEIR INVOLVEMENT IN THE GAME'S ECOSYSTEM. BY INCENTIVIZING LIQUIDITY PARTICIPATION, A MORE DYNAMIC AND ACTIVE MARKET FOR VALANNIA TOKENS IS EXPECTED TO BE CREATED, CONTRIBUTING TO THE LONG-TERM GROWTH AND DEVELOPMENT OF THE GAME.



## GAME TOKEN:

THE REMAINING 40% OF TOKENS WILL BE GRADUALLY INTRODUCED INTO VALANNIA TO REWARD PLAYERS AND MAINTAIN A HEALTHY ECONOMY. THIS PROPORTIONAL DISTRIBUTION WILL ENSURE PLAYER LIQUIDITY AND PROMOTE ACTIVE PARTICIPATION IN THE GAME COMMUNITY.

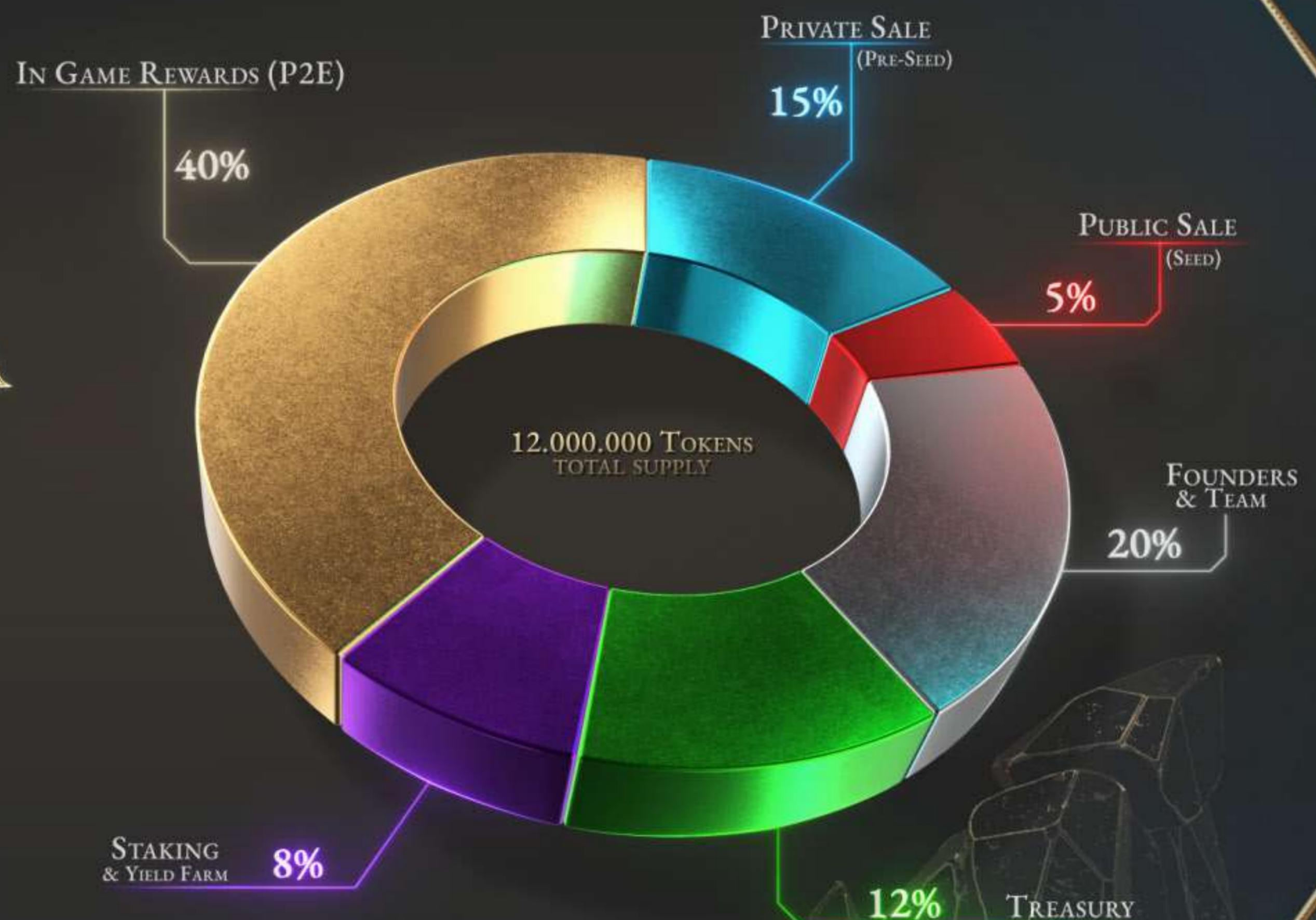
TOKENS WILL BE OBTAINED BY PLAYERS THROUGH THEIR INTERACTIONS AND PARTICIPATION IN THE GAME, SPECIAL EVENTS, AND MISSIONS. HOWEVER, THE MAJORITY OF THE GAME TOKENS WILL BE IN THE "DEPOSIT" POOL.

IN VALANNIA, PLAYERS WILL BE ABLE TO MINE "CRYSTAL ESSENCE" AND CRAFT TOKENS FROM THEM. "CRYSTAL ESSENCE" DEPOSITS WILL BE MORE ABUNDANT IN THE RED ZONE, AN AREA WHERE PLAYERS WILL PERMANENTLY LOSE THEIR NFTs IF THEY DIE. THIS WILL STRENGTHEN THE INTERNAL ECONOMY AND FOSTER A DYNAMIC ECOSYSTEM.

IT'S WORTH NOTING THAT PLAYERS WILL REACH THE RED ZONE AFTER PROGRESSING IN THE GAME AND SPENDING A PROLONGED PERIOD OF TIME.

AS MENTIONED, THE CRAFTING OF THE "VALANNIA TOKEN" IS BASED ON MINING AND EXTRACTING "CRYSTAL ESSENCE," WHICH IS A CHALLENGING TASK INVOLVING VARIOUS FACTORS AND VARIABLES TO CONSIDER, SUCH AS ENVIRONMENT, STRUCTURES, PLAYERS, PROFESSIONS, MAP DISTANCE, TECHNOLOGIES, AND TRANSPORTATION, NOT FORGETTING THE FACT THAT IT WILL BE IN THE RED ZONE.

## VALANNIA TOKENOMICS





## VESTING

VESTING IS A MECHANISM USED TO RESTRICT ACCESS OR DISPOSAL OF CERTAIN TOKENS FOR A SPECIFIED PERIOD OF TIME. THE GRADUAL UNLOCKING OF TOKENS ALLOWS FOR EFFICIENT MANAGEMENT OF VALANNIA'S FINANCIAL RESOURCES OVER TIME, ENSURING THAT FUNDS ARE AVAILABLE AT KEY MOMENTS FOR PROJECT DEVELOPMENT AND GROWTH. ADDITIONALLY, THIS GRADUAL APPROACH PROVIDES STABILITY AND CONFIDENCE TO INVESTORS AND PARTICIPANTS, AS CONTROLLED UNLOCKING PREVENTS MARKET SATURATION AND ENSURES PROPER UTILIZATION OF RESOURCES.



THE VALANNIA TEAM IS THE FINAL PARTICIPANT TO UNLOCK THE TOKENS, DEMONSTRATING OUR COMMITMENT TO THE PROJECT AND OUR LONG-TERM VISION.

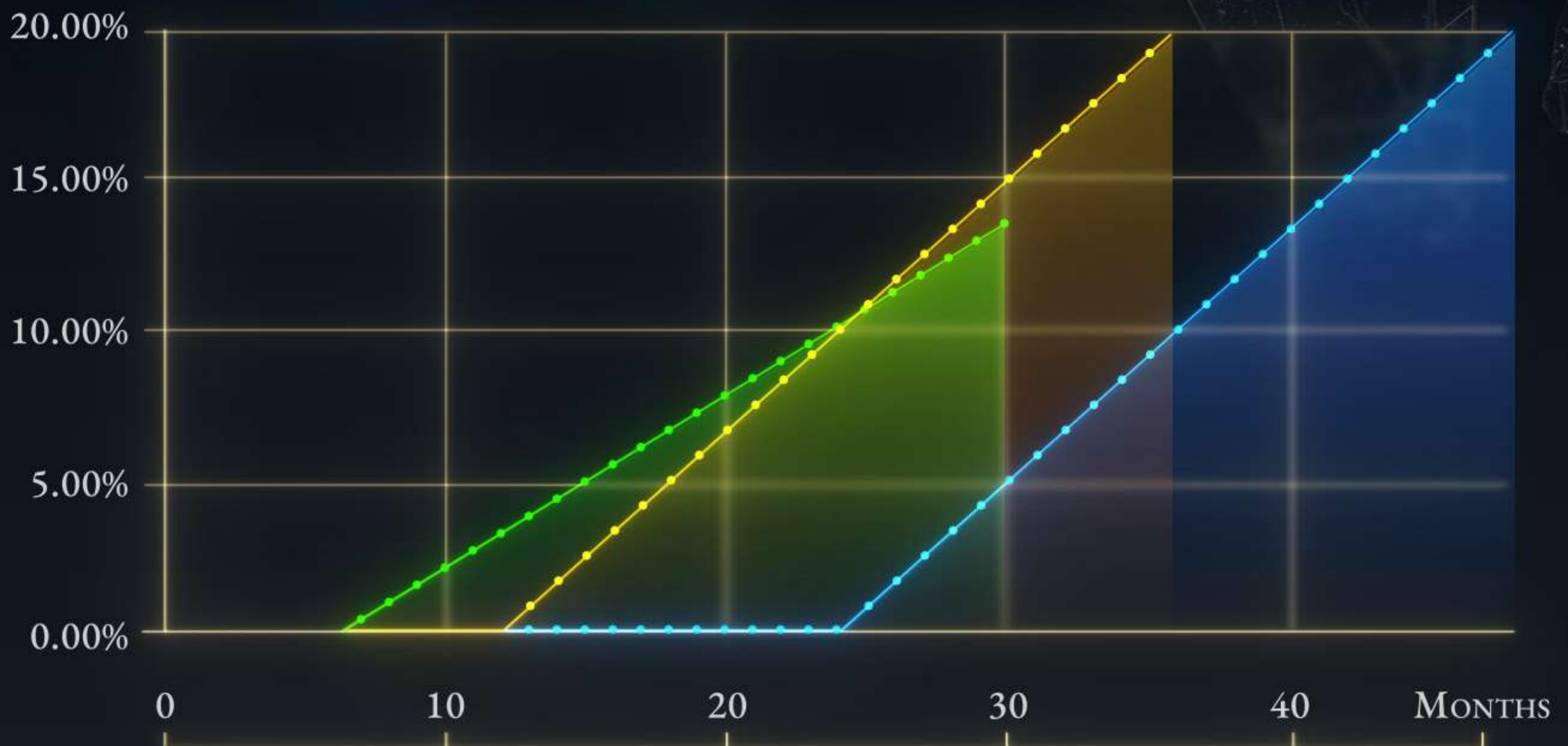
WE ARE PROUD TO TAKE ON THIS CHALLENGE AND CREATE A SOLID AND SUSTAINABLE ECONOMY OVER TIME FOR ALL VALANNIA PARTICIPANTS.



TEAM

PRIVATE SALE

TREASURY



## TEAM VESTING

THE PROPOSED VESTING FOR THE VALANNIA DEVELOPMENT TEAM IS AS FOLLOWS: THE TEAM'S TOKENS WILL BE LOCKED FOR A PERIOD OF 24 MONTHS.

THIS EXTENDED TIMEFRAME DEMONSTRATES OUR LONG-TERM COMMITMENT TO THE PROJECT AND OUR VISION OF BUILDING A STRONG AND SUSTAINABLE COMMUNITY IN VALANNIA. THE DEVELOPMENT TEAM WILL HOLD 20% OF THE TOTAL TOKEN SUPPLY.

THIS ALLOCATION WILL ALLOW US TO HAVE A SIGNIFICANT IMPACT ON THE DECENTRALIZED AUTONOMOUS ORGANIZATION (DAO) IN THE SHORT TERM. AS THE COMMUNITY ACQUIRES "VALANNIA TOKENS" THROUGH GAMEPLAY, WE WILL GRADUALLY RELINQUISH THE MAJORITY OF THE TOKENS TO EMPOWER PARTICIPANTS AND ENSURE THEIR ACTIVE INVOLVEMENT IN THE ECOSYSTEM.

FURTHERMORE, WE ARE COMMITTED TO ESTABLISHING A LEGAL DOCUMENT FOR THE DAO.

THIS DOCUMENT WILL SERVE AS A FRAMEWORK FOR TRANSPARENT AND DEMOCRATIC GOVERNANCE, ENSURING THE HEALTH AND SUSTAINABLE DEVELOPMENT OF THE VALANNIA PROJECT.

WE WANT TO BE AN INTEGRAL PART OF WHAT WE ARE BUILDING AND ENSURE THAT ALL DECISIONS ARE MADE INCLUSIVELY AND BENEFIT THE ENTIRE COMMUNITY.

THE GOAL OF THIS EXTENDED VESTING PERIOD AND OUR STRATEGY OF GRADUAL TOKEN RELINQUISHMENT IS TO PROMOTE EQUITABLE DISTRIBUTION OF OWNERSHIP AND PARTICIPATION IN VALANNIA, ENABLING THE COMMUNITY TO TAKE CONTROL AND BENEFIT SIGNIFICANTLY AS THE GAME EVOLVES.

WE ARE COMMITTED TO TRANSPARENCY, ACTIVE PARTICIPATION, AND CREATING A STRONG AND PROSPEROUS ECOSYSTEM FOR ALL VALANNIA PLAYERS AND ENTHUSIASTS. OUR FOCUS IS ON THE LONG TERM.



# • TOKEN BURNING •

THE TOKEN BURNING IN VALANNIA AIMS TO REDUCE THE TOTAL TOKEN SUPPLY AND INCREASE THE VALUE OF EACH TOKEN. A TOTAL OF 2,500,000 TOKENS WILL BE ALLOCATED FOR BURNING. THE FINAL FIXED TOTAL SUPPLY WILL BE 9,500,000 TOKENS.

## • TOKEN BURNING MECHANISMS:

- **IN-GAME EVENTS AND ACTIVITIES:** ONE OF THE TOKEN BURNING MECHANISMS WILL BE THROUGH SPECIAL EVENTS AND ACTIVITIES WITHIN THE GAME. THESE EVENTS WILL ALLOW PLAYERS TO PARTICIPATE IN CHALLENGES AND ACHIEVEMENTS WHERE TOKENS CAN BE USED AS PART OF THE GAME MECHANICS. AS PLAYERS COMPLETE THESE CHALLENGES, THE TOKENS USED WILL BE TAKEN OUT OF CIRCULATION AND IRREVERSIBLY BURNED.
- **CONTROLLED TOKEN BURNS:** TOKEN BURNING MECHANISMS WILL BE IMPLEMENTED BASED ON THE SUCCESS AND GROWTH OF THE VALANNIA ECOSYSTEM. AS THE GAME GAINS MORE POPULARITY AND USERS ENGAGE IN ECONOMIC ACTIVITIES WITHIN THE PLATFORM, PORTIONS OF THE GENERATED REVENUE WILL BE ALLOCATED TO TOKEN BURNING. THIS WILL NOT ONLY REDUCE THE SUPPLY BUT ALSO ESTABLISH A DIRECT LINK BETWEEN THE SUCCESS OF THE GAME AND THE VALUE OF THE TOKENS.
- **TRANSACTIONS MADE WITH THE VALANNIA TOKEN:** ONCE THE GAME IS LIVE, WE WILL IMPLEMENT A MECHANIC WHERE A SMALL PERCENTAGE OF EACH TRANSACTION THAT PLAYERS MAKE IN THE GAME, SUCH AS PAYMENTS FOR UPGRADES, CRAFTING, CONSTRUCTIONS, REPAIRS, OR COMMISSIONS, WILL BE BURNED UNTIL REACHING THE FINAL FIXED SUPPLY OF 9,500,000 TOKENS.

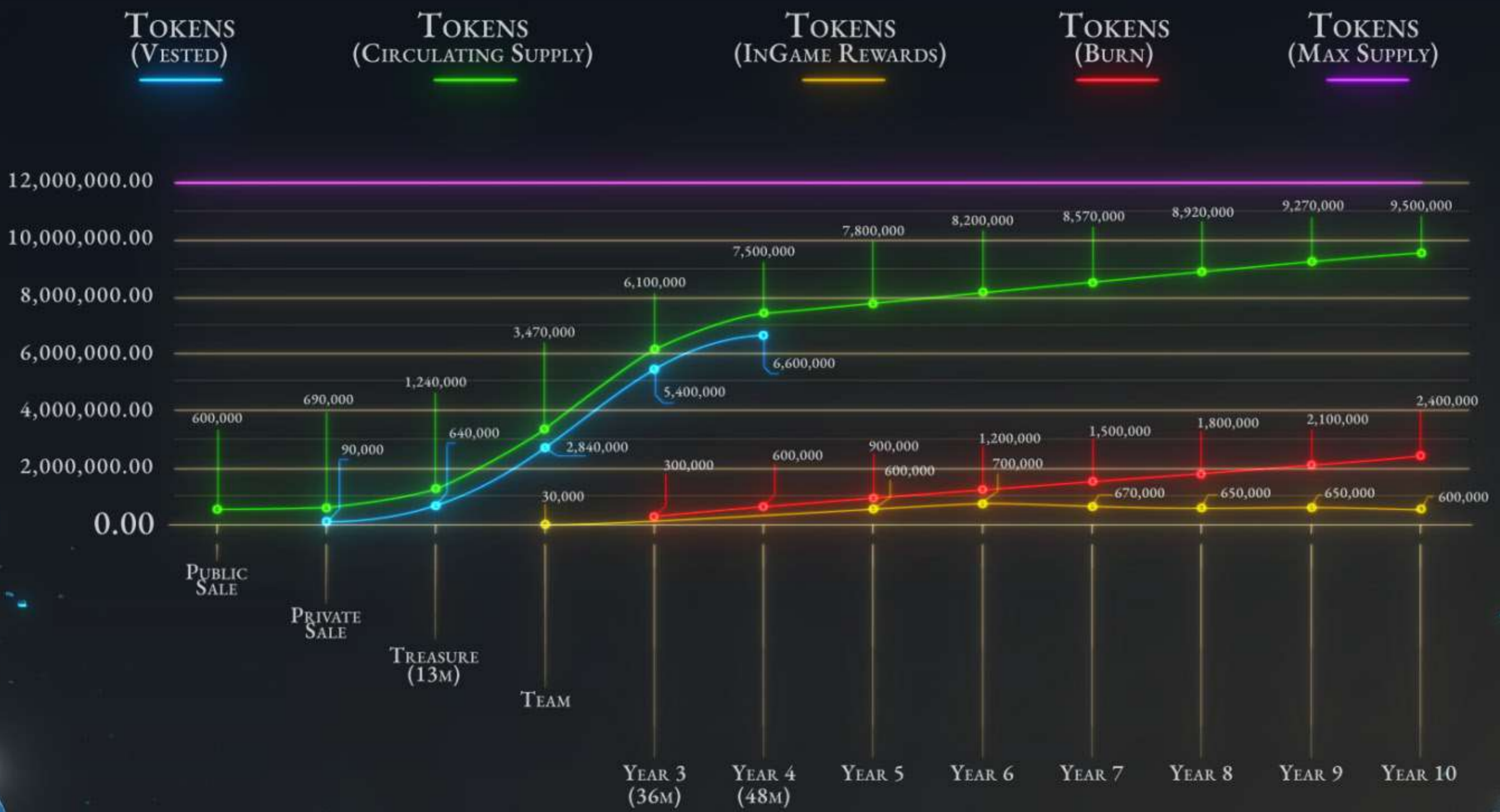
THESE TOKEN BURNING MECHANISMS WILL ENSURE A CONSTANT REDUCTION IN THE TOTAL SUPPLY OF VALANNIA, WHICH WILL BENEFIT TOKEN HOLDERS BY INCREASING SCARCITY AND POTENTIALLY INCREASING THEIR VALUE IN THE MARKET.

ADDITIONALLY, THIS TOKEN BURNING APPROACH DEMONSTRATES VALANNIA'S COMMITMENT TO CREATING A SOLID FINANCIAL ECOSYSTEM FOR THE BENEFIT OF ALL PARTICIPANTS.



# UNLOCK AND TOKEN BURNING GRAPH:

THE FOLLOWING GRAPH ILLUSTRATES THE PROGRESSION OF UNLOCKS AS WELL AS THE BURNING OF VALANNIA TOKENS, SHOWCASING OUR STRATEGY AND EXPECTED MOVEMENTS, ULTIMATELY RESULTING IN A FINAL FIXED SUPPLY OF 9,500,000 TOKENS.







# REWARDS IN VALANNIA TOKEN GAME

THE VALANNIA TOKEN SERVES AS THE FINAL PRODUCT OF THE "CRYSTAL ESSENCE MINING" PROCESS WITHIN THE GAME. PLAYERS WITH SPECIFIC PROFESSIONS CAN DISCOVER DEPOSITS IN VALANNIA, WHICH CAN BE GAME RESOURCES OR "CRYSTAL ESSENCE" DEPOSITS. ONCE A DEPOSIT IS FOUND, OTHER PLAYERS CAN INSTALL EXTRACTION MACHINERY (EXTRACTION TOWER) AND START THE PROCESS OF EXTRACTING CRYSTAL ESSENCES. THIS IS NOT AN INSTANT PROCESS; IT IS AN EXTENSIVE PROCESS WHERE PLAYERS ARE EVEN PENALIZED AFTER 12 HOURS OF MINING. THESE DEPOSITS ARE PRIMARILY FOUND IN PLAYER-VERSUS-PLAYER (PvP) ZONES, WHERE ANY PLAYER CAN ATTACK AND DESTROY YOUR MACHINES AND NFTs. THIS SYSTEM INVOLVES MORE THAN 4 INTERDEPENDENT PROFESSIONS, CREATING A DYNAMIC GAMEPLAY CYCLE.

ONCE THE CRYSTAL ESSENCE IS EXTRACTED, PLAYERS WILL NEED TRANSPORTATION UNITS. THE CRYSTAL ESSENCE SERVES IN THE GAME FOR UPGRADES, ITEM CRAFTING, UNITS, TECHNOLOGY, AND MORE. IF PLAYERS WANT TO CRAFT VALANNIA TOKENS FROM THE CRYSTAL ESSENCE, THEY CAN DO SO AT THE "ALCHEMIST'S LABORATORY" IN THE CAPITALS. THE EXCHANGE RATE FOR THIS CONVERSION VARIES DEPENDING ON THE TOKEN AVAILABILITY IN THE REWARDS POOL. THE REWARDS POOL WILL HAVE A FIXED INITIAL PERCENTAGE THAT PLAYERS WILL CONTRIBUTE TO, AND THE POOL WILL BE CONTINUOUSLY FUELED BY ALL PLAYER INTERACTIONS WITH THE VALANNIA TOKEN.

ADDITIONALLY, USING THE ALCHEMIST'S LABORATORY TO CRAFT VALANNIA TOKENS INCURS A COST THAT IS DISTRIBUTED BETWEEN THE VALANNIA DAO AND THE DEVELOPMENT COMPANY.

BY IMPLEMENTING THIS VARIABLE EXCHANGE RATE AND EXCHANGE FEE, MULTIPLE LAYERS OF SECURITY ARE INTRODUCED. PLAYERS DO NOT MINE THE TOKEN DIRECTLY; THEY MINE "CRYSTAL ESSENCE." THROUGH VARIOUS IN-GAME PROFESSIONS SUCH AS EXPLORER, MINER, ENGINEER, BLACKSMITH, TRANSPORTER, MILITARY SECURITY, AND OTHERS, THE CRYSTAL ESSENCE IS PROCESSED TO BECOME THE TOKEN, INCREASING SECURITY MEASURES AND FOSTERING AN INTEROPERABLE ECONOMY.

THE CONCEPT INCLUDES NUMEROUS DEPOSITS IN THE VALANNIA AREA, WHICH WILL GENERATE COMPETITION AMONG PLAYERS TO DOMINATE THESE TERRITORIES. HIGH-LEVEL ZONES ALSO CONTAIN VALUABLE DEPOSITS, INCENTIVIZING PLAYERS TO LEVEL UP FASTER.

THIS APPROACH GIVES GREATER IMPORTANCE TO THE "EXPLORER" PROFESSION, AS THEY HAVE A WIDE VARIETY OF PLACES TO DISCOVER RESOURCES IN VALANNIA.



THE VALANNIA CRYSTAL ESSENCE WILL HAVE MULTIPLE USES, INCLUDING THE CRAFTING OF ITEMS, UNITS, UPGRADES, TECHNOLOGIES, AND OTHER FUNCTIONALITIES WITHIN THE GAME. THERE WILL BE A MINIMUM REQUIREMENT FOR TOKEN WITHDRAWAL, ENSURING THAT PLAYERS ACCUMULATE A CERTAIN AMOUNT BEFORE BEING ABLE TO ACCESS THEIR TOKENS.

OF COURSE, PLAYERS WILL MINE OTHER VALUABLE RESOURCES BESIDES CRYSTAL ESSENCES, RESOURCES WITH SIGNIFICANT USES.

IN SUMMARY, IT IS IMPORTANT TO HIGHLIGHT THAT THERE IS A LONG PRODUCTION CHAIN BEFORE PLAYERS CAN CRAFT VALANNIA TOKENS. THE MAJOR CRYSTAL ESSENCE DEPOSITS ARE IN THE RED ZONE OF THE MAP, A ZONE THAT PLAYERS WILL HAVE TO ACCESS BY LEVELING UP AND EQUIPPING THEMSELVES BEFOREHAND—IT IS NOT A FRIENDLY TERRITORY. SUBSEQUENTLY, AN EXPLORER FINDS THE CRYSTAL ESSENCE DEPOSIT, GENERATES A MAP (NFT), A MINER ACQUIRES IT, AND, IN TURN, NEEDS AN EXTRACTION TOWER PREVIOUSLY CRAFTED BY AN ENGINEER. ONCE PLACED, MINING CAN BEGIN. THE MINER WILL NEED TO DEFEND THEMSELVES AS IT IS A PVP TERRITORY. ADDITIONALLY, THE MINER WILL REQUIRE A TRANSPORTER AND TRANSPORTATION TO REACH THEIR CAPITAL, AND SECURITY WOULD BE IDEAL DURING THE JOURNEY. ONCE IN THE CITY, THE PLAYER MAY CONSIDER SEEKING AN ALCHEMIST TO CRAFT VALANNIA TOKENS FROM THE CRYSTAL ESSENCES.







# • POLICY ON THE ISSUANCE • OF VALANNIUM GOLD AND ECONOMIC BALANCE

## —POLICY ON THE ISSUANCE OF VALANNIUM GOLD

VALANNIUM GOLD IS A CURRENCY THAT PLAYERS OBTAIN THROUGH THEIR IN-GAME ACTIVITIES SUCH AS QUESTS AND SLAYING WORLD MONSTERS. THE ROLE THAT THIS CURRENCY PLAYS IN THE GAME IS INTERESTING BECAUSE IT CANNOT BE PURCHASED WITH REAL MONEY. THIS MEANS THAT ACTIVE PLAYERS GAIN A BENEFIT THAT THOSE WHO ARE NOT ACTIVELY PARTICIPATING CANNOT HAVE. THE SAME APPLIES TO JEWELS, WHICH CAN ONLY BE OBTAINED BY PLAYERS WHO ACTIVELY ENGAGE IN PvE (PLAYER VERSUS ENVIRONMENT) GAMEPLAY.

IN THIS WAY, WE ARE PROMOTING AN INTEROPERABLE ECONOMY WHERE PLAYERS RECEIVE DIFFERENT REWARDS DEPENDING ON THEIR PLAYSTYLE, WHICH IN TURN BECOMES AN INTEGRAL PART OF AN ENTIRE ECONOMIC ECOSYSTEM.

IN ORDER FOR THE ECONOMIC SYSTEM TO BE SUSTAINABLE AND THE ISSUANCE OF VALANNIUM GOLD TO BE APPROPRIATE FOR THE MARKET ENVIRONMENT, WE NEED TO CONTROL THE ISSUANCE, WHICH WILL BE DONE ALGORITHMICALLY BASED ON THE CIRCULATING SUPPLY OF GOLD. IN SUMMARY, IF THERE IS A HIGH CIRCULATING SUPPLY OF GOLD, PLAYERS WILL RECEIVE LESS, AND IF THERE IS SCARCITY IN CIRCULATION, PLAYERS WILL RECEIVE MORE VALANNIUM GOLD.

THE SAME APPLIES TO THE DROP RATE OF JEWELS.

## —RANDOM ECONOMIC SYSTEM AND SPORADIC RANDOM EVENTS

AS MENTIONED EARLIER IN THIS DOCUMENT, VALANNIA IS A LIVING WORLD. IN VALANNIA, THERE WILL BE ECONOMIC EVENTS OR RANDOM FLUCTUATIONS IN THE IN-GAME ECONOMY. THESE EVENTS WILL SIMULATE SITUATIONS SUCH AS RECESSIONS, ECONOMIC BOOMS, OR CHANGES IN THE DEMAND FOR CERTAIN PRODUCTS. THIS WILL SPORADICALLY ADD UNCERTAINTY AND ADDITIONAL CHALLENGES TO PLAYERS, FORCING THEM TO ADAPT THEIR STRATEGIES AND ECONOMIC DECISIONS.

THESE ELEMENTS WILL HELP CONTROL INFLATION AND PROMOTE THE ECONOMIC STABILITY OF THE GAME. FURTHERMORE, IN THE WORLD OF VALANNIA, THE ENVIRONMENT WILL BE ALIVE. THERE WILL BE HIGH-DIFFICULTY MONSTERS AND WORLD BOSSES THAT ARE NOT NECESSARILY STATIC ON THE MAP. THESE NPCs WILL BE ALIVE AND WILL HAVE IMPLEMENTED AI, WHICH MEANS THAT OCCASIONALLY THEY MAY AMBUSH PLAYERS OR EVEN ATTACK OUTPOSTS, CASTLES, OR OTHER STRUCTURES, OF COURSE, WITH THE RESPECTIVE REWARD FOR PLAYERS WHO HAVE SUCCESSFULLY DEFEATED SUCH THREATS.



# • NFTS IN VALANNIA •

BELOW, WE DETAIL WHY THE INTERACTION AND USE OF NFTS IN A MEDIEVAL FANTASY MMO GAME LIKE VALANNIA IS TRULY INTERESTING. IT IS WHAT EVERY PLAYER HAS ALWAYS WANTED - TO TRULY OWN THAT LEGENDARY ARMOR OR SWORD. NFTS IN VALANNIA SERVE THE FOLLOWING PURPOSES:

- **OWNERSHIP REFLECTION:** NFTS IN VALANNIA CERTIFY THE AUTHENTICITY OF AN ITEM, MEANING THAT YOUR SWORD, HERO, OR COMBAT UNIT WILL BE UNIQUE AND EXCLUSIVELY YOURS.
- **CERTIFICATION OF AUTHENTICITY:** NFTS IN VALANNIA CAN BE USED TO CERTIFY THE AUTHENTICITY OF UNIQUE OR RARE VIRTUAL OBJECTS. PLAYERS CAN VERIFY THAT AN OBJECT IS GENUINE AND HASN'T BEEN COUNTERFEITED BEFORE PURCHASING OR TRADING IT.



- **CHARACTERISTICS:** NFTS IN VALANNIA DETAIL THE IN-GAME CHARACTERISTICS OF OBJECTS. FOR EXAMPLE, IF IT'S AN EQUIPMENT ITEM, IT WILL REFLECT ATTRIBUTES SUCH AS ARMOR RATING, DAMAGE POINTS, AND MORE.
- **COLLECTIBLES:** NFTS IN VALANNIA CAN REPRESENT RARE OR UNIQUE OBJECTS THAT CAN ONLY BE OBTAINED IN SPECIAL EVENTS OR LIMITED EDITIONS. PLAYERS CAN COLLECT THESE OBJECTS TO SHOWCASE THEIR SKILLS OR FOR DECORATIVE PURPOSES WITHIN THE GAME.
- **PARTICIPATION IN SPECIAL EVENTS:** NFTS IN VALANNIA CAN BE USED AS TICKETS FOR SPECIAL IN-GAME EVENTS, SUCH AS TOURNAMENTS OR EXCLUSIVE MISSIONS.
- **OWNERSHIP OF REAL ESTATE OR VIRTUAL COMMERCE:** IN ADDITION TO OBJECT OWNERSHIP, NFTS IN VALANNIA CAN ALSO REPRESENT OWNERSHIP OF VIRTUAL REAL ESTATE, SUCH AS A PIECE OF LAND IN ONE OF THE CAPITALS. PLAYERS CAN BUY, SELL, AND TRADE THESE NFTS TO ACQUIRE AND CONTROL VIRTUAL REAL ESTATE WITHIN THE GAME.



# • RESOURCE DEPOSITS •

THE DEPOSITS ARE PLACES ON THE MAP WITH A DEPOSIT OF RESOURCES, THESE RESOURCES CAN BE SOLID OR LIQUID, DEPENDING ON THE RESOURCE THAT THE DEPOSIT IS ABOUT.

NOT ALL DEPOSITS ARE VISIBLE TO THE NAKED EYE, IN FACT MOST ARE NOT AND THE RARER THE RESOURCE, THE LESS VISIBLE IT MAY BECOME. TO KNOW EXACTLY WHERE TO START DIGGING, A SCOUT IS NEEDED TO RECONNOITER THE TERRAIN CORRECTLY.

THE EXPLORER CAN CREATE AND SELL THE SITE MAP ON THE MARKETPLACE.

MINERS SKILLED ENOUGH TO MINE THE DEPOSIT WILL NEED TO HAVE A MINING RIG BUILT TO BEGIN MINING. AND FOR THE EXTRACTION TOWER AN ENGINEER IS NEEDED.

THE MINEABLE LANDS WHERE THE DEPOSITS ARE LOCATED ARE IN THE YELLOW AND RED ZONES OF THE WORLD.

DEPOSITS ARE CREATED ALGORITHMICALLY IN THE WORLD OF VALANNIA, WHERE THE VARIABLES ARE THE LOCATION OF THE DEPOSIT AND THE AMOUNT OF RESOURCES IT CONTAINS.

PLAYERS CAN MINE IN ENEMY TERRITORY, THAT IS, THEY MAY NOT BE WELCOME AND HAVE TO FACE ATTACKS TOWARDS HIM, TOWARDS HIS EXTRACTION TOWER OR EVEN THE TRANSPORTERS THAT COULD BE INTERCEPTED.

THE EXTRACTION TOWERS BUILT ON THE DEPOSITS, CAN BE DESTROYED BOTH IN THE YELLOW ZONE AND IN THE RED ZONE, IN THE YELLOW ZONE IT DOES NOT IMPLY THE LOSS OF THE NFT.

BUT IT WILL HAVE TO BE BUILT AGAIN AND THAT WILL HAVE CERTAIN CONSTRUCTION COSTS AGAIN.





# • THE FUTURE OF GAMING •

IT'S NO SURPRISE THAT GAMING IS THRIVING AND CONTINUES TO GROW STEADILY.

TO DISCUSS THE FUTURE OF THE INDUSTRY, WE MUST FIRST UNDERSTAND THE REASONS BEHIND THIS GROWTH.

- **TECHNOLOGICAL ADVANCEMENTS:** TECHNOLOGICAL ADVANCEMENTS ENHANCE THE GAMING EXPERIENCE WITH BETTER GRAPHICS AND NEW TECHNOLOGIES SUCH AS VIRTUAL AND AUGMENTED REALITY.
- **SOCIAL EXPERIENCES:** ONLINE GAMES ALLOW PLAYERS TO CONNECT AND ENGAGE WITH OTHERS WORLDWIDE, FOSTERING COLLABORATION, COMPETITION, AND SOCIALIZATION. SOCIAL EXPERIENCES ALSO IMPROVE WITH TECHNOLOGY.
- **BROAD PLAYER BASE:** GAMES ARE BECOMING INCREASINGLY ACCESSIBLE TO PEOPLE OF ALL AGES AND GENDERS WORLDWIDE, THANKS TO THE ADOPTION OF MOBILE DEVICES AND EASY INTERNET ACCESS.
- **ESPORTS AND STREAMING:** ESPORTS HAVE GAINED POPULARITY AND ARE EXPECTED TO CONTINUE GROWING, ATTRACTING LARGE AUDIENCES TO TOURNAMENTS WITH SIGNIFICANT PRIZES. GAME STREAMING PLATFORMS LIKE TWITCH AND YOUTUBE EXPAND THEIR REACH AND ACCESSIBILITY.

IF WE ANALYZE EACH POINT, EVERYTHING INDICATES THAT THEY WILL CONTINUE TO GROW.

IN VALANNIA, WE BELIEVE THAT THE USER EXPERIENCE IN CERTAIN VIDEO GAMES WILL BECOME HIGHLY REALISTIC AND HAVE A SIGNIFICANT IMPACT ON PEOPLE'S LIVES.

OUR PROPOSAL IS TO CREATE A LIVING WORLD, A WORLD THAT PEOPLE WANT TO BE A PART OF, WITH A DEEP GAMING EXPERIENCE THAT ENCOMPASSES ECONOMICS, SOCIAL INTERACTIONS, AND POLITICS.

WE WANT VALANNIA TO BE MORE THAN JUST A GAME.

**VALANNIA** IS THE GATEWAY TO A FANTASY UNIVERSE.





# • STATISTICS OF THE GAMING •

## INDUSTRY 2023-2027

ACCORDING TO STUDIES, WHILE THE OVERALL VIDEO GAME INDUSTRY CONTINUES TO GROW, THE ADOPTION OF BLOCKCHAIN TECHNOLOGY IS ALSO ON THE RISE. THIS PRESENTS THE PERFECT SCENARIO FOR CREATING A CONSTANTLY EVOLVING WORLD THAT CAN LAST FOR MANY YEARS. HERE ARE SOME RELEVANT DATA REGARDING WHAT IS EXPECTED IN THE NEXT 5 YEARS.



-GAMING MARKET **229MM \$**

IN 2022 THE VIDEO GAMING MARKET IS VALUED AT **229MM \$**

AND AN INCREASE OF **172MM \$** IS EXPECTED FOR 2027



-BLOCKCHAIN GAMING MARKET **4.860 m**

AN INCREASE IN THE BLOCKCHAIN SECTOR OF **65%** PER YEAR IS EXPECTED UNTIL 2027



# VALANNIA VS OTHERS

IT IS CHALLENGING TO FIND OTHER PROJECTS TO COMPARE OURSELVES TO, AS OUR PROPOSAL IS RATHER UNIQUE, BOTH FOR VALANNIA ARENA AND VALANNIA. HOWEVER, HERE ARE SOME GAMES THAT HAVE SIMILAR MECHANICS TO WHAT WE ENVISION.

	LEAGUE OF KINDOM	BIG TIME	ARCHEWORLD	ALBION	WARHAMMER TOTALWAR	RISE OF KINDOM	MOUNT & BLADE	BLACK DESERT	GUILD WARS2	VALANNIA
BLOCKCHAIN	Green	Green	Green	Red	Red	Red	Red	Red	Red	Green
MARKETPLACE REAL MONEY	Green	Green	Green	Red	Red	Red	Red	Red	Red	Green
EXPLORATION	Green	Green	Green	Green	Red	Green	Green	Green	Green	Green
LEVELING	Green	Green	Green	Green	Green	Green	Red	Green	Green	Green
ARMY WITH THE HERO	Green	Red	Red	Red	Green	Green	Green	Red	Red	Green
MINING	Green	Red	Green	Green	Red	Green	Red	Green	Green	Green
CONSTRUCTIONS	Green	Red	Green	Red	Green	Green	Red	Green	Red	Green
ITEM CRAFT	Red	Green	Green	Green	Red	Green	Red	Green	Green	Green
PROFESSIONS	Red	Green	Red	Green	Red	Red	Red	Green	Green	Green
BUSINESS WITH REAL MONEY	Red	Red	Red	Red	Red	Red	Red	Green	Red	Green
PvE & PvP	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green
GUILDS	Green	Green	Green	Green	Red	Green	Red	Green	Green	Green
COMPETITIVE (ESPORTS)	Red	Red	Green	Green	Green	Red	Red	Green	Green	Green

# VALANNIA



# • DAO •

THE PURPOSE OF ESTABLISHING A DECENTRALIZED AUTONOMOUS ORGANIZATION (DAO) IN VALANNIA IS TO CREATE AN ENVIRONMENT THAT IS COLLECTIVELY OWNED BY INVESTORS, DEVELOPERS, AND PLAYERS. OUR GOAL IS TO IMPLEMENT A PROJECT GOVERNANCE SYSTEM THAT IS DECENTRALIZED, ALLOWING US TO ORGANIZE OURSELVES IN A FAIR MANNER AND, OF COURSE, UTILIZING BLOCKCHAIN TECHNOLOGY TO ENSURE AUDITABILITY AND TRANSPARENCY THROUGHOUT THE ENTIRE PROCESS.

AN ADDITIONAL ADVANTAGE PROVIDED BY DAOs IS INCLUSIVITY, AS ANY INDIVIDUAL WITH INTERNET ACCESS HAS THE OPPORTUNITY TO BECOME PART OF THIS ORGANIZATION.

## • THE TREASURY

THE DAO'S TREASURY WILL INCREASE AS WE IMPLEMENT THE INITIAL GAME MECHANICS. PLAYERS WILL CONTRIBUTE THROUGH THEIR PROGRESS IN THE GAME, GRADUALLY INCREASING THE DAO'S VOLUME. THE DAO'S TREASURY CAN BE UTILIZED ONCE THE VOTING AND MANAGEMENT MECHANICS ARE IMPLEMENTED.

## • THE COMMUNITY TREASURY

WHILE IT IS STILL PREMATURE, OUR IDEA REGARDING THE COMMUNITY TREASURY IS CLEAR. FOLLOWING GUIDELINES THAT WE WILL DRAFT IN LATER PHASES; THE HOLDERS WILL DECIDE HOW THESE RESOURCES ARE UTILIZED. THERE ARE MANY POSSIBILITIES, AND IT WILL BE UP TO THE HOLDERS TO PROPOSE DIFFERENT INITIATIVES. SOME POSSIBLE EXAMPLES INCLUDE:

- EVENTS WITH SPECIFIC REWARDS FOR THE COMMUNITY.
- TOKEN REDUCTION, MEANING BURNING TOKENS.
- EXPANSION OF VALANNIA BY DEVELOPING DIFFERENT ASPECTS WITHIN THE UNIVERSE.
- FINANCING COMMUNITY INITIATIVES.

EMPOWERING THE COMMUNITY OVER THE COLLECTIVE TREASURY WILL BE AN EXCITING PROCESS. IT WON'T BE AN EASY TASK, AND IT WILL BE A LENGTHY PROCESS, BUT OUR COMMITMENT AND GOAL TOWARDS DECENTRALIZATION ARE CLEAR.



## • THE GAME FIRST

IT IS CRUCIAL TO GENERATE VALUE AND CREATE A FAVORABLE ENVIRONMENT TO BE GOVERNED BEFORE GOVERNANCE EXISTS. THAT IS WHY OUR IDEA IS CLEAR: THE GAME COMES FIRST.

ONCE THE DEVELOPMENT OF VALANNIA REACHES ADVANCED STAGES, WHEN WE HAVE LAID THE FOUNDATIONS OF WHAT WE WANT TO CREATE, THAT IS WHEN WE WILL START MOBILIZING FOR THE COMMUNITY TO PROGRESSIVELY TAKE THE HELM.

IN CONCLUSION, AND AS WE HAVE MENTIONED, THE OBJECTIVE IS CLEAR: TO CREATE A MEDIEVAL FANTASY UNIVERSE WITH A REAL ECONOMY, DECENTRALIZED. BUT FIRST, WE MUST CREATE THE ENVIRONMENT AND PAVE THE WAY FOR IT, SO THAT OUR PROPOSAL AND THE REASONS BEHIND OUR APPROACH ARE CLEARLY UNDERSTOOD.

## • PROGRESSIVE DECENTRALIZATION

WE PROPOSE A PROCESS OF DECENTRALIZATION, WHERE WE GRADUALLY COMMIT TO EMPOWERING THE PARTICIPANTS OF VALANNIA. IT IS A TIME-CONSUMING PROCESS THAT WILL BE CAREFULLY AND THOROUGHLY STUDIED BY OUR TEAM.

SETTING DEADLINES FOR GOVERNANCE COULD BE A MISTAKE AS IT MAY BRING DIFFICULTIES IN THE BIRTH AND EVOLUTION OF THE PROJECT. HOWEVER, WE CAN DISCUSS THE CRITERIA THAT WE WILL CONSIDER TO ADVANCE IN DIFFERENT PHASES OF DECENTRALIZATION.

# THE PHASES

INITIALLY, WE PROPOSE FOUR PHASES:

- LAUNCH AND PRODUCT.
- ADJUSTMENTS AND IMPLEMENTATIONS.
- GROWTH.
- GOVERNANCE.



## • PHASE 1: LAUNCH AND PRODUCT

PHASE 1 IS SIMPLE BUT VITAL. TO GOVERN, WE NEED TO CREATE THE ENVIRONMENT, THE GAME, OR AT LEAST HAVE IT NEAR COMPLETION, AND WE ALSO NEED THE "SYMBOL OF AUTHORITY," WHICH IS THE VALANNIA TOKEN. SINCE PHASE 1 IS THE BEGINNING OF THE JOURNEY TOWARDS THE DAO, WE WILL ALSO START WORKING ON AN EXTENSIVE DOCUMENT DETAILING THE PROCESS AND HOW WE WILL CREATE THE APPROPRIATE FRAMEWORK FOR THE DAO.

CRITERIA TO MOVE TO PHASE 2:

- THE VALANNIA TOKEN HAS BEEN LAUNCHED.
- THE FIRST MECHANICS FOR USING THE TOKEN IN THE WORLD OF VALANNIA ARE IN PLACE.
- PRESENTATION OF THE FIRST DAO DOCUMENT TO THE COMMUNITY.

## • PHASE 2: ADJUSTMENTS AND IMPLEMENTATIONS.

IN THE SECOND PHASE, IT'S TIME TO BALANCE THE GAME, IMPLEMENT RANDOM EVENTS, CONTINUE EXPANDING THE WORLD, AND INTRODUCE MORE COMPLEX MECHANICS THAT WILL BE REVEALED LATER. PRIMARILY, WE NEED TO ENSURE THAT THE ENVIRONMENT THAT PLAYERS WILL GOVERN IN THE FUTURE HAS THE NECESSARY FOUNDATIONS AND ADJUSTMENTS IMPLEMENTED.

CRITERIA TO MOVE TO PHASE 3:

- FIRST USERS STARTING TOKEN MINING IN VALANNIA.
- GAME BALANCED IN ALL ITS VERTICALS, INCLUDING PvP, PvE, QUESTS, EVENTS, ETC.
- ECONOMY BALANCING SYSTEM IMPLEMENTED, RANDOM EVENTS SYSTEM.
- RACE AND POLITICAL LEADER VOTING SYSTEM IMPLEMENTED.

## • PHASE 3: GROWTH

THIS PHASE ENCOMPASSES THE OBJECTIVE PRIOR TO GOVERNANCE: THE EXPANSION OF VALANNIA, THE ADOPTION OF NEW PARTICIPANTS, AND, OF COURSE, THE INCREASE OF THE COMMUNITY TREASURY.

CRITERIA TO MOVE TO PHASE 4:

- THE CRITERIA TO ADVANCE TO PHASE 4 WILL BE PRESENTED IN THE FIRST DAO DOCUMENT IN PHASE 2'.

## • PHASE 4: GOVERNANCE

GOVERNANCE IS THE FINAL PHASE OF OUR JOURNEY TOWARDS DECENTRALIZATION. AS WE HAVE DETAILED, UNTIL THE FINAL IMPLEMENTATION OF THE DAO, IT IS A GRADUAL PROCESS TO ULTIMATELY TRANSFER POWER TO THE COMMUNITY.

THE FIRST STEP ON THE PATH TO DECENTRALIZATION WILL BE TO CREATE A LEGAL FRAMEWORK THAT ESTABLISHES AND ORGANIZES THE FUNDAMENTAL PRINCIPLES AND BASIC RULES TO PREVENT PROPOSALS THAT ARE DETRIMENTAL TO THE HEALTH OF VALANNIA.

SUBSEQUENTLY, WE WILL BEGIN THE TASKS OF BUILDING THE INFRASTRUCTURE AND ECOSYSTEM WHERE PROPOSALS AND VOTING WILL TAKE PLACE.



# CONCLUSIONS

VALANNIA OFFERS AN MMO STRATEGY GAME SET IN A MEDIEVAL FANTASY WORLD, WITH A REAL ECONOMY BASED ON BLOCKCHAIN, HIGH-QUALITY GRAPHICS, AI, AND A VISION TO TRANSCEND BEYOND THE GAME. WE ARE COMMITTED TO PROVIDING AN EXCITING AND EVER-EVOLVING GAMING EXPERIENCE FOR PLAYERS, INVITING THEM TO ACTIVELY PARTICIPATE IN THE DEVELOPMENT AND GROWTH OF VALANNIA THROUGH COMMUNITY ENGAGEMENT AND LATER THE DAO.

WE WANT PLAYERS TO TAKE CONTROL OF A VIBRANT, LIVING WORLD FILLED WITH CHALLENGES AND MYSTERIES TO DISCOVER. WE PROVIDE PARTICIPANTS WITH VARIOUS OPTIONS IN TERMS OF GAMEPLAY STYLES, INCLUDING SOCIAL INTERACTIONS, ACTIVE OR PASSIVE BUSINESS STRATEGIES, PvP OR PvE COMBAT, AND EVEN EXPLORATION, AS VALANNIA IS AN IMMENSE WORLD. AND LET'S NOT FORGET A FUNDAMENTAL ASPECT: POLITICS AND DIPLOMACY, WHICH ARE THE TOOLS THROUGH WHICH PLAYERS WILL TRULY CONTROL EACH OF THE NATIONS. VALANNIA IS PRECISELY THAT—A LIVING WORLD.

THE MOST INTERESTING ASPECT IS THAT WHILE WE BUILD THIS COLOSSAL PROJECT, PLAYERS WILL BE ABLE TO ENJOY VALANNIA ARENA IN THE SHORT TERM. ARENA OFFERS A FRESH PROPOSAL, COMBINING THE BEST GAMEPLAY ELEMENTS OF MAINSTREAM GAMES AND TARGETING A WIDE AUDIENCE. ARENA IS A CASUAL GAME WITH A STRONG STRATEGIC AND SKILL-BASED COMPONENT, OFFERING COMPETITIVE GAMEPLAY AND, OF COURSE, OUR OWN COMPETITIVE CIRCUIT WITH GREAT PRIZES.

THE ULTIMATE GOAL OF VALANNIA IS TO EMPOWER PEOPLE THROUGH PARTICIPATION IN A VIRTUAL WORLD WITH A REAL ECONOMY. PLAYERS WILL HAVE A SIGNIFICANT IMPACT ON THE WORLD OF VALANNIA, CREATING A PORTAL FROM THE REAL WORLD TO A VIRTUAL WORLD THAT FEELS REAL.





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# VALANNIA



THE EXTENSION OF THE WORLD  
TO A FANTASY UNIVERSE

