MECH CRAFT

WHITEPAPER

CONTENTS

OVERVIEW

MARKET TREND

Non-fungibe tokens (NFT) have been emerged from the cryptocurrency and blockchain space with significant increase of popularity, especially where NFT and Gaming converged for Fun-Economic aspect. NFTs are digital collectible items (Characters, Skins, Weapons, Virtual Properties and so on) with unique characteristic, a truly new virtual existence and are always have huge potential for long-term holding value. The play-to-earn gaming and NFT would be the factors transforming the narrative around traditional gaming and blockchain sectors. Play-to-earn is seen to have high potential in the area of NFT games, and there are already some great market adoptions, which will contribute to the price surge across NFTs gaming related tokens.

The most famous NFT gaming in the market is Axies Infinity which had achieved $1 billion in all-time volume on 9 Aug 2021. Between 9 July and 9 Aug, the NFT game reportedly recorded about $780 million in the sales from over 1.4 million transactions. Data from Similarweb also shows they ranked in the top 1,200 sites globally as at the end of July, traffic to the site grew approximately fivefold in the last 6 months.

Key Metrics by

DappRadar

- The blockchain gaming sector shows a more visible footprint, compared to June the space grew 121% in terms of unique users.

- BSC is now the blockchain with more gaming users attracting more than 391,000 unique users during July, a whopping 2,460% increase month-over-month.

- WAX and EOS came in afterward with 319,000 and 49,000 gaming users respectively; those numbers represent a 7% and 48% increase from the previous month.

- Axie became the most valuable NFT collection ever with more than $1 billion in trading volume; $600 million happened during July alone.

- Cryptoblades challenges AlienWorlds as the most played game across all protocols, the BSC game attracted more than 316,000 unique users during July whilst generating more than $4.3 million in transaction volume.

- Alien Worlds and Upland increased their usage by 7% and 52% respectively when compared to June, WAX and EOS are directly benefited.

- Hive's Splinterlands experienced a considerable spike in its usage, the game attracted more than 26,000 unique users during July, a 204% increase from the previous month.

- Virtual lands among different metaverses increased their value; A Sandbox land lot sold for $863,000 while several GUARDIAN lands are trading above $500,000.

(https://dappradar.com/blog/bga-blockchain-game-report-july-2021)

The recent success of play-to-earn games made individuals the opportunity to generate passive income from the NFT games' microeconomics while playing the games for leisure. This is where GameFi (Game+Finance) have emerged in the blockchain and gaming sectors, and it is exactly the gamification of DeFi (decentralised finance) where gamers own the full control of their assets in NFTs from the games.

Further to the above development, blockchain-inspired metaverse has come into the picture where virtual world can be built in the games and monetize gamers' assets and gaming experience. The virtual land is a concept that has been adopted by few games' projects like Decentraland & Sandbox. The gaming sector has finally arrived at the juncture where adoption of NFT and blockchain in games have been bolstered for the new sophisticated generations worldwide looking for Play-Fun-Earn-Live environment.

The revolution of GameFi has seen a drastic progress in mid of 2021 as the spike of users in the Play-to-Earn games like Axie Infinity and other metaverse games are very encouraging for the future. As shown in Dappradar, there are over 2.8 billion gamers globally where blockchain gaming space has room to grow.

https://dappradar.com/blog/bga-blockchain-game-report-july-2021#GameFi-aims-to-become-the-next-big-wave

DIFFERENCES BETWEEN FUNGIBLE AND NON-FUNGIBLE TOKENS

FUNCTIONS	FUNGIBLE TOKENS	NON-FUNGIBLE TOKENS
Inter-changeability	These tokens can be exchanged with other fungible tokens for the same values.	These tokens' values are unique and have own set of characteristics, so they are unable to exchange with each other.
Value	The tokens 'value is depended on the market supply and demand cycle.	The value of NFTs is derived from their uniqueness

Ownership	There is no specific owner or creator of Fungible tokens.	The holders of tokens own he NFTs
Divisibility	These tokens are divisible to small decimal value.	NFTs are non-divisible, the token considered as a whole.
Technology	It is dependent on the what blockchain the tokens are created, for example ERC20, & Binance Smart Chain and etc	It is dependent on the ERC-721/1155

MECHCRAFT

With the advent of NFTs in Blockchain converged with the gaming sector which bring most intrinsic values to the digital collectible card game, especially incorporated with play-to-earn MECHanism. MECHCRAFT will launch series of creative Non-Fungible Tokens (NFTs) collectible card game that are built on ANISTIC Network, a Ethereum sidechain and may be developed on others blockchain as well, which emphasize on game craft borderless way of crafting unique ERC-721/1155 NFTs, which come along with unique infrastructure that combine Defi, gaming and NFTs for greater synergy in creating values.

Strategies applied on Liquidity Pools, Yield Farming, and NFTs through the GameFi infrastructure that will not just generate the best gamified and farming rewards but also create future value for the NFTs and tokens.

In the game, gamers have to defend their Tower to win. Anyone can play for fun and play to earn the native token through gameplay and complete quests in the game universe. Gamers can collect and upgrade levels of Hero, Equipment, Card by Shards and GUARDIAN to improve defence skills and strengths.

This new model of gaming which is off-chain for gameplay environment, and the transfer of NFTs and tokens from in-game environment to blockchain-based wallet, the concept of it is to save network fee due to the nature of high gaming transaction activities. Unlike the on-chain game that every single transaction in the gameplay like required to pay network fee.

MECHCRAFT will reward their gamers with GUARDIAN for their gameplay quests being accomplished daily as an income stream to the gamers who seeks to gain financially while playing for leisure. The quantity of GUARDIAN will be minted for rewards based on the daily active gamers who have completed the gameplay quests. The token will be stored in the GUARDIAN Pool Contract on the blockchain and will release to the gamers whenever there are transaction activities like withdrawal and upgrade of NFTs from their in-game GUARDIAN to blockchain wallet address.
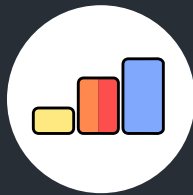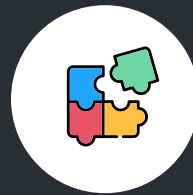
GAMERS GAMIFIED REWARDS

The Play-to-Earn gamified rewards such as GUARDIAN, MECH, Shard, NFTs based on seasonal distribution come from below various gameplay achievements:

Accomplish Daily Quests

Achieve Higher Ranking Of Leaderboard

Season Path

Trophy Path

Clan Tournament

Special Events

E-sport Tournament

ANISTIC NETWORK

ANISTIC Network is a sidechain which operate in parallel with Ethereum Network by its own independent consensus models and block parameters to process transactions. MECH will be issued by blocks and will be used as network fees. To utilize ANISTIC Network's scalability and solves high Ethereum gas fees, it will be MECHCRAFT developers' top priority for future games.

MECHCRAFT FEATURES IN ANISTIC NETWORK

-Cross blockchain bridge between ANISTIC Network and ERC20

-Install ANISTIC Network in Metamask

-NFTs Marketplace

MECHCRAFT LONG-TERM SUSTAINABILITY

Mechcraft ecosystem sustainability is prioritized in the effort to ensure its token, Guardian, price stability and interest of users are met with their Automated Dynamic Equilibrium mechanism for a long-term ecosystem development.

There are numbers of income streams for MECHCRAFT for their ecosystem sustainability as following:

Premium Pass & Items (will accept ETH, USDT, BNB, BUSD)
• 50% for Guardian Special Burning
• 12.5% for Ecosystem
• 12.5% for MECHCRAFT
• 25% for MECHCRAFT developer

Sale of Starter Pack & Chests (will accept ETH, USDT, BNB, BUSD, TUBE2)
• 50% for Guardian Special Burning
• 12.5% for Ecosystem
• 12.5% for MECHCRAFT
• 25% for MECHCRAFT developer

Upgrade NFTs and Equipment Crafting (will accept GUARDIAN)
• 50% for Guardian burning
• 12.5% for Web3.0 Staking Reward
• 12.5% for MECHCRAFT Ecosystem
• 25% for MECHCRAFT developer

Marketplace Listing – (will accept BNB) COMING SOON
• Sellers get 100% of their selling rate
• MECHCRAFT will charge 10% transaction fee on the selling rate from buyers, and distributed as below:
    • 3% for In-Game Functional Revenue Streams (Launch at Expansionary Phase. Prior to the launching, this fund will go for MECHCRAFT Ecosystem usage)
    • 3% for MECHCRAFT developer
    • 3% for GUARDIAN Special Burning
    • 1% for E-sport Tournament Prize

E-sport Tournament revenue (will accept GUARDIAN) COMING SOON
• 60% for E-sport tournament prize
• 25% for MECHCRAFT Tournament Set-up
• 10% for MECHCRAFT developer
• 5% for Guardian burning

Friendly Match (will accept Guardian) COMING SOON
- 90% for prize
- 5% for MECHCRAFT developer
- 5% for Guardian burning

AUTOMATED DYNAMIC EQUILIBRIUM (ADE)

The Automated Market Maker (AMM) algorithm is widely seen as a key role for decentralized finance (defi) development in the crypto sector. The emerged of AMM in Defi has been crucial to the fame of Defi adoption, such as decentralized trading and farming are facilitated by AMM. It is the AMM that has brought crypto away from the centralized and created a holistic decentralized ecosystem.

Apart from Defi, the Gamefi is widely seen as a crucial development with mass adoption in the blockchain. To facilitate the Gamefi development as a complete successful project, it must need a mechanism similar importance as the AMM role in Defi. Therefore, Automated Dynamic Equilibrium (AED) are created as the underlying protocol adopted by Mechcraft gamefi with an autonomous equilibrium mechanism between token and NFT.
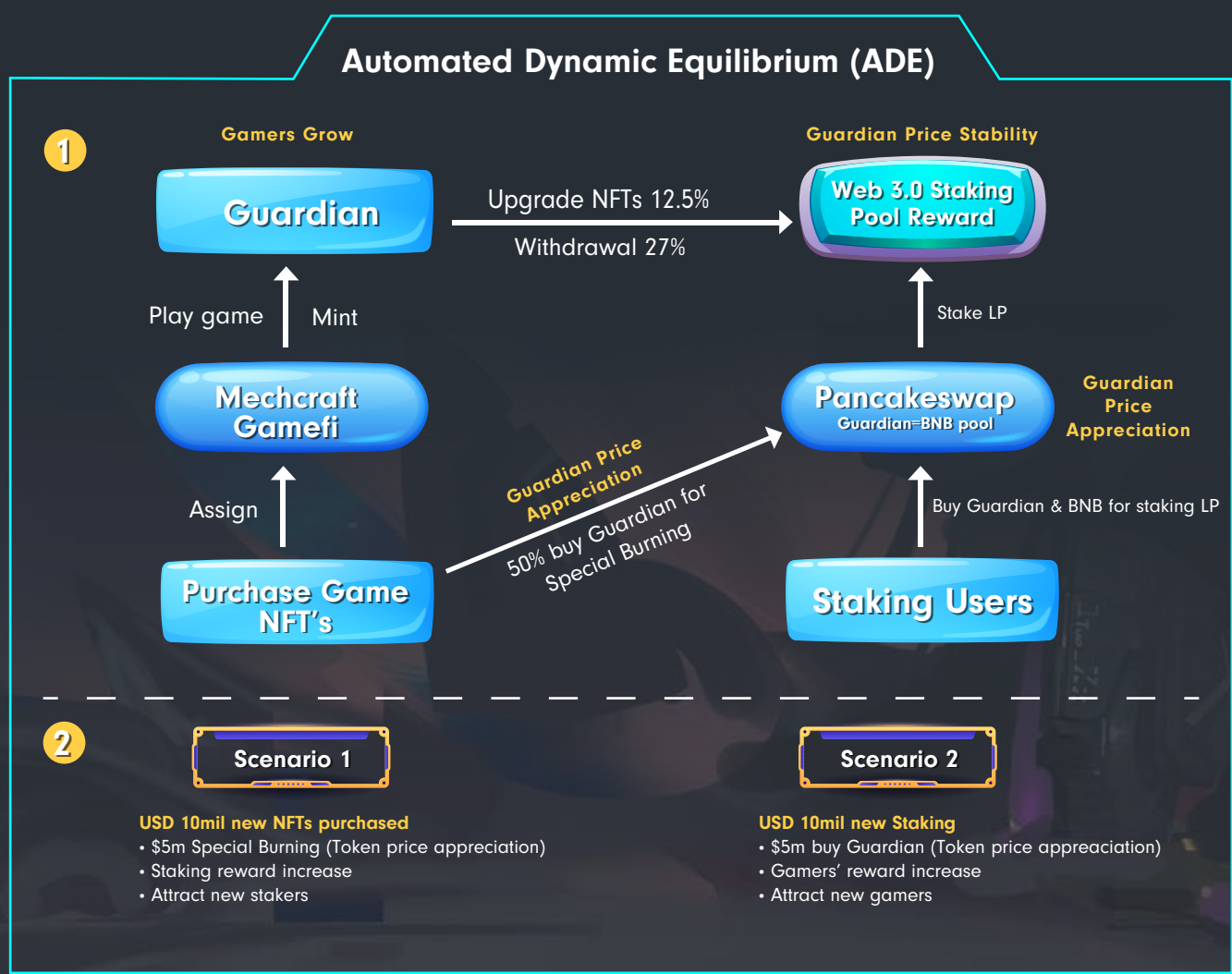
There are few key ingredients designed in ADE mechanism as listed below:

- Users only can mint game token by playing game
- Upgradable NFTs
- Gamer's activities will initiate Burning and Special Burning
- Web3.0 Staking

HOW AUTOMATED DYNAMIC EQUILIBRIUM (ADE) WORKS IN MECHCRAFT

Illustration of the Effect of AED Index

*ADE index > 100 = Positive Impact to Equilibrium
*ADE index < 100 = Negative Impact to Equilibrium

Automated Dynamic Equilibrium (ADE)

1

Gamers Grow

Guardian

Upgrade NFTs 12.5%

Withdrawal 27%

Guardian Price Stability

Web 3.0 Staking Pool Reward

Play game | Mint

Mechcraft Gamefi

Assign

Purchase Game NFT's

Guardian Price Appreciation
50% buy Guardian for Special Burning

Stake LP

Pancakeswap
Guardian=BNB pool

Guardian Price Appreciation

Buy Guardian & BNB for staking LP

Staking Users

2

Scenario 1

USD 10mil new NFTs purchased
• $5m Special Burning (Token price appreciation)
• Staking reward increase
• Attract new stakers

Scenario 2

USD 10mil new Staking
• $5m buy Guardian (Token price appreciation)
• Gamers' reward increase
• Attract new gamers

WHAT IS SPECIAL BURNING MECHANISM IN ADE?

This is an adjustable price-driven practice that will either burn Guardian to appreciate token price or add LP staking to stabilize token price, or both.

The Special Burning mechanism will trigger as per below scenarios:
• Seasonal Gamified reward < Seasonal Premium Pass Value = buy Guardian to burn
• Seasonal Gamified reward > Seasonal Premium Pass Value = both
• Seasonal Gamified reward > Starter Pack Value = buy Guardian to stake LP

The sources of Special Burning:
• 50% revenue of Premium Pass & Items
• 50% revenue of Starter Pack & Chests
• 3% revenue of Marketplace

MECHCRAFT GROWTH STRATEGIES

Awareness Campaign

Incentive Campaign

Affiliate Approach

Strategic Alliance

FOUR-PRONGED APPROACH GROWTH STRATEGIES

MECHCRAFT adopts 4-pronged approach growth strategies covering the different demographic of gamers and investors from Newbies, Gaming and Defi communities.

• The awareness campaign through the social media channels like YouTube, Twitter, Discord, Telegram, Instagram will be rolled out frequently to attract more people into the MECHCRAFT ecosystem.

• The incentive campaign through certain approaches from time to time to incentivize people joining the game and the MECH and GUARDIAN tokens.

• The affiliates approach that gamers/youtubers to receive sharing incentive for every new gamer signing up the game.

• The strategic alliance approach, we have a comprehensive partnership with Eswap.tube and will have other more (like Uniswap, Pancakeswap, Lbank, Okex, Binance and etc.) for the most significant GameFi projects, and areas that have affinity to MECHCRAFT ecosystem to be incorporated into our future framework and development. This partnership approach will be crucial to leverage their crypto-enthusiast communities.

MARKETPLACE

MECHCRAFT will have Marketplace for gamers to buy and sell NFTs in ANISTIC network. This is to enhance the NFTs activities among gamers for all needs that come along with the progressive development of individual gamer.
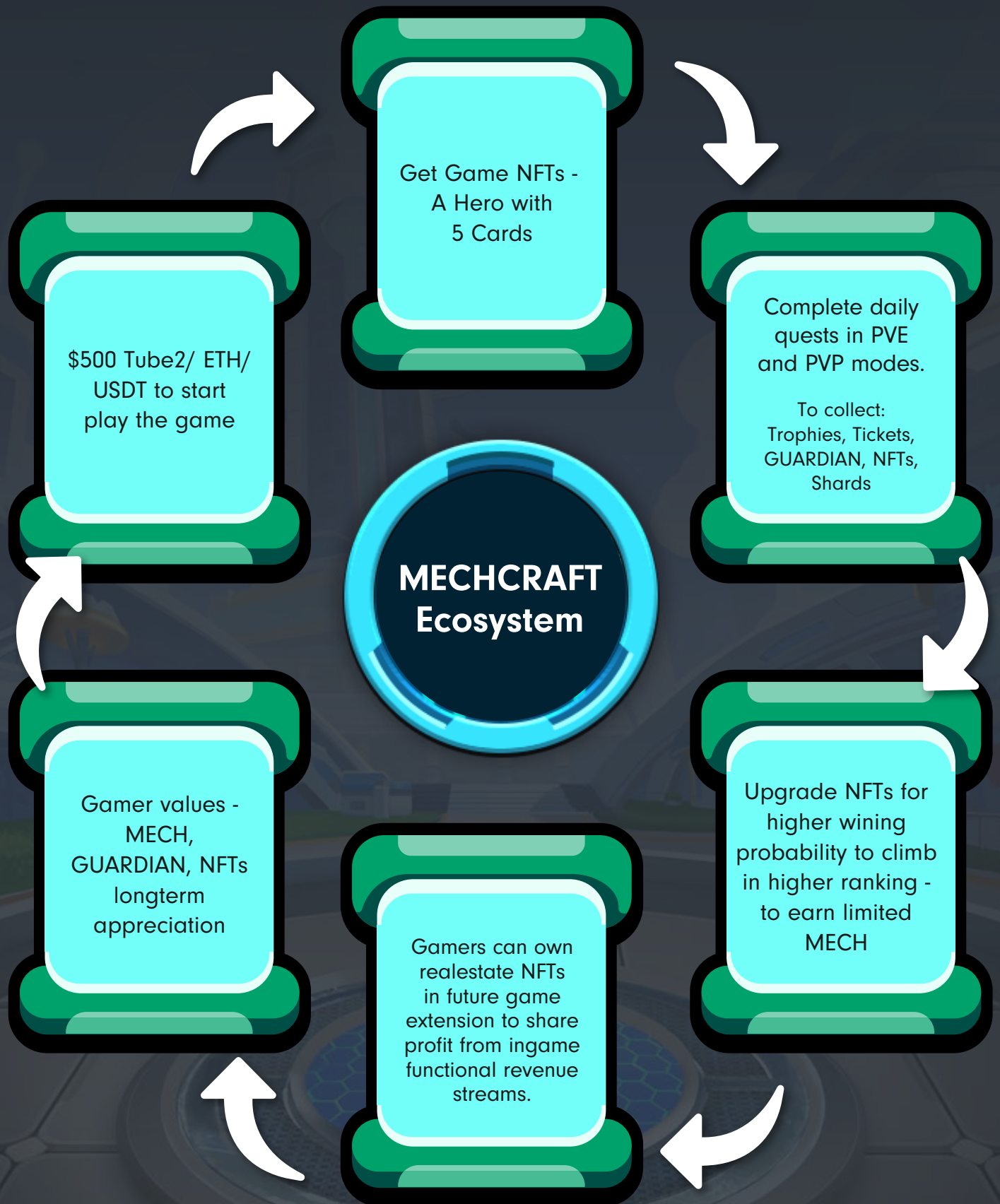
Marketplace Features:
- **Trade NFTs,**
- **Purchase NFTs**
- **Binding crypto wallet with game account ID**
- **Upgrade and dismantle NFTs**
- **Forge NFTs – weapons used to forge will be burned forever**
- **Craft equipment**
- **DEX**

WHO CAN PLAY

- **Casual Gamers** who want to earn extra income with multiple accounts.

- **Professional Gamers** who want to achieve higher ranking and greater income from the game. They will aggressively upgrade level of their NFTs to reinforce Hero, Equipment, Card abilities to win more trophies.

- **Farming Inclined** individuals who will invest in multiples accounts, buy new NFTs, upgrade and value adding to the NFTs which have higher value in the future. To earn asset appreciation value.

- **Massive NFTs Collectors** for long-term holding purpose.

- **Other Values** that gamers will gain through MECHCRAFT are leisure & social bonding, owning NFTs in advance of others, gaining new technology and blockchain knowledges.

MECHCRAFT ECOSYSTEM

MECHCRAFT Ecosystem

Get Game NFTs - A Hero with 5 Cards

Complete daily quests in PVE and PVP modes.

To collect: Trophies, Tickets, GUARDIAN, NFTs, Shards

$500 Tube2/ ETH/ USDT to start play the game

Upgrade NFTs for higher wining probability to climb in higher ranking - to earn limited MECH

Gamer values - MECH, GUARDIAN, NFTs longterm appreciation

Gamers can own realestate NFTs in future game extension to share profit from ingame functional revenue streams.

MECHCRAFT MICROECONOMIC PROCESS

Gamers

Gameplay

PvP, PvE, Clan War, Esport, Campaigns

Progressive Rewards

Mech, Guardian, Shards, Tickets, NFTs

Collectible NFTs with in-game function

NFTs

Future Game Extension

Expansionary Phase Unique set of realestate NFTs with income stream

Marketplace

🎮 GAME MECHANISM

GAME DEVELOPMENT PATH

At MECHCRAFT, the developers always focus on game sustainability in the long run and innovative in the game's overall design and development. Thus, MECHCRAFT will roll out the game with 3 game development phases:

Launching Phase; Enhancement Phase; and Expansionary Phase
1) Launching Phase: Tower Defence with PvE and PVP modes
2) Enhancement Phase: Tower Defence to release Clan war, Tournament, Special Events -campaign (Coming Soon)
3) Expansionary Phase: Gamers can own digital real-estate NFT to enjoy profit from In-Game Functional Revenue Streams (Coming Soon)

GAME NFTS

Hero

Unique Emoji Sticker

NON-FUNGIBLE TOKENS

Equipment

Digital Real-Estate
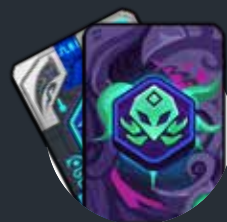
Card

HOW TO PLAY

Tower Defence

The Tower defence game come with four battle modes. Gamers will receive six NFTs which are: 1 Hero and 5 random cards upon purchase of the Starter Pack.

x1 x5 Random Cards
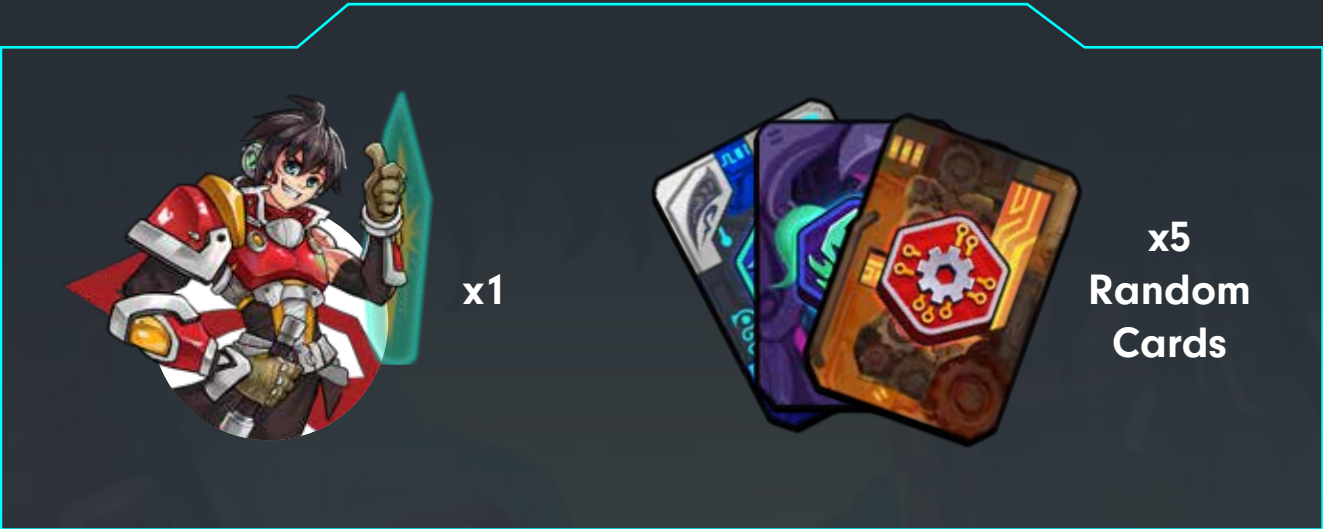
These NFTs can be upgraded by consuming GUARDIAN and Shard. Over the game progress, gamers are encouraged to upgrade gameplay's NFTs to increase critical strikes that will do more damage to the opponents thus increase game probability. NFTs value will appreciate in tandem with increased demand, these are tradeable in the NFTs Marketplace. Gamers need to play the games and complete daily quests in order to obtain more GUARDIAN, MECH, Shards, NFTs and Tickets. Alternatively, they can purchase the NFTs and Shards in the Marketplace, GUARDIAN and MECH in the decentralized exchanges.

Critical Strikes

The Tower defence game come with four battle modes. Gamers will receive six NFTs which are: 1 Hero and 5 random cards upon purchase of the Starter Pack.

Choose Unit

Upgrade 6000

* All types of NFTs have different levels and random stats
* NFTs can be dismantled to get Shards, the faster way to add value into the potential Cards
* Shards also can be obtained from NFTs marketplace and gameplay rewards
* Shard is an ingredient for NFTs upgrade

Tower Defence Four Anchor Battle Modes

PvP

PvE

Clan War

Special Event

1) PvP:

Gamer play against another gamer to defend their own Tower. Every round of battle come with wave of monsters and a boss fight, killing monsters and bosses will generate Mana which is needed to merging and power up cards. The factor to determine a loser is when a gamer has no lives left in the battle.

2) PvE:

Gamers to play along with another gamer to defend their shared Tower. Same as PvP, they will lose the game, if monsters kill their 3 lives in the game. This mode will help gamers to gain gameplay experience, win rewards as well as bonding among gamers.

3) Clan war:

The competition in which each clan can battle with other clans for the valuable rewards. Clans are competed to be the first to over come the Path of Challenges and cross the line.

4) Special Events:

There will be periodic events like tournament and campaign. This is to enhance gamers bonding and interest in the MECHCRAFT and additional gamified rewards.

❤️ 9250

⚔️ 12003

1 — 2 — 3 — 4 — 5

HERO WITH 4 EQUIPMENT

NORMAL AND LEGENDARY CARDS IN THE INVENTORY

COMMON   RARE   EPIC   LEGENDARY

CARD FACTIONS DESCRIPTION

FACTIONS	DESCRIPTIONS
Vanaheim	The kingdom of Vanaheim, the great source of life, within its border lies countless natural resources capable of sustaining the kingdom for eons. Plants and living creatures have existed on this very land for over 4000 years, as Midgard have since proclaimed this majestic land as The Land of Wise & Wisdom. Compared to other realms, Vanaheim technology might not be as advance but every subject of the kingdom is dedicated to shield their land from any forms of threat, willingly sacrificing themselves in the process. The courageous warriors who are defending the forest houses the best natural archers and hunters across realms, dryads and druids, cunning bandits, intimidating environmentalists and singing princesses.
Night Elves	The realm of the Night Elves was once a wasteland, until an ancient ethnicity assembled together, formed by mystical and enigmatic characters with mysterious pasts that are said to have existed ever since the beginning of the Metaverse. The Greatest King of the Night Elves, Omega, leads the army of Night Elves into the void to harvest the arcane energy and turn it into their own source of strength. Powered by seemingly infinite abyssal energy, the unstoppable force of darkness will devour any enemy that goes against them.
Midgard	The Middle Earth, the abode of mankind, the newborns on the land are gifted with a powerful Magic Core that grants power and talents. Mere human became magicians and form the Magician Clan to protect their land, as well as the greatest connoisseurs of hat fashion in the Metaverse. The rise of magical powers have doomed the land to fall, as the overwhelming source of magic brought upon destruction and greed. Soon, the clans became obsessed with grabbing more power from each other, waging wars across the entire realm.
Asgard	The Kingdom of Asgard is one of the most ancient and holy empires that existed in the Metaverse. Odin and the Knights of Luminous have built and founded the place million years ago. They proud themselves as the guidance and representative of light, gathering their most powerful warriors to clash against the dark forces. The Knights of Luminous regularly assemble in the throne room of Metaverse, an act deemed unacceptable by the practitioners of magic.
Flameland	The Flameland are the survivors of the land of MechCraft, living under the hottest climates and inhospitable environments. Despite that, they are the leading forces of mecha, making use of the clever mechanisms and technologies found on the planet. The realms may look down on them because of their weaker magical affinities, but everybody knows when the Flameland come together, they possess the amount of destructive power rivaling even the strongests mystics.

📷 TOKENOMICS

GUARDIAN TOKEN

> Name: **GUARDIAN**

> Symbol: **GUARDIAN**

> Contract Address: **0xFc7D1537f7e125668Af 50E7A293e3adF761d21cf**

> Chain: **ANISTIC Network**

GUARDIAN Use Case

- Gamified reward in the play-to-earn

- Upgrade NFTs

- E-sport registration fee
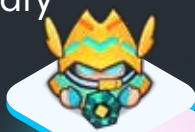
- Friendly match

- Staking rewards

⬩ ROADMAP

Quarter 1, 2023
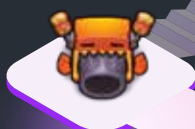- Game Expansionary Path Release

Quarter 3/4, 2022
- Game Enhancement Path Release

Quarter 2, 2022
- Marketplace – Second Phase Release

Quarter 1, 2022
- Game Release
- Listing

Quarter 4, 2021
- Pre-launching (Landing Page, Whitepaper, Presale, Beta Gameplay, Marketing)
- Marketplace – First Phase Release
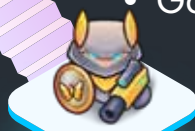
Quarter 3, 2021
- Game Balance Test

Quarter 2, 2021
- Tokenomic & Gamenomic
- MOU with Blockchain lab

Quarter 1-2, 2021
- Game Research and Development
- Game Model Selection

TEAM

Vision
Make everyone can Play-Fun-Learn-Earn with economic opportunity in GameFi

Mission
To constantly develop blockchain-powered metaverse games with microeconomic for rewards and gaming excitement to gamers worldwide from E-sport, yield farming, unique NFTs, game developments, play-to-earn and token prospect.

This game is developed by MECHCRAFT and in strategic alliance with Quatro Lab in the efforts to gain synergy in GameFi. This is where the expertise of game, blockchain, NFTs, Defi met.

To honour contribution from the Quatro Lab to make MECHCRAFT sustainability in the blockchain environment, we had reached a Memorandum of Understanding,

MECHCRAFT Team Profile

Supreme General KY
Experienced tech executive & project manager. She oversees the holistic development and manages strategic expansion

Star Ambassador HJ
The marketing heads. The high rank and experience diplomatic official accredited to Mech Craft. His negotiation skills played an important role in facilitating cessations of hostilities or expansions of friendly relationships

Squad Lead TK
6 years experience in games development. His array of experiences ranges from launching interactive games portal to developing social networking games on diverse mobile platforms

Mad Scientist Mega
The engineering team and is responsible for the technical aspects of the game and blockchain development

Informant KC
Creativity, skill, or persistency – this artist packs them all. He also manage the design concepts and artistic direction of the organization.

⬛ SMART CONTRACTS

MECHCRAFT practise transparency in everything. Below is a list of our Smart Contracts that can be found in blockchain.

COMING SOON

DISCLAIMER

This paper is for the purposes of general information. It does not constitute investment advice, recommendation or a solicitation to buy or sell any investment and should not be used in the evaluation of the merits of making any investment decisions. It should not be relied upon for accounting, legal or tax advice, nor investment recommendations

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MECHCRAFT reserved the rights to update their business model from time to time depend on environmental necessity