Age of Cryptology

Play & Earn NFT Game

WHITE PAPER

1. Introduction

Age Of Cryptology (AOC) is a Play & Earn ecosystem deployed on the Binance Smart Chain which combines thrilling and entertaining lore with the possibilities that blockchain technology offers. In AOC every asset is an NFT (Non-fungible token) which allows you to be the sole owner of that asset and to have full control over it. The in-game economy also includes a utility token called "Aureo" (A former roman currency) that will work as the main game currency. Aureo has a real-world value as it can be exchanged for other cryptocurrencies or even for real money (fiat currency like USD or EUR). This is the awesome new concept of Play & Earn games!

Our vision is to develop this concept of Play & Earn into a more mature one in which strategy and skill are also important. We don't want to be a "sit and click here" game. In the pursuit of this new concept of "Master & Earn" we want to be completely transparent with our in-game algorithms and probabilities for you to be able to analyze it and create your custom strategy.

Theme & Lore

AOC brings a powerful story in which mankind's mythologies are combined to archive a world full of possibilities and dangers. At the beginning of our universe, 6 civilizations coexisted in harmony. Although each one had different believes and culture they remain in peace. However, in an attempt to prove whose gods were the ones that existed, the 6 mythologies entered into an endless battle that lasted for centuries. Each mythology has 6 gods and one king of gods and they were all real. They existed and they were disappointed with how mankind was behaving. Realizing that war would never end, every mythology´s King of gods gather and decided to intervene. Eventually and once and for all the war ended.

Since that day, all civilizations have lived in peace. To avoid a future war gods prohibited any type of interaction between civilizations. As time passed hatred and resentment is rising and bloodlines inside each civilization are getting purer and purer. In the end and due to fear of a new war each civilization started training special warriors that will lead their civilization to victory in the future war. They are called "Heroes". Till that day comes in which war returns heroes will have to endure themselves and prepare as they are the main weapon of each civilization. The war is near!

2. Game Overview

The main in-game assets are "Heroes". Each hero can belong to one and only one out of 6 different mythological civilizations. Depending on the mythology they belong to they will get different base stats. These are the 6 mythologies:

Greek

Roman

Norse

Egyptian

Japanese

Celtic
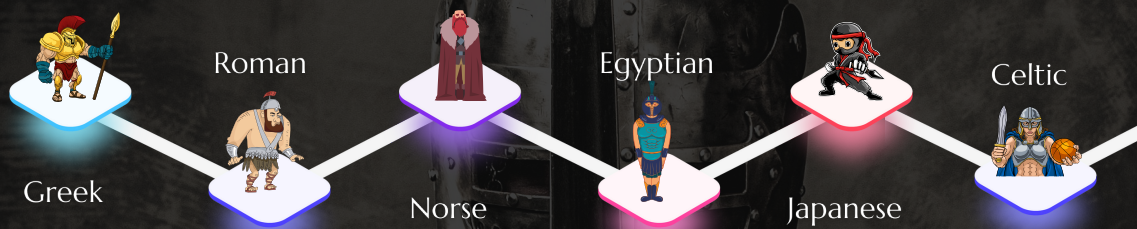
Heroes have different base stats which will determine his ability on the battlefield:

Level: Level increase base stats. You can level up by getting EXP.

Health: Health is the amount of damage a hero can resist before dying and thus losing the fight.

Strength Strength determines damage per hit.

Speed: Speed determines the probability of dodging the attack of your opponent.

Aim: Aim determines the probability of actually hitting your opponent

Persistence: Persistence determines the probability of hitting twice.

Luck: Luck determines the probability of miraculously not being hit once it was unavoidable.

Blessings

Each mythology has 7 gods (6 gods and 1 king of gods like Jupiter in Roman or Zeus in Greek). Gods also play an important role as they sometimes intervene and bless some heroes. As a result of this blessing, the hero gets a bonification in one of his base stats depending on which god had blessed him. Each God is linked with a base stat except the King of gods of each mythology that can affect all base stats. Gods can only bless the ones that worship them. This game concept is similar to "rarity" or "class" in other games. The more blessings a hero has the better the hero is.

Items

In order to increase their stats, heroes will be able to have equipment. A Hero can equip himself with: helmet, chest plate, shield, boots and weapon. Each of these can increase or decrease stats.

praying-Staking

It will be possible to bless Heroes and items by staking Aureo. By doing so, gods will listen to your praying and bless your hero/item.

Matter-Filia Program

An in-game scholarship mechanism will be implemented to allow users to lend their heroes to other users in exchange for a percentage of their earnings.

MarketPlace

Heroes and items are NFT so they will be able to be obtained and sold in the marketplace. There will be a fee of 5%.

Magic Chest

Acquire random heroes and random items. This is an easy way to start in the game. May the gods be with you!

3. GAMEMODES

Each Hero has a maximum Energy of 24. +1 of Energy each hour.

Adventure mode

In adventure mode, heroes will be able to fight beasts, human enemies, mythological creatures, titans, etc. When going on an expedition in adventure mode heroes will spend 1 energy and if the hero defeats the enemy, he will obtain token rewards, objects, EXP and more.

PVP or Arena

Heroes will fight with other heroes (real users). A division system will be implemented (MMR in Axie infinity or Tiers in League of Legends) and with each win, heroes will earn rewards. These rewards (mostly tokens) will depend on the division the gladiator is. Arena fights will not consume energy.

Dungeon

Each will be able to build teams up to a maximum of 6 heroes. These 6 heroes will be able to fight Dangerous Bosses with really high stats but with considerable rewards.

Guilds and Guild Wars

Guilds will have buildings and each building will have a level and a special bonification to heroes.

- Senatus. Its level will indicate the number of members a guild can have.
- Praying temple (reduce time to being blessed)
- Summa Belli (Start wars more frequently)
- Guild Medicus (obtain more daily energy or reduces time to obtain energy)
- Dominus (Dungeon Boss)
- Tutum (A Bank where donations are stored. As the level increase, upgrading buildings become cheaper and losing less when being defeated in wars).

4. Game Economy

Age of cryptology has its own utility token called Aureo (Aur). This token will be used throughout the whole ecosystem of AOC.
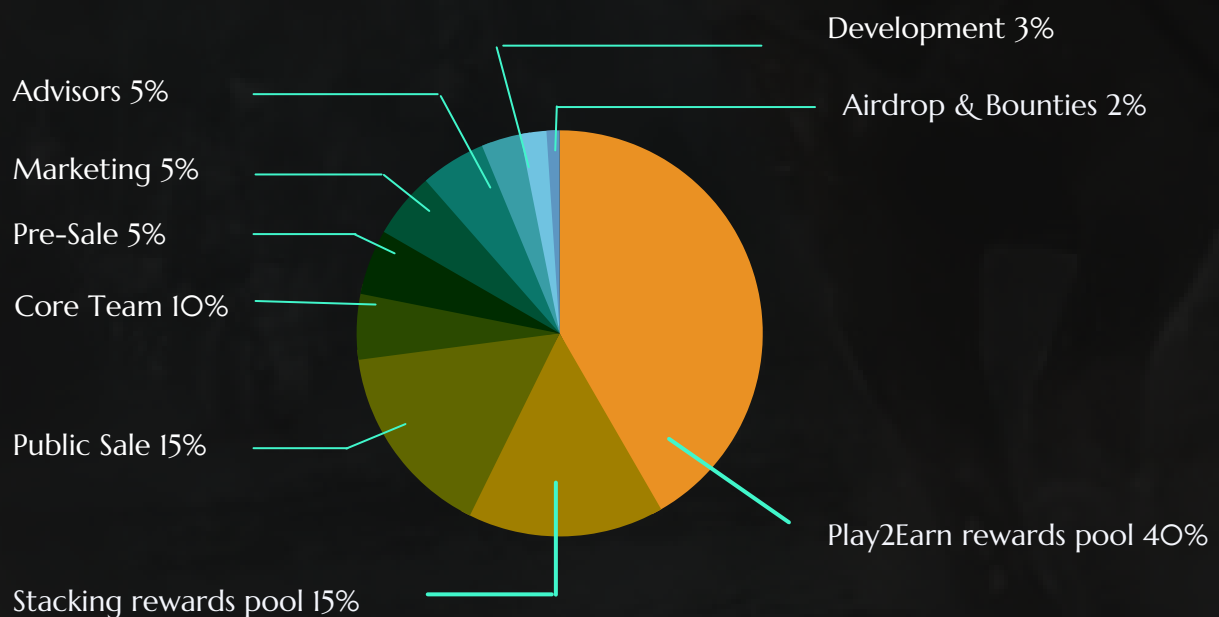
- **In-game use cases**: Adventure, PVP and Dungeon modes rewards, marketplace transactions and much more
- **Out-side game use cases**: Staking for a 300-500% APY and trading in DEXs

Token Innitial Supply: 100.000.000 (100M)

- Pre-Sale (12M)

- Public Sale (6M)

- Product development (3M)

- Marketing (5M)

- Airdrop & Bounties (2M)

- Core Team (10M)

- Advisors (5M)

- **40M** will be use as a reward pool for sustaining play & earn model.

- **15 M** will be use as a reward pool for sustaining staking pools

0.03125

Holding addresses and Locking Procedure will be publish during pre-sale.

Development 3%
Airdrop & Bounties 2%
Advisors 5%
Marketing 5%
Pre-Sale 5%
Core Team 10%
Public Sale 15%
Play2Earn rewards pool 40%
Stacking rewards pool 15%

5. HOLDING ADRESSES

NAME	BSC ADRESS	SUPPLY
Marketing	0xa86055d97e6106bbb66e8baf02ef5834142abca4	5.000.000
Development	0x842842c336b1cdcabdb2b375460d01715d37293b	3.000.000
Airdrop & Bounties	0x877dabff6aa9f8d107off0a76bb3a842ee4e1f5b	2.000.000
Core Team and Advisors	0x0c89c0407775dd89b12918b9c0aa42bf96518820	15.000.000
Play2Earn Rewards Pool	0xb090394e446199faef2005079f417e39cfb8f425	40.000.000
Staking Reward Pool	0xdfa32d873e1b6846e8c7793de4f19335a59f5524	15.000.000
Pre-Sale + Public Sale	0xa2b41bf0251ce84e5babd800f3298e76733d0461	20.000.000
		100.000.000

- Core Team and Advisors Locked: Unlock after Q1 2022

- For security reasons, the majority of the tokens of Play2Earn Rewards Pool Wallet and Staking Reward Pool Wallet will be in the Initial Wallet. The amount in each of these wallets are 10% of total expected

- Here is our Initial Wallet: 0x7018383b77c80c18dec52edbe0abcd6607f83813 which use for provide liquidity for Play2Earn Rewards Pool wallet and Staking Reward Pool wallet

6. Roadmap

Q1 2021

- Market research and private funding
- Team Building

Q2 2021

- Lore and design
- Beginning of game development

Q3 2021

- Launch WEB & Marketing
- 500 wallet Whitelist winners announcement
- AUR Pre-sale on DxSale
- Airdrop for community
- Magic chests and survival mode
- Open Gamemode: Arena

Q4 2021

- Dungeons
- Matter-Filia Program
- Guilds
- Praying-staking

Q1 2022

- More Guild Buildings, Guild Wars
- Mobile App for IOS and Android
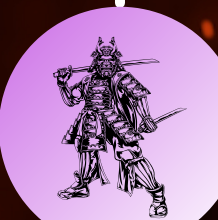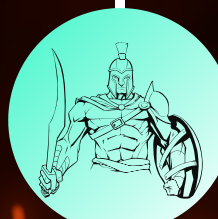
7. Core Team

The AOC team is awesome. We have covered every important area with really talented, motivated, and expeienced people. We present our team members:

Mauricio Muñoz (CEO)

Telecomunications engineer with a degree in Bussiness Administration. Passionate about Blockchain technology with a unique mixture of project management experience and technical skills.

Roberto Mazo (CTO)

Physicist and Master in Big Data and Business Analytics. Full Stack developer with really versatile skills. Experienced in Machine learning and bussiness intelligence.

Javier Hernán (CMO)

Degree in Marketing and Master in Strategic Marketing. In charge of the marketing campaign and community wellness. Passionate about making the AOC community the best in the whole cryptoworld.

Iñigo Sagredo (Blockchain Expert)

Telecomunications engineer with a degree in Bussiness Administration Deep, theoretical and practical understanding of blockchain. Really interested in Criptoeconomics and how to achieve sustaiable and solid economies in the metaverse.