Age of Cryptology

Play & Earn NFT Game

GAME GUIDE

ENGLISH

www.ageofcryptology.com

December 2021

Introduction

From Age of Cryptology we want to offer you a complete, detailed and updateable guide so that you have information about all the functionalities of the game.

Things you'll find in this guide:

- Illustrations of Heroes, Items, Hero Cities, Enemies, Gods, Blessings, etc. Are original designs. -

We hope you find this guide helpful. May the Gods bless you!
AOC TEAM

I. Heroes

The main assets of the game are the "Heroes". Each hero belongs to only one of the 6 mythological civilizations. Depending on which mythology they belong to, they get different base stats. These are the 6 mythologies:

| GREEK | ROMAN | NORDIC | EGIYPTIAN | JAPANESE | CELTIC |

Heroes have 6 main stats.

| Health | Strength | Aim | Speed | Persistence | Luck |

To find out what each stat does go to the "Gameplay" section

Divinity

The "divinity" of a hero is a concept similar to "rarity" in other games. There will be 3 divinities: Common, Epic, Legendary. The higher the divinity, the higher base stats are gonna be, on average.
Epic and legendary heroes are mythological characters, so their frequency of appearance is very low, and they are very valuable.

To distinguish the divinity of a hero, just look at their frame.

- Common : Gray
- Epic: Purple
- Legendary: Gold
- Origin Hero: White (Heroes with #ID < 500) Higher base stats on average and Collector value

Level and Experience

Each time a hero levels up it gets training points. Training points are used to permanently increase a Hero's base stat. Each level give you 3 training points to use.

Example: If a hero's base strength is 50 and his health is 40, and I have 5 training points, I can increase his strength to 60 and his health to 45. That's a total of 15 stat points spended.

A training point reset option will be enabled, in which you can remove all the distributed points from the heroes' statistics in order to redistribute the training points.

Neither the level nor the training points used are reset when you transfer or sell a hero. This allows the original owners of the heroes to decide for themselves how they want to train them.
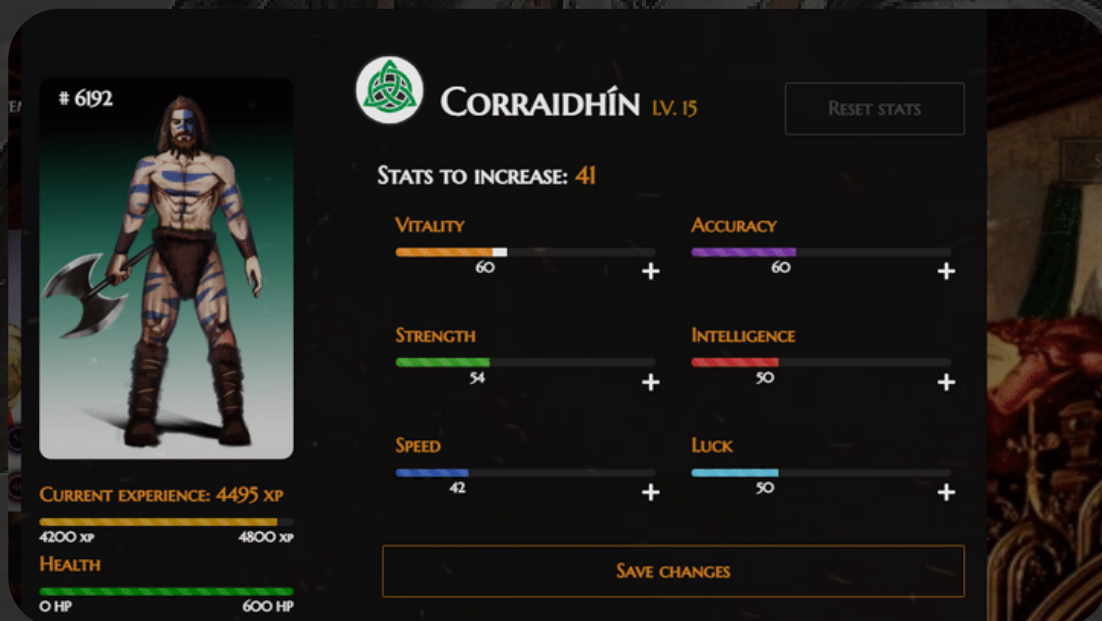
Gender

Heroes can be men or women. In Gaia, equality is at the order of the day. There is no difference in stats between them. But be careful not to leave your Heroes alone if you don't want to find a surprise when you return...

Common Heroes

And many more...

Age of Cryptology

II. Items

In order to increase their stats and improve in combat, the Heroes can equip up to 6 items: Helmet, Shoulder Pads, Breastplate, Weapon, Shield and Boots.

Items have 10 stats:

- Damage
- Shield
- Courage
- Critical Chance
- Health
- Strength
- Aim
- Speed
- Intelligence
- Luck

Item Details

MAZIUS SWORD

Stats

VITALITY	AIM
0%	0%

STRENGTH	INTELLIGENCE
+10%	+9%

SPEED	LUCK
0%	+5%

⚔ 300   🛡 0   🐯 50   ⚙ 8 %

Potency: Damage, Courage, Critical Chance, Strength, Intelligence, and Luck

Divinity

The divinity of an item is a concept similar to rarity in other games. There will be 5 divinities: Common, Special, Epic, Legendary and Divine. As with heroes, the higher the divinity, the higher the base stats for the item. In addition, depending on their divinity, they will enhance a certain number of stats:

⬤ Common : 4 stats   ⬤ Special: 5 stats   ⬤ Epic: 6 stats

⬤ Legendary: 7 stats   ⬤ Divine: 8 stats

As we see in the example on the previous page, Mazius's Sword is an Epic Weapon, so it empowers 6 of the 10 possible stats:

Damage, Courage, Critical Chance, Strength, Intelligence, and Luck

Epic, Legendary, and Divine items are very rare, so their spawn rate is very low. This does not mean that more than one user can get them.

Legendary items are weapons that belonged to mythological beings, influential historical figures, demigods, etc. And divine items are weapons wielded by the gods themselves. You can only obtain these during special events. They not only have better base stats, but also unique special abilities.

Legendary and Divine Items

Excalibur

Caesar leaf crown

Metus sword

Zeus Thunderbolt

Vulcan Hammer

Hades Helmet

Mythologies

The items, like the Heroes, comes from a certain mythology. There are 6 and we can know it by observing the background of the image or its shield:

GREEK   ROMAN   NORDIC   EGYPTIAN   JAPANESE   CELTIC

When you equip an item to a hero of its same mythology, it gains an additional percentage bonus to the stats the item boosts.

Example: a whip from Egyptian mythology normally increases damage by 200 and strength by 9%, but if you equip an Egyptian with it, you get an additional 10% bonus to the percentage itself, rounded up in this case would be: 220 damage and 10% strength.

Age of Cryptology

III. GODS

Each mythology has 7 gods (6 gods and 1 king of gods, like Jupiter for the Romans or Zeus for the Greeks). The gods also play an important role as they sometimes intervene and bless some heroes. As a result of this blessing, the hero receives a bonus to one of his base stats, depending on which god blessed him. Each god is tied to a base value, with the exception of the King of Gods from each mythology, who can affect all base stats. The gods can only bless those who worship them. This game concept is similar to "uniqueness" or "class" in other games. The more blessings a hero has, the better he will be.

Roman Gods

Juno

Mercury

Vulcan

Venus

Fortune

Diana

IV. Blessings

Each mythology has 7 gods (6 gods and 1 king of gods). The gods play a very important role as they sometimes intervene and bless some heroes. As a result of this blessing, the hero receives a bonus to one of his base stats, depending on which god blessed him.
Each god is associated with a base stat, with the exception of the King of Gods from each mythology, who can affect all base stats. The gods can only bless those who worship them. The more blessings a hero has, the better he will be.
Also, the blessings increase the overall percentage of the stat, so if a hero has a strength of 40 and an item that increases it to 45, the 15% of the blessing is applied to the 45.

Invigorated
Increase in health by +15

Steady Aim
Increase in aim by +15

Blast Shield
Increase in persistance by +15

Juggernaut
Increase in strength by +15

Extreme speed
Increase in speed by +15

AOC fortune
Increase in luck by +15

Passives

At the moment these are the bonuses of the various blessings, but in the future they will change. Instead of increasing stats, the blessings will give our heroes unique passive abilities.

- Example: "Invigorated" will grant the hero regeneration of 100 health points per turn.
- Example: "Extreme speed" will increase the speed of heroes who are in the same battle line.

V. Gaia's Universe

The entire plot of AOC takes place in the universe of Gaia. Gaia has lived in peace since the end of the great war. It is a world to explore, with populated areas and wild lands. In the cities, your heroes are safe and can perform various dynamics. Some of these are the same for all cities and others are specific to each location. In the wild areas, your heroes will encounter enemies and wild creatures. Some of them are harmless, but others are deadly. Think twice before entering an unknown place, because it could be the last decision you make.

May the Gods Bless You!

Map of Gaia

Kingdoms

In Gaia there are 7 kingdoms: Aureum (The Capital), Rome, Greece, Japan, Egypt, Midgar, and Celtic. Each of them belongs to a different civilization, with a different culture and ideas. And there is a central city, Aureum, where all civilizations can coexist... Each kingdom will have special features for its civilization, a higher probability for heroes/items of that civilization, a higher reward in staking when using heroes of that civilization, prayers to the gods of that civilization and so on.

Central City, Aureum

We will open the cities 1 to 1. Aureum is available now, and we will be doing periodic presentation events on the new cities, explaining the special features, dungeons that can be explored in PVE, etc. The first one will be ROME.
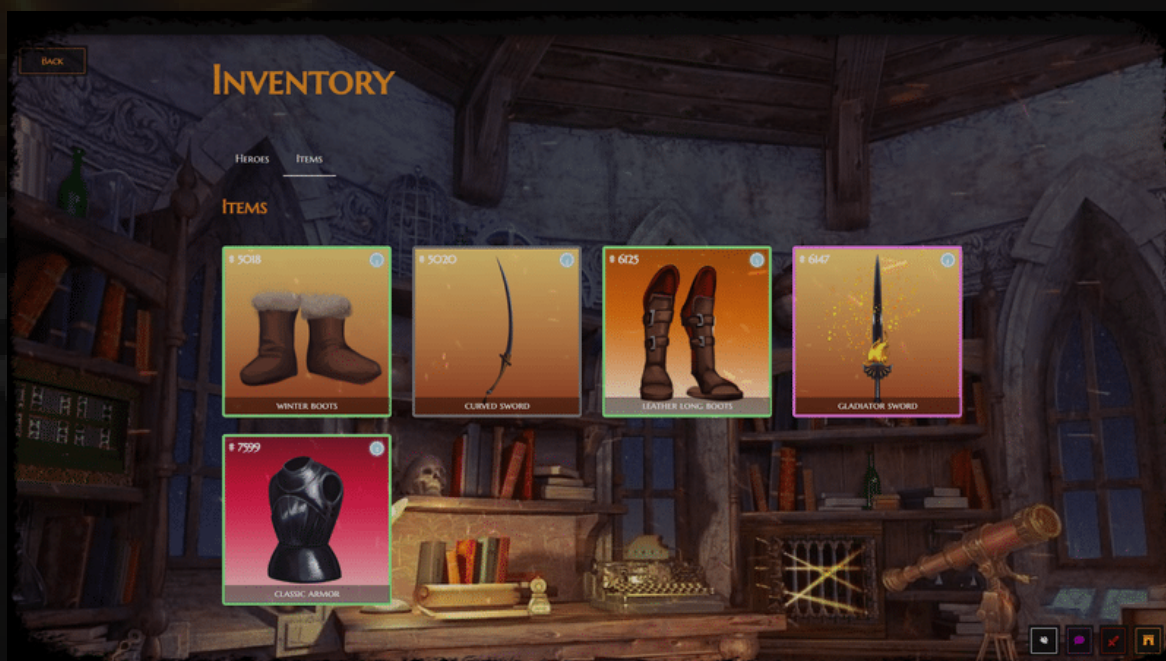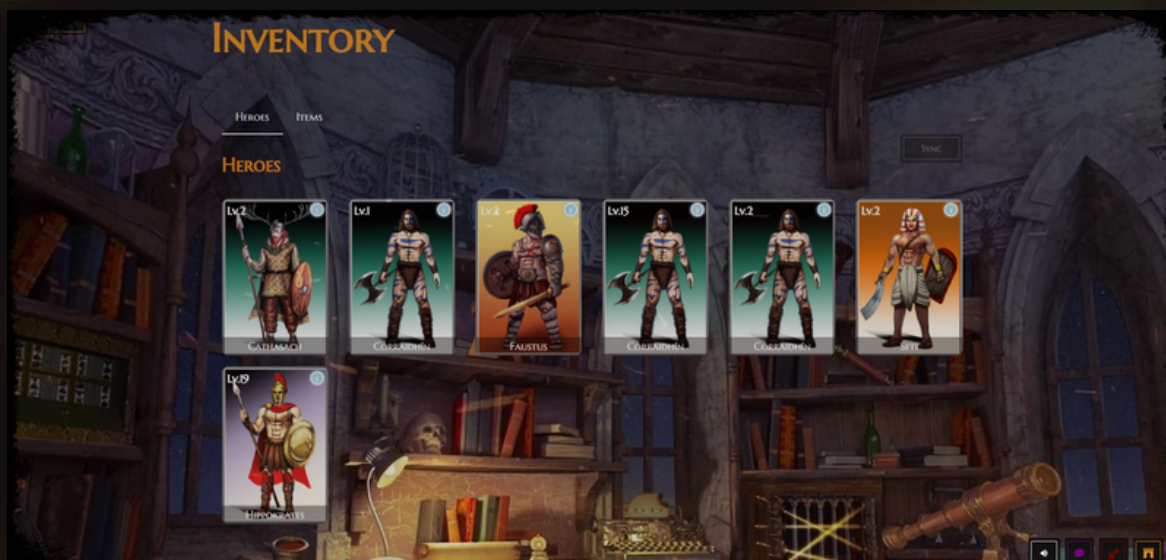

Rome Kingdom

VI. Buildings

In every city there will be buildings. All functions in AOC take place in buildings within the realms. Go to the right buildings to accomplish your goals.
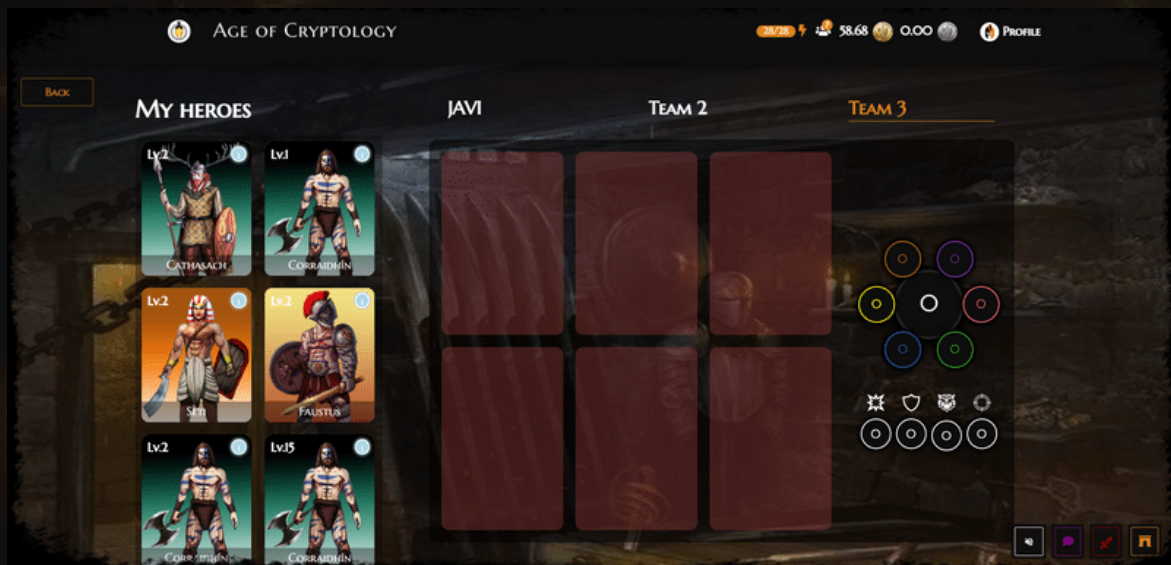
INVENTORY

In your Inventory you will find all your heroes and your items.

How to create teams?

You can create teams with up to 6 heroes, modify the team by adding and/or removing heroes and items, and create your compositions for battle.

You have to go to Barracks to create your best team warrior.

To create a team, drag your heroes to the positions you want them to take. Each position has its advantages and disadvantages and will boost your courage. Courage will determine who will attack first.

Generally speaking, those in the back are heroes with a lot of damage and little defense, while those in the front are the first to take the hits, so they better have a lot of health and shields.

How to equip items to a hero?

Once we have dragged the heroes to the desired positions, if we hold the mouse pointer over one of them, the various body parts to which we can add elements will appear.

If we click on one of the body parts, the various items available for that body part will appear.

Note: Keep in mind that a hero on team one can carry certain items and on team two can carry different items. That is, a hero has certain items for each specific team.

Example of a hero for team 1
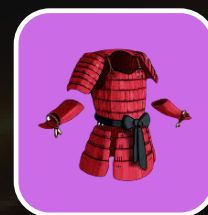
ALCHEMIST

The alchemist is the place where heroes can be summoned. You can randomly summon a hero. The civilization is also randomly and equally chosen from the 6 available civilizations.
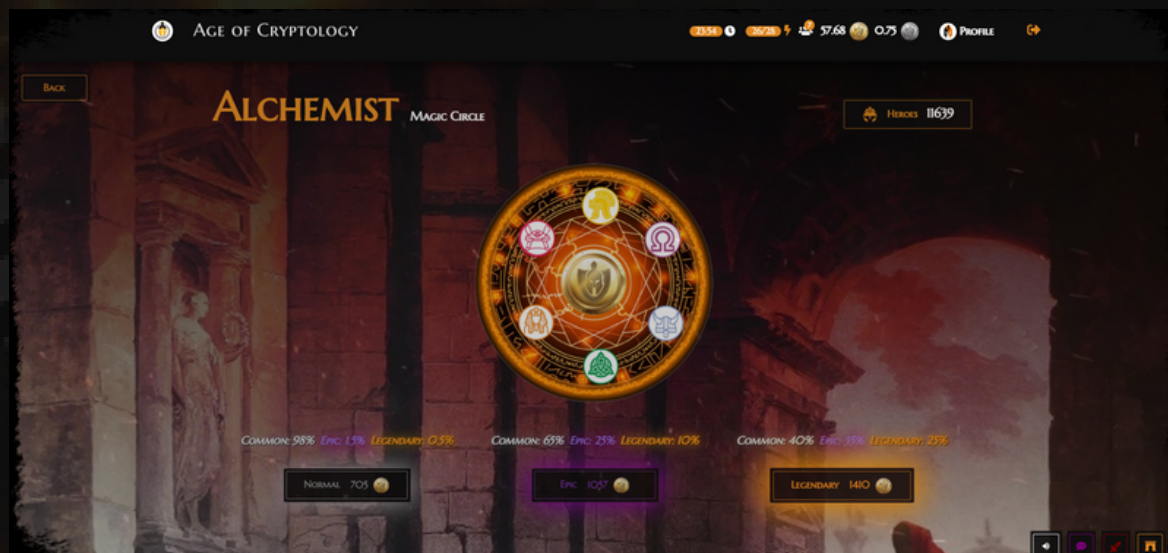

✅ How to summon a hero?

Step 1. Enter on the web https://www.ageofcryptology.com

Step 2. Click on the "MAP" section

Step 3. Click on "ROME"

Step 4. Click on "ALCHEMIST"

Step 5. Click on the type of Summon you want, and the magic circle will begin to rotate. Your hero will be summoned soon.

What is the price of a summon?

- The price of normal summon is always 150 USDT on AUR, because we have an oracle that adjusts the price.

- The price of epic summon is always 225 USDT on AUR.

- The price of legendary summon is always 300 USDT on AUR.

What are the probabilities of each summon?

Normal Summon: 98% chances of common hero, 1.5% chances of epic hero, and 0.5% chances of legendary hero.

Epic Summon: 65% chances of common hero, 25% chances of epic hero, and 10% chances of legendary hero.

Legendary Summon: 40% chances of common hero, 35% chances of epic hero, and 25% chances of legendary hero.

What is the maximum number of heroes per account?

36 heroes per account.

BLACKSMITH

The blacksmith will be the place where we can buy items. The items will come from the chests. There are 4 types of chests: normal, special, epic and legendary.

☑ How to buy an item?

Step 1. Enter the web https://ageofcryptology.com

Step 2. Click on the "PLAY" section

Step 3. Click on "AUREUM"

Step 4. Click on "BLACKSMITH"

Step 5. Click on the chest you want to buy

☑ What is the price of each chest?

Common chest: 20 USDT on AUR

Special chest: 30 USDT on AUR

Epic chest: 40 USDT on AUR

Legendary chest: Not available

☑ You can choose what kind of item you want to receive from the common and special chests, but not from the epic and superior chests.

☑ You can buy Packs of 6 items (one of each type) to fully equip a hero at a reduced price (15% discount). Each individual item separately has the divinity chance of its respective chest. The Epic Pack is not available.

What are the probabilities of each chest?

Common chest: 80% chances of common item, 19% chances of special item, and 1% chances of epic item.

Special chest: 30% chances of common item, 65% chances of special item, and 5% chances of epic item.

Epic chest: 10% chances of common item, 60% chances of special item, and 30% chances of epic item.

Legendary chest: Not available

BANK

The bank is the place to stack Aureo . If you block your AUR for a certain amount of time, you will receive ARGEO. Our main goal is to achieve a stable economy, so we prefer to give ARG that it have a utility in-game.

In each city, the plans available will be different, as each civilization has its own bank. It is to be expected that each civilization will give preferential treatment to heroes of the same race. Furthermore ARG, they will receive certain rewards such as weapons from the same civilization, better opportunities, and more.

☑ What is ARGEO (ARG) ?

ARGEO is a utility token within the game. By the moment, you can receive ARG on staking. You can use ARG to buy items and a lot of funcionalities ingame. Also, you can buy ARG with AUR on Argeo Swap.

ARGEO SWAP   ✕

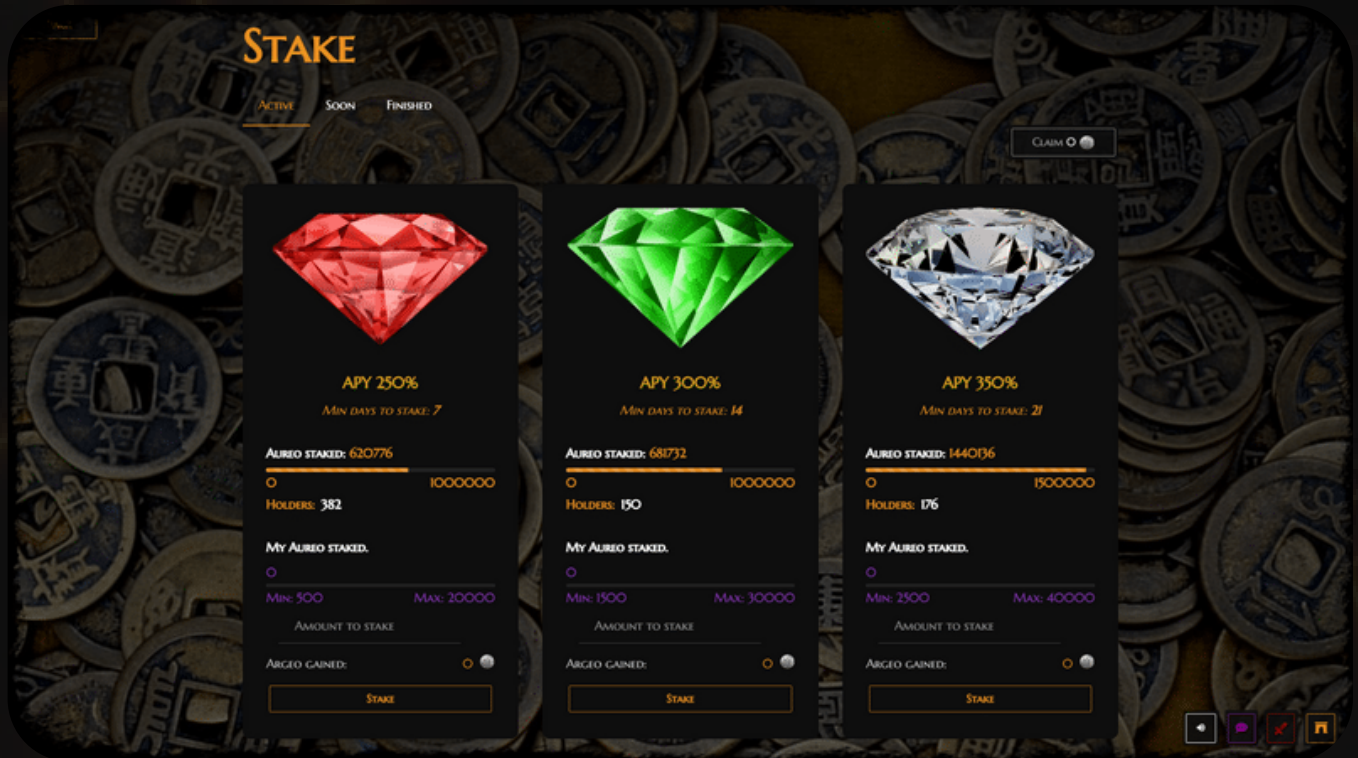| 🪙 AUREO	TOTAL: 57.68		⚪ ARGEO	TOTAL: 0.75
1	MAX	→	0.75	
			TO GET ARGEO 1 : 1 GO TO THE BANK	

- ARGEO 1:0.75 ON ARGEO SWAP
- TO GET ARGEO 1: 1 GO TO BANK (STAKING)

Staking

✅ What is do Staking?

Staking consists of depositing an amount of tokens in a Pool, in which your deposit will be blocked for a previously established period (a week, a month, etc.) and generates a return, which you can take out after that time.

✅ What is the APY?

Annual Percentage Yield (APY) is the annual return from the principal and accumulated interest from investments or savings. The simple interest rate is the amount of interest earned on the deposit.

✅ What is a Pool?

A Staking Pool is a group of coin holders who deposit a specified amount of that coin and share the rewards in proportion to their contributions to the group. They require a minimum amount and don't include additional withdrawal times.

✅ What are the holders?

People that holds an amount of coins.

In the temple you can pray to the gods for blessings.

As you know, there are 6 mythologies with 7 gods per mythology. 6 of them grant a different blessing that improves a character's abilities.

#To know more about blessings, go to the blessings section

As we know, gods are unique NFTs. Their owners receive 1% of all Aureo used in prayers.

The cost of blessings depends on the number of blessings the hero already has. The gods love it when you pray for them and make offerings to them. The larger these offerings are, the more likely you are to receive a blessing.

FOREST

In the forest, heroes can be trained to gain experience and level up. For each level they advance, you can allocate 1 training point to their stats.

If you send a hero into the forest, he ceases to be yours for a while. This means you cannot use him in adventure mode, PVP, or sell him on the market until he leaves the forest and returns home.

☑ How much experience can we obtain per day ?

- A hero can get 200 experience per trained day.
- Exp needed to reach level N ⟶ $20*N^2 - 20*N$

Hero level graph by days trained

Expeditions   - NOT AVAILABLE -

In the forest, they will not just be able to train individually. Hero teams will have access to various expeditions, depending on the number of team members. These expeditions will have a minimum duration and will reward us with experience, items and Argeo.

MARKET

The place where you can buy and sell both heroes and items.

When the Dark Tower is opened, you can buy and sell spells in the market. These spells can only be used once to enchant an item irrevocably.

☑ There will be a sales fee?

A fee of 6% is charged on the sale of items and heroes. Part of this commission is used to cover costs, and another part goes into the reward pools.

☑ There will be a transaction fee?

You must pay a transaction fee for both listing the Hero for sale and buying it.

DARK TOWER

TORRE OSCURA

A malignant aura is felt when one is near the dark tower. The wizard who inhabits it is a specialist in enchanting items to give them special abilities. But he does not give away his services. You can go to him if you want your items not only to increase their stats, but also to give your heroes special abilities.

ACADEMY

At the academy you can give and receive scholarships. This means that if you can not afford a hero, you can make an agreement with another user to temporarily give you his heroes. In return, he will receive % of the income you earn in PVE.
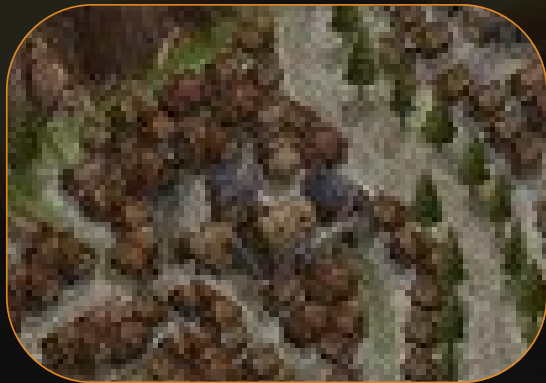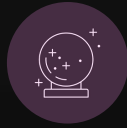
When will the rewards be distributed?

Both the "manager" and the "scholar" may unilaterally withdraw rewards according to the usual restrictions. There is no difference between the heroes you own and those loaned thanks to a scholarship, except that the scholar gets a % of the rewards when he plays.

VII. ORACLE

☑ **What is the oracle?**

The oracle is a system that inputs data from the outside world into the blockchain, for example, the price of USDT. The oracle will automatically adjust the cost of the NFT prices and the rewards with the variance of the AUR / USD price, therefore it updates the price changes and adjusts them so that the same rewards are always given in USDT and the value of the NFT always be the same in USDT

☑ **What are the functions of the oracle?**

Oracle's goal is to have a stable and sustainable economy within the game. balancing the price of entry into the game and the price of in-game rewards.

The entry price is always the same, both for heroes and for items. In this way the entrance to the game is accessible to everyone.

The rewards are stable in USD, and as the price of AUR changes, the amount of AUR in rewards changes so that they are always the same in USDT.

☑ **Where is the oracle implemented?**

- Alchemist: Hero prices.

- Blacksmith: Chest prices.

- PVE: Daily rewards of AUREO.

- Functions inside the game.

VIII. BRIDGE

☑ **What is a Bridge?**

The Bridge in blockchain is an interconnected link or bridge that allows communication and interaction between two blockchain network. It is a connection that allows the transfer of tokens or other data from one chain or network to another chain network that allows the ability to interact with the decentralized applications of other chains.

☑ **What is the Bridge for?**

The purpose of the Bridge is to remove commissions from Blockchain transactions in all Age of Cryptology battles in all game modes: PVE, PVP, Dungeons, and Alliance.

All players can fight without paying a commission.

The Bridge together with the oracle will create a stable and sustainable economy. It is essential to have an ROI of 1 month.
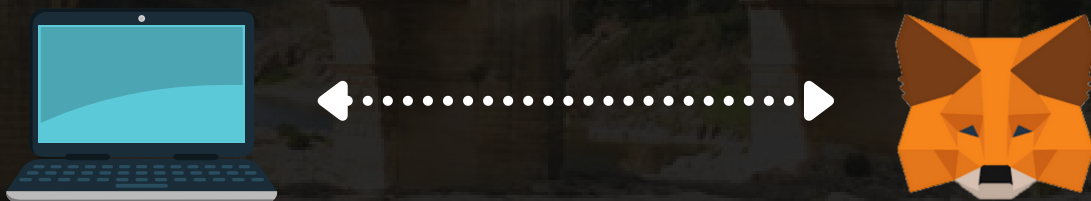
Claim tokens

☑ **When can claim the tokens generated on fights?**

From day 5 you can claim the tokens.

☑ **Will there be a commission when you claim the tokens?**

Yes, if the tokens are claimed early. This commission will depend on which day you claimed the tokens. The first day to claim is day 5 and the commission is 50%. Each subsequent day it will decrease by 5%. On the 15th there are no more commissions and the player will be able to withdraw all their rewards.

In this way, the player after 15 days after starting to play or 15 days after having made his last withdrawal can cliam all his rewards.

☑ **What is this done for?**

It is done to contribute to the stabilization of the game and token economy. Players are encouraged to wait an optimal number of days for the game to be stable. In addition, a % of the commissions charged for the early claim of tokens will go to the rewards pool.

Comissions

Day 1	Not available	Day 9	30%
Day 2	Not available	Day 10	25%
Day 3	Not available	Day 11	20%
Day 4	Not available	Day 12	15%
Day 5	50%	Day 13	10%
Day 6	45%	Day 14	5%
Day 7	40%	Day 15	No fees
Day 8	35%		

Claim tokens

☑ How to claim the tokens?

Step 1. Enter on the web https://www.ageofcryptology.com

Step 2. Click on "Profile"

Step 3. Click on "Claim"

Step 4. Introduce Aureo Amount

Step 5. Confirm

IX. GAMEPLAY

In the world of Gaia, it is common for heroes to band together in groups of up to 6 members. Together they explore the 7 kingdoms in search of enemies and, more importantly, rewards. It is the responsibility of the team to find the best training and strategy. And it is the responsibility of each hero to equip themselves to maximize their chances of survival.

AOC is a game where battles are simulated using a battle algorithm. Below we will explain in detail this algorithm and everything you need to optimize your strategies and equipment.

Battle Algorithm

To explain the algorithm, an example of a battle between 2 teams of 6 heroes is proposed, each hero equipped with 6 items.

Step 1. Calculation of the individual stats of each hero

● Stat   ● Global   ● Heroe   ● Item   ● Constant   ● Decision

Total Health: Sum (Hero Vitality * Item Vitality) for each item
Total Strength: Sum (Hero Strength * Item Strength) for each item
Total Speed: Sum (Hero Speed * Item Speed) for each item
Total Aim: Sum (Hero Vitality * Item Aim) for each item
Total Intelligence: Sum (Hero Intelligence * Item Intelligence) for each item
Total Luck: Sum (Hero Luck * Item Luck) for each item

Total Damage: (Hero's Total Strength/10 + 1) * (Sum(Item Damage) for each item)
Total Shield: (Hero's Total Strength/10 + 1) * (Sum(Item Shield) for each item)
Total Courage: (1 + (5 * (3 - #Battle Line))/100) * Level * CF * (Sum(Item Courage) for each item)

* Items equipped on heroes of the same race will have a 10% bonus on all their stats

Step 2. Calculation of synergies   - NOT AVAILABLE -

Synergies will be implemented in the future and will be bonuses and special effects.
Example: If you have 6 heroes of the same race, they all get a bonus of +200 life
Example: If you put 2 Celts on the same # battle line, they will get +20 damage.

Step 3. Beginning of battle.

Once the global stats and synergies and their respective bonuses have been calculated, the battle begins. The battle lasts a maximum of T turns and ends when a team runs out of heroes.

The battle begins and the hero with the highest speed attacks. If there is a tie, the Hero with the highest Intelligence attacks. If it is still a tie, the Hero with the lowest # ID attacks. This Hero attacks one of the 6 opponents with a probability determined for each opponent by the following function:

The probability that A decides to attack E is proportional to E's courage.

There is a chance that the gods will intervene and prevent the attack, even if A hits E. This probability is:

P (Attack Avoided) depends on luck and AAF.
AAF: Attack Avoided =?

Since the blow affects the damage done, it is calculated as follows:
A's damage to E depends on A's total damage and E's shield.
If the hit is critical, the hit does 200% damage.

E loses an amount of life equal to the damage dealt by A.

Step 4. Winner of the battle

If the T rounds are not reached, the team whose heroes remain alive wins. If the battle reaches T rounds without a winner, the team with the most heroes alive wins. If there are an equal number of Heroes alive, the team that dealt the most damage wins. If the two teams did equal amounts of damage, the team with the most health wins. Finally, and to avoid any sort of tie if all else fails, the team that has a hero with the lowest # ID wins the game.

T = 15 rounds

Step 5. Battle summary

You will see a summary of the fight with the number of rounds and the total damage of the battle, as well as a detailed report of everything that happened in each round. This way you can analyze what went well or wrong and get familiar with the battles.

X. Adventure Mode PVE

In the world of Gaia the heroes gather in groups of up to 6 members. Together, they explore the 7 kingdoms in search of enemies and especially of rewards.

Dungeon: place where creatures and enemies live. All battles in adventure mode take place in different dungeons. Throughout Gaia, you can find dungeons of varying difficulty to suit any team of heroes. May the gods bless you!

ROI: Return On Investment is 1 month. This decreases as you master the game and progress in PVP and PVE.

Energy:

- If you have between 0-6 heroes you will have 24 Energy.
- For each additional hero you will have 4 daily energy, that is, if for example you have 10 heroes, the daily energy you will have will be 48.
- Maximum total daily energy 144.

1 Energy will be consumed for each fight. The waiting time between each battle is 30 seconds.

Energy regeneration is 100% daily. Example: if you have 24 energy every hour regenerate one energy. If you have 40 energy, every 36 minutes gives you 1 energy.

If you don't have energy, you won't be able to fight or get experience. When we'll launch the PVP this will change and you will be able to gain experience in the PVE.

Dungeons

In each dungeon there are different enemies. Each enemy will have a different level and each one of them will have different degrees of difficulty, so you can select the difficulty of each enemy. The higher the level of the enemy and the more difficult it is, the higher the reward.

Each enemy will be more powerful than the previous one, that is, there is an ascending order of level as you face a later enemy.

Example: Cave

Example: Riverside