



# Art of War

## Whitepaper

Version 1.0





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## Abstract

Art of War is a PvP NFT battle game, where everyone can buy and own custom made NFTs, collect them and meet new friends. Inspired by successful games, this game combines the best of two worlds – a fun for the regular players who want to enjoy the gameplay experience as well as an ecosystem for players who want to collect, trade and battle the NFT's, even if it is new to them.

The game is aimed at the diverse gaming community which can get easily onboarded from regular platforms. Our main line of comparison lies within the traditional gaming market with the same players being targeted as our audience. Art of War has the potential to attract millions of gamers, and an associated greater opportunity for revenues.

The game is designed in a way to allow players to own the NFTs outside the game, in their wallet. Art of War has a first version that runs and plays well, and proves that the technology behind it works. The team will keep updating the game and will provide the new version of whitepaper for each update.

## Introducing Art of War

### Game Overview

Welcome to the Art of War world called Lunar Land - a large world map located in the Lunar Land archipelago. It is a place where different crypto communities share space, make friends and fight together to protect their castle. Anyone can join our Lunar Land by buying a NFT from our marketplace. After buying the NFT, players will be able to Level up and upgrade their NFT. The Art of War is the first attempt to create a truly public application with an exciting plot that would attract ordinary players, from every corner of the crypto space. The game will attract not just players, but the whole communities. It has a light and intuitive interface with a variety of features to explore. Moreover, we designed the game in a way to make it “live forever” with a narrative that never becomes boring, as we will have monthly updates to the game to add more features, more action, more bosses and quests.

### Business Objectives, Market and Target audience

Art of War is not to be seen as a game for blockchain players. It is a game for a large global audience of players in general. Absolutely no prior knowledge about cryptocurrencies is needed. We plan to have a much bigger audience than previously seen in the field of blockchain gaming.



## Millions of users

With the unique style and large interest in these kinds of games, as well as the unique element we bring, we think the game can compete in the market and share similar numbers as the other games, reaching millions of users. Mainly, as no previous experience or interest in blockchain or cryptocurrencies is required, we aim at fully developing the potential of blockchain economy, while abstracting its complexity from the users.

## Current Status: Game PvP Ready

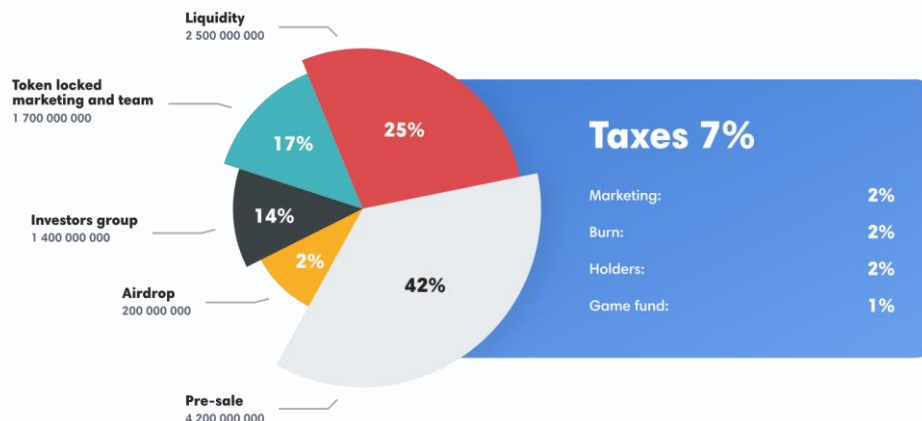
Art of War has been developed during 2021, and now has several key components done. See the beta version on our website what we have and how it is going to look like: a multiplayer, blockchain enabled game, chat, dialogues, map and really great hand drawn NFTs. After launch of the game on the 23Sep21, the development team will be adding features as we go along. The game will soon have a completely different onboarding process, this is only for the demo and to get the player familiar with the NFTs. More action, more animation and more castles on the world map of Lunar Land will come with the next updates.

## Collectibles and scarcity

In gaming, we have the element of scarcity and collectible items, as there will be limited editions, scarce items.

## Token model

\$AOW token is the native currency in the game. It allows token holders to play, invest in the NFTs (by upgrading) and also be part of the game. There is a fixed supply of \$AOW tokens.





Allocation Type	Token Amounts
Total Supply	10,000,000,000
Team/Marketing	1,700,000,000
Airdrop	200,000,000
Private Sale	1,400,000,000
Pre-sale	4,200,000,000
Liquidity	2,500,000,000

- Team and Marketing - these tokens are allocated to founding and non-founding members Art of War. These tokens will also be used to incentivize those players who earn tokens by participating in competitions and other activities in the game.
- Airdrop: 2% of the tokens will be distributed to the investors who participated in the airdrop. The tokens will be distributed to wallets on 17-19Sep21, depending on the amount of wallets, who took part in the airdrop.
- Private Sale – there was a private sale that was held in order to collect the funds for the game development and marketing the pre-sale;
- Pre-sale – Started on 28Aug21 and will last until the Hard Cap is reached or 17Sep21, whichever comes first. All tokens that did not sell in the pre-sale, will be burned.

## Audit

We have successfully passed the audit from the TechRate:

<https://github.com/TechRate/Smart-Contract-Audits/blob/main/August/Art%20of%20War%20Full%20Smart%20Contract%20Security%20Audit.pdf>



## Wallets

Rank	Address	Quantity	Percentage	Analytics
1	<a href="#">0xe4729439af7f9730c8826f3ecb89380e59d49914</a>	4,200,000,000	42.0000%	<a href="#">Analytics</a>
2	<a href="#">0x7d9c0d1262ea97374bf72968442cc83fd4798c2d</a>	2,700,000,000	27.0000%	<a href="#">Analytics</a>
3	<a href="#">0xaaee87edc161ca2826871b3e8f99c077d53b9002</a>	1,700,000,000	17.0000%	<a href="#">Analytics</a>
4	<a href="#">0x440c1e0dd6f7b9a343ca0fe6fdee9a763093429e</a>	350,000,000	3.5000%	<a href="#">Analytics</a>
5	<a href="#">0xb7cbbc1a262629e8c2d4745e533baf632ba70869</a>	300,000,000	3.0000%	<a href="#">Analytics</a>
6	<a href="#">0x744a21cd4408fd00f5c9c71d28e54a2600cb320c</a>	220,000,000	2.2000%	<a href="#">Analytics</a>
7	<a href="#">0x2c83a3c55fd4d8240f868af95dde1ff783fe0145</a>	220,000,000	2.2000%	<a href="#">Analytics</a>
8	<a href="#">0x94415873d77a8447bb984afd679a8f56ce92fdd1</a>	220,000,000	2.2000%	<a href="#">Analytics</a>
9	<a href="#">0x8eed633e260a5e884110788cd978f0651cb0f16f</a>	90,000,000	0.9000%	<a href="#">Analytics</a>

1. Presale wallet – the tokens that are bought at the presale on our website;
2. Admin Wallet – 25% Liquidity + 2 % airdrop;
3. Marketing/Team Wallet – Locked (The unlock dates – 1Oct21, 1Dec21, 1 Mar22, 1 Sep22, 1Dec22, 01May23)
- 4-9. Private Sale – These funds were used for the making of the game, hand drawn NFTs and setting up the project in general

## Roadmap

- 27Aug21: Publication of AOW token;
- 28Aug21: Start of the Pre-sale;
  - Soft cap: 500 BNB
  - Hard cap: 750 BNB
- 17Sep21: Launch of the AOW on Pancake swap;
  - Distribution of airdrop tokens;
- 21Sep21: Launch of the NFT Marketplace;
- 23Sep21: Launch of the Game;
  - Launch of the game - "Art Of War - Lunar Land"
- 01Oct21: Full scale marketing
  - Launching massive marketing in the gaming industry
  - Partnership with large influencers
  - Expansion of the gaming community to 10'000 players
- Oct21: Partnering with other communities;
- Q4 2021: Update to the Game



- Adding more features
  - Q1 2022: Launching Add-ons
  - Q2 2022: CEX Listings
  - Q3 2022: Battle Royale
  - Q1 2023: New Game

## Marketplace

1. The ability to buy game NFT (Lunar Land)
2. Ability to sell any NFT in auction mode
  - contains a commission of 2%

## About gaming NFT

Art of War supports its own NFT cards (Lunar Land), which will be published in our store constantly.



Cards have the following characteristics:



1. **ID** - Unique identifier of the NFT card on Binance Smart Chain
2. **Rarity** - Enforcer (0) \*\*, Guardian (2) \*\*, Elite (4) \*\*, Legendary (6) \*\*, Ancient (8) \*\*, Divine (10) \*\*
3. **Level** - The level of the card can be increased with the \$AOW token.
4. **Wins** - Statistics to track your wins;
5. **Losses** - Statistics to track your losses;

\* The rarity of the card cannot be changed.

\*\* Has extra strength.

## Gameplay

### 1. Profile

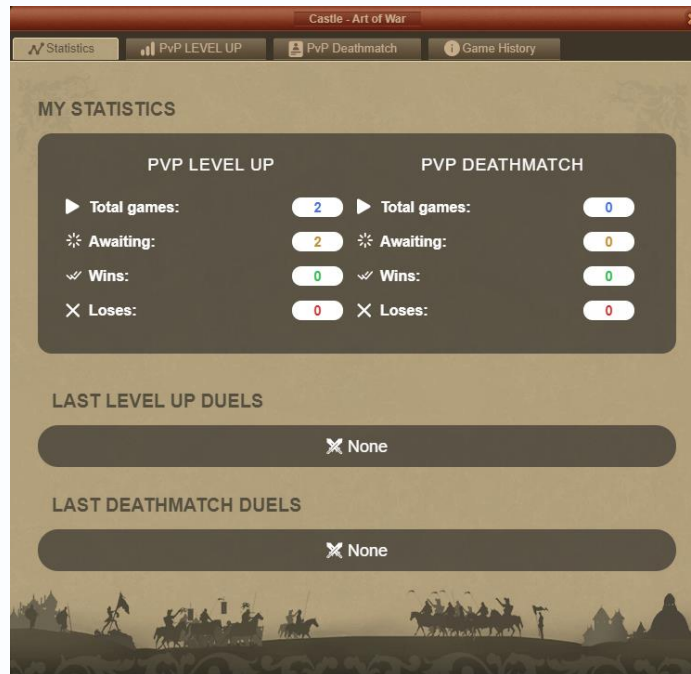
This is where you get information on your game account. The account is based on your Binance Smart Chain wallet (BEP20). In the profile, you will be able to see the number of your NFT cards, the wallet address (which is connected to the game), and also NFT cards in detail.



### 2. Lunar Land

Lunar Lands are the main lands of the Art of War game. These lands are homelands to the main Art of War castle and additional playable buildings. Lands and buildings that are on the map are not trade entities, as these go together with each castle. Each building has its own window for user interaction (which opens when you click on these buildings). Essentially, this will be your game screen of Art of War castle.





Statistics for duels

In this version on the game you will have two game categories:

- Duel to Level Up;
- Death match duel;

By clicking on the duel, you can see detailed history information:

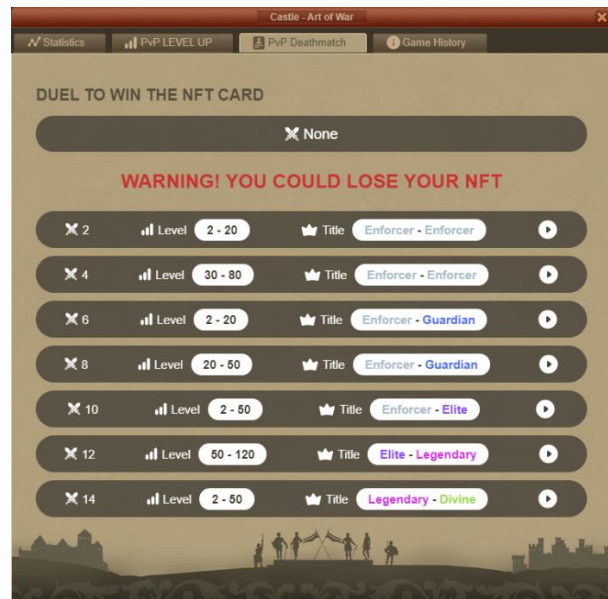
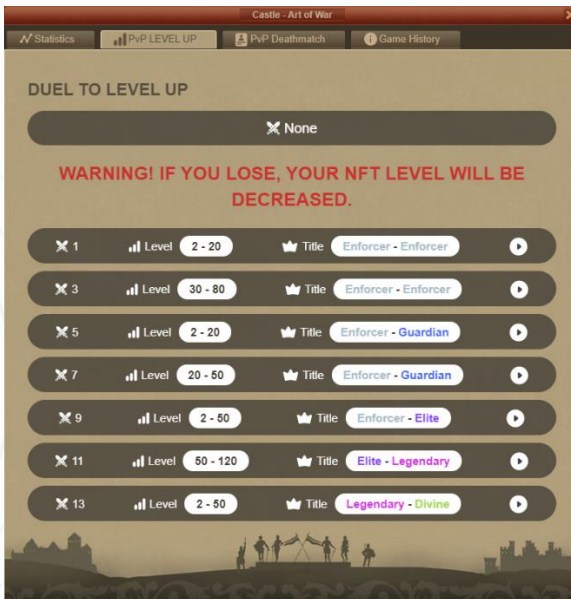
- Who won;
- What cards were involved;
- Duel time and date;

### 3. Rules

- The minimum allowed card level for battles is 2 level;
- The maximum level - no limitation;
- Only Lunar Land maps are used;
- Each duel is tracked via a transaction on the Binance Smart Chain;
- Battle participation fee is \$1.5 (paid in BNB)

### 4. How to start playing?

- PvP arenas are available in the main castle;



- Arenas are divided into two categories:
  - Duel to Level Up;
  - Death match duel;
- Each arena has its own selections, and these are:
  - Level of NFT cards that is allowed;\*
  - Rarity of NFT cards (rarity of cards is indicated with the range);\*\*

\* **Example:** valid input of NFT cards from level 2 to 10;

\*\* **Example:** cards from Enforcer to Ancient inclusive. Any cards of this rarity are allowed to enter the arena (allowed range of levels \*);

- Each card has a “power” that is determined by its level and rarity:
  - For example, a level 10 Enforcer card has a power of 10. A Tier 5 Divine card has a power of 15 (10 points is an extra power from the card's rarity);

The battle takes place taking into account the following features.

- Duel to Level up you NFT
  - When you win, you get +1 to the level of your card. The opponent's card drops 1 level;
- Death Match



- If you win, you get an opponent's card and +1 level to your card. The one who lost, loses his card (it goes to the winner) + the level of the losing NFT card is lowered by 1;
- Castles on the World Map
- Once we will have the first partner to join us, we will open the world map.



## 5. P2E playing

You can sell the levels that you have earned by winning the level up battles. You will be able to sell up to 10% of the current level, per card, once every 24 hours\*.

**Example:** if you have a level 30 card, then you will be able to sell 3 levels (10%) and receive a \$AOW token (the price for selling, per level, will be indicated during the transaction details). After you have done that your card will become level 27.

**\*The card must be at least level 20.**

## 6. Towns and Buildings

- The Main Castle - Art of War – this is where all the duels will occur between Lunar Land players;
- Blood Arena – this is where we will hold the battles of players from different castles;

## 7. Global ranking of players

- top players (by the number of games);



- top general level (sum of all levels of the NFTs);
- the number of duels per level (the sum of all battles played);
- the number of deadly duels (the sum of all death matches played);
- the sum of wins per card (Level up);
- the sum of wins per card (death match).

## 8. Chests of Fortune

- Bonus Chests - will be distributed by making an announcement, for a limited number of players regularly;
- Treasure Chest – can be bought with \$AOW, which will include very valuable items (in the next update);

## 9. Achievements – (update 1.5)

- get bonuses in \$AOW tokens by getting new achievements;
- (example: "Death Battle Master" - fight 100 death match battles, bonus 100,000 \$AOW tokens) - 30 achievements are available in total;
- (example: "Battle Master" - fight 100 Level Up battles, bonus 50,000 in \$AOW tokens) - 20 achievements are available in total;
- (example: "Collector" - Get 50 different cards, bonus 20,000 in \$AOW tokens) - 10 achievements are available in total;
- (example: "Royal Collector" - Get 150 different cards, bonus 200,000 in \$AOW tokens) - 10 achievements are available in total;
- (example: "Elite hunter" - Get TOP 1 in the rating globally ..., bonus 200000 in \$AOW tokens) - 3 achievements are available in total;

## 10. Events

- Bosses;
- Weekly Giveaways;
- More things to come with the updates;

## Partners

The main idea of the world map is to attract new partners to join us on the Lunar Land world map. Our partners will be able to join our game using their own NFTs or we can create for them. The partners also will get their own castle. Just imagine, when we will have 20+ castles on our world map, where each of the



partner's investors will have to buy \$AOW to use in the game. Why would partners want to join our project?

1. We provide the Marketplace for their NFTs;
2. We can create hand drawn NFTs;
3. The name of the partner's token will be listed on our world map;

## Clarification

When Art of War provides a gaming function in a country that requires obtaining a rating before its launch, it will comply with all local requirements before providing the services.