



CARDANO

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CHAINS OF WAR

A BLOCKCHAIN FANTASY SAGA

WHITE PAPER

V 1.02



GUIDE



03 INTRODUCTION

THE TEAM

- 05 Founders
- 06 Team members

07 ROADMAP

08 CHAINS OF WAR LORE

- Tyrrha
- The species
 - 13 - Humans of Duxa Empire
 - 15 - The Urthnaki Confederation
 - 17 - The Elvae of Calatria
 - 19 - Origins of Hadaki
- 21 Social structures

NON-FUNGIBLE TOKENS

- 26 Chains of War Collectibles
- 26 Chains of War Genesis Heroes
- 28 Chains of War Heroes

EMPOWERING - UTILITY

- 30 Tokenization - Mira
 - 31 - Token Metrics
- 32 NFT Holding Rewards
- 32 Governance
- 33 Treasury
- 33 Metaverse

GAMIFICATION

- 34 Play to Earn
- 35 NFT Forge - Creation & Modification
- 36 Marketplace
- 37 The game: Escape from Tyrrha
- 39 Mechanics
- 40 Classes
- 46 Hero stats
- 46 Equipment
- 47 Overall stats
- 47 Resources & Crafting



INTRODUCTION

Chains of War is developing a fantasy saga that carves a new world on the Cardano blockchain by means of storytelling, artworks, 3D assets and gamification. The blockchain and NFTs offer a platform to create communities, raise funds and be on the forefront of blockchain utilization. Ultimately, Chains of War aims to become a multi-platform fantasy franchise, pioneering on the Cardano blockchain.

The indisputable rise of blockchain technology makes it possible to rethink systems and even entire industries. Decentralized transactions & governance, ownership, transparency & reward-based systems, the possibilities are endless. In particular, NFTs (Non-Fungible Tokens) bring incredible advancements in ownership and use of digital assets.

Throughout modern history, the impact of fantasy on popular culture has been unmistakable. Today, the fantasy genre is regarded as one of the largest and most adaptive genres. With fans all over the world, from New York to Tokyo, it has left its footprint on the film and gaming industries, fulfilling the desires of the many who love fantasy. It therefore is no surprise that fantasy as an entertainment industry will play an elemental role in the development and usage of blockchain technology.

“Chains of War aims to become a multi-platform fantasy franchise, pioneering on the Cardano blockchain.”

| TOKEN OF BALANCE





INTRODUCTION

In a time of increasing digital experiences, the blockchain offers opportunities to add value to the conventional gaming industry:

- Traditional games have no **true ownership of in-game assets**. Assets are exclusively linked to one game and therefore owned by the publisher.
 - Current gaming NFTs focus exclusively on the game they are designed for; they lack interoperability.
 - There is limited to no transparency of game economics, supply & rarity of in-game assets such as **skins, power upgrades and weapons**.
 - Mutual exchange of in-game assets to real world economic systems is not supported: The game owners manage inflow of money and counteracts on outflow.
- **In-game purchases only lead to in-game gains** for the player and never form a real world economic investment.
- Early adaptors and loyal users don't get rewarded if the game publisher yields significant gains
- Game developers and publishers more often only incorporate feedback of fans and users after the release of their game due to criticism. Users rarely have a say in the **decision making and future development** of the game from the start.



| TITAN'S BLADE

*“exchange of in-game assets to
real world economics”*



THE TEAM



DRAGOMANI

🐦 @BAX89CNFT

Co-founder of Chains of War. Entrepreneur in sustainability for over 7 years. Experienced in project management and involved in a blockchain project regarding transparency and ownership of environmental data. Blockchain researcher since 2017 and convinced of the world-changing possibilities of this technological development.



ZIYA

🐦 @ZIYA_HANDAKI

Co-founder of Chains of War. Managing design and marketing for industrial brands for over 15 years. Now running the creative side of Chains of War where his interests for blockchain tech and enthusiasm for fantasy are in sync.



MISTRAL

🐦 @MISTRAL7278

Co-founder of Chains of War. Crypto enthusiast that - needless to say - has his eyes mainly on Cardano. Believer and frontrunner of a decentralized play to earn gaming industry. NFT collector, Spacebudz owner and big fantasy fan. Over 12 years of experience in coordinating in the gaming industry, video editing for sports programs, and social media.



DIRTBITER

🐦 @DIRTBITER11

Co-founder of Chains of War. Historian with a keen interest in the human condition. An avid reader of everything sci-fi, fantasy, and all that is in between, from Tolkien to Feist and from Herbert to Orwell. Creative writer at heart.

THE TEAM

The core team is a group of friends inspired by fantasy franchises, such as Lord of the Rings, World of Warcraft, The Elder scrolls & Dune. The creation of Tyrrha started before the initiation of the Chains of War project by creating our own lore, background stories and artworks out of interest. The blockchain and NFTs offer us the platform to create a community, raise investments and be on the forefront of blockchain utilization. This gives us the amazing opportunity to really build our fantasy world.

In daily life the core team work in 3D modeling, video editing, developing, merchandising, branding & licensing, project management, storytelling and legal affairs/support. The team members are all highly experienced professionals in their fiat jobs, however, they are passionate about adding value to the Cardano space and utilize the blockchain possibilities as most of the members have experience working with blockchain technologies within their professions.

In addition to the core team, members with specific knowledge and experience have been recruited to ensure the feasibility and fulfillment of the project.



ANIA THE WISE

LEGAL & LICENSING



EL CARACAS

3D ARTIST



HILLY

2D ARTIST



ZATUM

ARTIST & MOTION



ROADMAP

● ORIGINS

2021

- Conception
- **Establishing core team**
- Attracting additional members
- Plan of approach
- Concept business plan
- Roadmap v1

● FOUNDATION

2022

- 3D modeling of Heroes
- **Creation of Tyrrha**
- Background stories
- Map
- Artworks
- Main Storyline
- Social structures
- Naming
- Collaborations
- Whitepaper v1
- Roadmap v2
- **Genesis Heroes collection**

● EMPOWERING

2022

- Game pre-production
- Treasury
- Governance
- Final Business plan
- **Mount collection**
- Game Production
- Merchandise
- Advertisement
- **Tokenization**
- DEX listings

● GAMIFICATION

2023

- **Alpha release**
- Marketplace
- **Hero forge & modification**
- Testing
- Game launch

ENTER THE REALM OF CHAINS OF WAR

CHAINS OF WAR LORE

Seventy-three years after the Empire of the Duxa and the Urthnaki Confederation agreed on a political status quo in response to the destruction of Tyrrha's essential ecosystems, a young Hadaki miner discovers an ancient device that could help unravel a solution for oxygen shortage on the world of Tyrrha. With help of an orc slave-harvester who escaped into the mountains, he finds that the mysterious origins of the device points to the city-state of Calatria, the capital of the Elvae.

In search of answers, the young miner finds that the workings of the device might not only hold the key for a solution for all on Tyrrha, but illuminate too the dark ancestral history that is part of his existence.





TYRRHA

CHAINS OF WAR LORE

The narrative of Tyrrha is by no means a harmonious romance. It tells a story of a world submerged in a planetary crisis, cleaved by a disruptive episode of unparalleled environmental decline. Starting seventy-three years ago in what is presently known as the Rain of Stars catastrophe, a series of consecutive superstorms and acid rainfall destroyed all that lay in its path. Within a span of nine months, many of Tyrrha's capitals were reduced to ashes, robbing human, orc and Elvae societies of their homes and habitat. The soil turned black. Famines raged. And as hundreds of thousands had perished as a direct result of the storms, many more suffered from what had become of paramount importance for those still living: breathable air.

After nine months of environmental terror, those who survived were left broken and scattered. However, for the power-hungry, there is possibility in every catastrophe.



In Calanthia, the Atronis-born industrialist and self-proclaimed *Emperor Fernan Duxa* I seized the opportunity and gained control over the shattered Calinthian kingdoms. A ruthless despot to some, to others a beacon of hope, a strongman standing for a new era of human prevalence on Tyrrha.

*“.. those who survived
were left broken and
scattered”*



TYRRHA

Among the orc, the legendary warlord *T'ebor the Toothless* was hailed as the autarch capable of ensuring a future for the Urthnaki clans. As the orc suffered most from oxygen-deprivation, all eyes remained on its leader, a cunning one not averse to unconventional solutions.



And for the *Elvae of Calatria*, the new ecological reality unexpectedly gave them a unique position in the political hierarchy. As the hydrodome-system kept the capital of *Calatria* save, the Elvae now possessed the largest surplus of food: a priceless commodity.



If anything, the destruction of Tyrrha's vital ecosystems led to a state of global interdependence. For all sides, a political status quo seemed appealing in the after-Rain years. After all, all factions had become reliant on each other. The Calatrians needed stability on Tyrrha, the Duxa needed labourers, the orc needed '*Mira*', an oxygen-absorbent mineral, which became crucial for survival in the oxygen deprived world of Tyrrha.

In the third year After Rain, the late Emperor Duxa I intensified relations with T'ebor of the Urthnaki Confederation, paving the way for an agreement between men and orc. The Empire had seized control over '*Mira*' distribution, and had an opening to the negotiations. But T'ebor knew population decline among the Duxa had handed the orc something to bargain with: slave-capital.



TYRRHA

After two years of negotiating trade, territory, and arms, the ultimate agreement enacted in the Laws of Balance ensured economic and political stability for the time to come. Some of the most notable outcomes were:

- A trade agreement on the annual exchange of orc slave-harvesters and ‘*Mira*’.
- The demilitarization of the *Silent Waste*, de facto creating a buffer zone separating the empires of Tyrrha.
- The sending of Elvae advisor-interpreters to both the *Imperial court of the Duxa* and the *Urthnaki Confederation*, with the aim to uphold the balance between men and orc.

With the *Laws of Balance*, a chain of power had emerged. A new political reality at the dawn of a new age. Eternal enemies had found each other in a state of emergency. What was held unimaginable unfolded at the *Council of Storms* every seventy-fifth Sunshift of every year: an exchange of power. Signed with a bloody pencil.

A victory for those seated on the thrones of power. But for those on the fringes of society, the leaching continued. So they waited. And waited. And as the years passed by, they reminded themselves that the path of power is by no means one directional: it has many beginnings, and many ends. So they waited a bit longer. Until the moment of change arrived.

“.. as the years passed by, they reminded themselves that the path of power is by no means one directional.”

CHAINS OF WAR LORE



THE DUXA OF ATRONIS - [HTTPS://POOL.PM/ASSET12PWGMM8K2LA9LFLV9MJ8GZ85HHZLP0JAL5TSWQ](https://pool.pm/asset12pwgmm8k2la9lflv9mj8gz85hhzlp0jal5tswq)

HUMANS OF DUXA EMPIRE

Although the exact origins of the human species are unknown, it is assumed among archaeo-historians that earliest human life existed at least ten thousand years ago during a period of time known by mankind as the Age of First Light. Some excavation-diaries have shown that southward migration from the Hadaki basin led to the first sedentary settlement alongside the Minai River.



Today, mankind is ruled by the Empire of the Duxa, a political-religious unit that stretches from the Razor Mountains in the west to the Teeth on the east in an area known as the northern realm of Calinthia.

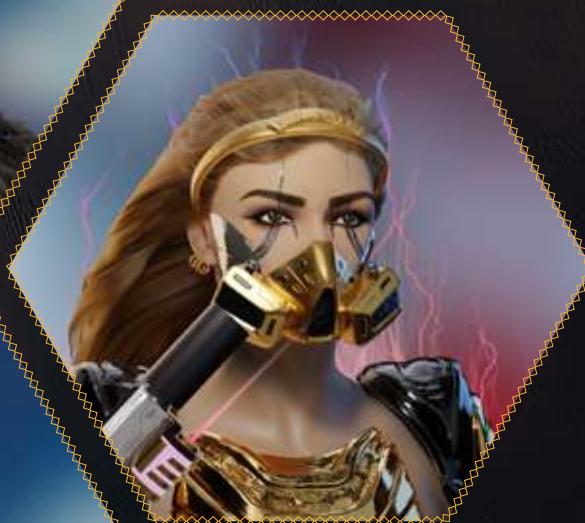
Following the destruction of Tyrrha's ecosystems during the Rain of Stars and immediate population decline as a result of disease and food shortages, the Duxa Emperors intensified their relationship with the Urthnaki Confederation. The ultimate agreement enforced in the Laws of Balance on the exchange of orc slave-harvesters in return for the oxygen-

○ HUMANS OF DUXA EMPIRE

absorbent mineral M-S3 – also known as ‘Mira’ – is known to be elemental for the political status quo between men and orc.

It is known that the autocratic rule of Emperor Duxa III effectively concerns the Order of Hadaki, the mining guild responsible for the extraction of ‘Mira’. The Order – an enterprise consisting exclusively of Hadaki men and women – has retained its core value to the Duxa Empire, who rules over the Hadaki with an iron grip.

*“Today, mankind is
ruled by the Empire of
the Duxa”*



OUTSKIRTS OF URTHNAK, AN URTHNAKI LABOUR CAMP

[HTTPS://POOL.PM/ASSET1C5H9K8JGX6LZRCZ2VULUEXRLPDGYC0SDG7KPM9](https://pool.pm/asset1c5h9k8jgx6lzrcz2vuluexrlpdgyc0sdg7kpm9)

THE URTHNAKI CONFEDERATION

Currently controlling the vast lands of Dûn, the orc confederation of Urthnaki consists of an alliance between the Clan of Clay from Urthnak, the Clan of Salt from Daradîn, and the Clan of Shadows from Molghir.

Although descriptions on the origins of the orc are based on mythical tales, it is commonly assumed that the first orc rose to earth following the Time of Schism - a period of extreme tectonic activity leading to the opening of the Blind Gorge. One of the earliest mentions by the elven-magister Tiliun describes the orc as “a wild fury” who “grappled up from the deep, scouring all that grows with their vicious stare”.

Even though their ferociousness and brutal nature are often-mentioned features in present-day teachings, the Urthnaki Confederation have proved themselves in statecraft and modern warfare, organizing themselves into highly mobile and independently operating factions as part of the Horde of Urthnaki. Economically, the slave-breeding facilities in Molghir have

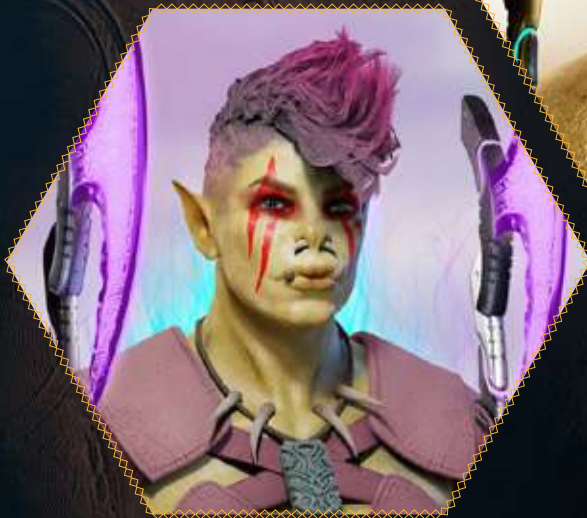




THE URTHNAKI CONFEDERATION

provided the Urthnaki with a commodity of exchange and consequent entrance to the precious minerals provided by the Duxa Empire as enforced in the Laws of Balance. Although the genetic composition of the orc prevents gen-tech modification and cell-adaptation, the effects of using gen-altering minerals like Mira has yet to be determined.

*“Clan of Clay from
Urthnak, the Clan of
Salt from Daradîn, and
the Clan of Shadows
from Molghir”*



VIEW OF CALATRIA, A.K.A. "THE LAST BREATH"

[HTTPS://POOL.PM/ASSET102HYFS4MFL9D5LMFYWNTMM8C42H4JUH7X8M8NU](https://pool.pm/asset102HYFS4MFL9D5LMFYWNTMM8C42H4JUH7X8M8NU)

THE ELVAE OF CALATRIA

The Elvae are considered to be the eldest of the three known species of Tyrrha. The earliest publicly accessible mention of the Elvae is found in the human Canon of First Light, where the Elvae are described as “the ilva of the woods, patient wanderers in green”, and are known for their “unrivalled navigating mind and silent efficiency”.



It is no mystery that the city-state of Calatria (cala-tria, “Three Gardens”), the bio-megalopolis of the Elvae, is considered by the last elven stronghold. Some Imperial architects have denounced it “the last breath of Tyrrha”, for the city-state consists of a complex variety of indigenous florae, hyper-plantations and, not the least, the Trees of Attica – a supertree-system connecting the cities infrastructural network to its living facilities.

During the Rain of Stars, Calatria became a refuge for elven from the cities of Yubin and Aetria. It is estimated that Calatria is home to an estimated five-hundred thousand Elvae.

THE ELVAE OF CALATRIA

By means of their psychoanalytical nature, exegetical knowledge and diplomatic adaptiveness the Elvae have since the end of the Rain and the proclamation of the Laws of Balance mandated the right to send court advisors to both the Imperial court of the Duxa and the confederate alliance of orc. Hidden in secrecy, little is known of the Palanthi, apart from their highly secretive role as advisor-interpreters, balancing the equation between orc and men.

“The last breath of Tyrrha ..”





ORIGINS OF HADAKI

The Hadaki are a human species living in the northeast mountains of Calinthia. Having lived in anonymity for centuries, the discovery of the valuable mineral “Mira” brought them within the scope of the Duxa Empire, who annexed the Hadakian capital and colonized its people seventy-one years ago.



Having endured the hardships of life in the northern mountains, the Hadaki have adapted and acclimatized to the relentless conditions with steel dedication. One only has to behold their capital Tirros, a subterranean city tunneled and carved through the living rock of the mountains themselves, a complexity of hundreds of spiraling staircases and corridors leading to great halls, underground courtyards, chambers, passages and mines. Notorious for their craftsmanship, underground navigation, and knowledge of mineral deep-extraction, the Hadaki are famed for their expertise as they delve deep into the mountains.

In search of valuable minerals and ores, they use technical advancements like ultrasonic-navigation and suit-armors for protection against extreme temperatures and immense pressure. With the demand for “Mira” skyrocketing after the collapse of Tyrrha’s ecosystems, it was only a matter of time before the Duxa Empire would conquer them. After all, without the knowledge of the Order of Hadaki’s mining enterprise, access to “Mira” would be practically impossible.

Isolated from the outside world, the Hadaki culturally developed a deep feeling of entanglement with the physical nature of their habitat. Their belief system is founded in a spiritual connection they have to a source called the Well, a mythical place in the mountains to which the Hadaki believe





ORIGINS OF HADAKI

all Hadakians derive from and return to. A religious concept similar to what other human species call 'heaven', Imperial anthro-historians are divided on how the concept of the Well as a social construct binds all Hadaki together. Today, even though all religious expressions are banned by the laws of the Duxa, their intercommunal connectedness remains the greatest virtue of the Hadaki, whilst this at the same time presents an unrelenting threat to the Duxa Empire.

*“Notorious for their
craftsmanship,
underground
navigation ..”*



○ SOCIAL STRUCTURES

Decisive aspects of the NFT Heroes collection are the social structures and gamification statistics and the mechanics thereof. Each species will be divided into groups, each having their own classes and ranks, beyond this each species will have a rare and unique hierarchy structure.

Your hero's social position partly determines the rarity of your hero, holding rewards and governance rights by a number of traits and metadata attached to the NFT. For example, the Urthnaki Confederation are divided into three clans (Clan of Clay, Clan of Salt & Clan of Shadows), with each clan having their own distinctive armor and matching warpaint

GAME HIERARCHY ALL SPECIES





EMPIRE OF THE DUXA

LORE HIERARCHY

Emperor Tygho Duxa III

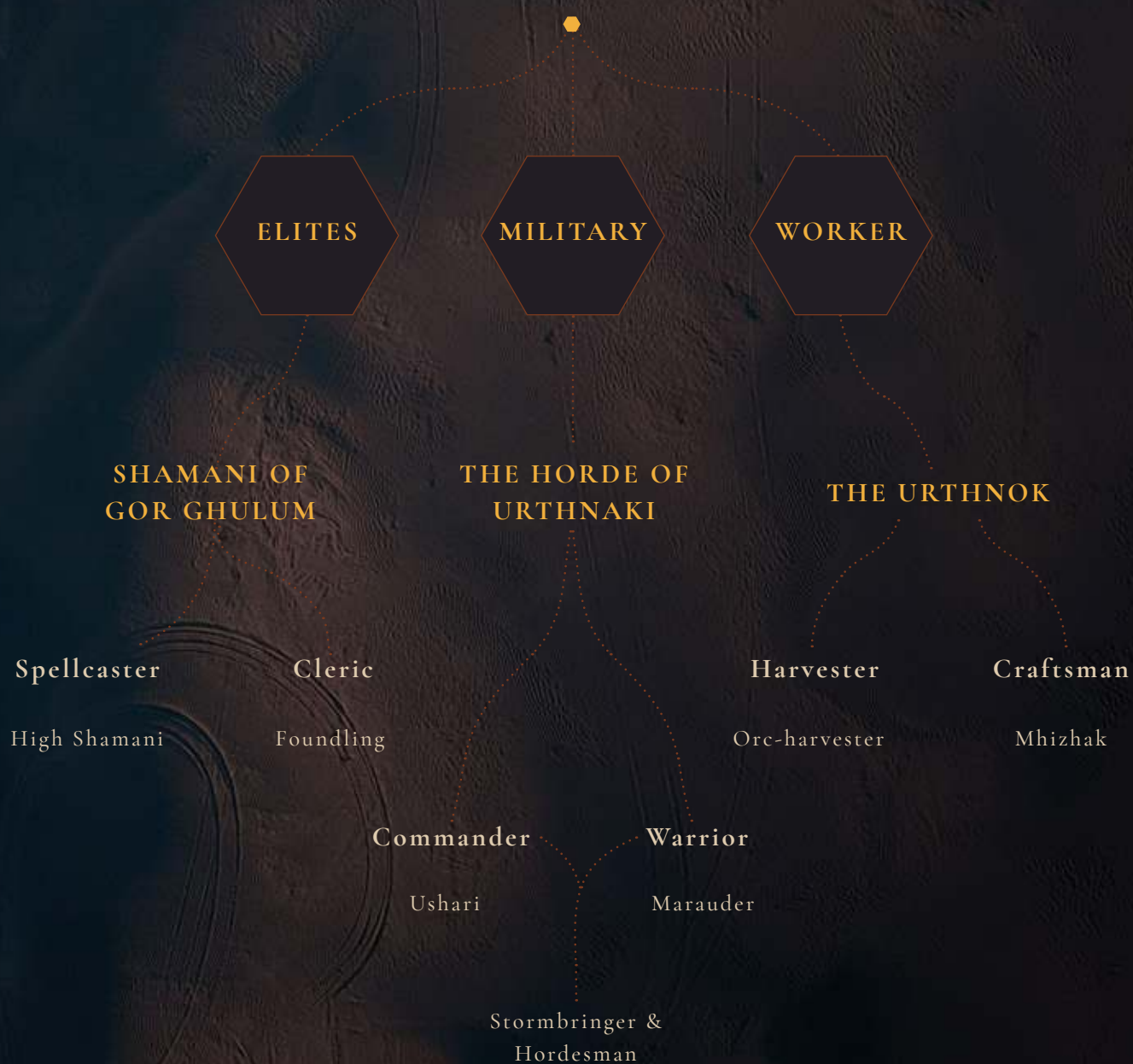




URTHNAKI CONFEDERATION

LORE HIERARCHY

T'ebor the Toothless





ELVAE LORE HIERARCHY



The 'Mother' Ania Tivandrae





HADAKI

LORE HIERARCHY

Deklan Kotos





NON-FUNGIBLE TOKENS

Non-Fungible Tokens (NFTs) are essential to the project, not only to provide truly owned assets to the community, but even more important for shaping the world of Tyrrha and as a starting point to develop and add blockchain utility. Chains of War currently has two NFT collections available: Collectibles & Heroes.

CHAINS OF WAR COLLECTIBLES

The Chains of War Collectibles is a limited NFT collection that reveals the world of Tyrrha by visualized information, such as 2D artworks, maps & stories. These NFTs will have no gaming use, but will have utility, such as voting rights and staking rewards.

POLICY ID: ED0B8CBD6784015E98BDE4C57D898E-
A900A218ED5542B9AADB950485



CHAINS OF WAR GENESIS HEROES

The Chains of War Genesis Heroes is an NFT collection of 10,000 3D based Heroes, both male & female, representing the four known species of Tyrrha and their division into multiple clans and tribes. The Genesis Heroes collection is the centerpiece in the utility phase and the foundation for gamification, including information about classes, basic statistics, gear and weapons. The policy id of this collection will be locked as no more than 10,000 Genesis Heroes will be minted.

POLICY ID: 69AF40E0DF8E225200177D10A63FAB2C-
33F68947ECFAA9D080CC047A

*“no more than 10,000
Genesis Heroes will be
minted”*

NON-FUNGIBLE TOKENS

Holding a Genesis Hero will have lucrative perks:

- Playable character for Chains of War: Escape from Tyrrha
- **Passive \$Mira income** (staking rewards)
- \$Mira booster (play to earn)
- **Exclusive legendary weapons**, trinkets and armor
- Discount on NFT forge (Hero creation & Customization)
- XP booster
- Whitelisting priority
- Airdrops



NON-FUNGIBLE TOKENS

CHAINS OF WAR HEROES

The Chains of War game will be available for anyone to play. Therefore, during the gamification phase a new collection of Heroes will be released. In this collection everyone can make a Hero by using the NFT forge. The NFT forge also makes it possible to customize your hero with gear or weapons that you earn while playing the game. In this way everyone can play the game and the different classes Chains of War has to offer. Using the NFT forge will come with a fee. This fee is reduced for Genesis-holders.

Each holder of the Genesis Hero will get their playable Hero in this collection airdropped into their wallet, including the gear and stats as found in the Genesis collection. The Chains of War Heroes made with the NFT forge will not have any staking rewards, governance utility or lucrative perks. This only applies to the Genesis collection.

The policy id of this collection is to be announced and will remain unlocked since there is no limit to create playable Heroes and to enable continuous customization with the forge.



NON-FUNGIBLE TOKENS

DYNAMIC NFTS

The development of dynamic NFTs is closely followed by the team at Chains of War. There is substantial potential with this technology for this project and the NFT gaming industry in general. Unlike most NFTs, which are considered static, dynamic NFTs have the ability to adapt their metadata based on conditions that trigger the change. This is done by encoding the conditions in a smart contract, which sets the parameters on when and how the metadata of the NFT should change. Therefore, dynamic NFTs are considered a supplement or even an alternative to the NFT forge.

To give some examples:

- Achieve a total of 1.000 kills with your Hero and your Heroes' visualization gets a shiny glow.
- Earn a total of 10.000 Mira and gain access to The Order; your NFT will no longer be named Igor the warrior of Urthnak, but Igor of The Order.
- Loot the Hordesman Axe and your Hero will automatically equip it in your NFT visualization.



+ HORDESMAN AXE





EMPOWERING UTILITY

The empowering phase is about adding utility to the NFTs and project as a whole. One of the most important features is the release of a project-based currency. This token is the foundation that enables the implementation of various other utilities, among holder rewards & governance. During the empowering phase the gamification will also be further developed in detail, for which the token forms the ecosystem of the game.

TOKENIZATION - MIRA

Corresponding with the world of Tyrrha, the economic system of Chains of War thrives on the oxygen-absorbent mineral M-S3, known as “Mira”. Therefore, \$Mira will be the utility token of Chains of War.

Mira is currently already implemented as a Discord Economy, enabling discord members to receive coins by mining and playing games, buy items to use or collect and gain roles for exclusive giveaways and insights. The Mira coins earned in Discord are solely for discord economy. \$Mira tokens on the blockchain for the utility of the Chains of War NFTs are separate .



| MIRA INHALER



*“Chains of War thrives
on the oxygen-absorbent
mineral M-S3, known as
Mira”*



EMPOWERING UTILITY

TOKEN METRICS

Mira plays an important role in securing the necessary investments to create an official, high quality role-playing game. To this end a part of the total supply is reserved for the foundation of the project, which will be offered in an initial coin offering (ICO). As part of the ICO the gamification era will be worked out in detail to define the offer you invest in.

Most of the Mira supply will be released over time with a large part reserved for the community. The community can access Mira in several ways, including holding your NFTs (holding rewards), adding liquidity to pools and eventually by earning through playing the game. These are all reserved as part of the 'Ecosystem'. In addition to continuous staking rewards, a share is reserved to be airdropped to Genesis Hero holders.





EMPOWERING UTILITY

NFT Holding Rewards

Investing in NFTs should not only be rewarded by (re)sell value. Therefore holding a Chains of War Hero NFT will be beneficial in various ways, among holding rewards.

By holding a Chains of War Hero NFT you will be periodically airdropped Mira tokens as a reward. The distribution and share of Mira will be determined based on rarity stats of your Hero, making the most rare NFTs of the collection extra valuable. The Mira rewards will be distributed monthly.

GOVERNANCE

As an owner of Chains of War assets you will have voting rights to determine the future of the project. Holders of NFTs and Mira Tokens have voting rights on new content, features and other decisions involving the development of the project. Voting weight will be based on the amount of assets held. This allows Chains of War to gather real feedback & guidance from the players to ensure the right decision making in future development of the content.

At the time of writing there is no smart contract based governance system readily available on the Cardano blockchain, however this utility is being developed and available for license by **Gero DAO**. For the first stages of governance the Discord channel will be upgraded with the commonly used CNFT Bot. This bot enables you to link a Cardano wallet to your Discord account, which will give you a certain role (depending on your Hero) and voting right.

“Holders of NFTs and Mira Tokens have voting rights”



EMPOWERING UTILITY

TREASURY

A treasury will be set-up in which the royalties from secondary sales will be collected. The treasury is equipped with the \$Chainsofwar handle so that everyone can easily find and access the treasury.

There are currently no concrete plans to work towards a DAO system around the use of the treasury, however the use of the treasury will be done in consultation with the community by the governance system. In the gamification era, the treasury will play an important role in sustaining the ecosystem, including paying out shares to NFT holders and collecting transaction fees.

METaverse

The key element of the Metaverse concept is interoperability. Therefore, the most important feature for Chains of War is the ability to use the assets (Heroes) in the metaverse environments. To ensure connectivity and usability in these virtual environments we are partnering with metaverse projects to clarify the requirements for 3D avatar models.

For the time being, our 3D models are of too high quality to be used immediately. However, it is possible to make a lower quality version. Although Chains of War is creating a fantasy world, the goal is not to create a metaverse environment. Nevertheless, creating Tyrrha as a digital 3D environment (metaverse) is not completely excluded from our project, but is not included in the current project's roadmap. If developing a metaverse environment proves to be necessary in the next phase, for example as part of the elaboration of the gamification era or through governance feedback from the community, this will most likely be carried out through a collaboration with a metaverse partner. In this way the world of Tyrrha will be integrated into one of the existing Cardano Metaverse projects.



GAMIFICATION

The gamification era is further down the roadmap and will be worked out in more detail during the empowering era. The gamification is worked out according to the concept of play to earn.

PLAY TO EARN

The easiest way to earn Mira is by playing Chains of War with your Hero. There will be various possibilities to gain Mira, such as daily rewards, quests & achievements. The main use for Mira is for in-game purchases to enhance your gameplay. Mira can also be used for direct trading of in-game assets among players, for which an in-game trading platform will be developed. Next to that, players will be rewarded for 'banking' their treasure in liquidity pools for which they earn a return on their holding. Last but not least, by enabling a trading pair with Cardano (ADA), Mira will continuously have both in-game and real world value.



A Cardano blockchain compatible wallet holding one of the Chains of War NFTs enables the holder to play the Chains of War Game. By playing, gamers will earn Mira tokens in different ways. These tokens can be used to buy, trade, or sell on the Chains of War Marketplace. Or players can swap them to ADA on the DEX's. We believe this development is to be compared to the transition from Web2 to Web3.

“enabling a trading pair with Cardano (ADA), Mira will continuously have both in-game and real world value”

⬡ NFT FORGE

HERO CREATION & MODIFICATION

To make sure anyone can join the Chains of War fantasy game we're building The Chains of War NFT Forge. Anyone will be able to create a Chains of War Hero by forging a customized Hero and Class to play with at the cost of a fee.

A select number of basic traits will be made available so that everyone can indulge themselves into the world of Tyrrha. This Hero will be saved on the blockchain as a Dynamic NFT and therefore all game related activity, user information and upgrading will be stored on the NFT.

It is important to note these Heroes are a separate collection/policy id from the Genesis Heroes and gain no staking rewards, governance utility or lucrative perks, such as discount on the NFT Forge and Mira & XP Booster: This only applies to the Genesis collection. For the difference read the section on Non-Fungible Tokens (NFTs).

Next to creation of playable Heroes the NFT Forge enables the player to customize your NFT with a new loadout. Although your gear is initially attached to your NFT Hero, in the gamification phase it will become possible to upgrade your Hero with gear you gather by playing the game.



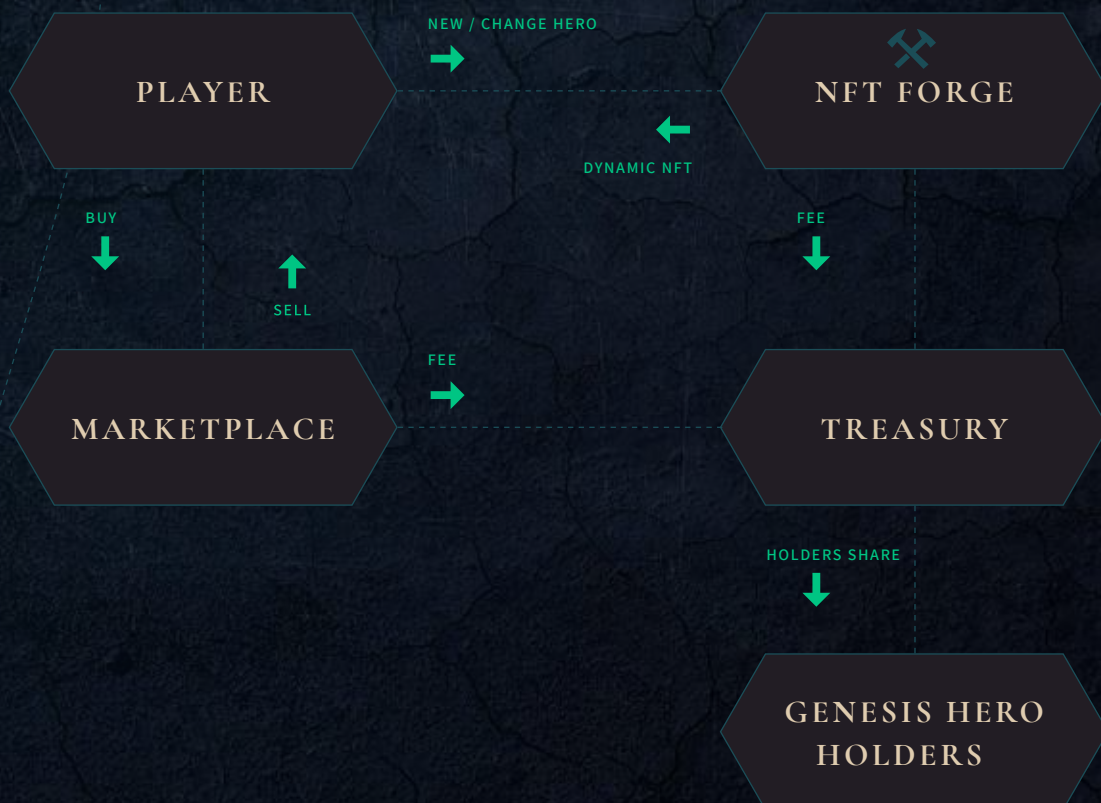


GAMIFICATION

MARKETPLACE

Offering an in-game marketplace allows players to buy and sell NFTs, Mira, Gear & Consumables directly among themselves. The price is determined by the market: a seller can set an asking price.

Nevertheless, information about the current market value will be provided based on previous purchases and sales. In addition, it is possible to place a buy order for specific NFTs or items, even if these are not actively offered. The marketplace allows both Mira and Cardano (ADA) as means of payment. The value in both currencies is determined based on the current market price of the pair. A small fee will be charged for usage of the marketplace, which flows into the treasury and is used to maintain the ecosystem, including continuous payout to genesis holders. Players will be rewarded for 'banking' their treasure in liquidity pools for which they earn a return on their holdings.





THE GAME

ESCAPE FROM TYRRHA

A shooter looter needs some explanation: As a game fanatic team and from a game designing stand point looting games are probably the most rewarding, addictive game types out there. Next to that there's the surviving Battle Royale aspect that really triggers your senses. Being the last man or team standing after a tough fight gets the adrenaline pumping. The game we're designing aims to have all of this, with the working title 'Chains of War: Escape from Tyrrha': Drop into the world of Tyrrha, survive and escape. Try not to die because if you do, you'll lose everything that you're carrying at that point.

From the main menu a player selects a number of quests, daily or weekly, and checks the objectives. The player selects a type of game: PVE only or a PVE/PVP combination, after which a drop point into Tyrrha is generated based on what you need to achieve and what type of game you've selected.

*“A 3D Open World Shooter
Looter Fantasy game”*



Meet T'chur the Foundling
at the Council of Sages



Pick your loadout wisely: Death means you lose it all, but you do not want to bring a knife to a gunfight either. Your NFT Hero statistics and your loadout determines your playstyle. Close combat? Range weapons? Spell damage? Will you equip your +50% Health Regenerating Legendary Armor? Will you carry that Epic Shotgun as a secondary? How many health potions do you think you'll need? 25 flaming arrows for your bow, will that be sufficient? The decision of these choices depend on what you plan to do when roaming the world of Tyrrha.

The player drops into Tyrrha and a timer starts to run: 21 mins and 14 seconds before your dropship leaves at the extraction location. Scavenging Boss PVE enemies is highly rewarding, but they are tough to handle and such fights take time. On the other hand: every high level kill is a chance to loot that valuable epic sword you can sell off the Marketplace. And that hard earned Mira is just what you need to get that awesome looking Mining Helmet you desperately want for your mining expedition in the deep caves of Tyrrha to earn even more Mira.

*Do you have what it takes to reach
the pickup point in time with death
lurking around the Wastelands?*

THE GAME

When running the PVP mode you're not alone. Not only will you encounter PVE enemies, on the same server you might just run into another scavenger Hero like yourself. You follow him around. You talk to him with proximity chat. He sounds nice. He says you can trust him. He's looking for Tabor the Toothless too! He is an Orc. You are a Hadaki. He asks you if you want to team up for a while? Sure. Where do you thi...BOOM, you died in a PVP battle, your screen tells you. All the hard fought loot: gone. And right into the hands of that player you trusted a few seconds ago.

MECHANICS

With regards to the gameplay mechanics and experience, it is important to know that the current NFT collection will already contain important basic statistics, and these statistics will be enhanced by the equipment your hero wears. The chance of successfully completing the adventure mode and quests depends on the overall damage and defense statistics, which are a combination of your basic hero stats, equipment and consumables. Your Hero's abilities and overall statistics determine the strategy you want to play: Do you opt for the close range attack or do you play more defensively or strategically long-ranged.

CLASSES

The NFT Heroes take the statistics in the metadata with them into the Chains of War game, linked to the respective in-game characters. When looking at the different classes in Chains of War you will see specific statistics matched with specific classes.

Your genesis NFT Hero will be randomly generated and therefore randomly appointed to one of the classes when the mint occurs. When creating a character in the NFT forge a selection can be made out of the different classes. Specific class gameplay will be worked out in a later stage. Play to Earn mechanics are addressed on the next page.



CLASSES

SPELLCASTER

What's in a name? Yes, the Spellcaster casts spells. Face melting spell damage is what characterizes them in Tyrria. Dark, black, light, unholy. There's a lot of different Spellcasters that match the description. In Chains of War they're specifically damage dealers, making them the most picked class when looking for big kill games.



1vs1, yes strong, but especially dealing nasty AOE damage against multiple foes is one of the talents of the versatile Spellcaster. Mid to long range is the Spellcasters strength and he has the ability to create space for himself by teleporting.



Dealing spell damage generates \$Mira for the Genesis NFT Holder of the Spellcaster. Distribution in \$Mira will be a % of the total spell damage done, per day. Besides this, every effective damage dealing spell that lands during a game has the chance to transfer a small percentage of the damage in Mira to the holding wallet.



CLASSES

CLERIC

The Cleric is usually a healer. The Medic of the squad. The man that spams rejuvenation, flash heals and stun protection. They focus on healing and party buffs, but are deadly against specific enemies. Faith/intellect extracted from surroundings are used as fuel for the Cleric's magic.



Chances to survive for the Cleric in Tyrrha are significantly higher when not engaging in close range combat, thus movement and awareness are skills that match perfectly while playing the Cleric. Using small melee weapons and lightweight cloth armors, close combat and taking damage is not something the Cleric can handle without magically self protecting and healing.

All healing done in the game, the sum of every player per day, will generate \$Mira for the Genesis NFT holder of the Cleric. Distribution in \$Mira will be a % of the total healing done per day. Besides this, every effective heal that lands during a game has the chance to transfer a small percentage of the heal in Mira to the holding wallet. Every heal counts.



CLASSES

WARRIOR

Wielding melee weapons, Warriors lack range but excel in fighting enemies in close combat. In a team game they put themselves at risk at the front of the group by tanking. A Warrior can equip almost any weapon in the game. The warrior could be considered as the default “hero” and is therefore considered good for beginners.



Doing a run in Tyrrha will feel like a killing spree for players using the warrior as their main character. Looting is also something the Warrior is more than capable of, especially carrying big bags, as a result of the high Strength and Stamina statistic.



When not playing, the warrior still is able to generate Mira in the game. He feeds off the total kills made in the Chains of War game. Every kill counts. Distribution in \$Mira will be a % of the total kills per day.



CLASSES

RANGER

Rangers are skilled to survive in the wild. Living off what the woods near Calatria provide them, the Ranger considers archery as their favored skill. Guns and bows will subsequently appear more often in the hands of the Ranger. Melee combat is used primarily as a backup for when enemies get too close. Rangers can be skilled with magic, but use this more often on terrain and surroundings than on foes.

Headshot and ranged kills will generate extra \$Mira. Also ranged kills will have a larger % of dropping rare loot. The Ranger can harvest and carry wood in better fashion than any other class.



Rangers take a % of \$Mira profit of all the wood that is being traded on the marketplace. Distribution in \$Mira will also be a % of the total headshots per day.



CLASSES

CRAFTSMAN

A craftsman is able to provide you with anything your heart desires. At least, if the Craftsman can get his hands on the right materials. A pick or shovel is a useful tool for the Craftsmen. In-game strengths: deployable walls, turret guns, repairing armor, munition boxes, grenades and demolishing damage with guns. As a support class: very useful when playing in a squad.



What makes the Craftsmen unique is his crafting skills outside of the game. These skills are highly valued and mainly used for the marketplace. Guns, armor, shields, potions, trinkets, gear in general. When it's in the game, the Craftsmen can craft it. And of course sell it on the marketplace. That legendary sword with +18% spell damage? You'll need the supplies, grind it out, but it can make you \$Mira to pay the bills.



Craftsmen take extra profit from turret kills and being a support class, surviving Tyrroha gives an extra \$Mira booster: +5% Mira on every run you survive. This perk stacks on a daily basis. Surviving 3 times gives you +15% Mira.





CLASSES

HARVESTER

The Harvester is a master in looting. The Masterlooter. The Hoarder. Ultra-fast when searching bags and boxes, faster movement speed, a houdini act to disappear (Rogue talent tree) and bigger bags to carry all of the loot you will be taking on your scavenger run.



Strong damage dealer when cloaked and attacking from behind, but mainly used to gather the supplies for the Craftsmen to use. And we already read that's where the money is made. The Harvester can take up to 40% more loot per run in comparison to other characters. Most valuable for the Harvester is mining the mines of Tyrrha for the mineral M-S3.



Genesis holders take extra profits in \$Mira off the marketplace share from supplies like wood, plants and basically every other crafting material that you sell off the marketplace. Also dealing damage from behind has the chance to send a small amount of the damage in \$Mira to the holding wallet.



THE GAME

HERO STATS

Each hero has basic stats of stamina, strength, faith & speed. These stats are attached to your hero and attached to your NFT in the metadata. Along with the class of your character, these attributes form the basis for your hero's qualities and affect overall hit points, damage taken and damage done. Damage taken and done is additionally determined by the equipment you Hero wears.



EQUIPMENT

The equipment your hero wears provides additional stats, which influences defense and attack rate. For example wearing heavy armory, such a metal chest plates and helmets, will gain you defense rating which results in less damage taken. Your hero's weapon logically determines the amount of damage you inflict. The statistics of equipment are not attached to the metadata and will only be available in-game.



THE GAME

OVERALL STATS

The combination of your hero stats, equipment stats and consumables are combined in 5 overall stats that determine the strength of your Hero and your gameplay. These statistics are not fixed into the NFTs and will be determined when loading your NFT and equipment / consumables into the game. In this way alteration remains possible to enhance or nerve certain gear and stats to ensure a level-playing field for all.

RESOURCES & CRAFTING

The in-game ecosystem will thrive as more players come in to play the game. The marketplace enables players to buy and sell. We want to build a marketplace that not only offers gear, but also materials for crafting, enchants and patterns.

To make sure the player finds the need to harvest materials/resources on a scavenger run in Tyrrha there needs to be a purpose for all of them. This is where the crafting of the Craftsmen come in. Being able to craft any kind of item in the game, using materials found in Tyrrha, makes the Craftsmen a valuable asset.

The Harvester is also a key class in the in-game ecosystem of Tyrrha. With its capability to mine for the mineral M-S3, the Harvester enables and provides materials for other characters' professions. For instance the Craftsmen need M-S3 in their crafting material to be able to make certain patterns. And the Cleric can only brew potions if the high oxygen M-S3 is added in the recipe. Some classes are able to harvest wood, stone and ore also contributing to the in-game ecosystem.

“Being able to craft any kind of item in the game”

Chains of War™

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