



Project: War of Continents.

Game design. Concept.

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The Continent of Alef: A Land of Many Faces

The continent of Alef is a diverse land, boasting fertile valleys, soaring mountains, and even the harsh beauty of the arctic region. This variety fosters a multitude of cultures and creates a sense of wonder for explorers and adventurers.

History and Conflicts:

- **The Great Sundering:** Many years ago, a cataclysmic event, known as "The Great Sundering," tore the world apart, separating Alef from another continent, Beth. The reasons for this event remain shrouded in mystery, with only fragments of knowledge preserved in ancient texts and forgotten ruins.
- **Echoes of War:** While Alef enjoys relative peace now, whispers of the "Great War" still echo in the minds of its inhabitants. Legends speak of a conflict of unimaginable scale, leaving scars on the land and hearts of people. The true cause and outcome of the war remain lost to time.

Factions and Cultures:

- **Diverse Inhabitants:** Alef is home to a variety of people, each with their unique customs and traditions. From the hardy mountain folk who brave the harsh elements to the peaceful farmers tending their fertile lands, each group contributes to the rich tapestry of Alef's society.
- **Friendly Rivalry:** While generally kind-hearted, the different factions of Alef are not without their occasional disputes. These may be territorial disagreements, resource conflicts, or simply cultural clashes. However, these conflicts rarely escalate into full-blown war, as the memory of the Great War serves as a stark reminder of the consequences of unchecked aggression.

The Power of Elements:

The four elements – air, fire, earth, and water – are deeply woven into the fabric of Alef's history and culture. Different regions have a stronger affinity for specific elements, shaping their architecture, customs, and even their fighting styles. This affinity manifests in various ways, from the windswept plains favoured by air-attuned nomads to the volcanic peaks revered by fire-wielding clans.

Unveiling the Mysteries:

- **Hidden Clues:** Scattered throughout Alef are remnants of the past - ancient ruins, cryptic inscriptions, and forgotten artefacts. These hold the key to unlocking the mysteries of the Great Sundering, the Great War, and the true nature of the elements.
- **Player Impact:** The player's actions can have a ripple effect on the world. By uncovering the secrets of the past and mediating conflicts between factions, they may help shape the future of Alef and potentially even pave the way for the rediscovery of the lost continent of Beth.

War of Continents: Where Strategy Meets Earning

Unleash your inner conqueror in War of Continents, a captivating play-to-earn strategy game set in a richly imagined fantasy world.

- **Immerse yourself in a world of wonder:** Explore the diverse landscapes of Alef, a continent brimming with fertile valleys, soaring mountains, and even the harsh beauty of the arctic region. Each area holds unique challenges and opportunities waiting to be discovered.
- **Forge your empire, one strategic move at a time:** Command powerful heroes, each with distinct elemental abilities, to conquer challenging missions and build your own thriving empire. Engage in thrilling real-time battles, outsmarting your opponents through tactical thinking and skilful hero utilisation.
- **Earn while you play:** the play-to-earn model by completing missions, owning land within the game, and trading valuable in-game assets. Your dedication and strategic prowess can translate into real-world rewards.
- **Join a vibrant community:** Interact with other players, form alliances, and collaborate on epic quests. Together, build a name for yourselves in the ever-evolving world of War of Continents.

Ready to embark on your adventure?

Join the Discord server and Telegram group to connect with fellow players and discuss strategies.

Tokenomics

To create a diverse gaming experience in the world of War of Continents, many scenarios for using tokens that exist in this project are offered.

- Players can own and use NFTs that will represent the Lands and Heroes. Since this is an NFT, players will be able to mint, buy, own, upgrade, use and sell these objects on the secondary market. Lands and Heroes tokens will have a wide range of attributes, some of the attributes can be changed by making various improvements for your Lands and Heroes.
- Platinum coins has been created to manage the game. This is a governance token, which is issued in a fixed amount and used to raise funds for the project. Partially, the token will be used to stimulate staking and keeping liquidity in liquidity pools. And, used (burned) to perform some updates in the game. The main purpose of the token is to provide voting rights for token holders in determining key changes to the game. And to cover the need to burn tokens to mint new NFTs will help maintain the value of the token on the market.
- The main payment coin is Gold. It is with this coin that all pairs in the DEX will be built. The coin is minted by players who own Lands. Diverse levels of the Land development provide a different amount of gold coins per day. In addition, Gold Coins can be obtained as a reward for completing missions with the help of your Heroes. Gold coins are burned to achieve various goals, in all sorts of improvements to your Lands and Heroes.
- Voting. The War of Continents project has a high-level plan, however, medium-term prospects, and, moreover, implementation details, may change and be refined in the course of work on the project. In situations where the discussion of viable options for the development of functions by the community in discord will involve alternative options, the issue will be put to a vote. Owners of Platinum Coins will be able to take part in these voting.
- Mint of Lands is possible only for Platinum coins. The mint cost of the Land sale will be 100 PTC for one plot. It is important to mention that Platinum Coins will be burned when minting Lands. Which will positively affect their value.
- Mint Generation Zero Heroes (same as with Earths) will only be available for Platinum Coins. The cost will be set by the administration before the start of the sale. Same as with Lands, all PTC spent on Mint Generation Zero Heroes will be burned.
- the Epoch of Heroes will come after the Zero-gen Heroes sale. New Heroes will be able to come to the world of War of Continents, due to the Heroes

reproduction. To get new Heroes, you will need, among other things, to burn a small amount of Platinum Coins.

- You will be able to buy Lands and Heroes on the secondary market, and on the market, you will be able to pay for the purchase with other cryptocurrencies.

Where can I get Platinum Coin?

The only currently available way to deposit funds into the War of Continents metaverse is through the purchase of Platinum Coins. In the first stages, it will be a launchpad. Later, there will be liquidity pools on decentralised exchanges, where it will be possible to exchange familiar cryptocurrencies for Platinum coins, which are so necessary in the project.

- The launchpad is designed to sell Platinum coins to anyone. The launchpad does not imply the reverse purchase of coins. Launchpad is organised in such a way that the price of Platinum coins will increase with each coin purchased, in other words, the earlier you buy your coins on Launchpad, the lower the average cost will be, so we recommend you hurry up.

- The funds raised on the Launchpad will go to finance the development of War of Continents: paying for the work of developers and designers, contractors, renting servers and purchasing the necessary software and services.

- In addition to the Launchpad, for those wishing to purchase a large amount of Platinum Coins, there is an opportunity to discuss the personal terms of such a purchase (DM admins on discord).

- DEX/CEX: Of course, the Platinum Coin can be freely bought and sold on exchanges. The administration is currently considering sufficient funds to create a liquidity pool. However, we are not in a hurry to make a pool, we consider our priority to be the development of the project's functionality.

- Yield farming: For the operation of the project, it is planned to create several liquidity pools to ensure exchanges on decentralised exchanges. For example, a pair of Platinum coin to stablecoin, Platinum coin to gold coin and so on. Participation in the various liquidity pools of the War of Continents project will be rewarded and in addition to the normal exchange percentage, liquidity providers will receive an incentive reward in PTC.

What is Platinum Coin and Gold coin in terms of blockchain?

- The Platinum Coin contract was developed in accordance with the ERC20 standard and extended with some features.
- Gold coins have no issues limit, are generated and burned in the gameplay. Gold coins are the main payment instrument in the game, all exchange pairs in the DEX are built with them.

New coins will be earned by:

- Landowners, as a passive income, and its value will depend on the level of development of the Land
- Some gifts from the team as a reward for event participation

Gold coins will be the main payment instrument in the game, by burning coins you can:

- Perform various upgrades for Lands, Heroes, Buildings
- Buy resources and items from the NPC merchant

Lands and Heroes are most important assets in the game.

The game world consists of two similarly sized continents separated by an ocean. The territory of the continents is divided into equal square areas – plots. Part of the plot may belong to the players, and then they are Lands. Lands are NFTs. Each player can own any number of Lands. Owners can freely sell or transfer their Lands to other players.

- On each of the two continents there will be only 10K (20K in total). The approximate density of the Lands will be around 4%
- Ownership of the Land gives passive income, the newly minted Land, without updates, will bring one Gold Coin per day.
- Each Land has the terrain type: Valley, Forest, Mountains, River, Arctic. The terrain type, of course, determines the appearance of the surroundings on your Land. And yes, terrain type has different rarity levels and affects everything in your land.

- Four Elements are associated with each Land: Fire, Air, Earth, and Water. On the new Land, these Elements have level 0, but each Element can be upgraded up to level 30. You need to increase the level of the Elements, as this allows us to upgrade the Palace and other buildings.
- Elevated levels of Elements increase income from your Earth. Income grows after each fifth improvement, at levels 5, 10 and so on:
- Elementals, along with Gold and Platinum coins, are needed to improve the Elements on Land. Elementals are: Spark of Fire, Water Drop, Grain of Earth, Breath of Air
- To improve the Elements, you need to have the required number of Elementals. You can get Elementals free – just send your hero for a specific mission. But you have to remember, elementals are very liquid and versatile, they are leaking from your vault with time. So, hurry up and upgrade your Land.

Heroes are game characters

Heroes perform actions in the game on behalf of the player. Heroes are NFTs with all the properties that come with it, they can be obtained, bought and sold, owned and used in the game.

- Heroes are one of the most essential elements in the game, they are even more important than Lands, because Heroes are needed for all actions in the game except for passive income on Lands and the use of DEX.
- Each Hero is unique, each has different attributes. Some attributes remain unchanged from the moment the Hero appears in the game, other attributes have some basic values, but can be improved by the player to achieve better abilities.
- Rarity: there are Common, Rare, Epic and Legendary Heroes. The Hero's rarity affects most of the Hero's attributes and combat characteristics.
- Each Hero will be closely connected to one of the elements. This element will rule what missions can you hero be assigned to. Is he a warrior? Researcher? Or may be Builder? You must find out!
- The Mint of Generation Zero Heroes will take place for some time. The total number of ZG Heroes would be not greater than 10,000.
- After ZG stage will be completed, you can rise new heroes. Well, you all know when a guy meets a girl....

Missions: The Heart of War of Continents

- Missions as the Backbone: Missions are the primary driver of gameplay within War of Continents. They provide the means for players to explore, build, battle, and earn rewards within the game world.
- Element-aligned Missions: Four distinct mission categories, each aligned with a specific element (air, fire, earth, water).
- Hero Specialisation: heroes are dedicated to specific elements, to be assigned for mission hero have to have the same element

Mission Mechanics

- Exclusivity: Hero can only be assigned to a single mission at a time. Missions have varying durations and can only be reassigned after a hero returns from their current mission.
- Resources and Prerequisites: Certain missions might require specific ingredients, resources, or even hero types and levels to be initiated.
- Rewards: Accomplished missions bring nice and useful rewards

Mission Categories

Each of the four element-aligned mission categories are connected with a specific tasks, for example:

- Air Missions:
 - Exploration and Surveillance
 - Transportation and Smuggling
- Fire Missions:
 - Combat and Raiding
 - Sabotage and Destruction
- Earth Missions:
 - Building and Construction
 - Resource Gathering

- Water Missions:
 - Naval Exploration and Trade
 - Train you military units

Remember

- Mission Difficulty: Mission difficulty will scale based on a player's progress and hero levels, addition even more challenge and engagement in the long term.
- Unique Events & Limited-Time Missions: Of course we will provide special time-limited missions to provide unique rewards and break the routine.

Future plans

The development plans of the project do not end with the mentioned above. There are still a lot of improvements and gameplay developments ahead.

Lands and Heroes

- Implementation of the Lands and Heroes mining mechanic.
- Creation of a basic set of missions, including elemental search and land improvement.
- Implementation of reward systems, including gold acquisition.

Buildings and Resources

- Addition of missions for gathering basic resources.
- Implementation of the mechanic for constructing resource and functional building.

Troops and Local Wars

- Implementation of the mechanic for training and accumulating troops.

- Creation of missions requiring a large number of troops.
- Development of a system for upgrading heroes' combat skills.
- New mechanic for creating alliances and attacking cities.

Armour and Upgrades

- Addition of forge and academy buildings.
- Creation of missions for collecting ingredients and crafting armour.
- Increase in the potential of squads and mission complexity.

Battle for the Citadel

- Creation of the weekly event "Battle for the Citadel."
- Development of mechanics for earning bonuses from Citadel control.

Opening of the Second Continent

- Exploring new territories and new features

The War of The Continents

- Creation of a special monthly event "Continent Wars."