# Awesome Wars - Litepaper

#### A True NFT Game on BSC

Created on 20th of April, 2021





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## Introduction

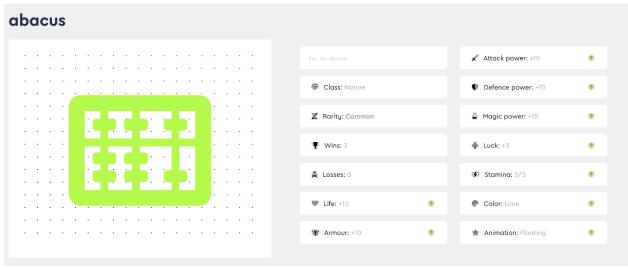
Awesome Wars (https://awesomewars.com/) is an on-chain crypto game. It is a collection of 11,925 unique digital icons spread across five styles. By owning an Awesome NFT and by joining fights, you can accumulate AW tokens which can be used to upgrade the stats of the NFT, buy standard addons, increase standard addons level, and swap/offer liquidity on the AW/BNB pool from PancakeSwap.

Awesome Wars is thought as a digital experiment. You are not simply buying a digital good. You are part of a digital movement. Our smart contracts allow you to cater to your NFT, giving you the ability to improve stats and enhance them with addons. Thus, you become one of the creators that shape your property into a timeless work of art, fully integrated into the new digital economy.

## **Attributes and Classes**

Each Awesome NFT comes with several attributes: Life, Armor, Attack, Defense, Magic, Luck, Stamina, Color, and Animation. These attributes are stored on-chain. Thus nobody can delete or edit these, except their rightful owner. Players can upgrade each attribute of their NFTs for a flat price of 10 AW Tokens. AW is a BEP-20 token on which we based the economy of the game. Stamina and color/animation changes cost 100 AW Tokens. We have chosen these values empirically, after making more than 100 in-house tests. These fees can be modified at the request of our community (e.g., they can be increased in later stages of the game).

You can find the details of your NFT directly on its page.



NFT details page

Awesome Wars NFTs have 5 Classes: Nature, Frost, Shadow, Fire, and Arcane. Each class has a base attribute, as follows:



Classes and main attributes

As you see, classes are symmetric – there is not "best class", or "worst class". Base attributes increase the battle points with 10% more than regular ones. That means that if you own e.g., a Fire NFT, it may be worth upgrading its Attack, at least in the beginning, as Attack is the base attribute of Fire.

## Rarity

Awesome Wars NFTs have four rarity levels with the following distribution percent:



Four rarity types generated randomly during minting

Each NFT attribute is capped, depending on the rarity of the NFT. Common NFTs have each of their stats limited to level 40. Rare assets are limited to level 50, epics are restricted to level 60, while legendary NFTs can reach level 70. That means that, if you own a Common NFT, you won't be able to upgrade it past level 40, on any of its attributes.

## The battle system

Each Awesome NFT can join daily battles within the limit of its Stamina attribute. An NFT with Stamina 5 can fight five times per day. We've chosen this value after running multiple simulations of the game's mechanics. More initial stamina would have produced a quicker game development. Lower initial stamina, by contrast, would make the initial stage of the game harder.

Stamina can be increased just like any other attribute using the proprietary AW token (but it's capped at level 10, and each increase costs 100AW). Battles are won if an NFT's battle points are higher than his opponent's. As presented previously, base attributes provide a bonus when computing battle points. Here's the formula for computing these:

Battle points = Life\*10 (or \*11 if Class Nature) + Armour\*10 (or \*11 if Class Frost) +
Attack power\*10 (or \*11 if Class Fire) + Defence power\*10 (or \*11 if Class Shadow) +
Magic Power\*10 (or \*11 if Class Arcane) + random (1, Luck Power)\*10 + Min (LP
tokens, 50)

Notice that LP tokens offer a battle bonus capped at 50. That means that if you have in your wallet 50 LPs, you will get the maximum out of this bonus. This is important, because it's an easy grab advantage which can be obtained since the beginning of the game. The cap limit is variable – we may change it in later stages of the game. It is also important to hold LP in your wallet, as this helps with passive battles too.

Addons also influence battle points. An Awesome NFT can host only one Standard and only one Premium addon. Addons are NFTs themselves — they can be traded/safeSent just like any other NFT. There are 6 Standard addons and 6 Premium addons that you can use:



Standard and Premium addons

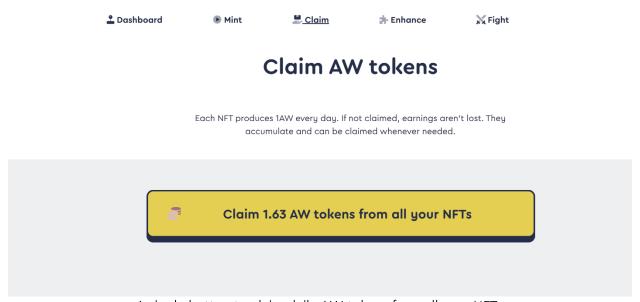
**Standard addons** can be minted for 20 AW tokens and are upgradable up to level 40 (each level upgrade costs 10 AW tokens). Each standard addon increases only one

attribute of an NFT. For example, if you get an <u>Increase Luck</u> addon and assign it to one of your NFTs, that NFT will have the Luck attribute increased with a value equal to the level of your standard addon. Standard addons are scarce: there will only be **6000 Standard Addons** in the game.

**Premium addons** cost 0.5 BNB to mint and provide an additional layer of game complexity. A premium addon applies to both NFTs in a battle, with the following priority order: Only Luck Attributes, Only Primary Attributes, Deny Luck Attributes, Deny Primary Bonuses, Switch Luck Attributes, Switch Primary Attributes. So for example, if your NFT has an Only Luck premium addon, and the opponents' NFT has a Deny Luck premium addon, the Only Luck addon would apply in the battle, as it has a higher priority. Only **1000 Premium Addons** will be minted in the game.

## AW Token and gas costs

All Awesome Wars NFTs produce 1 AW per day. If not claimed, earnings aren't lost. They accumulate and can be claimed whenever needed, thus saving gas costs.



A single button to claim daily AW tokens from all your NFTs

Speaking of minimizing gas costs, in the fight section, we've also implemented a single button that allows you to consume all the daily fights from all your NFTs (but you can also fight with each individual NFT) — the Full Battle mode. Full battle is worth to be used if you want to fight with all your NFTs, because it minimizes the costs of each individual fight, by minting a single time the quantity won by the initiator, at the end of all battles. If you have multiple NFTs and you want to use this

functionality only on selected ones, the best thing to do is to transfer those special NFTs into a new wallet address, and use that on our site.

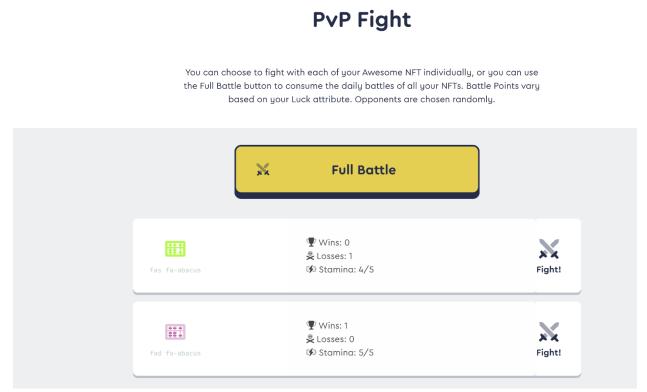
🚨 Claim

nhance

X Fight

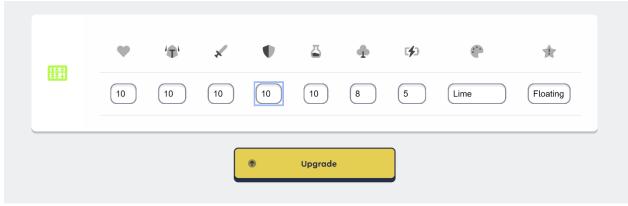
Dashboard

Mint



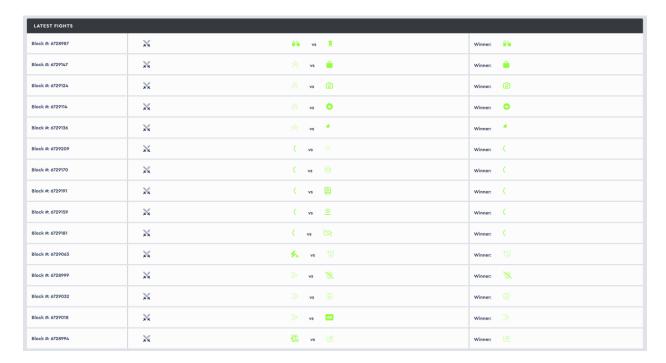
PvP Fight section

Last but not least, minimizing gas was also taken into account when we built our upgrade functionality. You can upgrade all the stats of an NFT simultaneously (just make sure you have enough AW tokens, or the transaction will estimate a high gas value and fail):



Upgrading multiple attributes at a time

AW tokens are also produced in battles. When you start a battle, you will be randomly matched with an opponent. Whoever has a higher battle points value wins. If your asset wins, your wallet will automatically receive 1 AW. If you lose or the battle results in a draw, you will still be assigned 0.1 AW. Passive fights are those fights where your NFTs are randomly picked to fight with the ones initiating the battles, and they do take into account all bonuses (stats, LP, and addons). That means that your NFTs can get randomly chosen to fight and automatically produce AW. You can check out the latest fights using the Recent fights button located on the main page:



Recent fights within the last 4h

Recent fights within an interval of 4h are also displayed on each NFT's detail page.

## **Project Roadmap**

In the following weeks, we aim at developing the game in multiple ways.

1. Oul improvements - We will try to make the game usable on mobiles. Several players suggested changes such as: bookmarking your favorite NFTs, re-arranging information, changing layouts and artwork, upgrading graphics, implementing "Selected battle" where a checkbox can help you select only the NFTs that you want to use instead of all.

- 2. Proprietary marketplace The best place to trade your NFTs will be on our own portal. The system we have in mind is based on offers. This allows you to still use your NFT until you find an acceptable offer. We will also allow players to set an asking price.
- 3. Tournaments and occasional campaigns/missions Players will be able to participate with their best NFTs in a variety of events:
  - <u>Tournaments</u>. Each wallet will be able to select its champion. Based on the result computed in a separate smart contract, using the external battlePoints function, we will be able to calculate the battle points of all NFTs that joined the tournament, and to produce a top. Best NFTs will receive AW prizes, and mentions on our social media channels.
  - <u>Boss fights.</u> Multiple NFTs will be able rally and fight powerful bosses. They could be owned by the same wallet, or we could allow multiple wallets.
  - <u>Missions.</u> Could be anything from counting most fights in 24h, to most wins or even most loses.



Project roadmap for 2021

