Age of Cryptology

Play & Earn NFT Game

WHITE PAPER

www.ageofcryptology.com

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1. Introduction

Age Of Cryptology (AOC) is a Play to Earn ecosystem deployed on the Binance Smart Chain which combines thrilling and entertaining lore with the possibilities that blockchain technology offers. In AOC every asset is an NFT (Non-fungible token) which allows you to be the sole owner of that asset and to have full control over it. The in-game economy also includes a utility token called "Aureo" (A former roman currency) that will work as the main game currency. Aureo has a real-world value as it can be exchanged for other cryptocurrencies or even for real money (fiat currency like USD or EUR). This is the awesome new concept of Play & Earn games!

Our vision is to develop this concept of Play & Earn into a more mature one in which strategy and skill are also important. We don't want to be a "sit and click here" game. In the pursuit of this new concept of "Master & Earn" we want to be completely transparent with our in-game algorithms and probabilities for you to be able to analyze it and create your custom strategy.

Theme & Lore

AOC brings a powerful story in which mankind's mythologies are combined to archive a world full of possibilities and dangers. At the beginning of our universe, 6 civilizations coexisted in harmony. Although each one had different beliefs and cultures, they remained in peace. However, in an attempt to prove whose gods were the ones that existed, the 6 mythologies entered into an endless battle that lasted for centuries. Each mythology has 6 gods and one king of gods and they were all real. They existed and they were disappointed with how mankind was behaving. Realizing that war would never end, every mythology´s King of gods gathered and decided to intervene. Eventually and once and for all the war ended.

Since that day, all civilizations have lived in peace. To avoid a future wars, gods prohibited any type of interaction between civilizations. As time passed, hatred and resentment started rising and bloodlines inside each civilization got purer and purer. In the end and due to a fear of a new war, each civilization started training special warriors that will lead their civilization to victory in the future war. They are called "Heroes". Till that day comes in which war returns heroes will have to endure themselves and prepare as they are the main weapon of each civilization. The war is near!

2. Game Overview

The main in-game assets are "Heroes". Each hero can belong to one and only one out of 6 different mythological civilizations. Depending on the mythology they belong to they will get different base stats. These are the 6 mythologies:

Greek   Roman   Norse   Egyptian   Japanese   Celtic
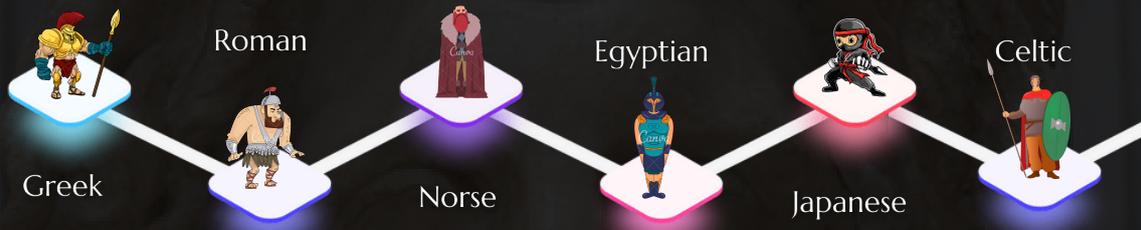
Heroes have different base stats which will determine their ability on the battlefield:

Level: Level increases base stats. You can level up by getting EXP.

Vitality: Health is the amount of damage a hero can resist before dying and thus losing the fight.

Strength: Strength determines damage per hit.

Speed: Speed determines the probability of dodging the attack of your opponent.

Accuracy: Accuracy determines the probability of actually hitting your opponent.

Intelligence Intelligence determines the probability of hitting twice.

Luck: Luck determines the probability of miraculously not being hit once it was unavoidable.

Blessings

Each mythology has 7 gods (6 gods and 1 king of gods like Jupiter in Roman or Zeus in Greek). Gods also play an important role as they sometimes intervene and bless some heroes. As a result of this blessing, the hero gets a bonification in one of his base stats depending on which god had blessed him. Each God is linked with a base stat except the King of gods of each mythology, who can affect all base stats. Gods can only bless the ones that worship them. This game concept is similar to "rarity" or "class" in other games. The more blessings a hero has the better the hero is.

Items

In order to increase their stats, heroes will be able to have equipment. A Hero can equip himself with: helmet, chest plate, shield, boots and a weapon. Each of these can increase or decrease stats.

Praying-Staking

It will be possible to bless Heroes and items by staking Aureo. By doing so, gods will listen to your praying and bless your hero/item.

Matter-Filia Program

An in-game scholarship mechanism will be implemented to allow users to lend their heroes to other users in exchange for a percentage of their earnings.

MarketPlace

Heroes and items are NFT so they will be able to be obtained and sold in the marketplace. There will be a fee of 6 %.

Magic Chest

Acquire random heroes and random items. This is an easy way to start in the game. May the gods be with you!

3. GAMEMODES

Adventure mode

In adventure mode, heroes will be able to fight beasts, human enemies, mythological creatures, titans, etc. When going on an expedition in adventure mode heroes will spend 1 energy and if the hero defeats the enemy, he will obtain token rewards, items, EXP and more.

PVP or Arena

Heroes will fight with other heroes (real users). A division system will be implemented (MMR in Axie infinity or Tiers in League of Legends) and with each win, heroes will earn rewards. These rewards (mostly tokens) will depend on the division the gladiator is. Arena fights will not consume energy.

Guild Wars

Build a guild with 50 teams of warriors from all kingdons to fight against powerful guilds from the world of Gaia.

Guilds will have buildings and each building will have a level and a special bonification to heroes.

- Senatus. Its level will indicate the number of members a guild can have.
- Praying temple (reduce time to being blessed)
- Summa Belli (Start wars more frequently)
- Guild Medicus (obtains more daily energy or reduces time to obtain energy)
- Dominus (Dungeon Boss)
- Tutum (A Bank where donations are stored. As the level increase, upgrading buildings become cheaper and losing less when being defeated in wars).

4. Game Economy

Age of cryptology has its own utility token called Aureo (Aur). This token will be used throughout the whole ecosystem of AOC.

- **In-game use cases**: Adventure, PVP and Dungeon modes rewards, marketplace transactions and much more.

Token Innitial Supply: 100.000.000 (100M)

- Pre-Sale (5M)

- Public Sale (15M)

- Product development (3M)

- Marketing (5M)

- Airdrop & Bounties (2M)

- Core Team (10M)

- Advisors (5M)

- 40M will be use as a reward pool for sustaining play & earn model.

- 15 M will be use as a reward pool for sustaining staking pools

Development 3%

Advisors 5%

Airdrop & Bounties 2%

Marketing 5%

Pre-Sale 5%

Core Team 10%

Public Sale 15%

Play2Earn rewards pool 40%

Stacking rewards pool 15%

Age of Cryptology
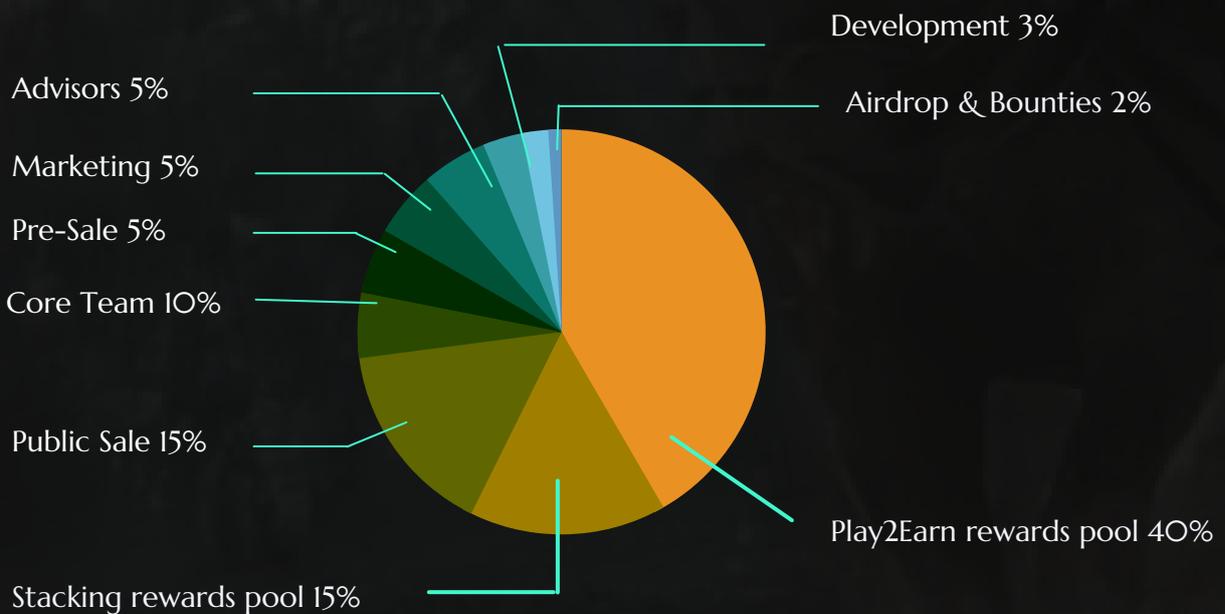
HOLDING ADDRESSES

NAME	BSC ADDRESS	SUPPLY
Marketing	Oxccldd12886cdb4f9e6ff56 92ac2cOba1f79336d4	5.000.000
Development	Ox4694f7071c1bcdedOc30 1094e4bb30c99c67815b	3.000.000
Airdrop & Bounties	Ox2efd56019f13022be75e8 a943cfa8ea5bea9839e	2.000.000
Core Team and Advisors	OxOc89c0407775dd89b12 918b9cOaa42bf96518820	15.000.000
Play2Earn Rewards Pool	Ox69b86920f807e6c415b9 37461544f289ee2dfaf5	40.000.000
Staking Reward Pool	Oxa65f8d843cb49e645a76 347dff314037O378aO95	15.000.000
Pre-Sale + Public Sale	Oxa2b41bfO251ce84e5bab d8OOf3298e76733dO461	20.000.000
		100.000.000

- Core Team and Advisors Locked: Unlockling after Q1 2022

- For security reasons, the majority of the tokens from Play2Earn Rewards Pool Wallet and Staking Reward Pool Wallet will be in the Initial Wallet. The amount in each of these wallets are 10% of total expected

- Here is our Initial Wallet: Ox69f39O1bOe41bOcff3f56579O28397a82deee733 which will be used to provide liquidity to our Play2Earn Rewards Pool wallet and Staking Reward Pool wallet

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5. Roadmap

Q1 2021 ✅
- Market research and private funding ✅
- Team Building ✅

Q2 2021 ✅
- Lore and design ✅
- Beginning of game development ✅
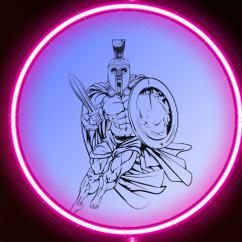
Q3 2021 ✅
- Launch WEB & Marketing ✅
- Announcement wallet whitelist winners ✅
- AUR Pre-sale on DxSale ✅
- Alchemist ✅
- Farming heroes ✅
- Magic chests ✅

Q4 2021
- Staking ✅
- Oracle ✅
- Bridge ✅
- Adventure mode ✅
- PVP: Arena
- Gods
- Praying-staking
- Marketplace

Q1 2022
- Matter-Filia Program
- Heroines
- Breeding
- Guilds

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6. Core Team

The AOC team is awesome. We have covered every important area with really talented, motivated, and experienced people. We present our team members:

Mauricio Muñoz (CEO)

Telecomunications engineer with a degree in Bussiness Administration. Passionate about Blockchain technology with a unique mixture of project management experience and technical skills.

Roberto Mazo (CTO)

Physicist and Master in Big Data and Business Analytics. Full Stack developer with really versatile skills. Experienced in Machine learning and bussiness intelligence.

Javier Hernán (CMO)

Degree in Marketing and Master in Strategic Marketing. In charge of the marketing campaign and community wellness. Passionate about making the AOC community the best in the whole cryptoworld.

Jorge Montejo (Blockchain Expert)

Computer Engineer with a Master's Degree in Mobile Computer Science. Specialized in Blockchain, DevOps and Cloud technologies. Ethereum, Hyperledger, Amazon Web Services.

Rodrigo Lopez (CDO)

Currently studying Telecommunications engineering degree. Coordinating the design of characters, items, enemies, map and Gods. Discord Community Manager. Lore, theme and music coordinator.

Median Entertainments

Design, ilustration and animation team. Under the Rodrigo Coordination in charge of AOC art. Used inside and outside the game.

7. Partners

The AOC team takes care of every detail of the game including official collaborators, who are professionals in the field of NFT games and cryptocurrencies. Introducing AOC partners:

El Ciudadano

Communication medium with monthly circulation on paper and every day on the web.

NFUT Cards

Play to earn Football Game powered by NFTs running on Binance Smart Chain BSC

Blockchain GameGang

Biggest Crypto Stream in the world Second Biggest Crypto Guild in the world. In the future, they will have a very important role in game scholarships.

Mined Academy

Education academy in financial markets (binary, forex, stocks, cryptocurrencies, indices, and raw materials), ecommerce (digital commerce, dropshipping, dropservice). They have certified educators.

Traders al Rescate

International educational trading system, in which you will learn training concepts, correct use of technical indicators and recognize advanced marketing figures and patterns, among other things.

8. Ambassadors

AOC Ambassadors are content creators with exceptional communication skills to explain the new features implemented in the game as well as the new AOC battle modes. Introducing AOC Ambassadors:

Crypto Game

YouTube channel specialized in detailed information about NFT games. In charge of uploading game tutorials, as well as its updates.

WithNFT

YouTube channel dedicated to communication about NFT games. It is responsible for uploading the new features of the game in an objective way as well as simple tutorials for new players.

9. Advisors

AOC Advisors are people with a lot of experience on the NFT world, development NFT games and NFT game economy. Introducing AOC Adivsors:

Sherkus

Content creador with a lot of experience on NFT games. Also, he'll manage our Twitch where he talks about AOC news and play the game.