# THE
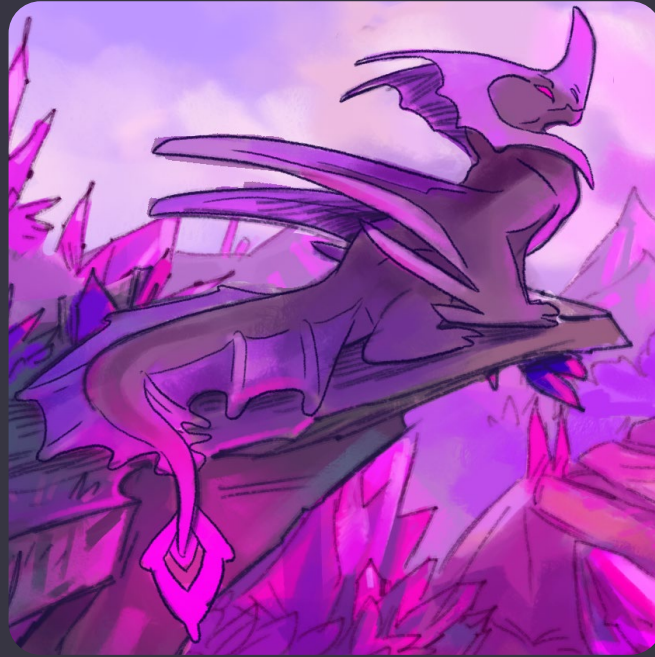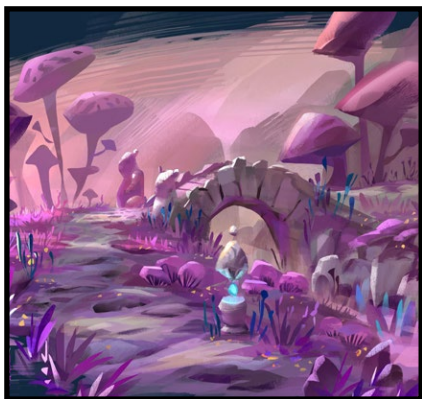
# AURORY

## MANIFESTO

# WELCOME TO AURORY!

**AURORY** is a **Play-and-Earn game** where players are invited to explore a rich and diverse universe. They will travel across the worlds of **Antik** and **Tokané** as they complete quests, discover lost relics, defeat enemies, and compete against other players using creatures called "**Nefties**".

These magical creatures can be hatched, evolved, traded, used to battle, and have been designed as **non-fungible tokens (NFTs)**. They will accompany players as they embark on their adventure through a variety of immersive game modes in this compelling JRPG.
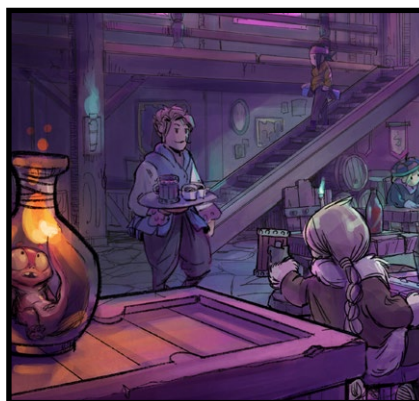
# 01.

## THE LORE OF AURORY

# 02.

## GAME DESIGN & MECHANICS

# 03.

## GAME ASSETS & ITEMS

# 04.
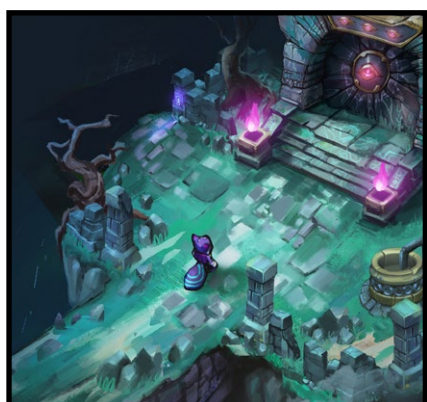
## AURORY'S ECONOMIC MACHINE

AURORY

# THE LORE OF AURORY

**AURORY**

# THE NEW WORLD

**AURORY** is a world split into two parallel planes. On one end, you have **ANTIK**, where wealth and power are concentrated in the hands of a few. The creatures that populate that world toil under their masters' power without relief and have become twisted and violent, desperate for release.

But a **new world** has been created by a **mysterious benefactor**. In this place, beautiful, colorful creatures called **Nefties** flourish, living as nature intended. Wealth here is **distributed**, with no single entity powerful enough to dominate the rest. This new world is called **TOKANÉ**.

The powers of Antik have discovered the existence of Tokané and have created a portal to pass between worlds. Denizens of Antik are filtering into Tokané, fleeing their masters, corrupting the Nefties and greedily staking their claims. And their masters are not far behind...
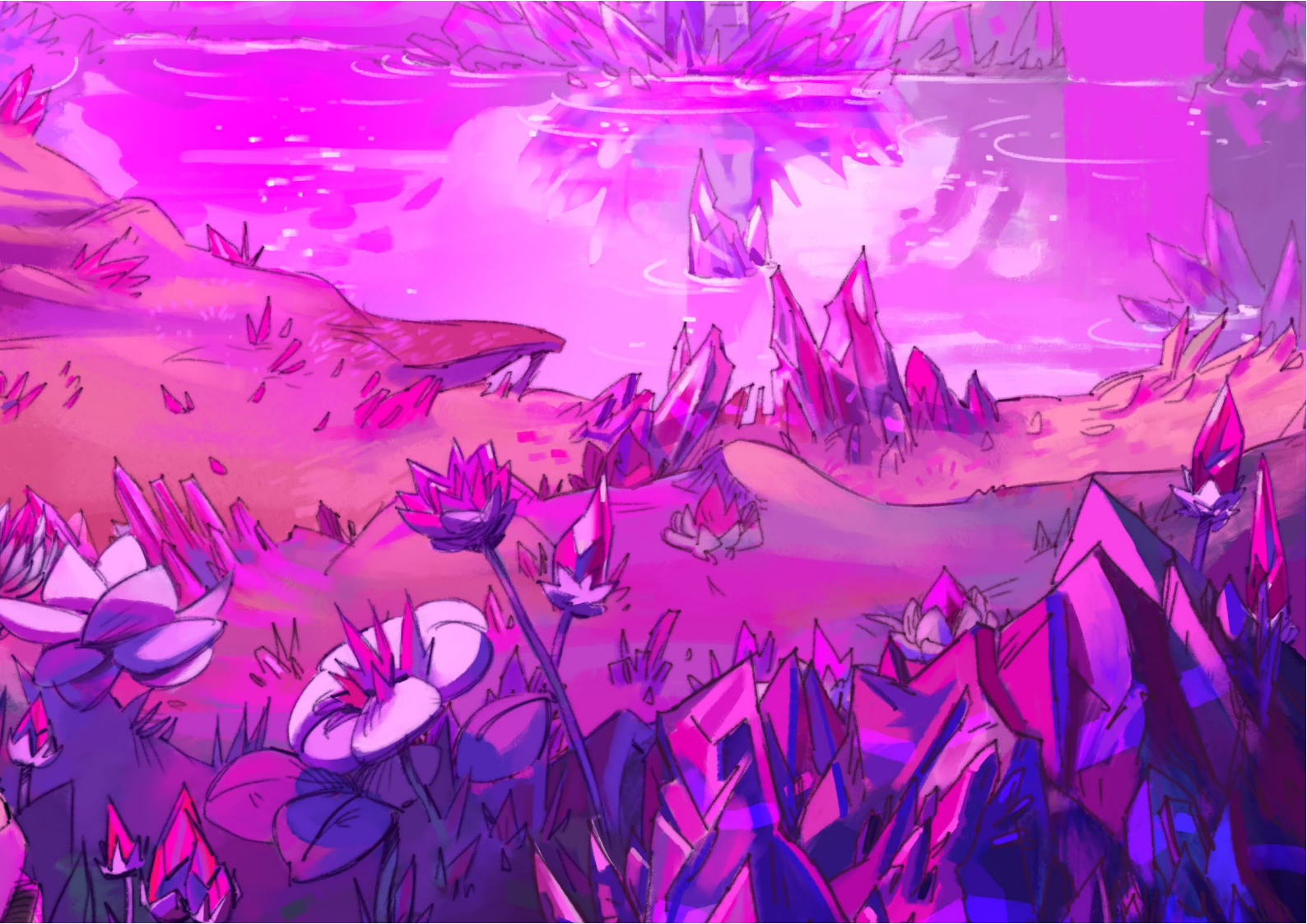
**Antik is in crisis.** The **Barons of Antik**, the wealthiest business leaders in the world, have caused a **financial collapse** by gambling away the funds entrusted to them by the Antik population. To prevent a complete collapse, the governors of Antik pay the debts of the Barons with funds from the citizenry. Thus, the citizens **lose twice**, and the Barons become even wealthier! It is the end of freedom, leaving rich owners with all the power and struggling workers with none.

Eventually, a hero took action. An entity known only as **Satoshi** has created something to fix the issues affecting Antik - a **decentralized financial system** that could not be controlled by a single entity.

This **decentralized financial system** offered freedom for the oppressed citizens who had been victims of Baron currency manipulation. But Satoshi ultimately knew that the static nature of Antik, controlled by the Barons, would never allow a system like this to be implemented because it would destroy their power.

For years, he lamented, searching for solutions ... Until one day, Satoshi discovered a link to a parallel universe and, within it, a magical world called **Tokané** filled with wondrous creatures called **Nefties**. He used a device he called a **Mintorc** to create a **unique Nefty** with the power to form a gateway between their two worlds, allowing him to move freely between them. He called this Nefty ... **Helios**.

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Satoshi used the technology and the power of the Barons against them to **reveal the existence of Tokané to the workers of Antik**. He knew that Tokané was vulnerable to the Barons and their influence, but he hoped that, with a head start, those brave enough to **escape** their toil in Antik could get a new start in Tokané.

But even Satoshi could not see all the outcomes. As he attempted to prevent the Barons from using his portal, they **fought back**. The power of their battle created an instability in the reality matrix, and **Tokané splintered into parallel shards**.

Any time any worker attempted to enter Tokané, they would **create their own shard**. Within each shard, they had a new world to explore, adventures to experience, and Nefties to recruit to their cause. But each shard had tenuous connections where **workers could meet and compete against each other** in tournaments that tested their line-up of Nefties.

However, each shard was also **under attack** by the powers of Antik. The Barons were invading, sending their **minions** into Tokané and **corrupting the Nefties**.

Workers would need their **own squad of Nefties** to fight back against this corruption if they hoped to **survive** and eventually **prosper** in Tokané.

After countless battles with the Barons, Satoshi disappeared - he himself, along with his consciousness, was splintered into fragments, occupying each and every shard. And within each shard, **powerful objects** appeared that could be used to fight the Barons. These were called **"Vestiges of Power"**. If recovered, Vestiges would aid the workers in their struggle against any oligarch who attempted to occupy Tokané. But to find them, they would need help.

**Helios**, the Nefty Satoshi had created, also had knowledge of the Vestiges. He knew that he had to save Tokané from the Antik Barons, but he didn't know who he was - **he lost his memory** when Tokané splintered. But thankfully, one of the portals to Antik put Helios in contact with someone who could help: an Antik worker named **Sam**. Together, they would leave Antik behind and set out on an adventure through the magical world of Tokané, to restore Helios' memory and free the people of Antik..
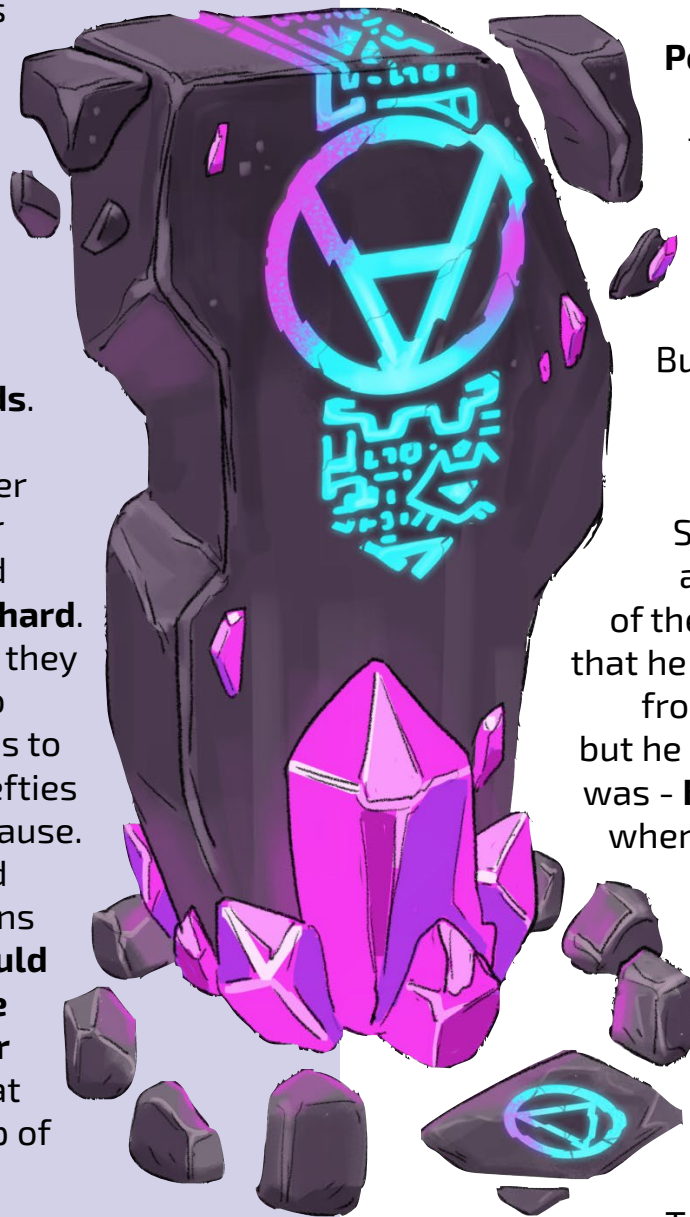
# NEFTIES



Nefties are the natural inhabitants of Tokané, **magical creatures** that roam free in its wilderness. Nefties have **unique abilities** that they use for self-defense but are generally no match for the **Fuds** invading from Antik. Sam and Helios scour Tokané, **seeking and collecting all sorts of Nefties**. Together, they hope to organize the Nefties into a fighting force that can overcome the corrupting power of Fuds and their Baron masters.

# FUDS

**?**

**Fuds** are the **twisted husks of workers** who have succumbed to the power of the Barons. They have **lost their own free will** and are subject to the whims of the Baron who owns them. The Barons use them as their **front line troops** in their invasion of Tokané. A Fud that latches onto a Nefty will **corrupt** the poor creature, making it violent and hostile.

# SAM



**Sam** is one of the countless Antik workers subjected to the oppressive tyranny of the Barons and is now seeking a new beginning in Tokané. He is brought to Tokané by **Helios**, a magical Nefty who acts as his guide and partner. Sam doesn't want to ever return to Antik, but unless he can keep the Barons out of Tokané, he fears they will overrun this world and turn it into another Antik.

# HELIOS



**Satoshi** created **Helios** when he first accessed Tokané and splintered that world into shards. He is an invaluable reservoir of knowledge about Tokané, Nefties, and the Vestiges of Power. Sam and Helios fight back the invading Barons and Fuds, recruit Nefties to their cause, and seek a way to preserve Tokané by recovering the Vestiges.

AURORY

AURORY

# GAME OVERVIEW

The story of Sam and Helios plays out over seasonal releases of content themed around a crisis — usually an invading enemy wreaking havoc on Tokané, but can also be cataclysmic  world events.

At its heart, Aurory is a *tactical turn-based JRPG* featuring:

• an **epic storyline** with parallels to the crypto-universe, told through **aesthetically colorful art** and delivered with **high quality production value**.

• **blockchain-integrated gameplay systems** that are **deep**, **fun and challenging**, but also promote competitive social play.

• **innovative economics,** promoting **both** invested and Free-to-Play players.

The game is split into a **Player-vs-Environment (PvE) single-player mode** and a **Player-vs-Player multiplayer mode**. In PvE, players are taught all about *crypto*, *blockchain*, *NFTs*, and more through an engaging story about the adventures of our heroes, Sam and Helios. In PvP,  you will learn how to best use your assets and rise to the top of the **leaderboard**, competing against other players.

# PVE: THE MAIN STORYLINE

In the **PvE storyline**, players will follow the adventures of both **SAM** and **HELIOS**. The players will control both heroes as they recruit Nefties to their cause and fight against the manipulative and controlling Barons.

These stories are set in the world of **Tokané** and its various biomes. Players will meet many **characters** and discover deep **mysteries** within that world. A large part of the lore will be themed around real-world crypto characters, events, and issues.

**SAM** - Born in Antik and being a human, he is physically **stronger** than Helios. He can **wield larger weapons**, use **various tools**, and basically do all the **heavy lifting**. However, he cannot wield magic like Helios or teleport.

**HELIOS** - Born in Tokané, he shares many of the **magical powers** that other Nefties have. He might not be the strongest, but he is very **clever** and **agile** instead. He can **climb** and use his sharp claws to **cut** trees and other organic structures. Additionally, he can **teleport** back to Sam at any moment, making him a key character in solving some puzzles.

AURORY

**WORLD CHAMPIONSHIP PVP EVENTS AT THE END OF EVERY SEASON**

VIP INVITE ONLY BUILD — SEASON 1 — SEASON 2 — SEASON 3 — SEASON 4 — SEASON 5 — SEASON 6 — SEASON 7

6 MONTHS · 6 MONTHS · 6 MONTHS · 6 MONTHS · 6 MONTHS · 6 MONTHS

LIVE OPS (ADDITIONAL CONTENT)

NEW MAIN & SIDE QUESTS · NEW CHARACTERS (NPCS) · NEW WORLD MAP LOCATIONS · NEW MARKETPLACE ITEMS & CONTENT · ONGOING TOURNAMENTS · NEW COMMUNITY EVENTS

# LIVEOPS (CONTENT UPDATE CYCLES)

One of the most important aspects of success for any Free-to-Play (F2P) game is its **continual content development cycles**. The story of Sam and Helios plays out over **multiple seasonal releases of content,** with each season featuring:

- **New regions** to explore.
- **New and interesting characters** to meet, all with their own **backstories** and **quests** to complete.
- Revelations about the greater **Aurory Universe**.
- New **Nefties** to encounter and collect.
- **New rules** introducing **new game strategies.**

Usually, the beginning of a season features an **antagonist** from Antik wrecking havoc combined with **dangerous world events** that the players will have to contend with. The fight against the corrupt Barons reaches a climax at the end of every season, which then ties into the start of a new chapter.

Every season, players will receive a "**base package**" for free, allowing them to get to know more about the Aurory Universe. This bundle contains (but is not limited to):

- **PvE missions** including additional content - new locations, characters, marketplace items, etc.
- **PvP locations** with "modifier" rulesets and unique rewards.

The end of every season concludes with a **World Championship Event** (**see p. 21: PvP)** where the best players compete against each other for fantastic prizes!

Aurory has a **dedicated Live-Ops team** that will continuously improve the game and **add new content every season**, such as quests, abilities, tools, and weapons. This also includes exciting community challenges where many players will have to work together to complete special events.

AURORY

# THE WORLD MAP

The world map is divided into "**Regions**", which have their own "**Landmarks**".

Some examples of Landmarks:
- **Villages.**
- **Castles (PvP).**
- **Points of interest.**
- **NPCs** - All with unique backstories and quests.

- Additionally, some Nefties can only be found in certain regions (including their **rare mutations**).
- Expect to see deep forests, valleys, mountains, caverns, fire and lava, deserts and snowy locations.
- Each region will also have its own **Guardian**: a massive Nefty protecting the area and the PvP location.

## NAVIGATION

- Landmarks will be displayed on the map with the corresponding place **name** and **icon**.
- A path connecting two landmarks can be used to travel back and forth between them.
- The nature of a path and having the **right equipment** (or not) will determine how much time it takes to travel.
- Invading creatures from Antik can launch attacks which Sam and Helios will have to fight.
- **Special potions** can help you avoid these attacks.
- An **icon** indicates that a quest or objective is present at this landmark; someone might be in need of help!
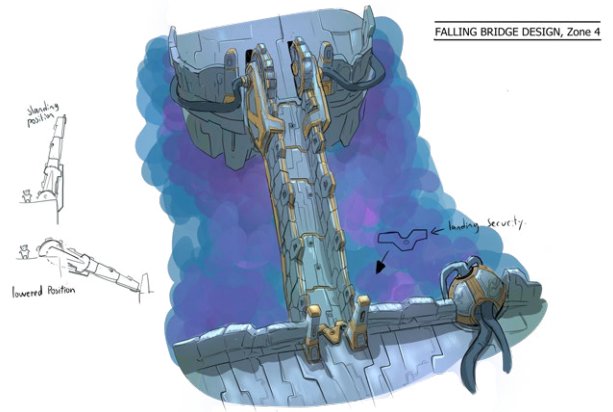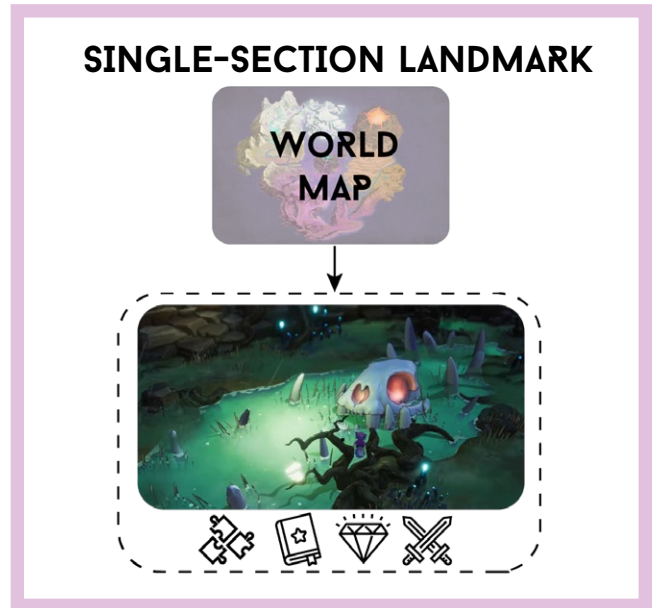
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# LANDMARKS

Players will visit these Landmarks using the **World Map**. When they arrive at their destination, they decide to either enter or continue their journey. These landmarks come in **various types**:

**SINGLE-SECTION LANDMARK**: A Landmark with only one section to visit and walk around. Offering NPCs to interact with, puzzles, objectives, treasures, and combat.

**MULTI-SECTION LANDMARK**: A Landmark with multiple sections connected to one another. It offers players NPCs to interact with puzzles, objectives, treasures, and combat.

FALLING BRIDGE DESIGN, Zone 4

standing position

lowered Position

landing security

## SINGLE-SECTION LANDMARK

WORLD MAP

## MULTI-SECTION LANDMARK

WORLD MAP

**A**

**B**

**A** If a player has **never** visited this location, and it is a multi-section landmark, then they will be spawned in the first section.

**B** If a player has **already** visited this landmark, then they will be spawned in the **Mini-Hub**, which will allow them to select which section they want to visit.

LOCATION A MINIHUB

AURORY
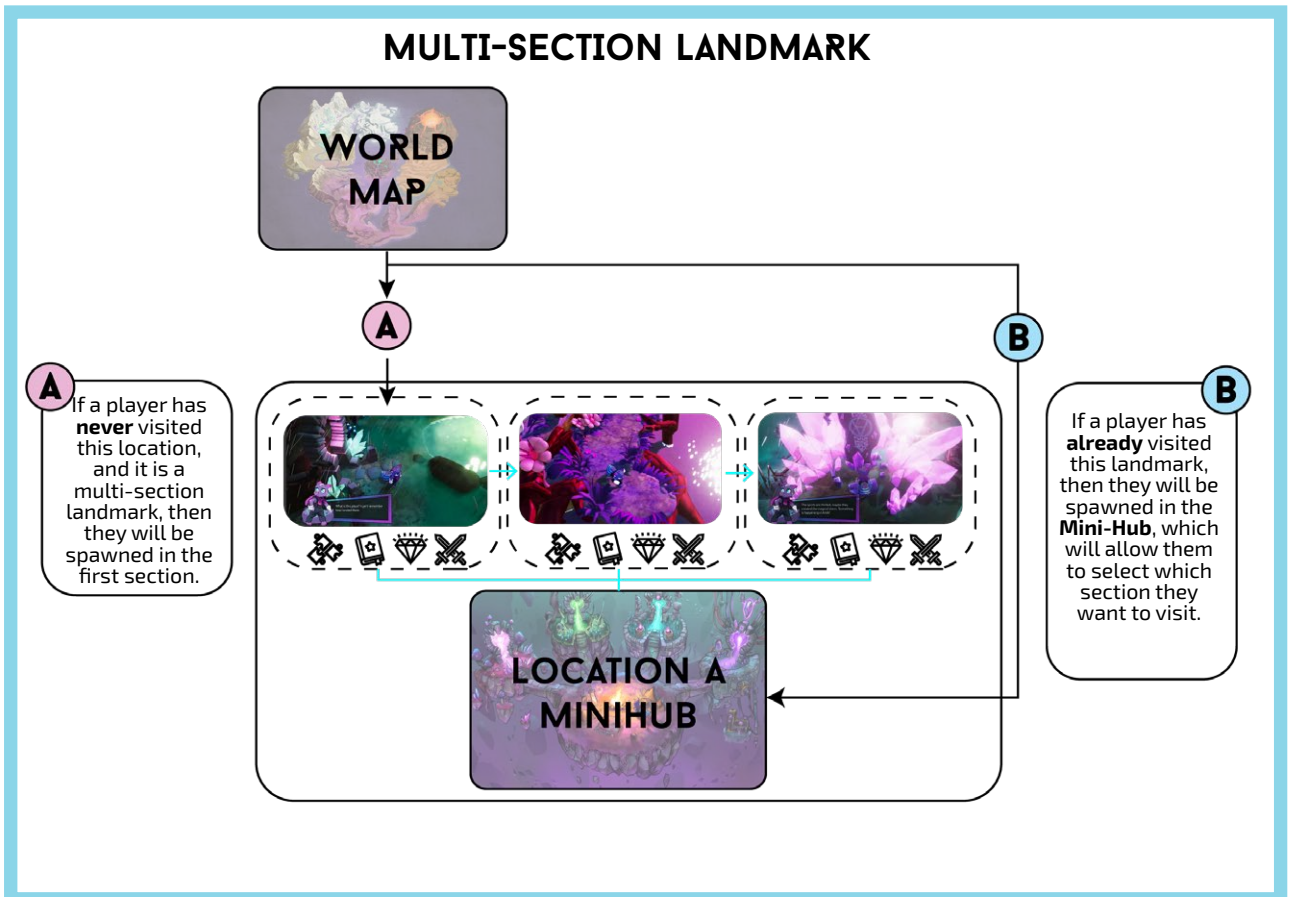
## HUB

An interactive **"menu"** area that allows players to select which section of the landmark they'd like to visit. This allows a player to skip to their current progress without having to replay whole sections. These hubs will have NPCs selling items or asking for help, as well as a handy campfire where you can cook or sleep to recharge your health points!

## POINTS OF INTEREST

These are **locations of interest** without any roaming gameplay or character control. These are usually locations like a tavern, someone's home, a merchant, a shrine, or an ancient Nefty Burning Ground. Depending on the location, the player may be able to pick up **quests** or **modify their Nefties** and **Power Stones**.

>>>>> MAIN QUEST >

DAILY QUEST >

### List Of Quests

INVENTORY 100 100 100

| | | Required Level | Reward |
|---|---|---|---|
| Underground arena *Majdoubi village* | | 74 XP | 3 |
| The hidden treasure of Elghazi *South region lake* | | 29 XP | 1 |
| Prince tavern *North village* | | 65 XP | 2 |
| Spleen and grapefruits *Grand valley of the south* | | 29 XP | 1 |

**QUEST DESCRIPTION** **INFO**

Locate the underground arena and win the tournament:
We've heard that an underground arena was hiding in plain sight in Majdoubi village. Better start at the tavern and ask Kitty the owner. Once you've located the arena, take on the champion, and learn the "Smoke and mirrors" ability!

Majdoubi village

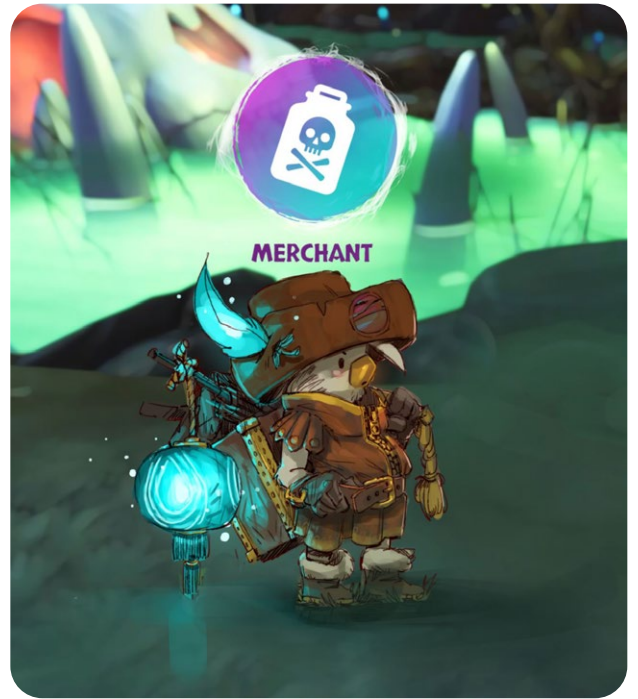**REWARDS** **3**

START

## VILLAGES

These picturesque settlements will only have one large section to explore. They will be hubs connecting one or several points of interest, with no combat or puzzles to solve. But there will be **multiple NPCs offering quests and side-quests**.
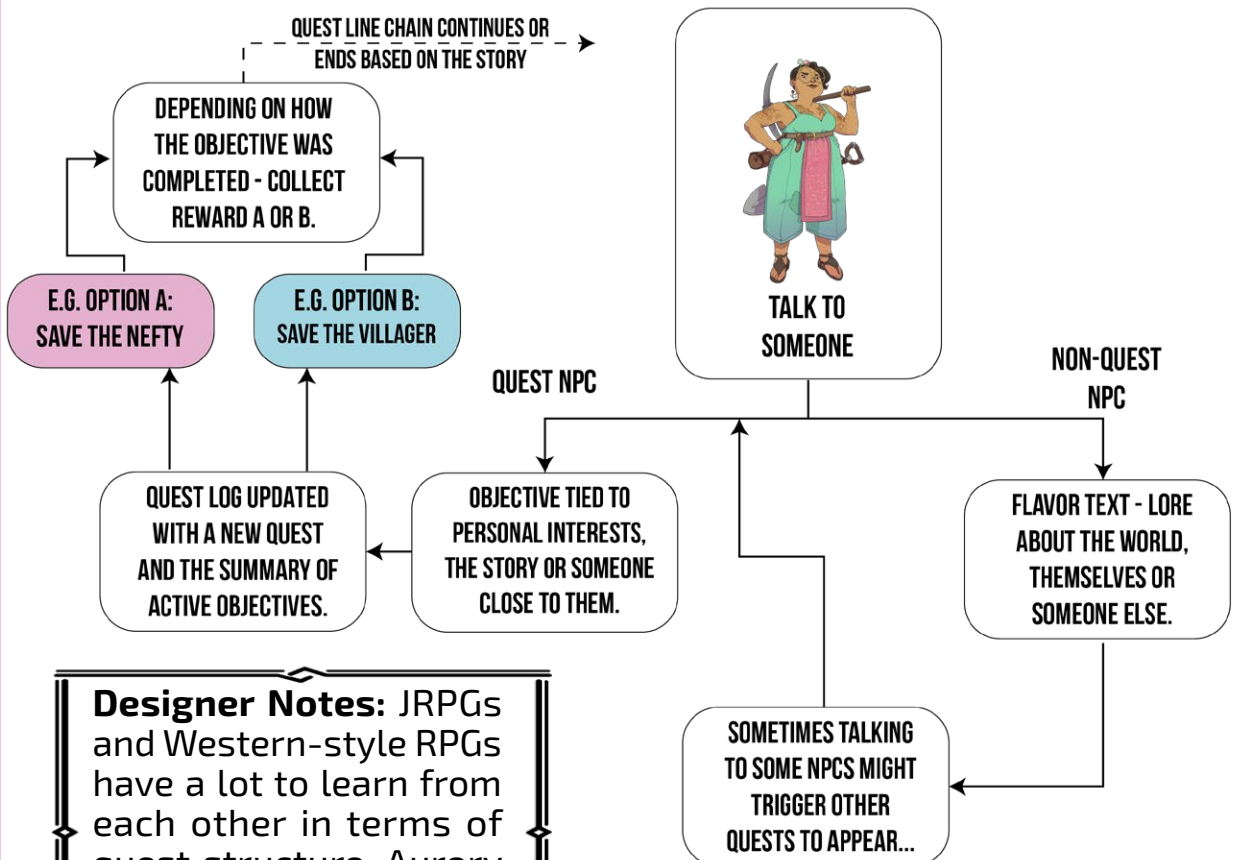
# QUESTS

Just like landmarks, **quest givers** can be identified by specific **icons**.

A quest logbook will track progression and allow players to plan their next moves. It will display:

- Main and side quests including their descriptions and required tasks.
- Completed quests.
- Quest Rewards.
- Clues to hidden treasures.

MERCHANT

## BASIC QUEST LOOP STRUCTURE

QUEST LINE CHAIN CONTINUES OR ENDS BASED ON THE STORY

DEPENDING ON HOW THE OBJECTIVE WAS COMPLETED - COLLECT REWARD A OR B.

E.G. OPTION A: SAVE THE NEFTY

E.G. OPTION B: SAVE THE VILLAGER

TALK TO SOMEONE

QUEST NPC

NON-QUEST NPC

QUEST LOG UPDATED WITH A NEW QUEST AND THE SUMMARY OF ACTIVE OBJECTIVES.

OBJECTIVE TIED TO PERSONAL INTERESTS, THE STORY OR SOMEONE CLOSE TO THEM.

FLAVOR TEXT - LORE ABOUT THE WORLD, THEMSELVES OR SOMEONE ELSE.

SOMETIMES TALKING TO SOME NPCS MIGHT TRIGGER OTHER QUESTS TO APPEAR...

**Designer Notes:** JRPGs and Western-style RPGs have a lot to learn from each other in terms of quest structure. Aurory aims to offer the best of both worlds!

# THE NEFTIES

Nefties are creatures from the world of Tokané and are a core part of the game. Little is known about their origins, but it is known that they hold exceptional powers! And it is up to the players to harness them ...

# HOW TO GET NEFTIES

Nefties can be obtained in both PvE and PvP game modes. In PvE, players can find eggs, hatch them using $AURY and get a new Nefty companion! Players can also acquire Nefties from special events or purchase them from the marketplace. In PvP, Nefty eggs can be obtained by winning fights.

Nefty Egg

# NEFTY ATTRIBUTES

All Nefties have a wide variety of attributes and skills that allow them to survive in the dangerous territories throughout the world of Tokané. These will greatly influence their combat effectiveness and strategies.

While all creatures can stand their ground, each species has its own way of fighting. Some may simply specialize in dealing close-combat damage, while others will be better at disrupting enemy formations or supporting their teammates.

The **main attributes** that Nefties have are:

- **Health Points (HP):** The amount of damage a Nefty can take before being knocked out.
- **Movement Points (MP):** The amount of spaces a Nefty can move per combat turn.
- **Initiative (INI):** When during combat a Nefty can act. It has an effect on the turn order after attacking.
- **Physical Attack (ATK):** How much damage a Nefty can dish out.
- **Physical Defense (DEF):** How much damage a Nefty can absorb before points are deducted from its HP.
- **Ethereal Attack (E. ATK):** A special type of damage that can not be blocked normally.
- **Ethereal Defense(E. DEF):** A special type of defense that blocks E. ATK damage.

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When a Nefty is hatched, the specific values assigned to its attributes are generated **randomly** according to the particular species of Nefty.

For example, a Bitebit will have similar values to the majority of all other Bitebits.

A **Nefty's attribute scores** will determine its **rarity**, which will be indicated by the **card's border color**. In particular, rare Nefties will have additional special features as shown below.

**Designer Notes:** While Nefties with top attributes might give you an edge in duels, the game design team has ensured that **skill** and **strategy** will ultimately be the deciding factors in winning battles.

## SPECIAL RARITIES



Glitched Bitebit

**GLITCHED:** The lowest tier of Nefties with the lowest attribute values, will be "**Glitched**" and have special quirks that make them unexpectedly useful.

In my travels, I've noticed that it's entirely possible for the same type of Nefty to have completely different attributes. In fact, based on my calculations, the probability of having two Nefties with identical stats is 1 in 15 million!

- Sam



Shimmering Dipking

**SHIMMERING:** Conversely, the exceptionally rare Nefties with the highest ranked attribute values will be designated as "Shimmering," and players would be wise to proceed with caution when fighting them.

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# NEFTY SKILLS

Aside from appearance and attributes, Nefties are also defined by their combat **skills**. These special skills can vary greatly and range from a simple healing spell to a devastating attack.

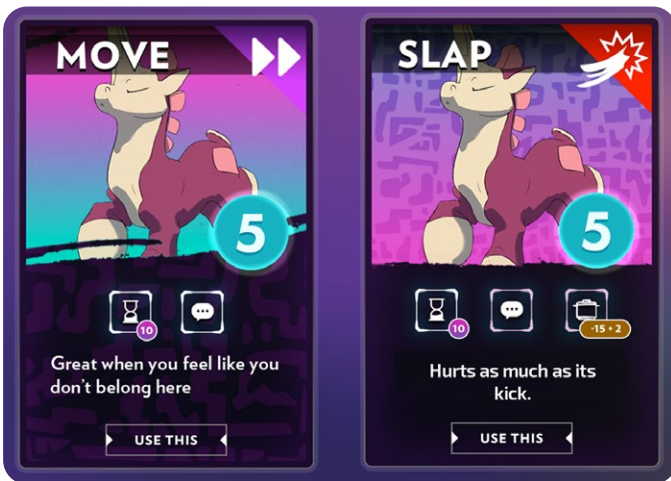During the hatching phase, each Nefty will be assigned the following:

- A basic physical attack skill.
- Three randomly picked skills from a pool unique to its species.
- One "**Ultimate**" skill unique to its species.



**Designer Notes:** Nefties will **NEVER** be removed from their owners without clear warnings and information about the consequences displayed. The owner's consent will have to be given prior to a burn action.

A player can choose to burn (sacrifice) a Nefty of the same species in order to "reroll" one skill they want to replace (see **Coaching - p. 38)**.

There are multiple other game events where Nefties can be burned for some kind of benefit, but these will be examined in later chapters.
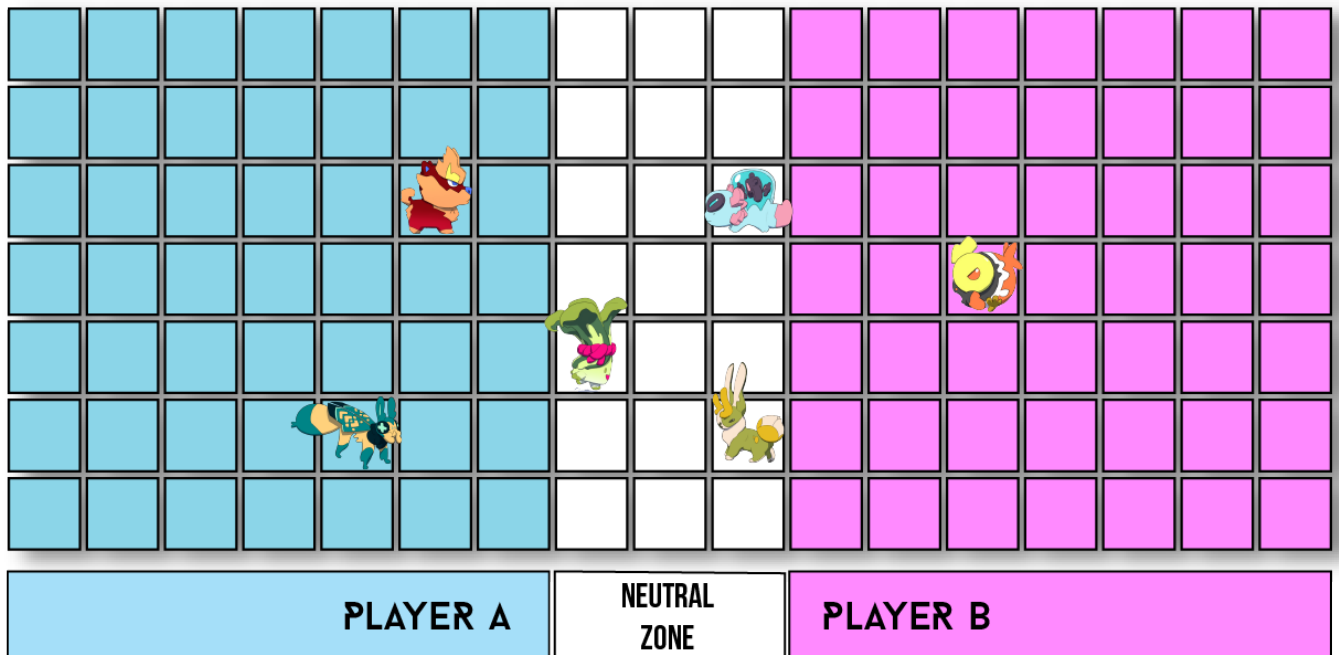
_"Ultimate" skills are not necessarily damage-based. Some provide support or defensive utility, such as party-wide healing or buffs. Needless to say, they are all potentially game-changing when used at the right moments..._

_- Sam_

# COMBAT OVERVIEW



PLAYER A | NEUTRAL ZONE | PLAYER B

The Battleground Grid

Aurory will use a **turn-based combat system** where two teams fight against each other using **three Nefties per team (3v3)** on a **battleground grid**.

*The goal is to knock out all the Nefties from your opponent's team.*

Each turn, Nefties take turns performing **a move and a skill action**, one after the other based on their position on the **Time Track**. The move and skill actions can be taken in whichever order the player wishes.

This continues until all Nefties of one team are **knocked out**, at which point the battle concludes.
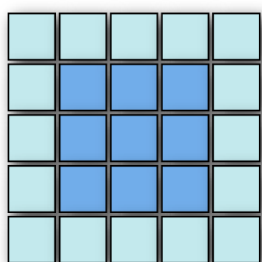
## THE TACTICIAN

Each team is led by a **Tactician** who determines a **team's starting location** and some **passive abilities** that may alter your overall strategy. Players will have a variety of Tacticians to choose from depending on their playstyle and team of Nefties. Synergy is important for tactical advantages!
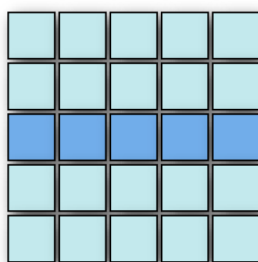

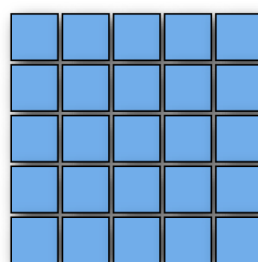
TACTICIAN: The Count of Monte Cursor

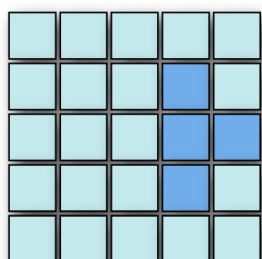**Examples of Possible Starting Positions Based on the Chosen Tactician.**

BASIC
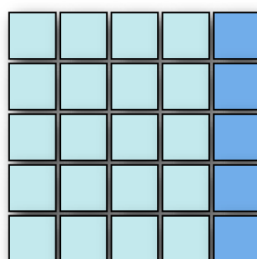
LINEAR

PERMISSIVE

AGGRESSIVE

FEARLESS
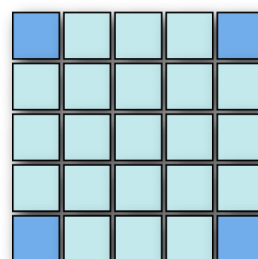
ANTI-SOCIAL

**Tactician Passive Ability Examples\*:**

- *Ranged attacks are stronger but Nefties start with less HP.*
- *Nefties under 30% HP deal more damage.*
- *All Nefties regen HP at the end of their turn.*

\*These are still actively being designed and balanced. This example is just to demonstrate how your choice of Tactician can change your overall strategy.

# PREPARATION PHASE

The preparation phase precedes combat and is full of strategic choices. There is **limited time**, so you will need to act fast!

In this phase, players will:

- Take turns **drafting** a squad of three Nefties from their collection.
- Choose their **Tactician**.
- Deploy their chosen Nefties into **starting positions** on the battleground.
- Choose **two Power Stones** (that can only be used **once**). These have limited effects but can be useful at the right time and are hidden from your opponent until used.

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# THE DRAFT SEQUENCE

After players are randomly assigned **A** or **B** designations, the draft begins...

**PLAYER B**
**1ST CHOICE**

**PLAYER A**
**1ST & 2ND**
**CHOICE**

**PLAYER B**
**2ND & 3RD**
**CHOICE**

**PLAYER A**
**3RD CHOICE**

After this, selections are locked and the countdown to combat begins.

# COMBAT PHASE

## INITIATIVE

A Nefty's **initiative** attribute determines the order in which they act during a turn. A timeline (**Time Track**) is displayed on the battlefield grid that indicates the order of actions for each of the Nefties.

- If two Nefties from the same team have equal Initiative scores, the player chooses which one goes first.

- If two Nefties from opposing teams have equal Initiative scores, the one with the higher HP goes first.
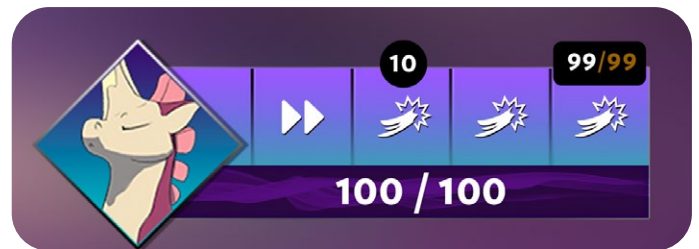
## ACTIONS

Each Nefty has its own special set of actions and passive abilities. During a turn, they can move, execute their "skills," and/or use items.

Additionally, some Nefties have abilities that can trigger "Reactions" to certain opponent actions. For instance, if team A shoots a projectile, then team B might have an "intercept projectile" reaction. These can even stack by having reactions to reactions!

Certain actions during combat may also readjust the moment in which that action occurs on the timeline, causing it to play out sooner or later in a given turn.

## A SHRINKING BATTLEFIELD

After a certain period of time, the **battleground edges** will become **hazardous** (marked in orange), forcing any Nefties on these spaces to move closer to the center or else they'll start taking **damage over time**.

Ultimately, Nefties move **closer and closer to their opponents** until they end up in the center area known as "**The Killing Floor.**" This system **prioritizes action, creates tension, and leads to entertaining duels** that are engaging to watch.

## BATTLE CONCLUSION

The battle ends when one player knocks out all of their opponents' Nefties. After each duel, a victory screen will be shown with the winning player's avatar, their team of Nefties, and the Tactician doing victory poses. Additionally, all the important combat statistics, earned XP, and tokens won will be displayed.
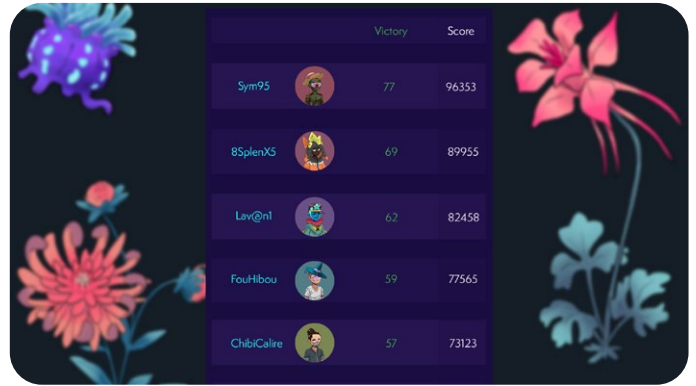
# PVP MODE

## PREREQUISITES

To access competitive PvP modes, **two prerequisites** need to be satisfied:

**A**) Assemble a team of **THREE NEFTIES:**
- **Borrow Nefties** available from a weekly rotation.
- **Hatch Nefty eggs** using **$AURY** (eggs can be found throughout the PvE mode).
- **Buy Nefties** from the marketplace with **$AURY**.

**B) Stake** a specific amount of $AURY (amount TBD).

Once these two prerequisites are met, players can now climb the ranks of the **leaderboard**!



- Note: Free-To-Play players can work their way up by earning $AURY and NFTs in the PvE mode.

Many different NPCs throughout Antik will grant players access to PvP modes. Once a team is assembled and the minimum amount of $AURY has been staked, all that remains is to travel to one of these unique NPCs to discover the combat arena!

## PVP REWARDS

The competitive PvP mode will consist of **month-long seasons**.

Our long-term vision for PvP battles is to become a **worldwide phenomenon in eSports** with **streamers across the globe**!

Thus, one main objective is to establish a **genuinely active competitive scene** around the game.

We plan to generously reward the **most accomplished players** with **$AURY**, **unique skins** and **other cosmetics** that are **exclusive** to PvP modes.

# AURORY WORLD CHAMPIONSHIPS

Lastly, if players think they have what it takes to compete at the highest level, they can use a **golden ticket** to access the **Aurory World Championship**!



Golden tickets can be obtained in **three ways**:

- **Winning regular tournaments**.
- From very **rare drops** in PvE.
- Purchasing them from the **marketplace.**

While players receive rewards at the end of each season, the Aurory World Championship will represent the **highest tier of competitive gameplay**. The rewards from this championship will undoubtedly be **epic**!

To diversify the meta in arenas and maintain a healthy economy, we also plan on implementing a "**Nefty of the Week**" feature. Players who choose the Nefty of the week will have a chance to earn **extra $AURY** for their victories!

MIN. ELO
NOT REACHED

PVP GATED BY ELO
RANKING SYSTEM
(MIN. REQ. LEVEL
TO BE REWARDED)

ANTI-BOT
VERIFICATION

BOT

REWARDS
REMOVED

NOT
CONTESTED

REWARDS BACK
TO TREASURY

REAL
PLAYER

CONTESTED

MIN. ELO
REACHED

$AURY
REWARDS

REAL
PLAYER

WE VERIFY
YOU ARE A
REAL PLAYER

BOT
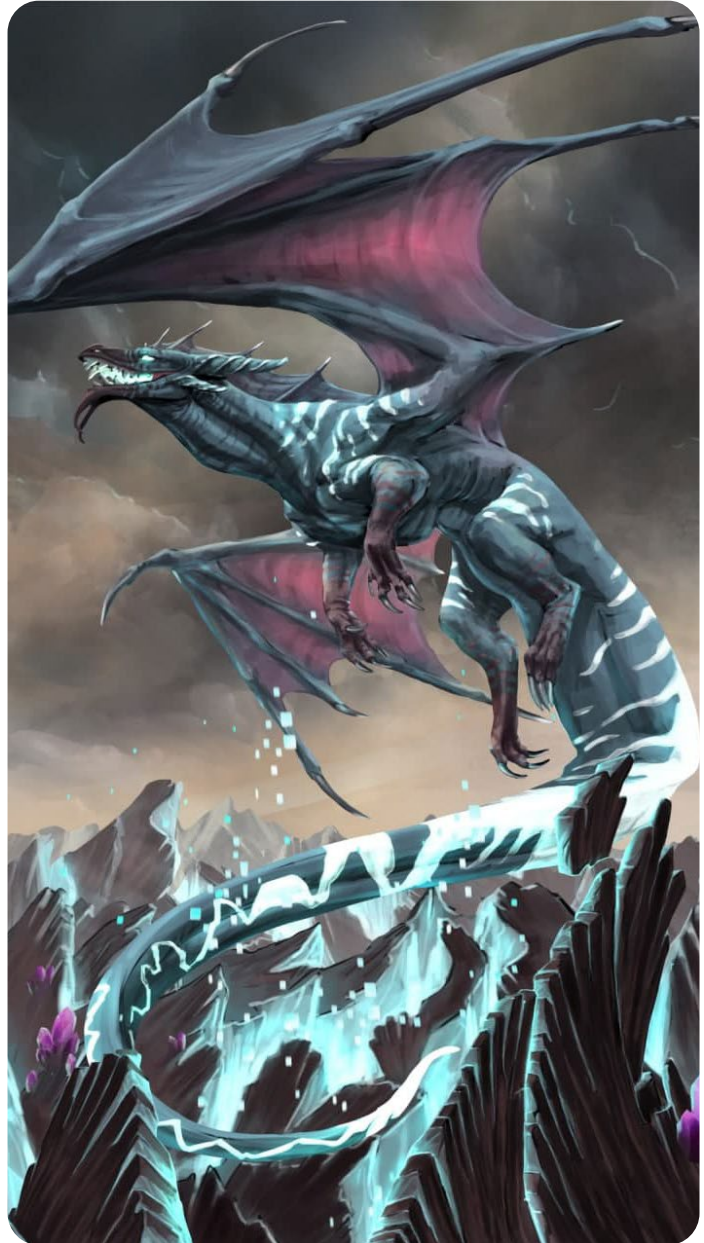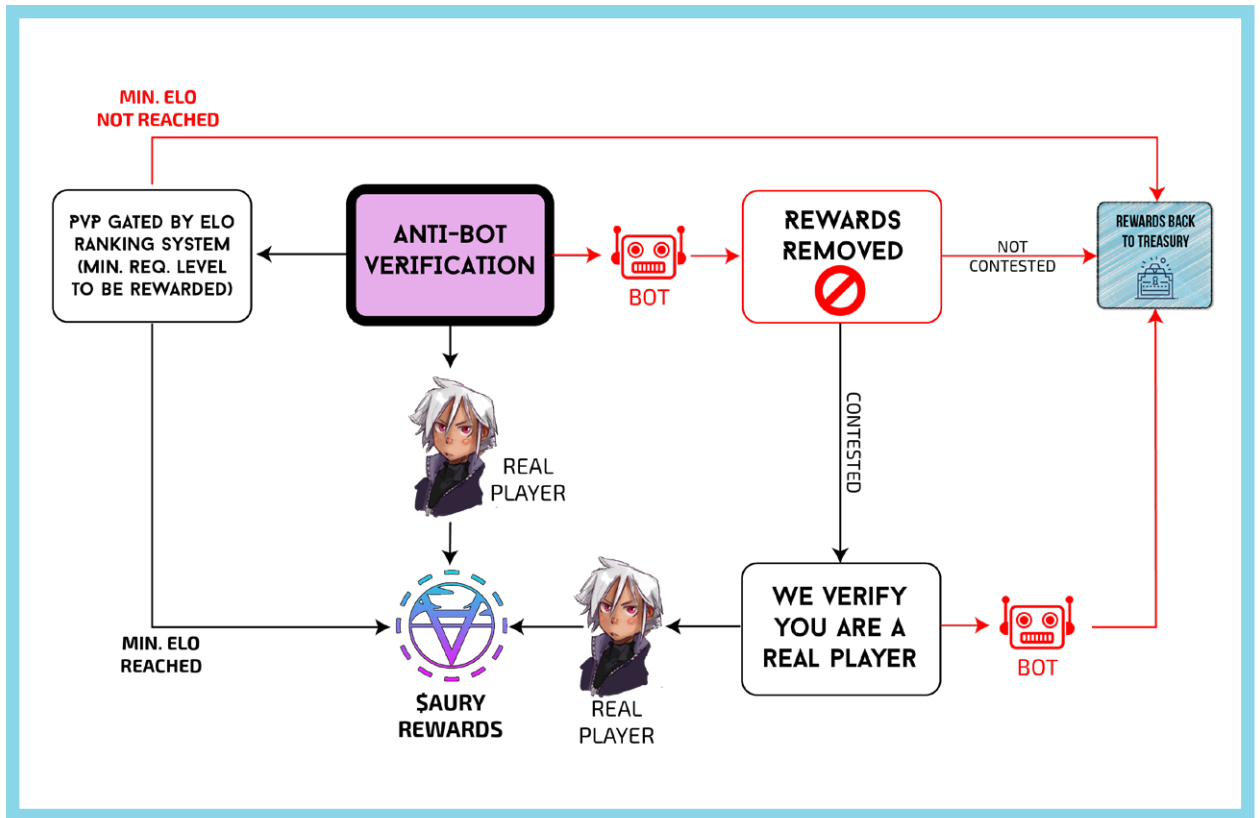
# MINIMIZING THE IMPACT OF BOTTING

We are well aware of the use of **bots** and how they can be **problematic**, especially for crypto games. Therefore, preventing rewards from being distributed to fake accounts will be one of our priorities.

For this very reason, our team is working hard on a "**bot proof**" economy with **key gates** that players will need to go through to **validate** and **claim their rewards**.

While this is **not a final solution**, it will still greatly **limit the scalability of botting**. Furthermore, by combining this with **filters**, we feel that this will minimize botting altogether.

AURORY

WORK IN PROGRESS

COMING SOON !

THIS PAGE IS DELIBERATELY BLANK FOR FUTURE CONTENT

AURORY

AURORY

# GAME ASSETS
# & ITEMS

The activities and value creation within the economy would not be possible without a **robust tokenomic structure** for all the assets within the game. The predominant monetary asset is the **$AURY token**, and the subsequent economy section describes it in detail.

The $AURY token is also connected to these **four additional unique asset pillars** in the economy of Aurory. All are represented both on-chain and in-game in some form.
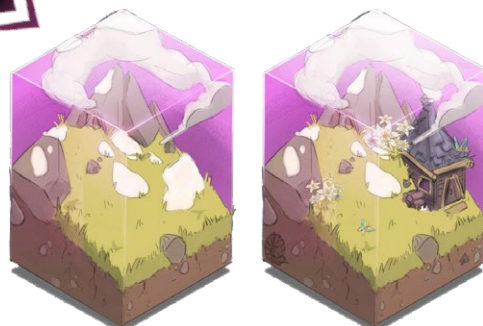
THE 4 ASSET
PILLARS OF
$AURY

AURORIANS
& TACTICIANS

EGGS & NEFTIES

$AURY

IN-GAME ITEMS

LAND NFTS

AURORY

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# THE AURORIAN NFTS

**AURORIANS** can be bought from the **Aurory Marketplace** with **$AURY tokens**. These generative NFTs are more than just profile pictures, and will have several utilities inside the game.

## AURORIAN HOLDER BENEFITS:

- **VISUAL IDENTITY**
Aurorian NFTs act as your visual identity inside the game. As Aurory grows in the coming years, this visual identity is proof that you were here since the genesis of Aurory and were one of its earliest supporters. This visual identity will also be displayed on leaderboards.

- **EARLY ACCESS**
Holding an Aurorian will give you access to future game modes. Note that this does not apply to the beta, but to additional modes that will be added to PvE and PvP. They are your key to testing and validating those modes before they are made public.

- **BOOSTED REWARDS**
Balance and fairness will be prioritized at all times to avoid Pay-to-Win mechanics, but Aurorian NFT holders will have an advantage in rewards over Free-to-Play players.

- **NFT AIRDROPS**
During the game's development, Aurorians will be airdropped both **collectible** and **functional in-game items**.



- **LAND SALES PRIORITY**
Aurorian NFT holders will have early access to land sales.



- **CONTROL OF COMMUNITY RUN DAO**
Aurorians are in control of the **fully decentralized DAOry**, which is funded by Aurory Project but fully run and managed by the community.

# THE DAORY

The **DAOry** is a **decentralized autonomous organization (DAO)** for Aurory and is entirely run by the community. This means that the Aurory team will not interfere or make decisions for DAOry. *Aurorian holders* are in control of DAOry, which is funded with:

- **1,000 SOL** provided by the team from the initial sale.
- **1.75%** of Aurorian sales via the **NFT marketplace royalties.**
- **5%** of the **total token supply** over a period of time.
- A percentage (TBD) of **in-game marketplace fees.**

Aurorian holders will decide what to do with these funds via DAO processes that are *voted and agreed upon.*

Since DAOry manages one of the **largest treasuries in the Solana ecosystem**, we were *extremely diligent* in setting it up. Considering the Solana blockchain is still relatively young, we carefully scrutinized the limited choice of development tools for on-chain voting.

As such, **the DAO wallet and voting mechanism have been setup,** with discussions commencing on the **Aurory Official Discord**.

**Important Note:** While the DAOry governs its *own assets*, it will **NOT** directly participate in and decide on game-related decisions. The governance of the game will be done by **$AURY token holders**.

AURORY

# EGGS & NEFTIES

As highlighted earlier in the Nefty section, both Nefties and the eggs they hatch from can either be purchased from the marketplace or earned in PvE and PvP game modes. Eggs can also be hatched by using $AURY tokens.

# LANDS
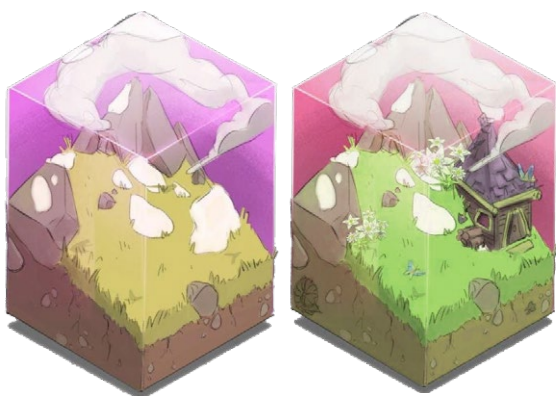


There will be **plots of land** available for purchase in the marketplace. The rarity of these plots will impact the *dungeon spawn rate*.

**LAND RARITY:**
• Common
• Uncommon
• Rare
• Legendary

Dungeons will spawn randomly each week on the world map for players to join, with some plots of land having a higher chance of spawning a dungeon than others. The specific type of dungeon spawned is **based on the land's rarity level**. There will also be an **$AURY entrance fee** for dungeons where a small percentage is given to the land owner as passive income. In the future, land will also receive substantial upgrades, with mutually rewarding benefits for both landowners and those who access the land.



# DUNGEONS

Dungeons will spawn **randomly** on both the **world map** and within each level of the game. To access dungeons, players will need to pay an **$AURY entrance fee** based on the **difficulty level** and will have opportunities to earn glorious rewards. A portion of the fees will go directly to the **land owner**, with the remainder going to the **game treasury**.

Aside from earning monetary rewards, players can meet new companions, obtain items, and find eggs in dungeons based on the difficulty level. Exploring dungeons will also be necessary for completing certain quests (e.g., hunting down a boss).

The location of each dungeon and its difficulty level will reset based on the **respawn rate** (*approximately every 8 days*), to ensure a healthy flow of gameplay throughout the week.

Dungeons are divided into **five difficulty tiers**:

- **Easy**
- **Moderate**
- **Hard**
- **Legendary**
- **Heroic**

The land rarity will play a significant role in the chances of spawning a high-difficulty dungeon. A common plot of land, for example, will be much less likely to spawn a legendary dungeon.

# HEROIC DUNGEONS

Certain dungeons will have the "Heroic" difficulty. Players brave enough to enter these dungeons will get rewarded according to a **drop rate multiplier** (e.g., 1.5x, 2x, etc.). But this difficulty is not for the weak of heart! Failure in these dungeons has dire consequences…

Heroic dungeons will force players to make strategic decisions, and upon defeat, the player will need to choose which Nefty to **leave behind**, along with all its upgrades via NFT burn mechanisms (see **p. 36: Deflationary Mechanisms**). But those heroes who make it out alive will gain **magnificent rewards** for their grueling victory!

AURORY

# ITEMS

**Items** can be found and used throughout the game, with varying rarity levels (e.g., common to rare). They can be obtained from PvE mode, dungeons, by completing quests, or by trading on the marketplace.

At first, most of these will be cosmetic, but gameplay items will gradually become available as players progress through the main story. Equipping Nefties with these power-up items will be key in changing the outcome of a match!

# POWER STONES

**Power Stones** unlock new **tactical abilities** and can either be purchased or acquired from item drops.

At certain landmarks, such as "**The Laboratory,**" it will be possible to conduct experiments where players attempt to extract the essence of Nefties. Players can do so by **burning either Power Stones or Nefties**. Successful experiments will result in the acquisition of **rare items**. However, failed experiments will lead to no items gained.
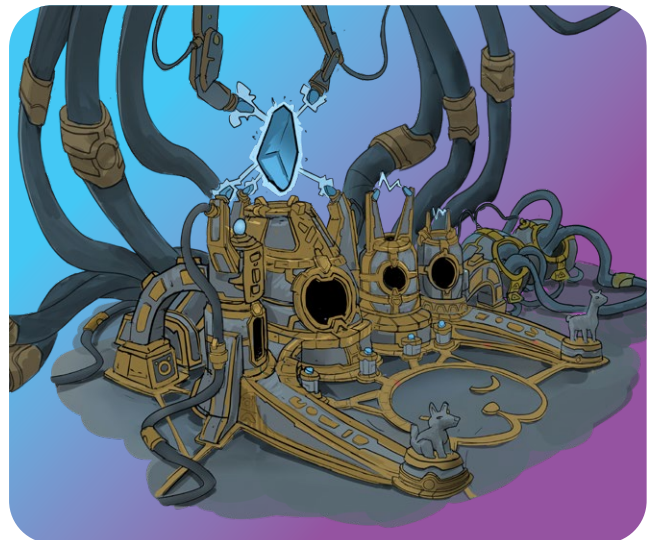
Each Power Stone can only be used **once** and will be destroyed after use. Once activated, a stone can be used in combat immediately! You will be able to customize the combinations of Power Stones.

**Two slots** will be available for equipping them. Thousands of combinations with these stones can be made, enabling an endless number of team compositions and customizations!

# MARKETPLACE

While not the main focus of the game, the **Aurory Marketplace** still plays a major role. The marketplace enables players to exchange game assets and all sorts of items, such as ***Nefties, eggs, golden tickets, cosmetics, and more***. Players will be able to spend their hard-earned $AURY on **improving their Nefties**, **unlocking access to better items** and acquiring **highly prized NFTs**.

Each sale on the marketplace will have a **royalty fee of 5%**. This fee will be **distributed** amongst the **treasury, staking rewards, and the DAOry**. It will generate significant rewards for the **competitive scene** (**PvP**) as well as the **Aurory World Championships**.

Finally, the marketplace will be **continuously improved** and **updated** based on the **user experience and feedback**.

AURORY

# AURORY'S ECONOMIC MACHINE

We strongly believe that gaming is experiencing a third transition. In the same way it moved from **Pay-to-Play** to **Free-to-Play**, it is now transitioning from **Free-to-Play** to **Play-and-Earn** games. Players have full ownership of the assets they use and can do what they please with them. They will also be incentivized via rewards for being active in games and helping to grow the platform. The entire revenue from a game should not end up with the company behind it, because the community surrounding the game is vital in providing value and is the cornerstone of the ecosystem.

Thus, our main goal is to **maximize player satisfaction through top-quality gameplay, fair rewards, and deep economic mechanics**. The in-game economy plays a key part in every game, and plays an even more vital role when it comes to Play-and-Earn gaming. A single neglected parameter can turn the whole economy into shambles.

As one of the first pioneers to combine Free-to-Play and Play-and-Earn mechanics in a sustainable manner, **we are extremely meticulous about every detail of our economy.**

For example, the choice for **Solana** as a base layer was pretty easy for us. Solana is a lightning-fast blockchain with negligible fees, which allows players to benefit from a quality gaming experience without burdensome transaction fees.

Furthermore, with all the recent concerns about carbon emissions from blockchains like Ethereum and others, it was also the most eco-friendly option. Not only would this appeal to gamers concerned about carbon footprints, but more importantly, it also aligns better with our ethics regarding the future of our planet.



AURORY

# GAME ECONOMICS

Aurory is a game with a **deep economic system** that connects every aspect of in-game activity.

One of the most challenging things in designing it was to create a **sustainable** and **resilient ecosystem** that was going to involve players for the long haul. The intention is to have all types of players (both invested and Free-to-Play) **thrive together**.

To this end, we had to examine what the most important aspects of other Free-to-Play (F2P) games are, namely those of **engagement (and retention)**, **scarcity,** and **tokenomics**.

## ENGAGEMENT

**Engagement** (how much time a player spends playing a game) is probably the most important aspect of all (F2P) games. The longer a player remains engaged, the more likely it is for them to make significant investments in the game of both **time and money, as well as social contributions** – all highly important inflows for a thriving game ecosystem.

Aurory will maximize engagement through the various game modes: PvE, Main Storyline, and PvP.



GENERAL GAME ECOSYSTEM
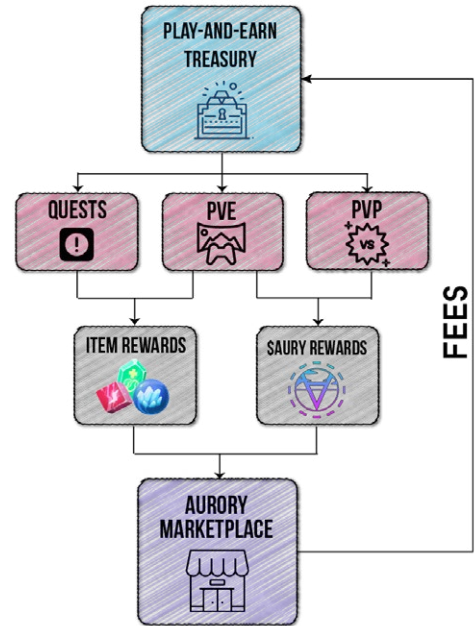
## PVE ENGAGEMENT

- Providing a **compelling PvE experience**: An epic roleplaying storyline with meta-commentary parallels to the crypto-universe, wrapped in a **colorful** and **high-quality production**.
- **Easy-to-learn, JPRG mechanics** that are fun for both beginners and competitive players alike. Research shows that **maximal engagement** occurs when a balance exists between perceived challenges and skill. The PvE mode uses adjustable difficulty mechanics, which lets players **improve their skills gradually** and **encourages competitive PvP play.**
- An **evolving story** with planned future content expansions .

**REWARDS:** Rewards from quests and PvE activities are the main inputs into the game economy, allowing players to gather new assets as a means of *improving their team and battle strategy alongside learning the intricacies of the game (thus preparing them for competitive play).*

## PVP ENGAGEMENT

Providing a **fair, socially engaging** and **competitive PvP experience**:

  » The emphasis on **strategy** over "brute strength" gives skilled players a sense of **achievement**.
  » **Low entry barriers** with a **beginner-friendly, tiered matchmaking system**.
  » **Strong community social ties** are cultivated via **flagship competitive events with global reach** that are supported by esports streamers.

**REWARDS:** Rewards from PvP include both **$AURY, exclusive cosmetics and items not found in PvE**. Highly skilled players and players who invest their time are also rewarded on a weekly basis.

## LONG TERM ENGAGEMENT

• **Continual content development:** Aurory will provide unique experiences via special seasonal and community events alongside major content updates in both PvP and PvE modes. This engages both invested and F2P players to be part of an evolving story.



AURORY

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# SCARCITY

**Scarcity** is another factor in F2P games where people value things more if they are hard to obtain. Players generally highly value **expensive** or **difficult-to-obtain** rewards, experiences, and/or virtual possessions.

A main issue with many F2P games is **inflationary economies** (i.e., currencies and items have theoretically infinite supply). This can lead to:

• Devalued game assets.
• Power imbalances of items.
• A subsequent **lack of interest** in engaging with the core progression systems.

Aurory tackled this issue by creating a **unique token system** featuring a **fixed main token supply that is balanced by two in-game sub-currencies**. The main token is scarce due to its **strictly limited supply**, while the two sub-currencies allow for fine tuning of reward distribution between invested players and F2P players, fairly rewarding everyone.

Furthermore, this system enables developers to tailor the game experience for both players who want to simply play the game for fun as well as more serious players with a competitive edge (see **OKA & TOKE Sub-Currencies, p. 41**).

For example, in-game drops will vary between players, where only **invested players** can **loot eggs, power stones, and battle items** whereas **F2P players only earn $AURY** that can eventually be used to buy other assets. Earned rewards can then be traded on the marketplace at any time.

## DEFINITIONS

**INVESTED PLAYERS:**

• **Aurorian NFT Holders**
• **$AURY Stakers** (see **p. 45- Defi**)
• **Own a Nefty Team**:
  » Via PvE - Collect Eggs and enough $AURY to hatch them.
  » Buying them from the Marketplace.
  » Loaned by a Guild.

**F2P PLAYERS:**

In general, players who have not yet monetarily contributed to the ecosystem but who may do so in the future. These players are still considered a **valuable part of the community** as they **help to grow the ecosystem** as a whole.

### DROP SYSTEM

FREE-TO-PLAY PLAYERS          INVESTED PLAYERS
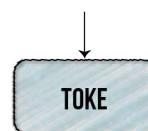
TOKE          OKA     EGGS
              POWER STONES     BATTLE ITEMS
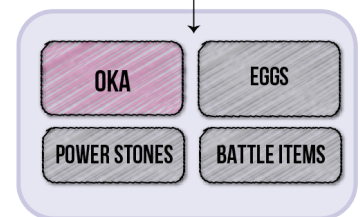
# DEFLATIONARY MECHANISMS

The most **inflationary assets** in the game are **Eggs** and **Nefties**. It is predicted that, with the **initial influx of players**, this will not be an issue early on. However, a plateau will *eventually* be reached where the **supply of these assets can overcome their demand**.

**Burning** (i.e. removing assets completely) is a **critical mechanism** for many ecosystems, not only from a financial point of view but also from a gameplay perspective – if there is a potentially infinite amount of a resource, eventually the value of that resource will go to zero.

In Aurory, there will be **multiple ways to reduce the supply of inflationary assets**.

## BURNING NEFTIES

- **COACHING**: The coach is an NPC that players find while exploring the world of Tokané. This character lets fellow adventurers **modify the skills of their Nefties** by **sacrificing a Nefty of the same species**, e.g., sacrificing one Bitebit to coach another Bitebit.

- **HEROIC DUNGEONS:** Heroic dungeons are particularly difficult because danger awaits at every corner and **the loss of Nefties through combat is permanent**. However, if adventurers emerge victorious from these heroic dungeons, the rewards will be far greater than the risks!

- **SPECIAL TOURNAMENTS & CHAMPIONSHIPS**: Certain tournaments and championships will have a "**deathmatch" mode**. In deathmatches, **a player's Nefties will be burned if they lose**. But the victor will win greater prizes!

**LABORATORY**:
**Conducting experiments** will burn Power Stones or Nefties to yield **rare items**.

## BURNING EGGS

- Eggs are burned when **Nefties hatch** out of them.
- The **probability for eggs to drop** is **modulated** to meet demand curves over time.

## BURNING POWER STONES

- Power Stones are **consumed when used** in battle.
- Burning Power Stones at The Laboratory may **yield rare items**.

These mechanisms will play a big role in keeping a **healthy balance** in the economy. Burn mechanisms will be **added, removed, or modified** as needed through careful monitoring as we learn what's needed most for the player-owned economy.
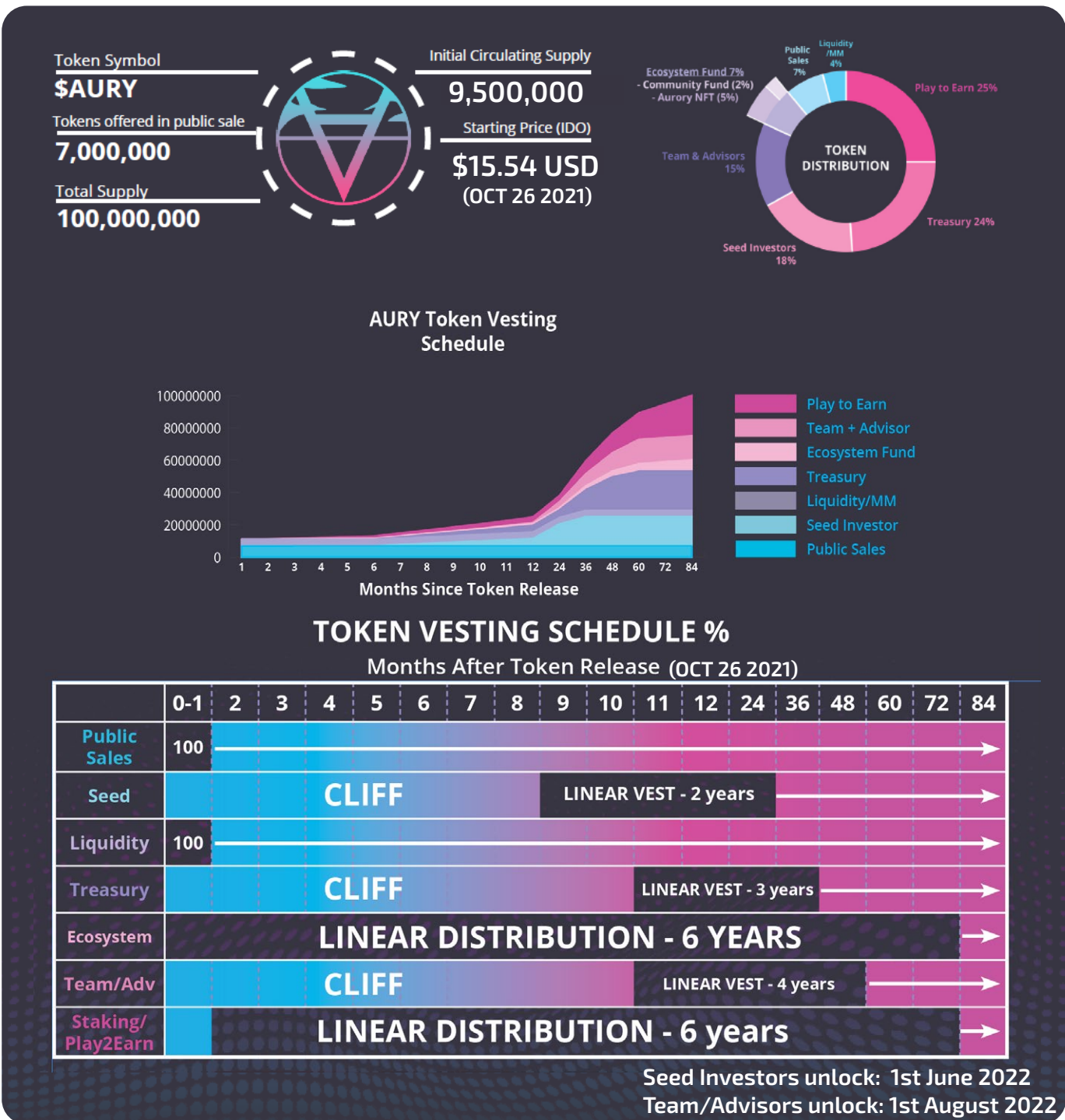


AURORY

# THE $AURY TOKEN

Our multi-utility ecosystem token, $AURY, is at the heart of the economy and fuels all operations in the game.

It represents a financial stake in the game, permits access to PvP modes via staking, and will ultimately be used to access dungeons. It has a fixed supply of 100 million tokens and can be earned from both PvE and PvP game modes as well as through staking.

The token can be traded on both centralized and decentralized exchanges, as well as on Aurory's own in-game marketplace. In the future, it will also act as Aurory's governance token, allowing holders to vote on important game-development decisions.

**Token Symbol**
$AURY

**Tokens offered in public sale**
7,000,000

**Total Supply**
100,000,000

**Initial Circulating Supply**
9,500,000

**Starting Price (IDO)**
$15.54 USD
(OCT 26 2021)

**TOKEN DISTRIBUTION**

- Ecosystem Fund 7%
  - Community Fund (2%)
  - Aurory NFT (5%)
- Public Sales 7%
- Liquidity/MM 4%
- Play to Earn 25%
- Team & Advisors 15%
- Treasury 24%
- Seed Investors 18%

## AURY Token Vesting Schedule

- Play to Earn
- Team + Advisor
- Ecosystem Fund
- Treasury
- Liquidity/MM
- Seed Investor
- Public Sales

Months Since Token Release

## TOKEN VESTING SCHEDULE %
### Months After Token Release (OCT 26 2021)

| | 0-1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 24 | 36 | 48 | 60 | 72 | 84 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Public Sales | 100 | | | | | | | | | | | | | | | | | → |
| Seed | | CLIFF | | | | | | | | LINEAR VEST - 2 years | | | | | | | | → |
| Liquidity | 100 | | | | | | | | | | | | | | | | | → |
| Treasury | | CLIFF | | | | | | | | | | | LINEAR VEST - 3 years | | | | | → |
| Ecosystem | | LINEAR DISTRIBUTION - 6 YEARS | | | | | | | | | | | | | | | | → |
| Team/Adv | | CLIFF | | | | | | | | | | | LINEAR VEST - 4 years | | | | | → |
| Staking/Play2Earn | | LINEAR DISTRIBUTION - 6 years | | | | | | | | | | | | | | | | → |

Seed Investors unlock:  1st June 2022
Team/Advisors unlock: 1st August 2022

AURORY

# TOKEN DESIGN

*Much attention from our experienced economic advisors went into the design of $AURY. It has been carefully designed in a way that aligns both financial and gameplay interests while also enhancing the resilience of a sustainable economy.*



## A SINGLE TOKEN?

Aurory's ecosystem uses an innovative **"main token with an in-game sub-currency balancing system"** instead of a two-token design found in other P2E games, where the token for **game currency and rewards** is **inflationary** and the **limited supply token** is for **governance**.

We feel that these systems **segregate the player and investor base** into camps that don't always have each other's interests at heart. **Dual token designs** with an **infinite reward supply** can also create just as many **balancing issues**, especially when their usecases start to expand. They also do not necessarily prevent the governance coin's value from falling, since investors will ultimately value it based on the success of the in-game economy (which uses the reward coin).

We prefer a **single main token design** because we trust that **governance should be done by the people playing the game** - i.e., those using the token in the first place. This reinforces our belief that the **community is paramount and should be rewarded accordingly with the centric token of our ecosystem**.

Our system ensures that price increases of $AURY will not change the **accessibility of the game**, given that players will **always be able to join for free**. In fact, if $**AURY's value increases**, it is most likely due to an **increase in the number of vested players**, and thus, distributes the token more **uniformly**. A more even distribution is highly desirable as it increases the **overall resilience and sustainability of the ecosystem**. Furthermore, if the value of $AURY increases, F2P players will not be locked out of accessing the marketplace (as they will be earning a comparable amount of $AURY required to purchase items).

**AURORY**

# OKA & TOKE SUB-CURRENCIES

The **$AURY** token also has two of its own sub-currencies: **OKA** and **TOKE**. In their most basic form, these sub-currencies behave as an accounting mechanism that allows the distribution of revenues generated by players and can only be found **in-game (not as SPL tokens)**. At the **end of each week**, both are exchanged for a corresponding amount of **$AURY**.

- **OKA** is the sub-currency used in the accounting mechanism for **financially invested players**. It will be used to reward players for victories in both PvE and PvP modes. Depending on difficulty levels, victorious players will receive varying amounts of OKA that will be converted to $AURY at the end of each week from the **reward pool for financially vested players**.

- **TOKE** is the sub-currency used as the accounting mechanism for **Free-To-Play players**. It will be used to reward player victories *only in the PVE mode*. Like with OKA, the amount of TOKE received by victorious players will be based on the difficulty level and will be converted to $AURY at the end of each week from a **reward pool for F2P players.**
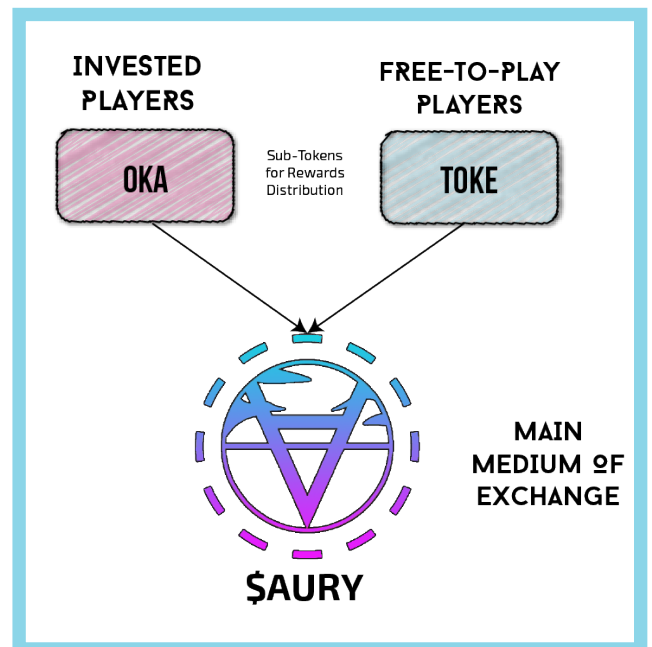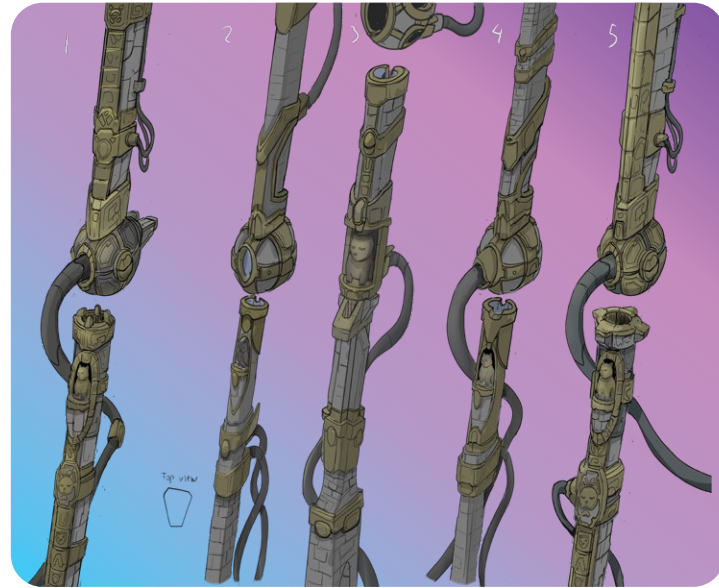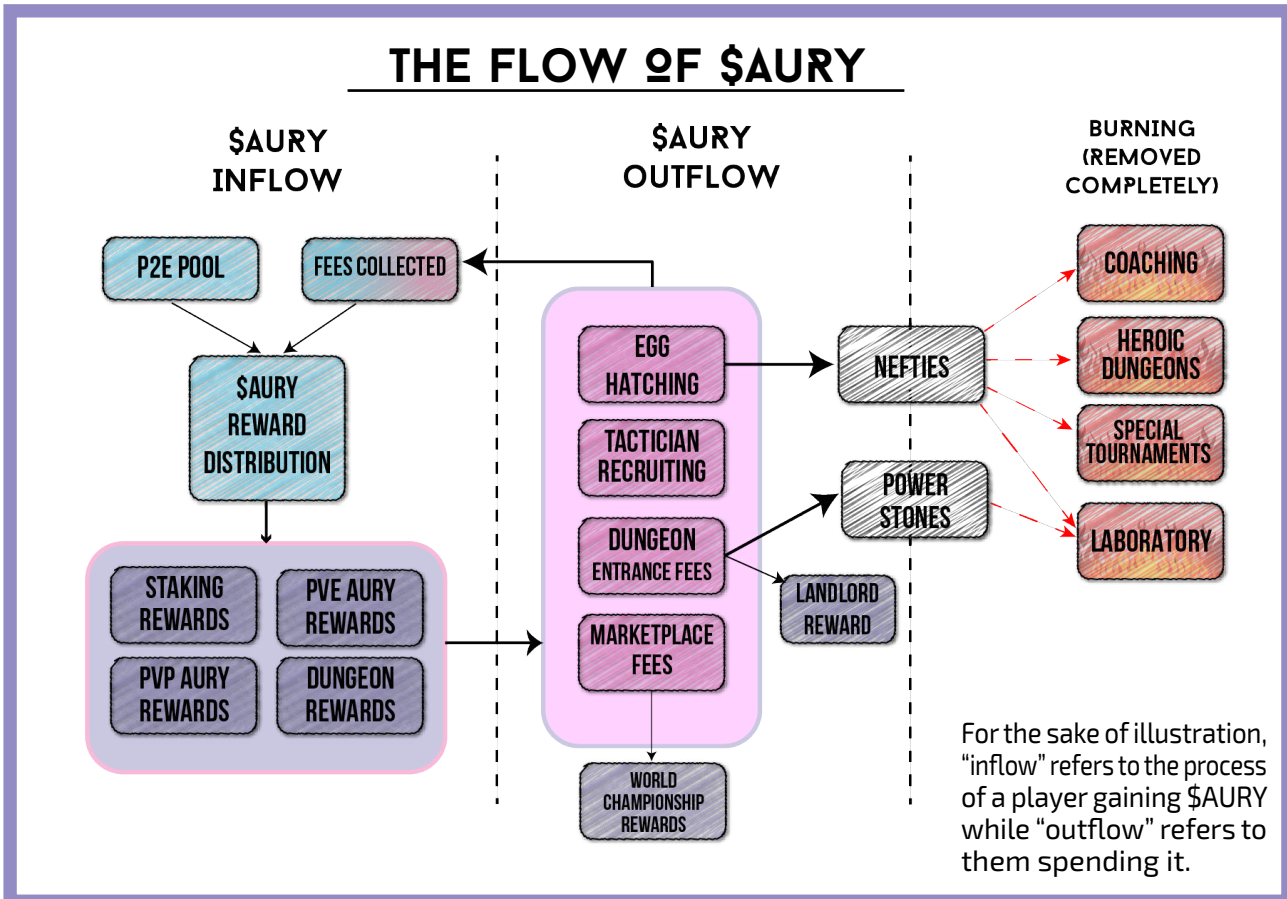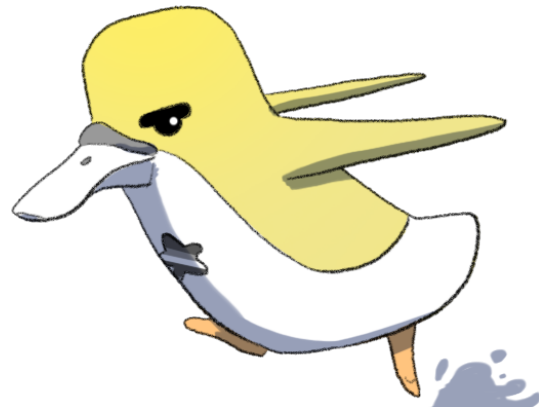
# $AURY USECASES

- The **BUYING** and **SELLING** of assets in the **AURORY MARKETPLACE** (which will be **$AURY-driven**):

    » Aurorians
    » Nefties
    » Eggs
    » Power Stones
    » Battle items
    » Land
    » Cosmetics

- Required as a fee for **hatching eggs to obtain Nefties.**

- **Access to PvP** by staking a minimum amount (TBD)
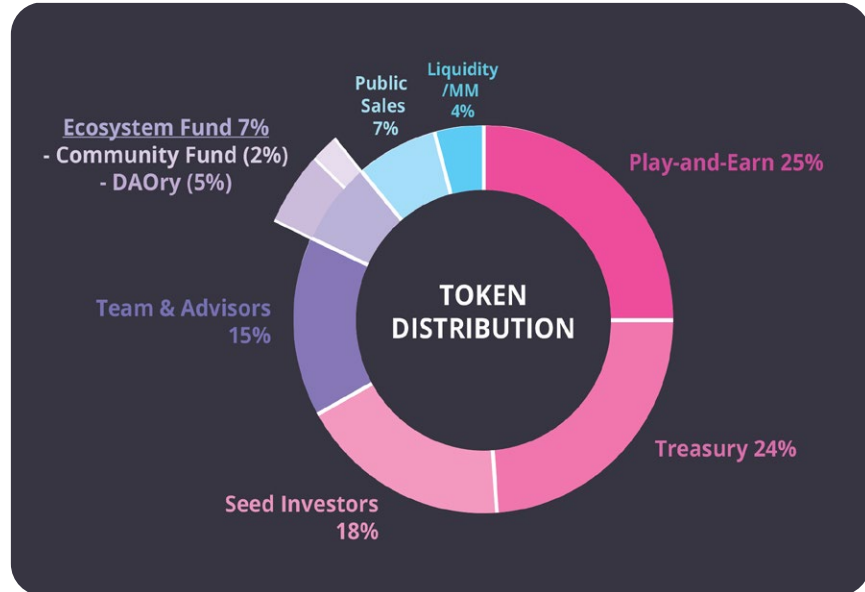
- **Staking / Yield Generation.**

**GOVERNANCE:** Once the game is operational and the supply of $AURY becomes more widely distributed (roughly 2-3 years from now based on projections with current dilution rates), $AURY stakers will start governing the Community Treasury, and in turn, make important decisions on the game's development.

## THE FLOW OF $AURY



$AURY INFLOW

$AURY OUTFLOW

BURNING (REMOVED COMPLETELY)

P2E POOL

FEES COLLECTED

$AURY REWARD DISTRIBUTION

STAKING REWARDS

PVE AURY REWARDS

PVP AURY REWARDS

DUNGEON REWARDS

EGG HATCHING

TACTICIAN RECRUITING

DUNGEON ENTRANCE FEES

MARKETPLACE FEES

WORLD CHAMPIONSHIP REWARDS

NEFTIES

POWER STONES

LANDLORD REWARD

COACHING

HEROIC DUNGEONS

SPECIAL TOURNAMENTS

LABORATORY

For the sake of illustration, "inflow" refers to the process of a player gaining $AURY while "outflow" refers to them spending it.

# TOKEN DISTRIBUTION

- The 25% from the **Play-and-Earn** pool in the graph will be injected directly into the **$AURY reward pools** via a smooth curve over the course of **6 years** *until the entire 25% is deposited*.

- After **6 years**, token rewards will be derived **solely from marketplace fees** and **all in-game ways to spend $AURY** (such as hatching eggs and dungeon entrance fees).



TOKEN DISTRIBUTION

- Play-and-Earn 25%
- Treasury 24%
- Seed Investors 18%
- Team & Advisors 15%
- Ecosystem Fund 7% - Community Fund (2%) - DAOry (5%)
- Public Sales 7%
- Liquidity /MM 4%

---

The **TOTAL SUPPLY OF $AURY** is **100,000,000 tokens**.

- Investors and players can buy and sell $AURY on secondary markets like FTX, Orca, Raydium, etc. and eventually via fiat-on-ramp services.

- **IN-GAME REWARDS**: Earned in both PvE and PvP game modes (via sub-currencies OKA and TOKE). Distributed from the **Game Treasury, holding 24% of the total supply.**

- **GOVERNANCE PARTICIPATION:** The **DAOry** holds **5% of the total suppy of $AURY** and decides on its distribution.

- **META-ECONOMIC REWARDS:** $AURY can be acquired via staking, liquidity pools, and other DeFi entities.

- **PRIMARY ISSUANCE:** Seed investors will have **18% of the total token supply**. To be distributed over a period of two years, starting on 1st June 2022 (vested linearly)."

- **IDO PARTICIPANTS** : **7% of the total supply in a public sale** from Aurory's initial DEX offering (IDO).

- **TEAM & ADVISORS: 15% of the token supply** will be distributed over a period of four years, starting on 1st August 2022 (vested linearly).

# THE AURORY DASHBOARD

The **AURORY DASHBOARD** is central to both the Aurory universe and the economy.

Currently, users can **stake** $AURY tokens in flexible and locked pools, with marketplace features soon to arrive as well.  In the future, the dashboard will display **news**, showcase **in-game events**, highlight **statistics**, **integrate with the game's inventory system,** and offer several **Decentralized Finance (DeFi) components** involving Aurory.

Users will also be able to test new gaming and DeFi products before their public release. This allows us to innovate rapidly by testing prototypes and functionalities with the community, so we can quickly determine which ones are most important.  Once determined, a larger budget can be allocated to the most desired upgrades.

Ultimately, the Aurory ecosystem will consist of several games and products, with the dashboard offering an overview of everything!



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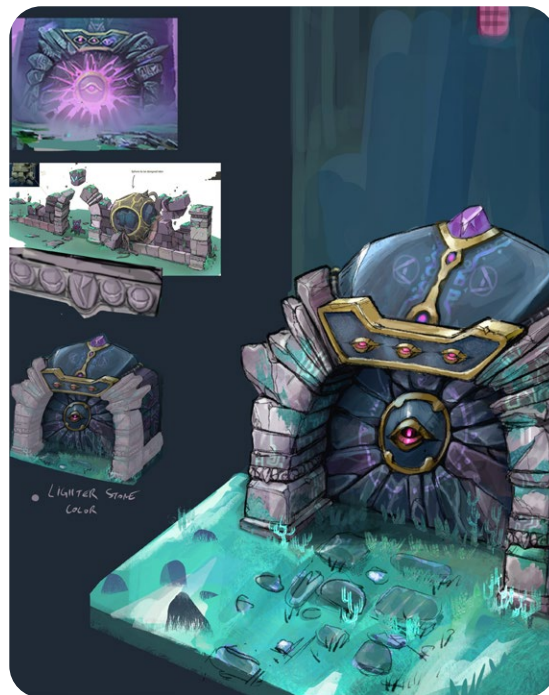
## FLEXIBLE POOL  ⑦

### POOL INFO

| Total AURY Staked | Est APR |
|---|---|
| 2,182,570 | 34% |

### MY REWARDS

| Current AURY Amount | Est AURY per day |
|---|---|
| 0.0000 | 0.000000000 |

### MY BALANCE

| AURY | xAURY |
|---|---|
| | Should not be transferred to exchanges. |
| 0.0000 | 0.0000 |

| STAKE | UNSTAKE |

0.00  AURY    MAX

Connect Wallet

---

## LOCKED POOL  ⑦

*AURYs won't be redeemable before 27/5/2022*

### POOL INFO

| Total AURY Staked | Est APR |
|---|---|
| 2,849,427 | 62% |

### MY REWARDS

| Current AURY Amount | Est AURY per day |
|---|---|
| 0.0000 | 0.000000000 |

0.0000 + 0.0000 AURY gained

### MY BALANCE

| AURY |
|---|
| 0.0000 |

| STAKE | UNSTAKE |
| | locked until 27/5/2022 |

0.00  AURY    MAX

Connect Wallet

**AURORY**

# GAMIFYING DEFI MECHANISMS

**Decentralized finance**, also known as **DeFi**, has the potential to reshape the world in the coming years. However, even its basic mechanics can be difficult to understand.

Simplifying the learning process through a game is a novel and innovative idea that will help onboard more people into this new paradigm. The more recent term coined for this is **"GameFi."**

After completing the lore-rich storyline, players will become more adept crypto-users with a greater understanding of basic DeFi mechanisms.

**OUR GAMEFI MECHANISMS:**

- **TOKEN STAKING:** Currently, holders can **stake** (ie., lock up) $AURY tokens to generate **yield**, earning additional $AURY tokens. The reason for staking is to reduce the circulating supply being sold, thus theoretically increasing demand for the token. Those who choose to do this are rewarded with "yield". This allows people to participate in Aurory before the game is even released.

- After the game is live, additional tokens can be acquired from Play-and-Earn rewards through the game. Once the PvE and PvP game modes are released, staking rewards will come from a percentage of the marketplace fees.

- **NFT STAKING:** Users will be able to stake their NFTs, and by doing so, be eligible to earn exclusive in-game skins, legendary cards, power-ups, and more. All items earned with NFT staking will be usable in the game and tradable on the marketplace.

- **LENDING**: Enabling players to lend their in-game assets benefits both the lender and the borrower. Some users won't have time to play daily but can still earn a share of the rewards by empowering others through lending. Meanwhile, borrowers may not have the funds to buy NFTs but have enough time to play and grind their way up.

  By providing the right tools, we will mitigate a lot of future risks that P2E games could run into, such as illegal labor and exploitation. For these reasons, we plan to implement a simple and secure way to lend items in Aurory.

- **LIQUIDITY POOL**: One of our goals is to familiarize our community with DeFi by offering players engaging ways to learn about liquidity pools and providing it via yield farms among other things.
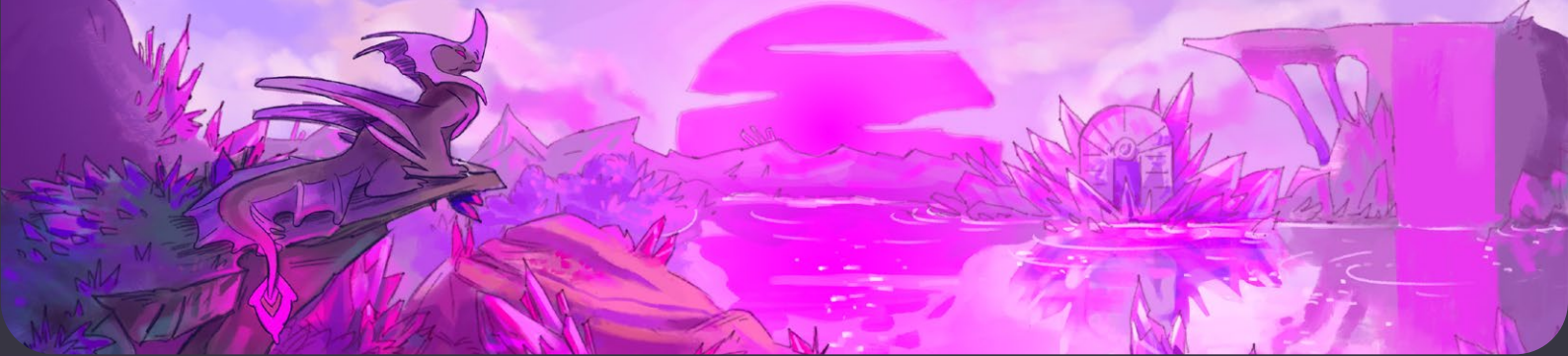
As long as new features add value to the ecosystem, they will be introduced in a playful and ludic way through quests that players will need to complete.

WORK IN PROGRESS

COMING SOON !

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DELIBERATELY BLANK FOR
FUTURE CONTENT

AURORY

# CONCLUSION

**Aurory Project** is built on a strong foundation with a deep belief in both the **blockchain gaming industry** and its long-term potential. We are a **triple-A blockchain gaming studio** that plans to ship **multiple games,** and our core focus is on bringing new experiences to people all over the world.

Our long-term vision is considerably ambitious and fueled by more than three centuries of combined expertise. With a team of over **45 dedicated people**, many coming from **triple-A game studios** like **Ubisoft, EA, Gameloft, Bioware, Eidos, and Warner**, we are setting the bar high!

Both our seed investors and team have also unanimously decided to **extend their cliffs**, which demonstrates their **continued support, determination, and undying faith** in Aurory Project.

We will strive to innovate until Aurory and its IP are **cultural brands** that will reach millions of people beyond the crypto communities. And we are confident that we have everything it takes to **continue building for years to come**. We have the team, the treasury, and the compelling vision to become one of the major innovators in the space.

**A limitless number of possibilities remains to be imagined, discovered, and developed. It is up to you to decide whether you want to join us on this very exciting journey as we build the future of video games together!**

AURORY

# THE AURORY PROJECT

## AURORY.IO

AURORY

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**Project purpose:** You agree that you are acquiring $AURY to participate in Aurory and to obtain services on the ecosystem thereon. The Company, the Distributor and their respective affiliates would develop and contribute to the underlying source code for Aurory. The Company is acting solely as an arms' length third party in relation to the AURY distribution, and not in the capacity as a financial advisor or fiduciary of any person with regard to the distribution of $AURY.

**Nature of the Whitepaper:** The Whitepaper and the Website are intended for general informational purposes only and do not constitute a prospectus, an offer document, an offer of securities, a solicitation for investment, or any offer to sell any product, item, or asset (whether digital or otherwise). The information herein may not be exhaustive and does not imply any element of a contractual relationship. There is no assurance as to the accuracy or completeness of such information and no representation, warranty or undertaking is or purported to be provided as to the accuracy or completeness of such information. Where the Whitepaper or the Website includes information that has been obtained from third party sources, the Company, the Distributor, their respective affiliates and/or the Aurory team have not independently verified the accuracy or completeness of such information. Further, you acknowledge that circumstances may change and that the Whitepaper or the Website may become outdated as a result; and neither the Company nor the Distributor is under any obligation to update or correct this document in connection therewith.

**Token Documentation:** Nothing in the Whitepaper or the Website constitutes any offer by the Company, the Distributor, or the Aurory team to sell any AURY (as defined herein) nor shall it or any part of it nor the fact of its presentation form the basis of, or be relied upon in connection with, any contract or investment decision. Nothing contained in the Whitepaper or the Website is or may be relied upon as a promise, representation or undertaking as to the future performance of Aurory. The agreement between the Distributor (or any third party) and you, in relation to any distribution or transfer of AURY, is to be governed only by the separate terms and conditions of such agreement.

The information set out in the Whitepaper and the Website is for community discussion only and is not legally binding. No person is bound to enter into any contract or binding legal commitment in relation to the acquisition of AURY, and no digital asset or other form of payment is to be accepted on the basis of the Whitepaper or the Website. The agreement for distribution of AURY and/or continued holding of AURY shall be governed by a separate set of Terms and Conditions or Token Distribution Agreement (as the case may be) setting out the terms of such distribution and/or continued holding of AURY (the Terms and Conditions), which shall be separately provided to you or made available on the Website. The Terms and Conditions must be read together with the Whitepaper. In the event of any inconsistencies between the Terms and Conditions and the Whitepaper or the Website, the Terms and Conditions shall prevail.

**Deemed Representations and Warranties:** By accessing the Whitepaper or the Website (or any part thereof), you shall be deemed to represent and warrant to the Company, the Distributor, their respective affiliates, and the Aurory team as follows:
(a) in any decision to acquire any AURY, you have shall not rely on any statement set out in the Whitepaper or the Website;
(b) you will and shall at your own expense ensure compliance with all laws, regulatory requirements and restrictions applicable to you (as the case may be);
(c) you acknowledge, understand and agree that AURY may have no value, there is no guarantee or representation of value or liquidity for AURY, and AURY is not an investment product nor is it intended for any speculative investment whatsoever;
(d) none of the Company, the Distributor, their respective affiliates, and/or the Aurory team members shall be responsible for or liable for the value of AURY, the transferability and/or liquidity of AURY and/or the availability of any market for AURY through third parties or otherwise; and
(e) you acknowledge, understand and agree that you are not eligible to participate in the distribution of AURY if you are a citizen, national, resident (tax or otherwise), domiciliary and/or green card holder of a geographic area or country (i) where it is likely that the distribution of AURY would be construed as the sale of a security (howsoever named), financial service or investment product and/or (ii) where participation in token distributions is prohibited by applicable law, decree, regulation, treaty, or administrative act (including without limitation the United States of America and the People's Republic of China); and to this effect you agree to provide all such identity verification document when requested in order for the relevant checks to be carried out. The Company, the Distributor and the Aurory team do not and do not purport to make, and hereby disclaims, all representations, warranties or undertaking to any entity or person (including without limitation warranties as to the accuracy, completeness, timeliness, or reliability of the contents of the Whitepaper or the Website, or any other materials published by the Company or the Distributor). To the maximum extent permitted by law, the Company, the Distributor, their respective affiliates and service providers shall not be liable for any indirect, special, incidental, consequential or other losses of any kind, in tort, contract or otherwise (including, without limitation, any liability arising from default or negligence on the part of any of them, or any loss of revenue, income or profits, and loss of use or data) arising from the use of the Whitepaper or the Website, or any other materials published, or its contents (including without limitation any errors or omissions) or otherwise arising in connection with the same. Prospective acquirors of AURY should carefully consider and evaluate all risks and uncertainties (including financial and legal risks and uncertainties) associated with the distribution of AURY, the Company, the Distributor and the Aurory team.

**AURY Token:** The native cryptographically-secured fungible protocol token of Aurory (ticker symbol $AURY) is a transferable representation of attributed utility functions specified in the protocol/code of Aurory, and which is designed to be used solely as an interoperable utility token thereon. AURY is a functional utility token which provides the economic incentives that will be distributed to encourage users to contribute to and participate in the ecosystem on Aurory, thereby creating a mutually beneficial system where every participant is fairly compensated for its efforts. AURY is an integral and indispensable part of Aurory, because without AURY, there would be no incentive for users to expend resources to participate in activities or provide services for the benefit of the entire ecosystem on Aurory. Given that additional AURY will be awarded to a user based only on its actual usage, activity and contribution on Aurory and/or proportionate to the frequency and volume of transactions, users of Aurory and/or holders of AURY which did not actively participate will not receive any AURY incentives. AURY will be utilised as the medium of exchange between participants on Aurory in a decentralised manner. The goal of introducing AURY is to provide a convenient and secure mode of payment and settlement between participants who interact within the ecosystem on Aurory, and it is not, and not intended to be, a medium of exchange accepted by the public (or a section of the public) as payment for goods or services or for the discharge of a debt; nor is it designed or intended to be used by any person as payment for any goods or services whatsoever that are not exclusively provided by the issuer. AURY does not in any way represent any shareholding, participation, right, title, or interest in the Company, the Distributor, their respective affiliates, or any other company, enterprise or undertaking, nor will AURY entitle token holders to any promise

of fees, dividends, revenue, profits or investment returns, and are not intended to constitute securities in Singapore or any relevant jurisdiction. AURY may only be utilised on Aurory, and ownership of AURY carries no rights, express or implied, other than the right to use AURY as a means to enable usage of and interaction within Aurory.

AURY are designed to be utilised, and that is the goal of the AURY distribution. In fact, the project to develop Aurory would fail if all AURY holders simply held onto their AURY and did nothing with it. In particular, it is highlighted that AURY:
(a) does not have any tangible or physical manifestation, and does not have any intrinsic value (nor does any person make any representation or give any commitment as to its value);
(b) is non-refundable and cannot be exchanged for cash (or its equivalent value in any other digital asset) or any payment obligation by the Company, the Distributor or any of their respective affiliates;
(c) does not represent or confer on the token holder any right of any form with respect to the Company, the Distributor (or any of their respective affiliates), or its revenues or assets including without limitation any right to receive future dividends, revenue, shares, ownership right or stake, share or security, any voting, distribution, redemption, liquidation, proprietary (including all forms of intellectual property or licence rights), right to receive accounts, financial statements or other financial data, the right to requisition or participate in shareholder meetings, the right to nominate a director, or other financial or legal rights or equivalent rights, or intellectual property rights or any other form of participation in or relating to Aurory, the Company, the Distributor and/or their service providers;
(d) is not intended to represent any rights under a contract for differences or under any other contract the purpose or pretended purpose of which is to secure a profit or avoid a loss;
(e) is not intended to be a representation of money (including electronic money), security, commodity, bond, debt instrument, unit in a collective investment scheme or any other kind of financial instrument or investment;
(f) is not a loan to the Company, the Distributor or any of their respective affiliates, is not intended to represent a debt owed by the Company, the Distributor or any of their respective affiliates, and there is no expectation of profit; and
(g) does not provide the token holder with any ownership or other interest in the Company, the Distributor or any of their respective affiliates. Notwithstanding the AURY distribution, users have no economic or legal right over or beneficial interest in the assets of the Company, the Distributor, or any of their affiliates after the token distribution.
To the extent a secondary market or exchange for trading AURY does develop, it would be run and operated wholly independently of the Company, the Distributor, the distribution of AURY and Aurory. Neither the Company nor the Distributor will create such secondary markets nor will either entity act as an exchange for AURY.

**Informational purposes only:** The information set out herein is only conceptual, and describes the future development goals for Aurory to be developed. In particular, the project roadmap in the Whitepaper is being shared in order to outline some of the plans of the Aurory team, and is provided solely for INFORMATIONAL PURPOSES and does not constitute any binding commitment. Please do not rely on this information in deciding whether to participate in the token distribution because ultimately, the development, release, and timing of any products, features or functionality remains at the sole discretion of the Company, the Distributor or their respective affiliates, and is subject to change. Further, the Whitepaper or the Website may be amended or replaced from time to time. There are no obligations to update the Whitepaper or the Website, or to provide recipients with access to any information beyond what is provided herein.

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**Cautionary Note on forward-looking statements**: All statements contained herein, statements made in press releases or in any place accessible by the public and oral statements that may be made by the Company, the Distributor and/or the Aurory team, may constitute forward-looking statements (including statements regarding the intent, belief or current expectations with respect to market conditions, business strategy and plans, financial condition, specific provisions and risk management practices). You are cautioned not to place undue reliance on these forward-looking statements given that these statements involve known and unknown risks, uncertainties and other factors that may cause the actual future results to be materially different from that described by such forward-looking statements, and no independent third party has reviewed the reasonableness of any such statements or assumptions. These forward-looking statements are applicable only as of the date indicated in the Whitepaper, and the Company, the Distributor as well as the Aurory team expressly disclaim any responsibility (whether express or implied) to release any revisions to these forward-looking statements to reflect events after such date.

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