

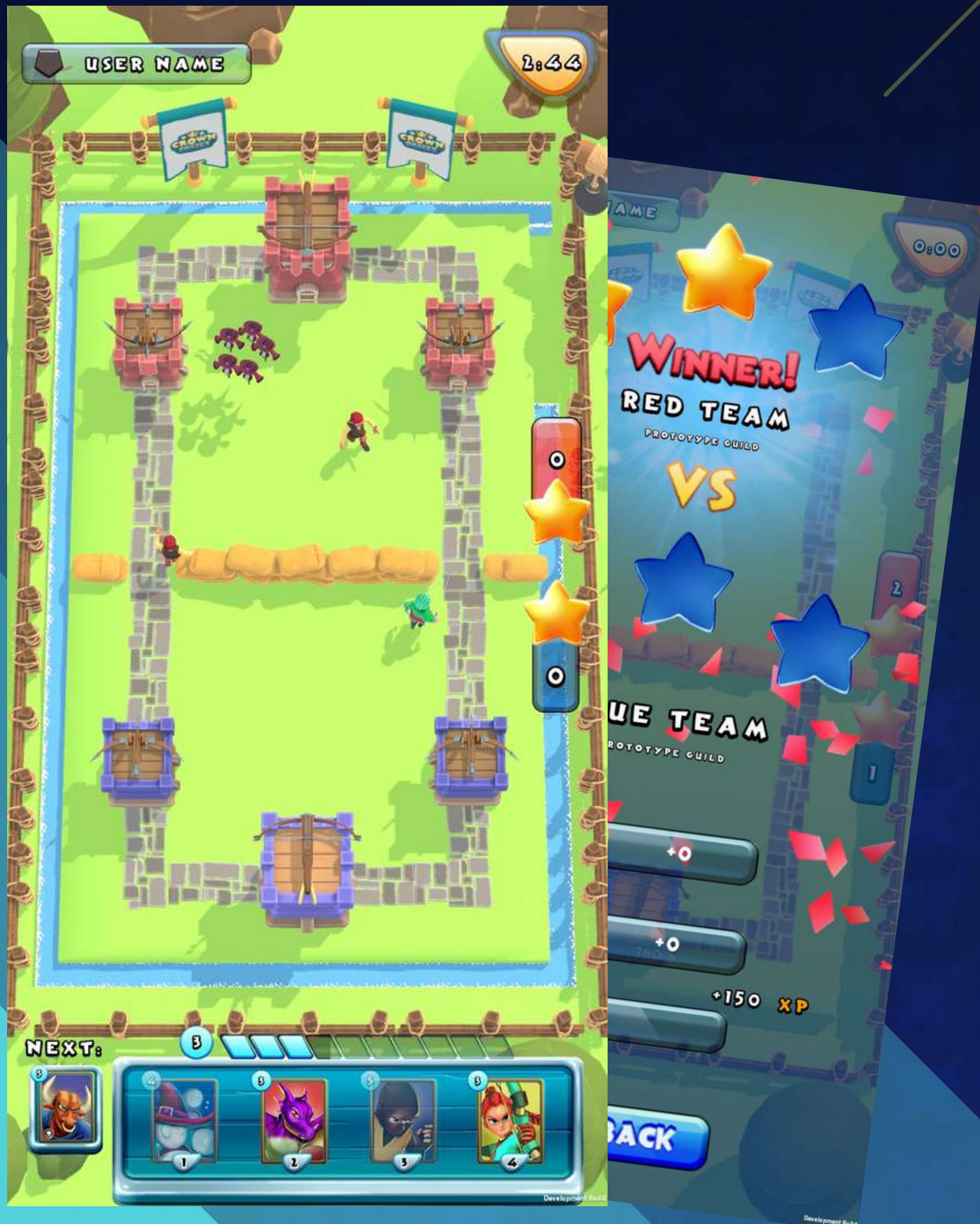


**GAME DECK**





# CROWN CHASER: IT'S ALL ABOUT GAMEPLAY



Crown Chaser is a **tower defense-style, real-time strategy metaverse game** that will be available for Windows, Android, and iOS



Powered by **blockchain and NFT technologies**, players will be able to buy and collect cards to participate in thrilling battles



The game will take place in an evolving fantasy world where players can show off their skills against other players in **PvP multiplayer fights**





# THRILLING BATTLES AGAINST OTHER PLAYERS

There are 2 battle modes - **one vs. one**, or you can play with a friend or a random teammate in **two vs two**

At the start of the match, players will be transported to the arena, where their goal is to win the match. Inside the arena, there will be a total of six towers, three per player

**To win a match, the player must destroy all three opponent's towers (for an instant win) or destroy the most towers within the time limit**





# CROWN CHASER 5 PILASTERS



## ENGAGING GAME

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We want to create a game that will bring users joy and satisfaction

**Being gamers ourselves, we want to reach a balance between fun, gameplay and user experience**



## ABOUT SKILL

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It is a competitive game where users will get rewarded based on their skills

**Players will face new challenges as they climb the leaderboard**



## A FAIR GAME

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It is a provably-fair card game. Each card will be meticulously balanced to reach new levels of fairness and openness

**Everyone gets the same chance to advance by honing their skills**



## FOR EVERYONE

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From beginners playing casually on the go to the hardcore gamers who want to rank up the leaderboard

**Crown Chaser can be enjoyed by every kind of player**



## SOCIAL GAME

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We are developing a game where players can interact and cooperate to achieve a goal through missions and objectives

**Cooperation will benefit everyone**

# CARDS

To play a match, a deck of 8 Cards is required. There are two ways to add cards to your deck - buy Card Packs or individual cards from the marketplace

Every card found in the card pack starts from level 1. Upgrading it will make its stats stronger and increase its rank

Cards have 4 kind of Rarity:

**BASIC**

**RARE**

**EPIC**

**LEGENDARY**

The difference between rarities will be based on their bonuses. A higher rarity level does not imply any advantages in gameplay





# CARD PACKS

Players will be able to get new cards through the card packs. These packs will be sold directly by Crown Chaser and come in four different sizes, each containing 5 cards

**It is possible to obtain the same card in a different rarity.** Differences in rarity come from the cosmetic aspect of the card (skin) and the earning bonus

**Cards with a rarity level of rare or higher are NFT tokens stored on the blockchain.** Players are required to have a deck with 8 cards with a rarity level of Rare or higher to unlock the play and earn feature

**Cards Have Limited Supply.** Every season will have a unique set of cards inside the card pack. Cards from a previous season can only be found on the marketplace





# MARKETPLACE

Players will be able to trade their cards in the marketplace

They can select different filters for a better experience. For every successful sale, we will apply a 5% royalty fee that will help us develop the ecosystem

Part of the earnings will be distributed as community treasure, owned by all \$CPG holders





# ENERGY SYSTEM

Every player has a daily energy allowance of 20 that they can spend inside the game. The energy will allow players to earn \$CUC from their wins. After running out of energy, players can only earn Crowns. By spending \$CUC, the player can purchase an energy booster to restore or add more energy and continue to earn Crowns + \$CUC + EXP

## WHAT EARNS THE PLAYER?





# DUAL TOKEN TOKENOMIC



## **CROWN PRECIOUS GEM (\$CPG)** **THE DAO TOKEN** **OF CROWN CHASER**

CPG will have a capped token supply—once the last token has been earned, there will be no way to make more

**\$CPG holders will have access to the council**, a decentralized autonomous organization (DAO). Its purpose will be to govern the community treasure and make decisions about card balance and game development



## **CROWN UTILITY COIN (\$CUC)** **UTILITY TOKEN** **OF CROWN CHASER**

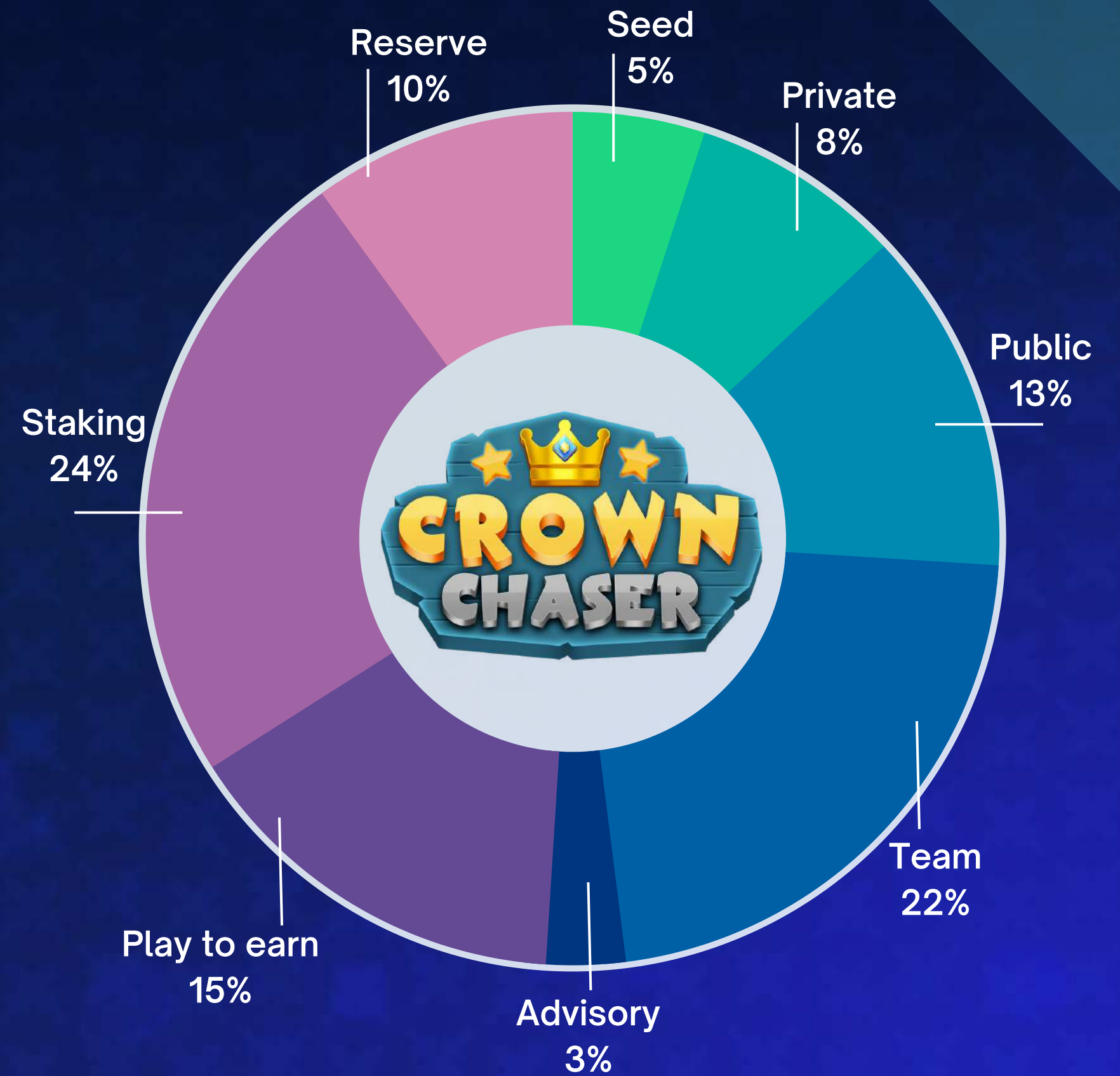
CUC will have an unlimited supply, and the only way to mint these tokens will be by playing Crown Chaser

**Every time a player wins a match, he will be awarded \$CUC depending on their winning bonus.** Players must be eligible to obtain \$CUC. Having basic cards inside the deck will not give the user any tokens



# \$CPG SUPPLY

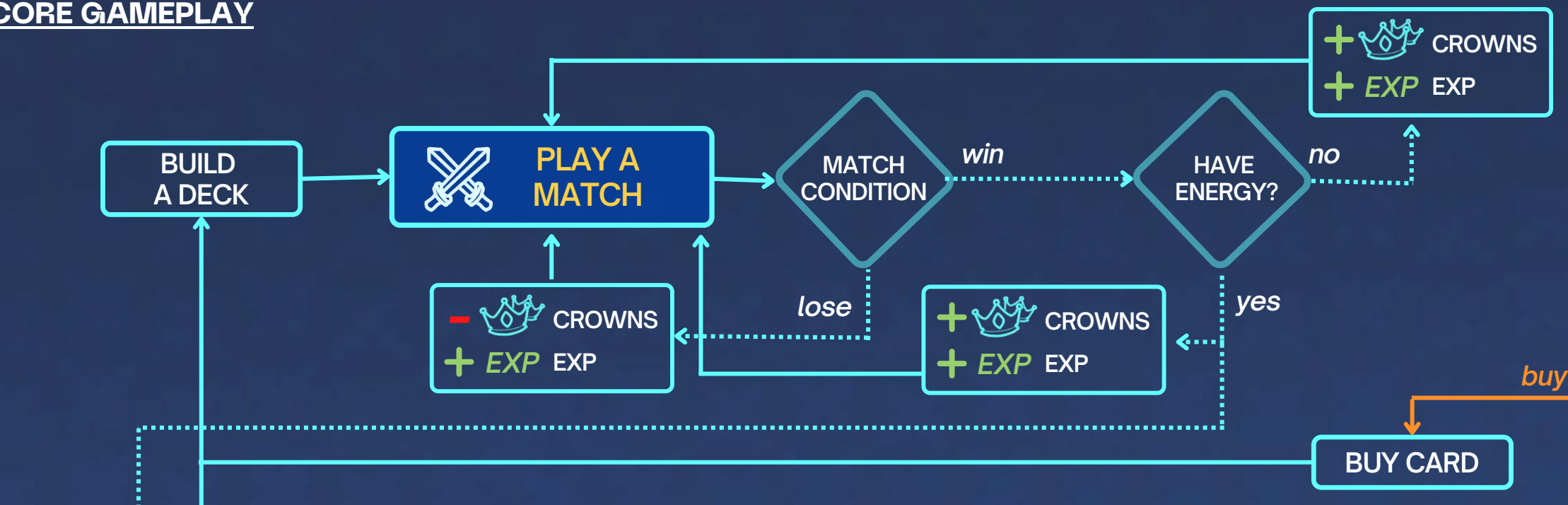
Area of Allocation	Total supply in %	Total supply in number
Seed	5.00%	25,000,000
Private	8.00%	40,000,000
Public	13.00%	65,000,000
Team	22.00%	110,000,000
Advisory	3.00%	15,000,000
Play to earn	15.00%	75,000,000
Staking	24.00%	120,000,000
Reserve	10.00%	50,000,000
<b>Total</b>	<b>100.00%</b>	<b>500,000,000</b>





# GAME LOOP AND ECOSYSTEM ECONOMY

## CORE GAMEPLAY

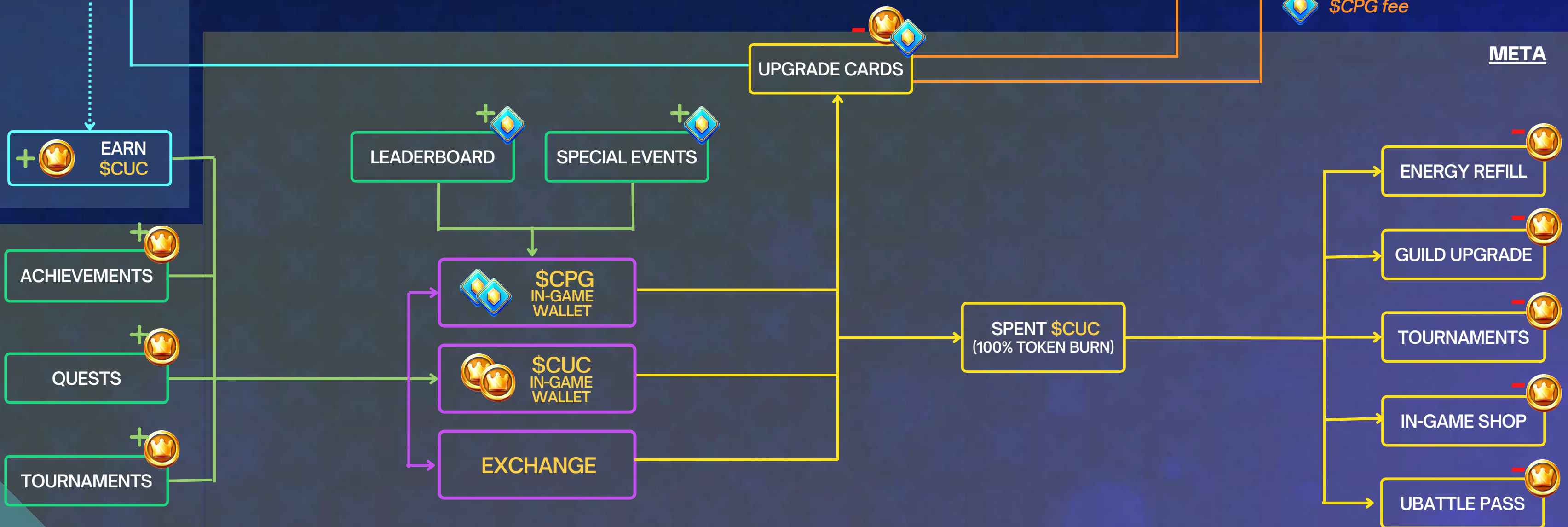


**LEGEND**

- Game core loop
- Token source
- Market Makers and Wallets
- Token drains
- Governance token and treasury



## META





# HERO UPGRADE

To upgrade a card to the next level, players will need to merge **two cards of the same level and rarity** using **\$CUC** and **\$CPG**. When two cards are merged, the result will be a new card with an upgraded level and the same rarity. The previous two cards are burned and removed from the supply



○ ————— ○  
Cards and \$CUC used will be burned

○ ————— ○  
% goes to  
community  
treasure



# ARENA

**The arena is where the fight takes place.**

Similar to real-world arenas - players can buy and generate wealth from the Arena

Arenas are very limited in availability (only one mint for each Arena). Having an arena is not mandatory to play. **Crown Chaser** but they bring some unique benefits:

**COLLECT TRIBUTE FROM PLAYERS WHO WIN MATCHES INSIDE YOUR ARENA**

**CHOOSE THE ARENA NAME**





# LEAGUE

Since Crown Chaser is a competitive game, leagues will play a vital role

There are multiple leagues and sub-leagues. To rank (or de-rank) from one league to another, there will be a crown system where the more crowns you have, the higher your league will be. A higher league means a better winning bonus

**YOU CAN EARN OR LOSE CROWNS BY WINNING OR LOSING MATCHES**





# GUILDS & SCHOLARSHIPS

Joining a guild will be one of the social aspects of the game, and players will benefit from it in many ways: depending on the level, members will get a higher bonus on winning. The greater the guild rank is, the more players it can house

**Guild owners will have access to the guild dashboard**, where they can track the guild's progress and how each member is contributing to its development

**Owners will be able to design and transfer decks to the members**, creating a "Scholarship"





# BONUSES

Bonuses determine how many Crown Utility Tokens players are going to get from each victory. There are three different kinds of bonuses:



**DECK RARITY**



**NUMBER OF CROWNS /  
LEAGUE BRACKET**



**GUILD LEVEL**



# TOURNAMENTS & LEADERBOARD

At the end of every season, there will be a global leaderboard ranked by the most earned crowns.  
**The top 1000 players will get rewarded with \$CPG** according to their position - the higher their rank, the more \$CPG they will get



**THERE WILL BE DIFFERENT TYPES OF TOURNAMENTS, FROM CASUAL TO E-SPORT STYLE**



# SEASON

In the course of the year, there **will be many seasons lasting several months each**. Throughout these, there will be card packs specific for that season available on sale. Content of the cards pack will change seasonally, replacing old season cards with the new season cards. **The only way to get cards from the past season is through the marketplace.**

In addition to new card packs, seasons will bring:

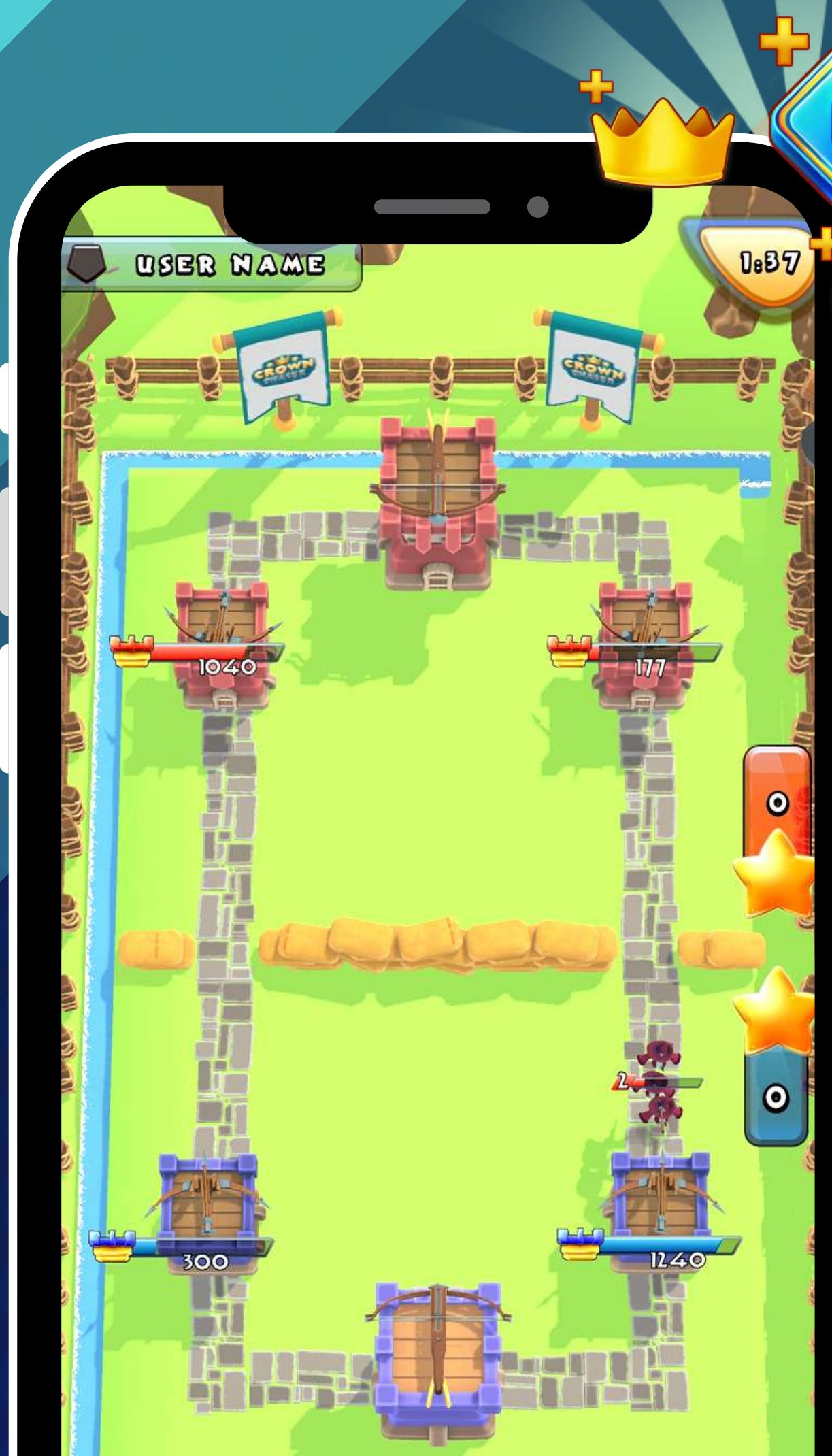
**NEW GAME  
MODE**

**NEW  
FEATURES**

**NEW  
HEROES**

**NEW  
ARENA**





# FREE TO PLAY & PLAY TO EARN

**Players do not need to purchase cards to play the game.** There will always be a free basic pack available to every player interested in trying the game

**Players will get rewards inside Crown Chaser.** Every time they win a match, players will be awarded with \$CUC tokens, which they can use to upgrade cards, restore energy, and much more. The number of tokens earned depends on the 'bonuses'



# ROADMAP AND MILESTONES





# SUSTAINABILITY

- Every \$CUC spent in-game will be burned
- Cards have a limited supply
- \$CPG will be the main token of the marketplace
- Energy system mechanism
- Each season has its unique collection of cards. Past season cards can be only obtained from other players on the marketplace
- Cards will be burned: Heroes will be available in less quantity over time due to their upgrade mechanism





# CORE TEAM

**ANTONIO RAMICELLO**  
CHIEF EXECUTIVE OFFICER

**NICOLE DE CRISTOFARO**  
GAME DESIGNER

**KHALIL SBAITI**  
3D GENERALIST ANIMATOR

**ANDREA RICCIO**  
3D ARTIST

**FRANCESCO RICCIO**  
3D ARTIST

**SAI CHARAN**  
GAME DEVELOPER

**SILVANO SORINO**  
GRAPHIC DESIGNER




**SARA PINTUS**  
2D GENERALIST

**ALESSIA ERLE**  
2D ARTIST





## LINKS

-  [www.crownchaser.com](http://www.crownchaser.com)
-  [info@crownchaser.com](mailto:info@crownchaser.com)
-  Litepaper



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