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INTRODUCTION

Thanks to new technologies developed, integrating NFTs has led to new opportunities. The play-to-earn model for a game is widely available now. The gaming industry is facing a seismic transformation from a centralized system to a distributed one. Crown Chaser aims to increase awareness of these new technologies such as Web 3.0 and the Blockchain. We want to empower players worldwide by giving them actual ownership of their assets. In this way, they can choose to monetize their abilities in a competitive, funny, and skill-based game.

We were clear during the ideation stage that the game must be captivating for the next five to ten years. We're going to do that by creating an environment where players, pro-players, creators, and guild members feel part of a community.

We have developed a system to scale both economy and ecosystem with future growth in mind. We believe that one major global trend will fit our project perfectly, e-sport. E-sport is a modern competitive sport, and we are developing a game based on similar values. We are also fans of what guilds are doing for gamers globally, and we want to create space for guild culture within our game. In this lite paper, you will see our vision for Crown Chaser.

MEET CROWN CHASER

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 have thrilling battles. The game takes place in an evolving fantasy world where players can show off their skills by battling other players in PvP fights.

OUR JOURNEY TROUGH THE MISSION

Crown Chaser is creating a unique ecosystem of an ever-evolving game where players can experience attractive updates every couple of months.

We built our Ecosystem on 5 Pilasters:

• IT'S AN ENGAGING GAME

We want to create a game that will give users joy and satisfaction. Being gamers ourselves, we don't want to sacrifice fun for mediocrity and superficiality.

• IT'S ABOUT SKILL

Crown Chaser is a competitive game where users will get rewarded according to their skills. Players will face new challenges as they climb the leaderboard.

• IT'S A FAIR GAME

It is a skill-based game. Each card will be meticulously balanced such that everyone has a fair experience. Conquer the victory with the right set of skills.

• IT'S FOR EVERYONE

Crown Chaser can be played and enjoyed by every kind of player, from the casual ones on the bus to school to the hardcore ones who want to rank up the leaderboard.

• IT'S A SOCIAL GAME

Lastly, we are developing a game where players can interact and cooperate to achieve a goal through missions and objectives, which will benefit all of them.

IT'S ALL ABOUT THE GAMEPLAY

Gameplay first; this is our commitment. Crown Chaser will have players engaged in thrilling battles against other players. There are two significant ways to battle, 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. The goal there is to win the match. Inside the arena, there will be a total of six towers, three per player. To win a game, the player must destroy all three opponent's towers which will result in an instant win or destroy the most towers within the time limit.

To destroy towers, players will have to utilize cards in different ways. The cards can be heroes, buildings, or spells. Each one of them has its unique stats. Hero cards come in 3 major classes.

• FIGHTERS

They do a lot of damage to the opponent's troops and towers; however, they have very minimal defense and Health Points.

• TANKS

They have a lot of Health Points and a decent attack strategy; however, they are slow in walking and attacking.

• SUPPORT

Support Heroes have unique abilities like healing or stunning other heroes.

Each card costs 'mana' to be played. Players will have a fixed amount of mana to begin with, which automatically refills over time.

All battles will be timed. At the end of the time, if it's a tie, there will be 1 extra minute of time given at x2 mana generation time. After this, if it's still a tie, an additional 1 minute will be given at x4 mana generation time. And so on until there is a winner. In Crown Chaser, ties do not exist.

To play a match, a deck of 8 cards is required. There are two ways to add new cards to your deck, buy either the card packs or the individual cards from the marketplace.

GAME MECHANICS

FREE TO PLAY

Players do not need to invest money to play the game. There will always be a free basic pack given to every player interested in trying the game.

PLAY TO EARN

Players will get rewards inside Crown Chaser. Every time a match is won, they will be awarded with $CUC tokens, which can be used to upgrade Heroes, restore energy, and much more. The number of tokens earned depends upon 'bonuses'.

CARD RARITY

In Crown Chaser, there will be four levels of card rarity:

1. BASIC
2. RARE
3. EPIC
4. LEGENDARY

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

Is possible to obtain the same card in a different rarity. Differences among the rarity are the cosmetic aspect of the card (skin) and the earning bonus.

CARD LEVEL

cards level up via upgrades.
Every card found in the card pack starts from level 1. Upgrading it will make its stats stronger and take its rank higher. 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.

Card Level	Card Next Level	Requirements
Card Lv. 1	Card Lv. 2	2x Lv. 1 Card + $CUC + $CPG
Card Lv. 2	Card Lv. 3	2x Lv. 2 Card + $CUC + $CPG
Card Lv. 3	Card Lv. 4	2x Lv. 3 Card + $CUC + $CPG

An example of how merging works.

ACCOUNT LEVEL

Account-level will determine the tower level. The higher it is, the more HP and damage the towers do to the heroes and buildings.

OBTAIN CARDS

There are two ways to obtain a new card:

- BUY IT FROM OTHER PLAYERS VIA THE MARKETPLACE

- BUY CARD PACKS AND FIND THEM INSIDE

MARKETPLACE

Players will be able to trade their cards in the marketplace. They will be able to select different filters while browsing to have a better experience. For every successful sale, we will apply a 5% royalty fee that will help us develop the ecosystem. A part of it will also be distributed as community treasure, owned by all the $CPG holders.

CARDS 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.

Pack Name	Pack Drop
Basic Card Pack	- Only Basic card - Low chance to get a Rare card
Rare Card Pack	- Only Rare card - Low chance to get an Epic card
Epic Card Pack	- 2 guaranteed Epic card - Chance to get a Rare card - Low chance to get a Legendary card
Legendary Card Pack	- 1 guaranteed Legendary card - Chance to get an Epic card - Low chance to get a Rare card

LEAGUES

Since Crown Chaser is a competitive game, leagues will play a significant role. There are multiple leagues with their sub-leagues. To rank (or de-rank) from one league to another, there will be a crown system where the more you have, the higher your league will be. A higher league means a better bonus.

You can earn (or lose) crowns by winning (or losing) matches.

League Name	Sub-League
Rookie Starting League	N/A
Bronze League	1-2-3
Silver League	1-2-3
Gold League	1-2-3-4
Master League	1-2-3-4
Champion League	1-2-3-4-5
Legends League	Top 20 players

LEADERBOARDS

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

TOURNAMENTS

Tournaments are a vital part of our game. We will have different types of tournaments, from casual to e-sport style.

• AUTOMATIC TOURNAMENTS

These tournaments start automatically with a fixed reward in $CUC, distributed among the players. It's free to enter but, it has limited participation.

• PLAYER-GENERATED TOURNAMENTS

Users can generate their tournaments with their own rules. The rules can include different game modes, admission fees, number of participants, and public or private tournaments. Such tournaments will primarily be community content since players will be organizing them.

• OFFICIAL TOURNAMENTS

These are special events that may occur periodically. Organized by Crown Chaser, the slots will be given based on qualification.

• OFF-SEASON TOURNAMENTS

This is our e-sport-style event. Players in the Legend League will challenge themselves in these tournaments, where the winner will win great rewards. These tournaments are going to work as events, which will be broadcasted on major streaming platforms with a commentator. They will be held between two seasons.

SEASONS

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

- NEW GAME MODE
- NEW FEATURES
- NEW CARDS
- NEW ARENA

GUILDS

Being part of a guild will be one of the social aspects of the game, and players will benefit from it with a victory bonus. Guilds will be based on levels:

- DEPENDING ON THE LEVEL, MEMBERS WILL HAVE AN INCREASING BONUS ON WINNING.
- THE HIGHER THE GUILD RANK IS, THE MOTRE PLAYER IT CAN HOUSE.

Owning a guild will be both an asset and a liability. Guilds will have an upgrading cost in $CPG and also a maintenance cost. It will also require effort from all members in order to level it up. Players, for example, must reach a minimum number of games played, or they also need to have a fixed number of trophies to be able to start the guild upgrade. Later, there will be guild wars where additional tokens can be earned.

GUILDS DASHBORD

To check the progress of your guild and see how each member is contributing to its development, guild owners will have to access the Dashboard. Owners will be able to design and transfer decks to the members, creating a "Scholarship."

SUSTAINABILITY

At its root, Crown Chaser takes a deflationary approach. We will be using mechanisms to help us achieve sustainable growth.

CARDS HAVE LIMITED SUPPLY

To have a fixed supply, every card will be minted limitedly.

Every card with a rarity level of rare or higher is an NFT token that will be stored on the blockchain. Players need to have a deck with 8 cards that have rarity level Rare or higher to unlock the play and earn feature. With every new season, Crown Chaser will release new card packs replacing old ones. Every season will have a unique set of cards that can be found inside the card pack. So, the only way to get a card from a previous season will be to buy it from the marketplace. It's easy to assume that the older a card is, the more it will appreciate.

CARDS WILL BE BURNED

The rule of thumb to upgrade a card is to have 2 cards of the same level and rarity plus $CPG and $CUC. When two cards are merged, the result will be a new card with an upgraded level and of the same rarity. The previous two cards are burned forever and removed from the supply.

As time pass by, fewer cards from past season will be available in the supply making them very desirable. Not only cards will be in a limited supply but they will have a decreasing availability over time.

TOKENS WILL BE BURNED

Each $CUC used inside the game will be burned and forever removed from the supply.

$CPG WILL BE THE MAIN MARKETPLACE TOKEN

The main currency of the marketplace will be $CPG. Along with the 5% royalty fee used to develop Crown Chaser, there will be an additional fee of 2.5% that will be charged and burned.

SALE TRANSACTION

Seller — Sale → **Buyer**
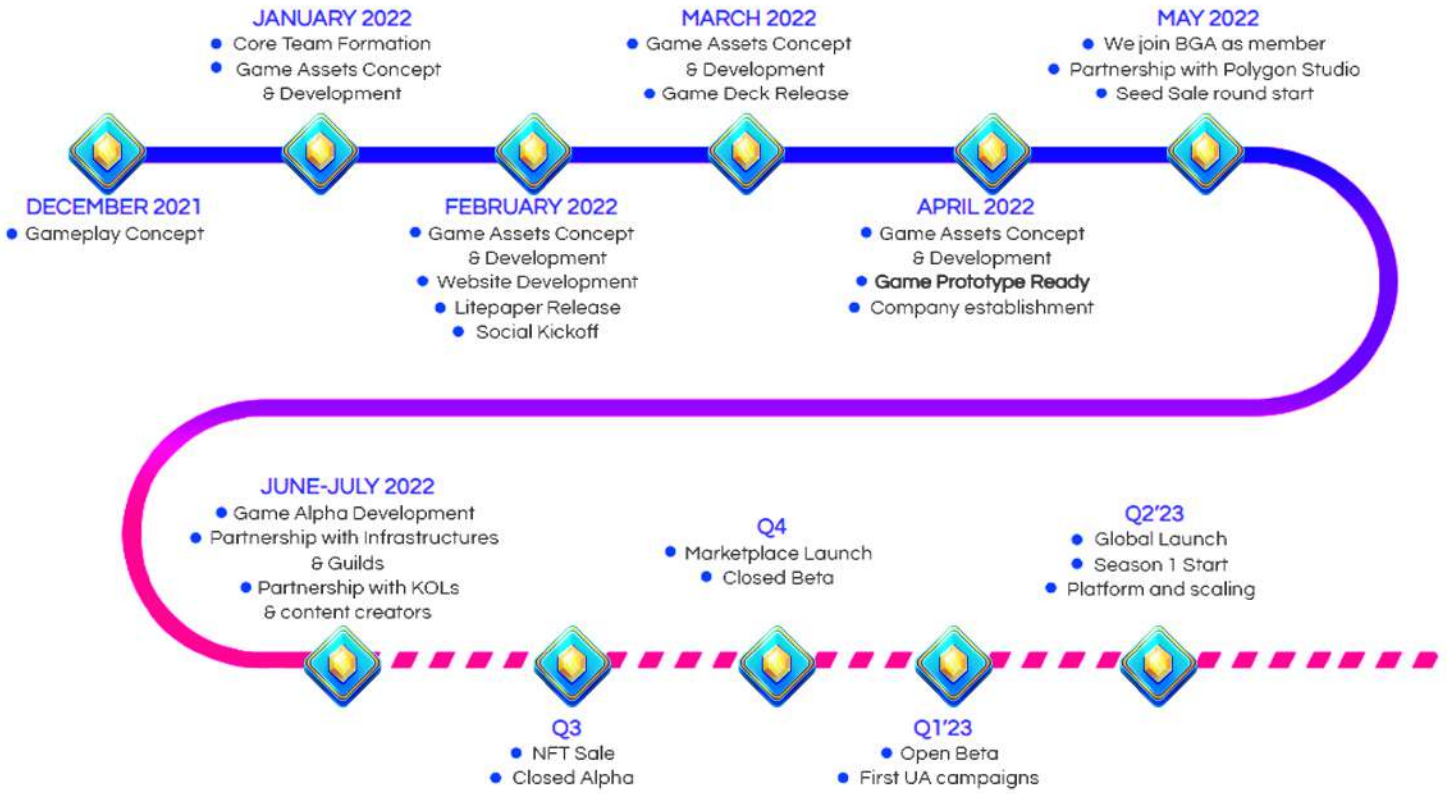
HERO → HERO

Fees: 5% + 2.5%

Royalty fee $CPG burned

ENERGY SYSTEM

Every player has a daily energy allowance of 20 that they can spend inside the game. Energy will allow players to earn $CUC from their wins. Only crowns can be earned once the player has used up their energy. By spending $CUC, the player can purchase an energy booster to restore or to add more energy.

ROADMAP

DECEMBER 2021
- Gameplay Concept

JANUARY 2022
- Core Team Formation
- Game Assets Concept & Development

FEBRUARY 2022
- Game Assets Concept & Development
- Website Development
- Litepaper Release
- Social Kickoff

MARCH 2022
- Game Assets Concept & Development
- Game Deck Release

APRIL 2022
- Game Assets Concept & Development
- **Game Prototype Ready**
- Company establishment

MAY 2022
- We join BGA as member
- Partnership with Polygon Studio
- Seed Sale round start

JUNE-JULY 2022
- Game Alpha Development
- Partnership with Infrastructures & Guilds
- Partnership with KOLs & content creators

Q3
- NFT Sale
- Closed Alpha

Q4
- Marketplace Launch
- Closed Beta

Q1'23
- Open Beta
- First UA campaigns

Q2'23
- Global Launch
- Season 1 Start
- Platform and scaling

TOKENOMICS
CROWN PRECIOUS GEM — $CPG

Crown Precious Gem, or $CPG, represents the DAO token of Crown Chaser. CPG will have a capped token supply—once that last token has been earned, there will be no other way to mint more.

Owners of the $CPG 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. For example, the council can start a vote about awarding a content creator or brand ambassador for their work inside the community.

Players will be able to earn $CPG from specific in-game events such as tournaments or ranking on the leaderboard.

CROWN UTILITY COIN — $CUC

Crown Utility Coin, or $CUC, represents the utility token of Crown Chaser. This will have an unlimited supply, and the only way to mint these tokens is through playing Crown Chaser.

Every time a player wins a match, he will get awarded $CUC depending on their bonus.
Players will be able to trade the tokens through DEX.

To obtain $CUC, a player must be eligible for it. Therefore, having Basic cards inside the deck will not give the user any tokens.

CUC will be used for:

- UPGRADING CARDS
- CREATING AND MANTAINING GUILDS
- BUY ENERGY RESTORATION

player must wait 14 days between each claim.

$CPG SUPPLY

Total supply: 500,000,000,00 (five hundred million)
Token allocation:

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
Total	100.00%	500,000,000

RESERVE
10,0%

SEED
5,0%

PRIVATE
8,0%

PUBLIC
13,0%

STAKING
24,0%

TEAM
22,0%

PLAY TO EARN
15,0%

ADVISORY
3,0%

CORE TEAM

Meet the team behind Crown Chaser:

ANTONIO RAMICELLO — CEO

Antonio has been working with Google as strategic partner for many years and he also founded 'uploadify.net,', a cloud hosting platform. He is the president of Rituals Academy, a blockchain community-first organization that aims to provide a welcoming environment to everyone.

NICOLE DE CRISTOFARO — GAME DESIGNER

Nicole started her career as junior customer care to go straight up as vice director and head of the personnel for an entertainment and event planner business. With strong analytical and gamification skills, she switched to the IT industry as a web developer, copywriter, and social media manager to then focus on game design.

SAI CHARAN — GAME DEVELOPER

Sai is a game developer and also game designer. He has started his career as a Backend Node.js Developer and transitioned into Game development due to his passion for Video Games. He had worked for multiple PvP game productions and apart from Game Development he has led multiple Web-Development projects.

FRANCESCO RICCIO — 3D ARTIST

Francesco is a former student of a prestigious school in Italy. He started the path to become a 3D artist specializing in characters, currently holding the position of 3D artist at Crown Chaser. Passionate about video games, art, and computer science.

SILVANO SORINO — GRAPHIC DESIGNER

Silvano is a game concept artist. He moved to Milan, where he has studied concept art. Silvano has a burning passion for video games and art. He worked as a freelance graphic designer. Now he is diving into NFT art and the metaverse discovering new frontiers of digital art.

ANDREA RICCIO — 3D ARTIST

Andrea is a 3D artist. He has multiple years of expertise in 3D modeling and texturing. Andrea has loved videogame since he was a little kid. Starting from a young age, he always dreamt about working in the videogame industry.

SARA PINTUS — 2D GENERALIST

Sara is a game concept artist. She moved to Milan where she has studied and worked for more than ten years. Sara has a huge passion and enthusiasm for video games and drawing. she worked on multiple video games productions. Moreover, she was a senior consultant in Italy for digital transformation.

KHALIL SBAITI — 3D GENERALIST ANIMATOR

Khalil started his journey in the prestigious Brera Academy in Milan, Italy. Since he was a little kid, he has been in love with animation and has dedicated a big part of his life crafting this passion. He worked for various productions in the advertisement, he then moved himself to the video games industry.

ALESSIA ERLE — 2D ARTIST

Alessia is a concept artist and illustrator. She moved her studies to the Art Highschool in Italy, where she studied Digital Art and Concept art for videogame. She worked in two different videogame software houses as a 2d artist. She is a super fan of mobile and console games titles. Alessia has a passion also for UI and aesthetic design.