



PROJECT

# cKARMA

A REVOLUTIONARY NFT-CARD GAME WHERE YOU'LL LEARN HOW  
TO ANALYZE THE CRYPTOCURRENCIES MARKET



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## ABSTRACT:

This whitepaper introduce the cKarma ecosystem to the market.

cKarma is a revolutionary Play and Earn videogame of NFT-Cards collectible and exchangeable on Blockchain, a game that brings together the dynamics of gaming and the trend of the spot market price.

In addition to the NFT-Cards, the "\$cKarma" game-token will be developed which will be the base currency for playing and earning, and which will make the entire platform sustainable.

cKarma is the first NFT project that aims to commend the cryptocurrency spot market, and make its user base aware of the dynamics that govern it.

Each cryptocurrency will have its own representative mutant animal, and the learning process will be possible thanks to the introduction of the card game whose details can be found in this document. cKarma will be launched as a ETH ERC-721 protocol.

## PLAY TO EARN VS. PLAY AND EARN:

Most of the NFT-videogames released have missed their targets, with a token collapsing under the pressure of sales.

What differentiates us from the market is having developed the whole ecosystem on a new paradigm: **the play AND earn.**

We want our community to understand that this will be a fun-investment on a videogame made **by players for gamers**, where the focus will be on user experience and having fun, while earning will only be a pleasant consequence.

With a precise focus on the tokenomics of the game-token and its longevity, the user will not have to worry about a token dump every day, but only to have fun playing, knowing that a balanced income can be obtained daily.

## ROADMAP:

### Phase 0:

*February-March '22*

- Creation of the NFT-Cards Divine 'New Mutants' collection
- Pre-launch marketing campaign to build the community
- Roadmap publication on the website

### Phase 1:

*July '22*

- Sale of the 'New Mutants' collection on the Ethereum network

### Phase 2:

*Quarter 3 ( September '22)*

- AirDrop release
- NFT-LockedStaking implementation
- Creation of additional 285,000 NFT-Cards (lower rarity) to be inserted directly into the game

### Phase 3:

*Quarter 4 ( December '22)*

- Listing \$cKarma on DEX
- Release PVC-mode-v1
- Release bridge ETH-Game Blockchain
- Release Marketplace
- Release rules book

#### **Phase 4:**

*Quarter 4 (December '22)*

- Release PVP-mode
- Release events-mode
- Release PVC-mode-v2
- Stop NFT-LockedStaking
- AirDrop 50% of all the royalties in ETH

#### **Phase 5:**

*First half of '23*

- Boost Marketplace
- Release of new expansions

#### **Phase 6:**

*Second half of '23*

Secret phase

## **PHASE DESCRIPTION:**

#### **PHASE 0:**

*February-March '22*

During this phase the graphics team will be responsible for the development of 15,000 NFT-Cards, all of them will be realized by a 20-years-experience artist, without the use of a copy-paste software. At the same time the marketing team will begin the pre-launch campaign aimed at creating 'hype' around the project and building a community that is attached to the narrative of the videogame.

The road map of the platform will also be published on the official website in order to increase the trust and interest of users in the project.

## **PHASE 1:**

*July '22*

The launch will include the sale of 15,000 NFT-Cards at a price of 0.20 ETH, of which 90% (13,500) will be sold in Private-Sale through the use of whitelist given as an incentive in exchange for tasks to be completed by users aimed at increasing the community; the remaining 10% (1,500) will be sold in Public-Sale where anyone can participate.

## **PHASE 2:**

*Quarter 3 ( September '22)*

During this phase the graphics team will be expanded and 285,000 NFT-Cards will be developed to be implemented in the video game, divided into their respective categories.

The '\$cKarma' game-token will also be developed and the NFT-LockedStaking function will be implemented in which each user who owns a piece of the 'New Mutans' collection during the snapshot will receive a free '\$cKarma' AirDrop, which can be used exclusively at the launch of the video game .

Finally, an AirDrop of '\$cKarma' will be released to the first users who tried to participate in the Public-Sale without being able to obtain an NFT, which can also be used exclusively at the launch of the video game.

## **PHASE 3:**

*Quarter 4 ( December '22)*

This phase will be inaugurated with the listing of '\$cKarma' on the DEX platform of the blockchain game that we will use, so that new users can purchase the token that will allow them to participate in the video game.

An ETH-Game Blockchain bridge within the game will be released, in order to deposit the NFTs of the 'New Mutants' collection within the video game. After the bridging there will be an airdrop of ETH to users to pay back the commission.

The 'Rules Book' will also be published to give clarity on the dynamics of the videogame right away.

Finally, the first version of the videogame in PVC mode (player vs computer) will be released with the marketplace inside to be able to sell their NFTs so that users begin to develop strategies.

#### **PHASE 4:**

*Quarter 4 (December '22)*

The NFT-LockedStaking service will be disabled to incentivize initial users to actively play on the platform.

The second version of the PVC mode will be released and at the same time the PVP game mode (player vs player) and the EVENTS game mode will be released.

Finally there will be an airdrop of 50% of all the royalties given by the marketplaces, paid in ETH to the owners of New Mutants NFTs.

#### **PHASE 5:**

*First half of '23*

Once all 285,000 NFT-Cards have been sold, the only way to participate in the game will be to purchase through the marketplace. During this phase, therefore, each NFT-Cards will increase in value according to the dynamics of an increase in demand and a fixed share of the offer.

The graphics team will begin developing new NFT-Cards which will then be released within the game as new expansions.

#### **PHASE 6:**

*Second half of '23*

This phase involves a secret event where users will be able to earn different kind of cryptocurrencies.

## NFT-CARDS:

The cards will be divided into 4 ranks

- Common: **135,000 cards**
- Rare: **90,000 cards**
- Legendary: **60,000 cards**
- Divinity: **15,000 cards**

Each card will have special effects that will allow it to accumulate 'attack points' to win challenges ex: spot price, category reference index (ex. DeFi), personal reference index (ex. TVL, dominance) anti-vega on volatility, etc.)

Within the game, you will have the opportunity to purchase a mystery-pack in which you will find a random card, or the possibility of purchasing a 5-card pack at a discounted price. In addition, you will have the option to purchase a unique potion for each pack purchased, which will increase the likelihood of obtaining a more powerful card.

Each quarter, limited edition cards will be released based on the cryptocurrencies that performed best during the previous quarter.

During this period, special packs will be created with a high probability of obtaining a limited card.

## MARKETPLACE:

It'll be integrated into the videogame and will be the central market where you can:

- Buy or Sell NFT-Cards (with a sell-fee that will be retained by the platform)
- Exchange NFT-Cards
- Put your NFT-Cards up for auction (with a sell-fee that will be retained by the platform)
- Rent your own NFT-Cards (with a rent-fee that will be retained by the platform)
- A minimum floor price divided into levels will be introduced to avoid write-downs.

## GAME FUTURES:

To increase the scarcity rate and improve the gaming experience, we will implement 'mergers' that you can use to build your own strategy:

### FUSION 1: Ranks-UP

- By merging 3 different commons, you get a random rare
- By merging 3 different rare, you get a random legendary
- By merging 3 different legendaries, you get a Rank-Card, which will increase the number of daily PVC and PVP races of all cards in the deck

### FUSION 2: Polymerization

- By merging 2 equal commons, a star is obtained; by merging 1 common with star and an equal common without a star, 2 stars are obtained; by merging 1 common with two stars and an equal common with one star, 3 stars are obtained
- By merging 2 equal rare, you get a star; by merging 1 rare with a star and 1 rare equal without a star, 2 stars are obtained; by merging 1 rare with two stars and an equal rare with one star, 3 stars are obtained
- By merging 2 identical legendaries, you get a star; by merging 1 legendary with star and 1 equal legendary without a star, 2 stars are obtained; by merging 1 legendary with two stars and an equal legendary with one star, you get 3 stars

example:

- Bitcoin common + Bitcoin common = Bitcoin common ★
- Bitcoin common ★ + Bitcoin common = Bitcoin common ★ ★
- Bitcoin common ★ ★ + Bitcoin common ★ = Bitcoin common ★ ★ ★

### FUSION 3: Stars-UP

- By merging 3 different commons, you get a star to be assigned to a common card in the deck
- By merging 3 different rare, you get a star to be assigned to a rare card in the deck
- By merging 3 different legendaries, you get a star to be assigned to a legendary card in the deck

## **FUSION 4: Boost-UP**

- By merging 3 different commons, you get a booster-card, which will boost all the commons in the deck
- By merging 3 different rare, you get a booster-card, which will boost all the rare in the deck
- By merging 3 different legendaries, you get a booster-card, which will boost all the legendaries in the deck

## **GAME MODE:**

### **PVC:**

This mode will serve to attract a large user base of players looking for quick and easy income:

### **PVC-Version 1:**

The game will be multiplatform: Desktop, Mobile iOS and Android. Through this mode, each user will be able to carry out automatic challenges with a random '\$cKarma' gain from the liquidity pool, with a 5-day vesting at gradual fees (50% day 1, 40% day 2, 30% day 3, 20% day 4, 10% day 5, free from day 6).

Depending on the grade of the card you will have: 4 daily challenges for the common ones, 6 daily challenges for the rare, 8 daily challenges for the legendary, 10 daily challenges for the limited editions, 12 daily challenges for the divine.

### **Within the PVC mode there will be:**

- One-time "insert in deck" initial fee
- "Daily top-up" fee
- "Fixing" fee (to restore your cards after a deterioration given by the days in which they performed challenges)
- 'Spot-Earn' function in which each card has a rewards in '\$cKarma' based on the daily closing of the spot price of the token it represents, to be used exclusively within the game.

## **PVC-Version 2:**

When PVP mode is released, a PVC version update will be made where:

The AGING feature will be implemented, in which the higher the level of the card, the less '\$cKarma' will be generated in PVC, in order to encourage users to use the PVP mode with high-level cards; and the creation of 'kiosk' will take place in which users will be able to participate to receive a portion of the daily fees of the entire video game.

## **PVP:**

This mode is the backbone of all the ecosystem sustainability:

Users will compete against each other using 5 cards put into play with 5 maximum daily games. (To participate you must have at least 10 cards in the deck). Players will put their tokens into play which will be released to the winner of the challenge (excluding a game-fee that will be withheld by the platform). The score to decree the winner of each game will be calculated from the sum of the special effects of each card.

A weekly ranking based on the number of games won will also be implemented, where the winners will receive rewards taken from the weekly ranking entry fee.

## **EVENTS:**

This extra game mode provides a monthly ranking based on the trend of the spot market price of the 5 cards registered for the tournament through a fee.

To participate in the tournament you will need to play 5 PVP matches (regardless of the result) daily.

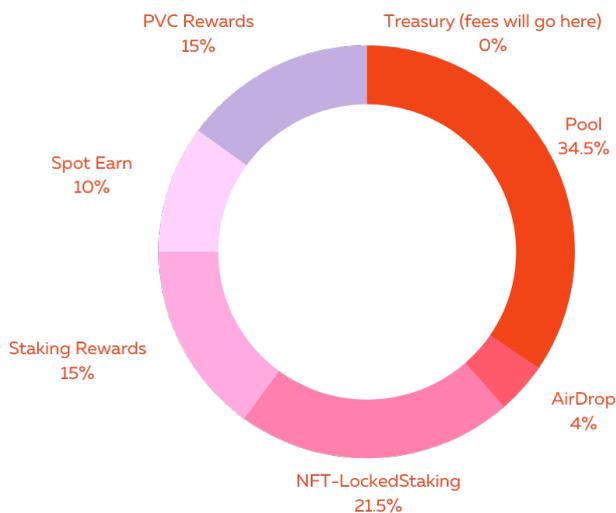
Winners will receive rewards from the monthly tournament entry fee.

## TOKENOMICS:

The “\$cKarma” token will be the official currency of the cKarma ecosystem and the backbone of its sustainability. It will be developed with a limited supply on the game-blockchain we will use, taking advantage of the low gas-fees required and facilitating the high number of transactions by users.

The tokenomics of the game was developed with a rigid rigor of the dynamics of Demand - Offer, and analyzing the errors and merits of the business-models of the competitors on the market; in particular: we will not keep any initial amount of \$cKarma token supply. Since our primary goal is to maintain a relatively stable price over time, we have developed an automatic system that helps the token price stay handled. The Yield Pool is a store-of-value-pool that will automatically help the Dex Pool when selling pressure is going on and take care of the buyback of the token. The Yield Pool is powered by the fees paid in the videogame and the NFT-cards bought in the marketplace.

Thanks to the burn and the buyback of the token, the sales pressure will gradually decrease over time with increasing game volumes, thus decreasing the supply of circulating and therefore salable tokens.



## Supply

### Treasury Vault

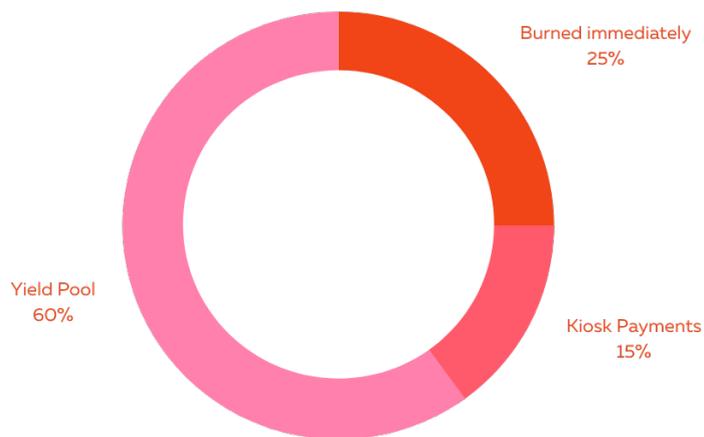
*Every fees\* of the game will be send here.*

**25%** will be burned immediately to decrease the offer.

Tokens will be burned each quarter based on game volume, until **50%** of the total supply (100 million) has been burned.

**15%** of the vault will be used to pay the kiosk owners.

**60%** of the vault will be used to power the Emergencies Yield Pool.



### List of fees\*

- Marketplace fee
- Purchase of potions
- Purchase of NFT-Card Packages
- Withdraw fee
- Winners PVP fee
- Insert in deck fee
- Top-up fee
- Fixing fee
- Participation rankings fee

## Futures of Tokenomics

- The Aging functionality aims to reduce the inflation rate of the token release from the liquidity pool through PVC, and to raise the token's deflationary rate through a gradual migration to the PVP that does not provide for a new token offer to be released, but a redistribution of the existing offer between winning and losing players;
- The use of '\$cKarma' for the purchase of new NFT-Cards, the purchase of the potion and use in the internal marketplace;
- The use of a fee on the sales of the internal marketplace aimed at reducing the supply of tokens, and a consequent increase in demand through the buy-burn of it;
- The use of a token withdrawal fee aimed at reducing the supply of tokens, and a consequent increase in demand through the buy-burn of it;
- The implementation of a Staking Pool in which, by freezing your tokens, you will receive rewards for helping to stop the sales pressure;
- The use of a fee on the winnings of individual PVP challenges aimed at decreasing the supply of tokens, and a consequent increase in demand through the buy-burn of it;
- The organization of events in which, by freezing the token, you will receive special-cards (eg: boosted sectoral cards);
- The implementation of a Staking Pool in which by freezing the token you will receive incentives to increase the level of your cards;
- The use of an initial fee on each card to include them among the cards that can be used in the challenges;
- The use of a daily PVC and PVP top-up fee aimed at decreasing the supply of tokens, and consequent increase in demand through the buy-burn of it;
- The use of a fixing fee aimed at decreasing the supply of tokens, and consequent increase in demand through its buy-burn;
- The exclusive use within the game, without the possibility of sale, of the tokens generated by the AirDrop and the Spot Earn function;
- The use of participation fees in tournaments, with the deduction of a fee aimed at decreasing the supply of tokens, and consequent increase in demand through the buy-burn of it;
- The use of 'merger NFT' futures with the aim of reducing the number of existing NFTs and increasing the uniqueness and value of the remaining NFTs;
- The implementation of the 'Kiosk' component aimed at decreasing the supply of tokens, and consequent increase in demand through the buy-burn of it;

- Finally, Buybacks will be organized in which the platform will personally purchase '\$cKarma' in order to artificially increase the price of the token, and by burning the purchased tokens to decrease the offer.

The combination of these implementations will result in '\$cKarma' price stability and long-term sustainability of the video game, allowing us to attract a gradually higher user base.

## STORY:

### THE HISTORY OF THE LANDS OF ZAIOS:

In an unknown time, in the distant continent of Zaios, an apparently desolate land, devoid of any form of life or matter, 6 wizards appeared out of nowhere, due to a mystical entity still unknown to the universe.

The wizards did not know when or who created them, but they felt a mystical power flowing in their blood coming from a gem given to them by the mysterious creator.

these gems of existence were harnessed with the same power, but they were also really different from each other, as each represented a corner of the hexagon of the elements. Each magician became the master of a gem, and despite the bond of brotherhood and the affection that united them, they moved away due to the diversity of the gems themselves, thus founding 6 different regions within the continent.

Each wizard used the power of his own gem to generate life, creating 6 populations of mutant animals in Zaios, each representing an essential element:

1. **Air:** whose population is called THE MOUNTAINS TRIBE
2. **Water:** whose population is called THE OCEANS UNITED ISLAND
3. **Earth:** whose population is called THE HILLS NATION
4. **Fire:** whose population is called THE VOLCANO KINGDOM
5. **Thunder:** whose population is called THE SKY NOMADS
6. **Darkness:** whose population is called THE UNDERGROUND STRANGERS

Each mutant is fed on the power of a small fragment of their creative gem located on the forehead, a fragment from which they took the energy of their own life.

After the creation of the peoples, the 6 wizards realized the real power of the gems, and began to guard them maliciously, aware of their great power.

The creation of the peoples, however, brought the wizards closer, bringing back peace and starting a cooperation for the research and overcoming the limits of the gems in their possession, but this led them to discover the dark side of magic, which pervaded their noble souls with selfishness. and craving for power.

Shortly after, in the lands of the underground strangers, a population created by the energy of the gem of darkness, an animal never seen before was found, the result not of the creation of sorcerers, but of unknown origin, dating back to centuries before the colonization of Zaios.

This animal had on its forehead a gem of mystical origin, capable of drawing power from all 6 elements known to wizards.

This finding was the casus belli that Zaios did not need:

The 6 wizards - blinded by the desire for knowledge and power - allowed themselves to be completely corrupted by the dark side of magic, starting a war between them to obtain the mysterious gem, thus causing the first great war of Zaios, which also involved the 6 animal factions.

## TEAM:

### **We are a regular company based in Estonia.**

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Päevalille tn 4-48, Tallin, 13157, Estonia

### **Directors:**

- **Peppe (Peppeluv):** co-founder, CFO, Head of Tokenomics, Blockchain director
- **Matteo:** co-founder, Operative Director
- **Davide (Janoda):** co-founder, Art Director, Game Director

### **Graphics:**

- **Willy Handie:** Head of Digital Graphic
- **Alex Silver Tattooer:** Head of Visual Graphic
- **4** Digital Graphic Designers

### **Marketing:**

- **Gabriels:** Marketing Director
- **NAM Studio srl:** Social Media Management
- **15** Social Media Moderators
- **Token Minds LTD:** Advertising Managers

### **Software:**

- **14** IT Developers



**END**

