



Whitepaper

Version 1.0 – January 2022



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1 Introduction

1.1 Game Overview

Lord of Myths is an NFT-based Play-to-Earn game that combines the purest essence of RPG strategy games with the revolutionary use of blockchain technology. Designed and developed by gamers for gamers, Lord of Myths takes us to the ancient world, where we can choose amongst three iconic civilizations to build our village and take over Exylon.

1.2 Gameplay and Game Modes

Lord of Myths offers a broad range of Play-to-Earn game modes for their community where players can enjoy all kinds of virtual experiences as they fight to upgrade their equipment and compete for the dominance of Exylon. An NFT-based marketplace is always available, and Lord of Myths players must have at least one hero to participate in these modes. Also, by having a weapon, an armor and a mount we will ensure our participation in every mode to be released in Lord of Myths. It should be noticed that all game modes presented below (sections 1.2.3-1.2.7) have already been defined, but only the modes available to Lord of Myths players from the very beginning have been described in depth. As updates are released and these game modes are implemented, the whitepaper will be updated with further information.

It should be noted that, unlike other short-term games, the Lord of Myths NFT market is designed with the intent of being a store of value. One of our main priorities is that this shall not be an inflationary market, and therefore, a person can simply hold on to their NFTs for a long period of time without fear that the market has significantly diluted their value. In order to achieve this, Lord of Myths has a reward system based on sustainability and other mechanisms, such as the continuous burning of Drachmas (described in section 4) or NFTs, the regular introduction of new game modes to keep the passion for the game alive or an offer of NFT assets according to the size of the community, with a maximum of 28,000 heroes, which will grant certain degree of exclusivity to the possession of NFTs.

1.2.1 Types of Civilizations

Lord of Myths NFT assets, such as heroes, weapons, armor, and mounts (except plots and guild licenses), are assigned to one of the three different civilizations available: Vikings, Greeks, and Egyptians. Each civilization will feature its most iconic historical or mythological heroes, weapons, armor, and mounts.

The PVP mode will be based on a circle of power in which the Viking NFTs have a combat advantage over the Greeks; the Greeks, in turn, have a combat advantage over the Egyptians and the Egyptians have a combat advantage over the Vikings, thus completing the cycle. Likewise, buffs will be attributed to our power if what we have equipped (weapon and/or armor) belongs to the same civilization as the hero and, in addition, a bonus or buff of experience will be awarded the mount if it belongs to the same civilization as our hero. Furthermore, our ability in combat will be influenced by the weather at the time, which will reward one type of civilization over the other two. Below there is an image showing how the circle of power works in Lord of Myths:

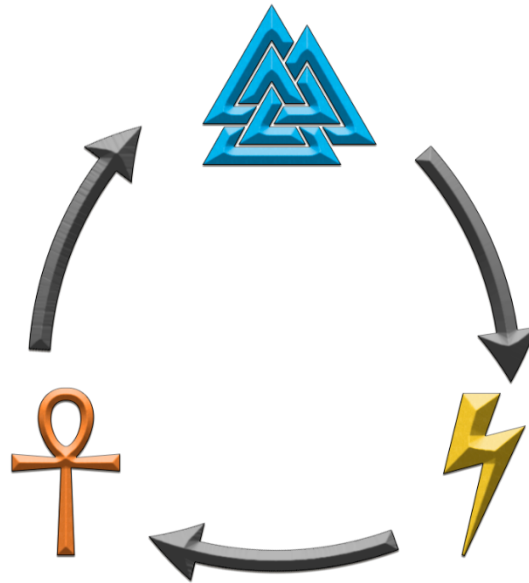


Figure 1: Circle of power of Lord of Myths

1.2.2 Build Your Empire

Our village and its growth is an essential part of the game. Players will have to level up their builds if they want to access exclusive features related to quests, crafting new NFTs and other advantages, such as reduced cooldowns.

1.2.3 Dive into the Adventure

Lord of Myths offers players the chance to enjoy a farming mode whose rewards depend on the rarity and power of their hero, weapon, and armor. The higher the rarity and combined power, the greater the rewards in our adventure. Players will be able to choose amongst four different adventure mode difficulties available every six hours with a maximum of up to four stacks. This maximum stacking rate can be increased if we have mounts of sufficient rarity. This point will be further discussed in section 2.1.3. It should be noted that no buffs are applied in this game mode.

It is worth mentioning that the range of rewards in the form of Drachmas will be the same in the 4 game modes, but, the main difference between them lies in the risk we will take to obtain our reward.

Easy Adventure Mode: Marsh

The easy adventure mode is intended for conservative players who want a steady growth within the Lord of Myths universe. Those who opt for this type of adventure will earn a close to average return, with less likelihood of very low or very high rewards.

Intermediate Adventure Mode: Cavern

The intermediate adventure mode is designed for players who want to keep a certain degree of caution but crave controlled emotions. In this mode, we will be able to obtain very high rewards more often than in the easy mode, but, on the other hand, the chances of obtaining a low reward will also increase, slightly reducing the probability of obtaining rewards close to the average.

Hard Adventure Mode: Catacomb

Aimed at the most daring players with less fear of risk, the hard adventure mode gives us higher odds of getting the highest rewards available for our hero power. The price to pay will be to face high chances of obtaining very low rewards, making the possibility of obtaining medium reward values significantly more difficult.

Extreme Adventure Mode: Abyss

For players who are willing to give their lives in combat, the Abyss mode offers a chance to earn the highest reward a hero can earn, but with a much higher chance of success. It is worth mentioning that the maximum reward is determined by the hero's power. On the other hand, if we fail, we will not get a reward, so you should think twice before preparing your hero for such a challenge.

1.2.4 Sharpen your Sword (Coming soon)

To achieve glory, our hero will be tested on the battlefield against all kind of enemies. This is where Lord of Myths' PVP mode comes into play, where players will be able to battle against each other to prove their greatness and claim huge rewards through another Play-to-Earn based game mode.

To access the PVP mode, players will need at least one hero and one weapon in their inventory, although to boost their chances of victory, the use of armor is recommended. As we level up the power and rarity of our hero, weapons and armor, our combat performance will increase.

To get the most out of our equipment, we must pay attention to a series of buffs and debuffs that will affect our combat performance in PVP mode:

- The circle of power (as mentioned in section 1.2.1) will be one of the factors that can make the difference between our victory or defeat on the battlefield. Heroes, weapons, or armor that are battling against another hero belonging to the class of the circle of power they counter, will have a small advantage in combat.
- Weapons belonging to the same class as the hero wielding them will benefit from a 5% power increase over their own base power. Likewise, armors belonging to the same class as the hero who wears them will also benefit from an increase of 5% of power over their own base power.
- Weather will play a major role in the PVP mode between heroes, as described in section 2.1.5. Heroes who are established in lands whose weather is considered favorable to the civilization to which they belong (i.e., flood for the Greeks, sandstorm for the

Egyptians and blizzard for the Vikings), will have their hero's base power increased by 10%.

1.2.4.1 Exylon Conquest (Coming soon)

One of the main objectives of Lord of Myths is that our hero is feared in every corner of Exylon, and we can carve our name in the glorious Rest of the Immortals, which represents the top positions in the PVP rankings.

Ranked matches

The ultimate test in the battle for a spot in the Rest of Immortals can be found in the ranked matches against other players. These are fierce fights between heroes of similar power to our own. The more battles we win, the more powerful heroes we will meet along the way.

The mode consists on a ranking system in which all new heroes will start with 0 points and will be able to raise that number by winning battles against other players. On the other hand, in case of defeat they will lose points, never being able to go below 0 points. If we defeat a hero with a greater power advantage, we will gain more points, and if we lose, we will lose less points. It should be noted that our score is based on our player account and not on our hero, and we can change heroes without affecting our score.

Some ranks will be determined in the leaderboard according to rating or points:

- Myth: top 50 in the leaderboard.
- God: 3000+ points.
- Demigod: 2000 to 2999 points.
- Legend: 1000 to 1999 points.
- Champion: 500 to 999 points.
- Warrior: 0 to 499 points.

Rank	Elo score	Icon
Myth	Top 50	
God	+ 3000 Points	
Demigod	2000 - 2999 Points	
Legend	1000 - 1999 Points	
Champion	500 - 999 Points	
Warrior	0 - 499 Points	

Figure 1: PVP Elo Ranking

The ranked match system works on a seasonal basis, so that at the end of each season the rewards will be distributed among the players who have signed up and participated in a minimum of 10 PvP matches. In addition, the scores of all players will be reset to 0 and a new season will start. These seasons will last 6 weeks.

Tournaments

Lord of Myths players will be able to compete in tournaments to test their hero against opponents from all over Exylon. Tournaments, like dungeons, will spawn randomly. Once again, we will require that the level of at least one of our mounts is sufficient to reach the location of the tournament in order to register.

To complete the registration process, we will have to pay an entry fee in Drachmas. There will be three types of tournaments organized by base power rank. Players will enroll in the type of tournament that matches the base power of their setup and will battle for rewards that match it, which can be either drachmas or NFTs.

Note that the spawning of a tournament (as in the case of dungeons) will create bonanza weather conditions around it, with better buffs than the rest of the climates, as described in section 2.1.5 (Weather).

1.2.4.2 Compete in private matches (Coming soon)

For players who are not afraid of risk, a series of private rooms will be available where they can compete against other players randomly and in real time. After paying an entry fee in Drachmas, players will compete for huge rewards by showing off their strategic skills and setup power.

Choose your best hero, weapon and armor configuration and wisely combine it with the four base combat stats (attack, defense, critical and evasion) to become invincible and be able to claim in-game loot.

1.2.5 Dungeon Battles (Coming soon)

The most fearless players will be able to test their hero against epic monsters that match their power in a PVE co-op mode that will spawn randomly from time to time in any corner of the Exylon region.

If victorious, players competing in dungeons will be eligible for big rewards in the form of Drachmas or may even be fortunate enough to find new NFTs from damaged weapons and armors, as described in section 2.1.4. Mounts will play an important role for tournaments and dungeons, as we will only be able to register for them if during the registration period, the location of the event is within the range of our mount.

It should be noted that the spawning of a dungeon (as in the case of tournaments) will create Prosperity weather conditions around it, with better buffs than the other climates, as described in section 2.1.5 (Weather).

1.2.6 Build Your Farm and Tame Your Beast

If our hero is exhausted after all the previous game modes, there is still one more mode where we can let him rest, by taking control of our mount, a beautiful beast that, through training, will become a marvelous Hydra, a majestic Serpopard, or the Kraken itself, among many other beasts.

The rarity levels of mounts follow a system like that of heroes, weapons, and armor, with common, uncommon, rare, legendary, and mythological mounts, as well as an exclusive rarity for mounts, called “ancient mythological”. All details concerning mounts are explained further in section 2.1.3. When you get a mount, it will start at level 1, and through the three different difficulties of PvE battles against other beasts (hunting mode, kill mode and extinction mode), you will be able to gain experience and level it up. According to the level of the mount a player uses in this mode, the system will notify which of the three fight modes is the best one to use. PvE battles can be played every 110 minutes up to a cumulative maximum of 13 PvE battles.

These battles will consume energy from our mount, which we must refill before it reaches 0, since without enough energy we will not be able to continue participating in battles. To refill the energy we will use Hay, a consumable object that we can buy in the game store. This item is explained in full detail in section 2.2.5. The maximum energy of a mount is 60 for common, 180 for uncommon, 480 for rare, 1200 for legendary and 3600 for mythological. The energy they consume per battle is 2 for common, 6 for uncommon, 16 for rare, 40 for legendary and 120 for mythological. However, the amount of energy recovered by the Hay will be the same regardless of the rarity of the mount (section 2.2.5).

As we level up, our mount's stats will improve, allowing us to face more powerful beasts. When it reaches level 100, our mount will no longer be able to level up, but we will have the opportunity to evolve it to the next rarity without any additional requirements.

If we succeed in the evolution, our mount will be upgraded to a higher rank, back to level 1 and with the possibility to try to upgrade it again to a higher rank when we reach level 100 again. Throughout this process, the power of our mount will increase as experience increases. Thus, a mount belonging to a specific rarity will have the base power of that rarity when it is level 1 and the maximum power of the rarity when it is level 100.

On the other hand, if we fail, our mount will keep its level 100, but will not be able to try to evolve again. By using a Potion of rebirth, explained in more detail in section 2.2.2, we'll have another attempt of evolving our mount, at the cost of resetting its level to 20 (we will need our mount to hit level 100 again).

Additionally, those players aiming to have a mount farm, having more than one beast in their ranks, will get an experience bonus when participating in mount battles. This bonus will make that, in addition to the experience gained by the mount participating in the battle, all other mounts in the farm owner's possession will get half the experience they would get individually. This allows you to level up several mounts at the same time, favoring heroes who have more beasts. It is important to keep in mind that the mounts obtaining this indirect experience will also consume energy, so we must give them Hay before their energy reaches 0 if we want the mount to continue taking advantage of this system. The energy consumed by the mounts that do not participate directly in the battle will be 50% of the energy they would normally consume.

Finally, it should be noted that in PvE combat, mounts belonging to a civilization identical to the hero who trains them will see their experience increased by 3%.

1 Hay = 10 energy	Max energy	Energy consumed per battle	Likelihood of evolution (at lvl. 100)
Common	60	2	50 %
Uncommon	180	6	20 %
Rare	480	16	5 %
Legendary	1,200	40	1 %
Mythological	3,600	120	(1 + n) %

*Where n is the number of accumulated failures per player during the evolution process to ancient mythological mount rarity

Figure 3: Process of evolution of mounts according to rarity

1.2.7 Forge Your Guild (Coming soon)

One of the greatest feats in Lord of Myths, only within the scope of those whose ambition is god-like, is the establishment of a guild. As one of the founding pillars of Exylon, commanding a guild will let us lead the path of hundreds of heroes committed to our cause.

The first mandatory step for the creation of the guild is to obtain the Guild License. This exclusive item can be bought from the smuggler if we are lucky enough to have him sell it to us (section 2.2.7) or through the Marketplace if we find another player who does not mind getting rid of this valuable item. This guild license, as well as the different types of guilds, is further described in section 2.1.6.

Subsequently, once we establish it, we must recruit new members to our ranks and finally consolidate a unit of Exylon warriors willing to do anything to promote the name of our guild and be able to access all kinds of rewards. The strategic ability of guild leaders in arranging their warriors in attack or defense positions will be crucial to determine the reward to which we aspire and the risk that the guild will take.

1.2.8 Buffs for Each Game Mode

Below is a table that summarizes the different buffs for each game mode within Exylon:

	Same class buff +5%	Weather buff +10% / +15%	Circle of power buff +15%
Adventures	◆	◆	◆
Dungeons	◆	◆	◆
Ranked PVP	◆	◆	◆
Tournaments	◆	◆	◆
Guild quests	◆	◆	◆
Private PVP	◆	◆	◆

Figure 4: Buffs according to each game mode

1.3 Title System

In our journey through Lord of Myths we will have the opportunity to obtain several titles by achieving different objectives or by meeting certain requirements.

These titles will be displayed next to our name in the game, and we will be able to change the title to be displayed at any time.

The following is the list of titles available starting with the first version of the game, as well as the requirements to obtain them:

Upgrade weapon to mythological → Destructive Blacksmith

Upgrade armor to mythological → Immortal Blacksmith

Upgrade mount to mythological → Beast Tamer

Upgrade mount from mythological to ancient mythological → Artisan of perfection

Upgrade the rank of 10 weapon or armor NFTs → Forging skills

Upgrade the rank of 50 weapons or armor NFTs → Blacksmith of Exylon

Fail to upgrade mount from common to uncommon → Pre-Darwin

Fail 15 times to upgrade mounts → Evolution Denier

Complete 150 PvE quests → Adventurer

Complete 500 PvE quests → Explorer

Complete 1000 PvE quests → Conqueror of Exylon

Presale, player from the beginning → Primal

Plot Owner → Landowner **

Owner of the central plot of a region → Lord **

Filling all 32 spaces in an owned plot → Tourist Attraction

Hold a plot of land at 0% tax for 1 week. → Tax Haven

Mythological hero, mythological weapon and mythological armor equipped → Absolute Power

***** → Perfectly Balanced ***

Spend 1,000,000 Drachmas at the in-game store → Insatiable greed (For this title, the Exodus spent in the in-game store will also be counted in the ratio 1EXS=1000 \mathcal{D}_p)

Having a settlement in all regions of the map → Universal Cartographer

***** → Chaos Enthusiast ***

Lasting 3 weeks in a row without a weather buff → Climate Change Martyr

***** → You Were the Chosen One ***

The following is a list of additional titles that will be available in later versions, along with the requirements to obtain them:

Ranking 1 in PvP season XX → Lord of Myths Season XX

Ranking 2 to 3 in PvP season XX → Immortal Season XX

Ranking 4 to 50 in PvP season XX → Myth Season XX

Scoring 3000 or more in PvP ranking as season XX record → Season XX God *

Scoring 2000 to 2999 in PvP ranking as season XX record → Season XX Demigod *

Scoring 1000 to 1999 in PvP ranking as season XX record → Season XX Legend *

Scoring 500 to 999 in PvP ranking as season XX record → Season XX Champion *

Scoring 1 to 499 in PvP ranking as season XX record → Season XX Warrior *

Own 5 NFT mounts → Gotta catch 'em all

Win 10 guild dungeons as a member of a guild → All for One

Win 10 guild dungeons as a guild master → One for All

All builds maxed → Architect

Guild license owner → Guild master **

Win 500 ranked PvP matches → Adrenaline Junkie

Win 150 private matches → Bloodthirsty

***** → Lord of the Rings ***

Complete 10 dungeons → Traveler

Complete 50 dungeons → Globetrotter

Engage 3 smugglers → Black Market Newbie

Engage 10 smugglers → Black market Kingpin

Find 10 NFT in hunting mode → Relentless Tracker

Owner of the unique card Lord of Myths → Lord of Myths **

Owner of the unique card Cosmos Obliterator → Cosmos Obliterator **

Owner of the unique card Divine Intervention → Divine Intervention **

Lose 30 PvP ranked games with favorable circle of power buffs → Disgrace to my civilization

Win 1 tournament → Veni vidi vici

Win 3 tournaments → Gladiator

*: These titles can only be obtained if at least 10 qualifying matches have been played in that season.

**: These titles will be lost if we cease to hold the NFT that grants us such title and will be transferred with it.

***: The requirements to achieve these titles will remain hidden from the player's view.

2 GAME ASSETS

2.1 NFTs

As described so far, one of the main attractions of Lord of Myths will be its NFT marketplace. Likewise, it is worth remembering that both the number of NFT assets and the creation and burning of other NFTs is determined with the purpose that those assets become a value reserve in the medium-to-long term –obviously, this will be linked to the size and acceptance of the community–.

One of the major claims of our NFT assets is that those whose rank is equal or higher than legendary will show iconic characters, weapons, armor or mounts –that is, mainly beasts– of each civilization.

Finally, it should be mentioned that, for each type of NFT –except lands and guild licenses–, there will be a card of unique rarity and perfect stats that will be put on the market through an auction process.

The following is a description of the different NFT assets available to Lord of Myths players.

2.1.1 *Heroes*

Heroes play a fundamental role within the Lord of Myths universe. Being able to belong to three glorious civilizations –Vikings, Greeks and Egyptians–, our hero will be the main tool that will allow us to grow progressively within the game. In addition to being necessary for the adventure mode and, therefore, to access the rewards of the farming mode, our hero will allow us to access the PVP mode, as well as many other features such as access to tournaments, dungeon fights or training our mount.

The value of heroes will be linked to their rarity and, therefore, to their power score. Power is a key aspect for any NFT asset –except lands and guild licenses–, as it will determine its rarity and exclusivity. The higher the base power of our hero, the higher the rewards the player can access and, in addition, the higher the probability of victory in combat –for both PVP and dungeons–. Below is a table with the ranges of power that a hero can have depending on the rarity of the hero.

Heroes		
Rarity	Min. base power	Max. base power
Common	200	700
Uncommon	750	1,500
Rare	1,700	3,200
Legendary	3,600	4,800
Mythological	6,800	10,000
Unique	10,000	

Figure 5: Ranks of heroes' power according to their rarity

The maximum number of hero NFTs that will be offered will be 28,000. The release of these NFTs will be linked to the demand of potential players and will be studied to ensure that it is not detrimental to players who already own heroes in the form of dilution of their value due to a greater supply. This study will go hand in hand with the evolution of acceptance by the community and the evolution of the price of our token, the Exodus.

The 28,000 NFT heroes will be distributed in the following way:

- Common, 23,484 units.
- Uncommon, 3,654 units.
- Rare: 672 units.
- Legendary: 150 units.
- Mythological: 39 units.
- Unique: 1 unit.

In the case of heroes, legendary NFTs will feature the most distinguished historical characters of each civilization, while those lucky players with a mythological hero in their team will have a God in their ranks. It should be noted that mythological heroes will have only one existing NFT, i.e. there will not be, for example, more than one Zeus repeated.

2.1.1.1 Hero of unique rarity

As previously described, there will be a unique rarity hero NFT card that will have perfect stats. This hero will always benefit from all buffs that can be applied to him in battle, both circle of power buffs and weather buffs. Likewise, the weapon and armor he is equipped with will have their base power increased by the class buff and the opponent facing the hero of unique rarity, as well as his or her weapon and armor, can never be favored by the circle of power. Such a card will be exclusively obtainable in an in-game open auction process that will be driven by the development team. Once acquired in the auction process, this NFT can be traded in the usual way in the Marketplace like any other NFT.

2.1.2 Weapons and Armors

To make our hero feared wherever he or she goes, he will need to acquire a weapon and armor that will help him or her to reach full potential in combat. Once again, the value of these assets will be linked to their rarity and power. While having a weapon will be mandatory to enjoy PVP game modes, the use of armor is not, but it is highly recommended if you want to go far in any game mode. Their power contribution on the battlefield is more than considerable, especially in the case of private matches. Below are two tables with the ranges of power that weapons and armors can have depending on their rarity.

	Weapons		Armors	
Rarity	Min. base power	Max. base power	Min. base power	Max. base power
Common	70	245	30	105
Uncommon	263	525	113	225
Rare	595	1,120	255	480
Legendary	1,260	1,680	540	720
Mythological	2,380	3,500	1,020	1,500
Unique	3,500		1,500	

Figure 6: Weapon and armor power ranges depending on their rarity.

The main difference in nature between weapon and armor NFTs and hero NFTs is that, in the case of weapons and armors, Lord of Myths players will have the possibility of obtaining a card of a higher rank than those previously possessed –of random civilization– by merging several cards belonging to a rank immediately below –which may be of different civilizations–. Thus, from the combination of six cards of common rarity will emerge one of uncommon rarity; from the combination of five cards of uncommon rarity will emerge one of rare rarity; from the combination of four cards of rare rarity will emerge one of legendary rarity; and from the combination of three cards of legendary rarity will emerge one of mythological rarity. The power of the emerging card will be random within the power range of the card's new rarity. It should be mentioned that, despite the possibility of being able to obtain more exclusive weapons and armors through this process, there would be also the possibility of the fusion process failing, in which case one of the fused cards will be automatically burned and removed from the player's inventory. This procedure is one of the main mechanisms that Lord of Myths will use in order to ensure that our players' NFT assets do not lose value over time, as it protects the exclusivity of NFTs.

It is worth noting that, in order to access this process of merging cards, we must increase the level of our smithy within our village. This process is explained in more detail in section 2.2.3.

Enhancement of weapons and armors			
Aiming rarity	Items needed (from previous rarity)	Success rate	Required level of smithy
Uncommon	6	70	2
Rare	5	70	3
Legendary	4	65	4
Mythological	3	60	5

Figure 7: Weapon and armor enhancement system

The previously described burning process will allow the dropping of weapon and armor NFTs randomly and sustainably in game modes such as dungeons, tournaments or in hunting mode.

Due to the continuous burning of weapon and armor NFTs and the estimations of the evolution of their stock supply within the game, it has been ruled that, at first, the maximum supply of weapons and armors will be in both cases three times the existing supply of heroes. The proportion of weapons and armors that will be available in the game will initially respect the values shown below.

- Common, with 86,000 units per 100,000.
- Uncommon, with 12,000 units per 100,000.
- Rare, with 1,700 units per 100,000.
- Legendary, with 300 units per 100,000.
- Mythological, with no initial stock –this is due to the previously described NFT merger process–.
- Unique, 1 unit.

2.1.2.1 Weapon and armor of unique rarity

As with heroes, in the case of weapons and armors there will be two unique rarity NFTs that will have perfect stats and will be obtained in an open auction process within the game. The power of such weapon and armor will always benefit from both the circle of power and the class buff, regardless of the races of the hero who carries them or the rival hero. Once acquired in the auction process, these NFTs can be traded in the usual way in the Marketplace like any other NFT.

2.1.3 Mounts

If we really want to become an Exylon myth, we must count on the help of one or more beasts, if we manage to tame them. The possession of mounts will provide us with different advantages within the game:

- Access to the game mode 'Tame your beast' –described in section 1.2.6–.
- Possibility to move around the Exylon region to attend important events such as dungeons or tournaments.
- Possibility to change the settlement of our village –that is, land–.

As with other previously described NFT assets, the value and exclusivity of our mount will be linked to its rarity. It is worth noting that, as described in section 1.2.6, the process of mount leveling has nothing to do with the one described for weapons and armors.

One of the main advantages of owning mounts is, as mentioned above, the possibility of moving, either to attend events or to change the location of our settlement. Any process involving movement will be subject to a cooldown during which other mounts cannot be used for other movement processes. This cooldown will be 72 hours—except for ancient mythological mounts, as will be explained later—. The range for each movement will be linked to the rarity of our mount. The graph below shows the reach of our mount depending on its rarity.

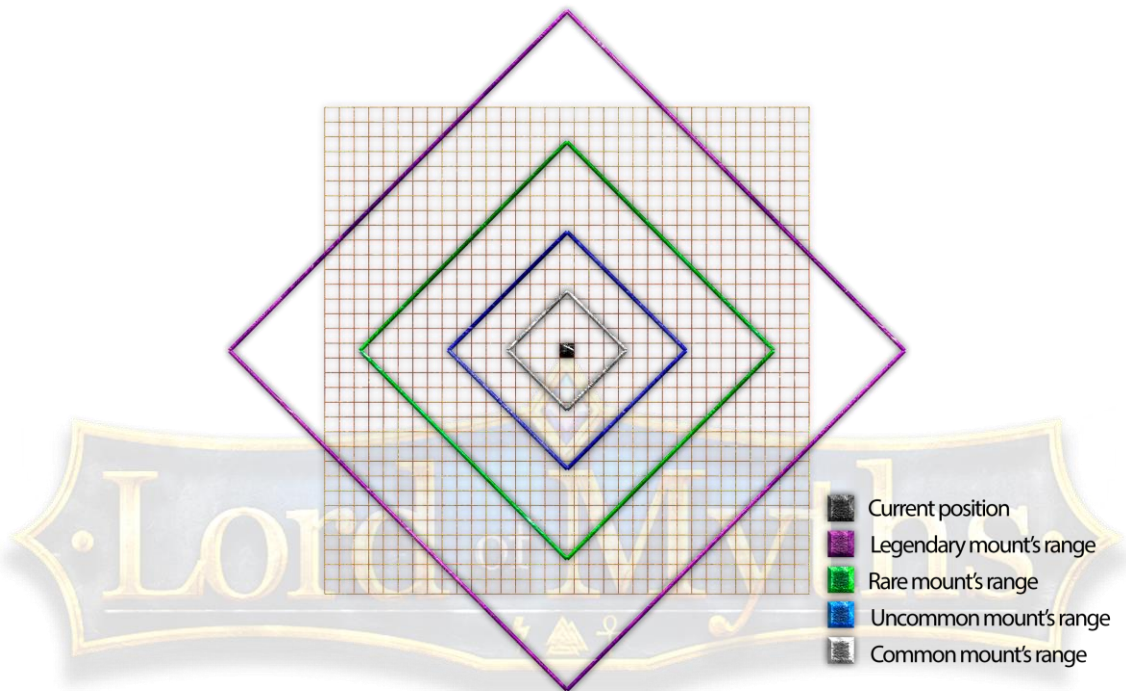


Figure 8: Range of each mount according to its rarity

The settlement in which we are established is represented by the black point. We can observe in the map above the possibility of movement that we have depending on the rarity of our mount. It should be mentioned that all plots that are split in two by the boundary lines would be included in the range of the mount. The gray square corresponds to the range of movement of common mounts; the green, to uncommon mounts; the blue, to rare mounts and the purple, to legendary mounts. It is worth noting that mounts of mythological rarity or higher will have a range equal to the entire map.

The mount levelling will allow a series of additional advantages that will increase according to the rarity of the equipped mount:

- Mounts of rarity equal to or greater than rare will benefit our hero in his adventure. Rare mounts will allow our hero to enjoy up to 2 extra accumulations of adventure attempts, making a total of 6—remember that the maximum base number of accumulations is 4—; legendary mounts will allow our hero to enjoy up to 4 extra accumulations of adventure attempts, making a total of 8 and mythological mounts will allow our hero to enjoy up to 8 extra accumulations of adventure attempts, making a total of 12.

- Mounts of rarity equal to or higher than rare will benefit us in the Tame Your Beast mode. Rare mounts will enjoy up to 5 extra accumulations of PvE battles, for a total of 18 –remember that the maximum base number of accumulations is 13–; legendary mounts will enjoy up to 13 extra accumulations of PvE battles, for a total of 26; and mythological mounts will enjoy up to 21 extra accumulations of PvE battles, for a total of 34.
- Players who own mounts of rarity equal or higher than legendary will also be able to enjoy the hunting mode, where they will have the possibility to get new NFTs, as described in section 2.1.4. The hunting mode will have a 48-hour cooldown, but it should be mentioned that a mount could be used for moving tasks while it is being used in this mode. Hunting mode, however, will not be available in the first release of Lord of Myths.
- For those adventurous players who have several beasts at their disposal, the 'Build your farm' mode (previously described in section 1.2.6), will grant extra experience for those mounts that do not participate directly in the PVE mode. In this way, a player will be able to raise several mounts at the same time and benefit from it later, for example, by buying and selling them in the marketplace.

As the power of our mount increases, the power of the beasts we will face in PvE will increase and so will the experience obtained.

For those Lord of Myths players who stop at nothing, mounts will also have the possibility of being promoted to an exclusive rank higher than mythological when they reach the maximum level of this rank: the ancient mythological rank.

Players equipped with an ancient mythological rank mount will enjoy a number of additional buffs, as well as a card with a unique design:

- Their heroes will have up to 12 extra accumulations of adventure attempts with respect to the base accumulations, making a total of 16.
- They will enjoy up to 25 extra accumulations of PvE battle attempts from mounts added to the base accumulations, for a total of 38.
- The cooldown of the mount motion functions will be reduced to 48 hours.
- They will gain instant access to the smuggler (explained in section 2.2.7) from anywhere in Exylon once the smuggler has appeared, regardless of whether the plot where the smuggler is located is full or not –in case of buying something, the 5% commission derived from the purchase of in-game items would go to the owner of the plot where the hero with ancient mythological mount is settled and not to the owner of the plot where the smuggler is located–.

As explained in section 1.2.6, it should be noted that, once our mount reaches level 100, if we try to raise its rarity, we will have the following chances of success:

- a 50% chance of succeeding in raising it from common to uncommon rarity,
- a 20% chance of raising it to rare from uncommon,
- a 5% chance of raising it from rare to legendary and
- a 1% chance of raising it from legendary to mythological.

To upgrade the mount from mythological to ancient mythological, things vary slightly: each user starts with a 1% chance of success when attempting to promote the mythological mount for the first time, but each time the process fails, this base probability is increased by 1%. Thus, the

probability of upgrading a mount from mythological rank to ancient mythological rank for the second time will be 2%, 3% the third time and so on. The information of this probability will be associated to the user and not to the mount in question that is being promoted, so this probability will not vary when buying or selling mythological mounts, although this probability will be reset to 1% once the user has succeeded in evolving a mount to ancient mythological rank.

Mount rarity buffs						
Buff	Common	Uncommon	Rare	Legendary	Mythological	Ancient mythological
Adventures slots cap	4	4	6	8	12	16
Mount PvE slots cap	13	13	18	26	34	38
Access to hunting mode	♦	♦	♦	♦	♦	♦
Displacement cooldown (hours)	72	72	72	72	72	48
Teleport to smuggler	♦	♦	♦	♦	♦	♦

!The greater the mount rarity, the higher the likelihood of NFT drop in hunting mode

Figure 9: Bonuses of each mount according to its rarity

It should be clear that users will have the information about the probability of success of raising the rank of a mount every time they try to do so.

Finally, it should be noted that in PVE combat, those mounts that belong to a civilization identical to the hero that trains them, will see their gained experience increased by 3%.

2.1.4 Found Items

As already mentioned, there is a chance to find NFTs randomly, either while fighting in a dungeon or when sending our mount on hunting mode. Those NFTs will spawn in a sustainable way according to weapon burning and will appear broken by default. So, players lucky enough to find one of these items will see a new entry in their inventory as “damaged gear”, without any further information about rarity, power and nature of the item. At this point, players have two options: either going to their village smithy to fix this item by means of the repair crystal, as explained in section 2.2.4, to discover the true rarity, power and nature of the item; or sell it like it is in the marketplace to another player who trusts that this damaged item hides a valuable NFT.

2.1.5 Lands

For those heroes willing to become owners of a land in Exylon or for those players that are not willing to actively participate in the universe of Lord of Myths, but are equally willing to benefit of its rewards, buying lands could be a very interesting choice. The Lord of Myths map consists of 1089 total lands or plots, distributed along a square of 33x33. The schema below shows the distribution of the lands on this map:

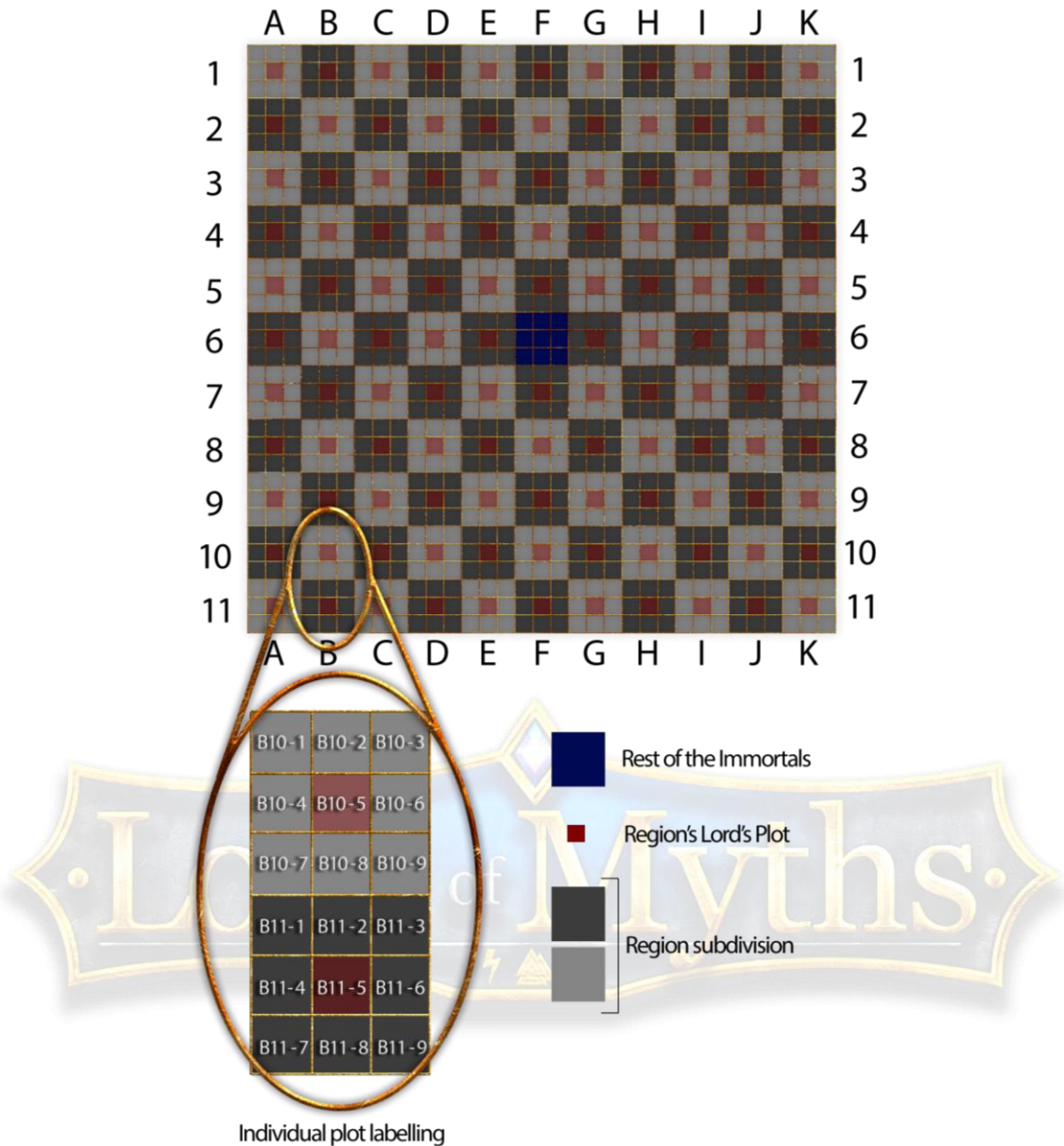


Figure 10: Explanatory model of the plot and region Exylon system

The first thing to be aware about the distribution of Exylon is that it is a circumnavigable world. For example, if players located on the upper edge of the map decide to use their mount to travel North, they will appear on the Southern edge of the map. The same applies for East and West. All this assures that, a priori, no plot has a preferent location with regard to others. Nevertheless, players will feel encouraged to change their plots due to factors such as weather, dungeons and tournaments spawning, the smuggler and tax differences among plots.

The Exylon map shown here is composed of two kinds of digital assets:

-NFT lands

- All zones except the 3x3 square in the center correspond to the NFT lands, which can be bought and sold by players in the marketplace. There are 1080 total NFT lands.

-Non-NFT lands (they could be included in section 4.2, but they are described here since they are not assets that players can own).

- The 3x3 square in the center of the map corresponds to plots that are not NFTs, and therefore, cannot be bought or sold in the Lords of Myths Marketplace. Players will be able to settle on those plots, but the tribute for doing so will be high and fixed. It is worth highlighting that this set of plots will not be excluded from events spawning on them. This region will have two main functions: on the one hand, it will serve as a fixed reference on the map, and on the other hand, it will match the location of the mythical Rest of the Immortals, where the names of the best warriors in the PvP ranking of each season will be sculpted on stone for the eternity.

The aim of owning NFT lands is having an extra source of passive income without the need to actively engage in the Lords of Myths universe. Players who do not own lands will need to establish their village and settle on a land. There is where NFT lands come into play. NFT landowners will struggle in a battle for taxes to attract as many warriors as possible to their plot. They will simply set a tax rate they consider appropriate according to the quality and location of their lands, and warriors settling there will do the rest. Said tax will be a percentage that warriors automatically pay off their adventures (in Drachmas) as long as they are settled on that land. A fixed 5% rate will also be applicable to the payments made by the players in their villages such as consumables or building level-ups, not as a plus to its price, but taken as a part of it, so it will not become any overhead to players. The offering of lands will be further explained in section 3.2, but it is worth mentioning that it will progressively increase according to the size of the community. Likewise, please bear in mind that the development team has set the maximum number of players that a plot can hold to 32.

The players who own lands will count on an additional advantage if they are lucky enough to have the smuggler spawning on their plot. This is explained further in section 2.2.7.

NFT land management is made per region. Each region consists of a 3x3 plot square, so the map will contain 120 different regions, excluding the abovementioned one in the center of the map. As described before, each of this map plots has an NFT asset associated, which belongs to the owner of the land.

NFT land owners may be of two different types:

- Landowners: any person who owns NFT land, which will be part of a given 3x3 region.
- Lords: the owners of the central lands of each region will also be lords of the region, which will grant them the power to fix the tribute of each of the nine plots that form their region.

Tribute management from a given region and the distribution of rewards is done in the following way: active Lord of Myths players (i.e. those players who have a hero in their inventory) settle, whenever there is room for it, in a given land belonging to a specific region. Please remember that a plot will never exceed the maximum capacity of 32 settled players. Prior to this, the lord of the region has fixed the tributes to be paid for settling in each of the nine plots that make up his region, which are not necessarily the same. Once established, the active players settled in a given plot will have to pay the corresponding tributes to the landowners: this fee will be deducted from their earnings when performing quests or 5% of the amount paid by the players

in the consumable stores when buying items or improving a given building will be extracted. The corresponding part of these payments will be deposited (in Drachmas) in the region's pool. Every 24 hours the profits from this pool will be distributed among the nine landowners in the region as follows: the lord of the region will receive 16% of the pool in full, while the other landowners will receive 10.5% of the pool for the possession of each land (they can, of course, own more than one land). It is worth saying that once the taxes of a given plot have been fixed, the lord of the region will not be able to change them again for 48 hours after the change becomes effective. The change of the tax rate of a given plot will become effective 6 hours after the change is made by the lord of the region.

It should be noted that, in the event of having to pay tribute from a purchase made in Exodus, either in the store or when leveling up a certain building, the amount of Drachmas sent to the pool will correspond to the proportional part fixed by the tribute, respecting the constant equivalence of 1 EXS=1000 Dr .

In the event that the lord of the region remains 30 days without making any changes to the tax configuration, the owners of the rest of the plots in the region in question will have control over the amount of their taxes (each one of them over the tax of their own plot). This is a way of preventing the inactivity of the lord of the region from affecting the rest of the landowners. Of course, at any time, the lord of the region will be able to make any changes to the tribute configuration after this period of inactivity and will automatically regain full control of the regional tributes.

To access the rewards derived from the ownership of land, it must have been "equipped" in the game, which will lock the NFT and prevent it from being sold until it is unequipped. It is important to remember that a player may have more than one land equipped, unlike the rest of the NFT assets. In case that any of the lands is not equipped by any player (either because it is for sale in the Marketplace or for any other reason), the system of regions will continue to work in the same way, but the rewards that the owner of the plot would get, will become property of the development team of the game and half of that amount will be reinvested in the functions and rewards of the different game modes. When the central plot of the region has not been equipped, corresponding to the lord of the region, the same procedure will be applied as if the lord of the region had been inactive for 30 days or more, as described above, and the tribute of that central plot will be defined by the development team.

Weather

Besides taxes and location of each land, another aspect that players must take into account before settling on a plot is its climate.

The Lord of Myths world is subject to changing weather, which will enhance the performance in battle of those heroes belonging to a civilization that the weather is favoring. A plot can have three types of different climate events:

- Blizzard, which will boost the performance of Vikings in combat.
- Sandstorm, which will boost the combat performance of Egyptians.
- Deluge, which will boost the performance in combat of Greeks.

Players belonging to a civilization that is favored by the weather will see their hero's base power increased by 10% in PVP mode while they are settled on that plot and for the duration of that weather. Exylon weather will change suddenly every 7 days. This mechanism will cause warriors to change the location of their village continuously. It may happen that the weather between plots belonging to the same region is not the same. It must be made clear that the weather will not produce any debuff, but in case it is not favorable to the hero, it will simply be neutral for that hero.

It should be noted that there will be a fourth special weather event whose occurrence will be linked to the spawning of dungeons and tournaments in Exylon: this weather, called *bonanza*, will affect the entire region containing the plot that will host the dungeon or tournament. Players settled in a region subject to bonanza will enjoy the following advantages:

- X2 experience in *Tame your beast* mode
- 15% increase to base power of the hero in PvP ranking, regardless of the civilization to whom the hero belongs
- Increased probability of NFTs dropping when performing a dungeon

In the following model, we can observe an explanatory scheme of the weather for a specific time in the Exylon lands:

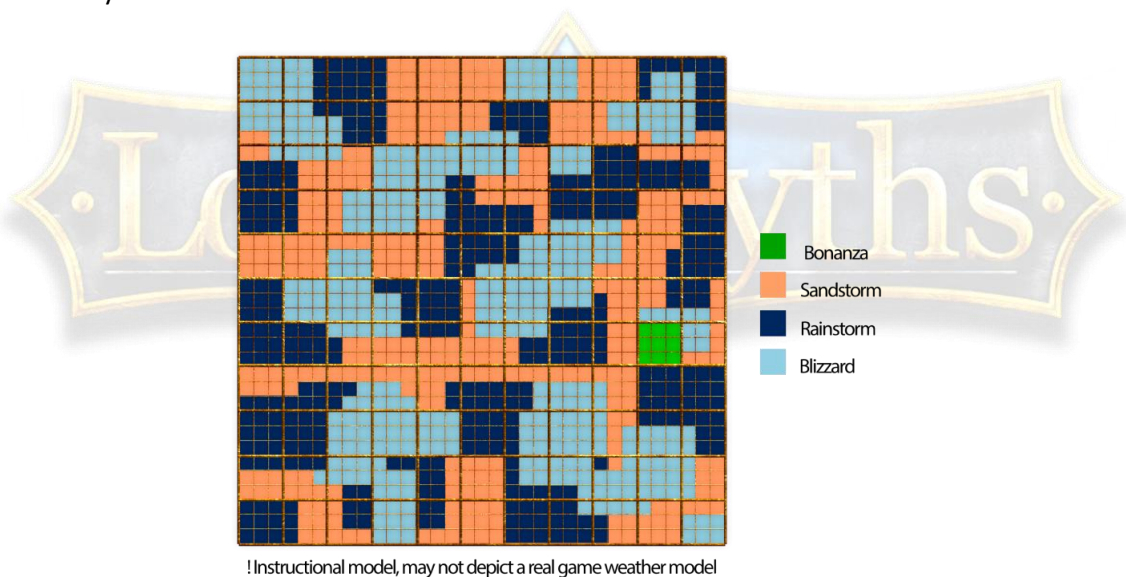


Figure 11: Example of the weather model in the Exylon lands

2.1.6 Guild license

If we want to create our own guild, we will need to get the Guild License. Once we get it, we will have the option to create it from the Guild Lodge in our village. The only way to obtain this NFT, besides buying it in the marketplace in case another player sells it, is to get it through the smuggler. The probability that the smuggler will sell us this valuable NFT is low. For more details about this seller please check section 2.2.7 where it is defined in more detail.

There are 3 different types of guilds and, therefore, 3 different types of guild license NFTs, which are defined below.

- Tier C Guild License: designed for players with low total power, but which can be accessed by any player regardless of power. It will be the most common and will allow up to 160 members. Although, as mentioned above, it can be accessed with any amount of power, the members of the guild with more than 1500 power will have a cap when participating in guild dungeons and their power will be limited to 1500.
- Tier B Guild License: designed for medium power players. All players above 1500 total power can have access to it and it can host 55 members. Guild members whose power is above 4500 will have their power limited to that number when participating in guild dungeons.
- Tier A Guild License: the highest level for a guild and also the least common, designed for those heroes with very high power. The minimum total power required to access is 4500 and its maximum capacity is 20 members. Those with a power higher than 9000 will see their power limited to that number when participating in guild dungeons.

Please remember that only the buffs of the same class for weapons and armor defined in section 1.2.4 apply to the determination of the minimum power required for each guild tier.

Tier	Min. power	Max. power cap	Members limit
Tier C	0	1,500	160
Tier B	1,500	4,500	55
Tier A	4,500	9,000	20

Figure 12: Guild types according to their characteristics

2.1.7 Illustrations of NFT Assets

2.1.7.1 Illustrations of NFTs of heroes, weapons, armor and mounts.

Below is the card frame that will be applied to the NFTs assets corresponding to heroes, weapons, armor and mounts according to their rarity. Please note that for those assets subject to a rarity increase process (weapons, armors and mounts), the card frame will also change to adapt to the new rarity obtained.

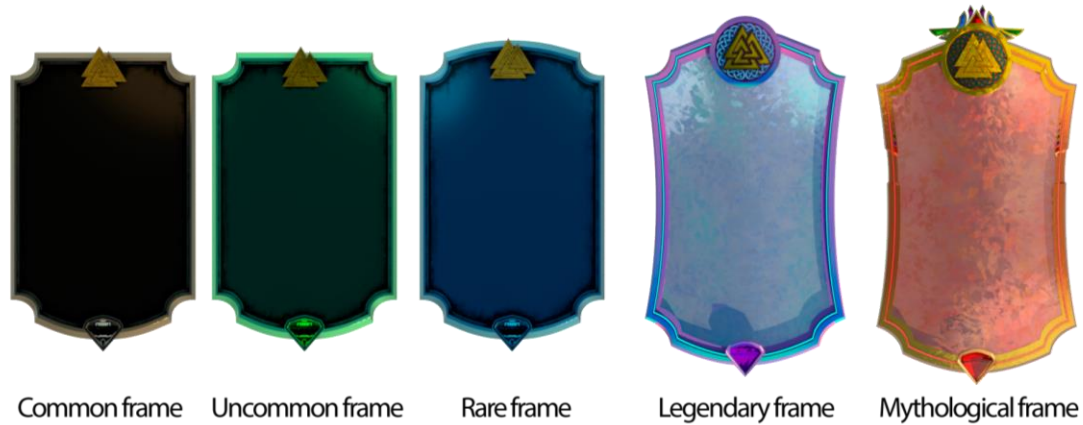


Figure 13: Types of NFT card frames of heroes, weapons, armors and mounts according to their rarity

Card frames of unique rarity and mythological ancient cards are not available for community preview until the auction is introduced in Lord of Myths in the case of the former or until a player completes the process of evolving a mount in the case of the latter.

2.2 Non-NFT Assets

Lord of Myths will feature a number of non-NFT assets in the form of consumables or constructs that will be used by players for different in-game features.

2.2.1 Troops

To get the most out of quests, Lord of Myths players will be able to purchase troops from the in-game store. The use of these troops will allow players to obtain up to a maximum of 5% extra reward in their adventures. Troops can be of three types: infantry or grade 1, cavalry or grade 2 and siege or grade 3. A player can carry a maximum of 5 troops in an adventure.

Below is a table with the reward bonuses in percentage per adventure and per troop used of each type depending on the power of our setup:

Bonuses applied by each troop in adventure mode					
Min. power	200	1,125	2,550	5,400	10,200
Troops G1	1.00 %	0.80 %	0.10 %	0.00 %	0.00 %
Troops G2	5.00 %	2.50 %	1.00 %	0.50 %	0.10 %
Troops G3	5.00 %	5.00 %	5.00 %	2.50 %	1.00 %

! Max troops per adventure : 5

! Max bonus derived from the use of troops in each adventure : 5%

Figure 14: Reward bonuses in percentage per adventure and per troop used of each type depending on the power of our setup

As expected, each troop level will have a different price. Troops can be purchased from the in-game store with Drachmas and will be sold in packs of 20. It should be noted that for players to

be able to use grade 2 troops, they must unlock barracks level 2, and to be able to use grade 3 troops, they must unlock barracks level 3. The price of the grade 1 troops pack will be 12 \mathcal{D} or 0.012 EXS, the price of the grade 2 troops pack will be 220 \mathcal{D} or 0.22 EXS and the price of the grade 3 troops pack will be 2040 \mathcal{D} or 2.04 EXS.

2.2.2 Rerbirth Potion

Despite the enormous capacity for improvement of our mounts and the immense power they can reach, not all of them manage to reach their full potential quickly and need a second chance. Fortunately, all heroes will have access to rerbirth potions.

This item can be given to any of our mounts that have reached level 100, but failed to evolve to the next rank, regardless of their rarity. The potion causes our mount to lose 80 levels, also reducing its power, going from level 100 to level 20, but it will allow us, once we raise the mount to level 100, to have the opportunity to try to evolve it again.

It is priced at 21 EXS in the in-game store.

2.2.3 Buildings

Our village will consist of a series of buildings, each of which will be non-tradeable assets with a specific in-game purpose.

Fortress

In the fortress we can access the general view of heroes, as well as their stats, achievements and his inventory of weapons and armors, and we can also put any type of NFT for sale from this building, which will be sent to the auction house. In addition to enabling to check our hero's PVP combat statistics (victories, defeats, win ratio, etc...), we will be able to access the history of our last games or see in which tournaments or dungeons our hero has participated or is registered.

Stables

From the stables, we will be able to enter the inventory of mounts at our disposal and access the PVE mode of mounts and the hunting mode, in case we have a mount whose rarity is equal or higher than legendary. The cooldowns, both for travel missions and hunting mode, can be checked from this building, as well as the buffs derived from the possession of the equipped mount. In this building, we can also try to evolve our mounts once they have reached level 100. It should be noted that for this action to be possible, we must previously unlock, through an internal payment in Drachmas and/or Exodus depending on the amount, the level of stables corresponding to the rarity to which we want to evolve the mount: level 2 to obtain uncommon mounts, level 3 to obtain rare mounts, level 4 to obtain legendary mounts and level 5 to obtain mythological and ancient mythological mounts.

Also, from this building, our mount can be sent on travel missions, such as registering for tournaments or participating in dungeons.

Barracks

In this building we will be able to check all the information related to the PvE fights of our hero. In barracks we will have the possibility to send our hero to the adventure. As mentioned in section 2.2.1, for players to be able to buy grade 2 troops in their barracks, they must unlock barracks level 2 and to be able to buy grade 3 troops, they must unlock barracks level 3. This unlocking will be done through a payment of Drachmas and/or Exodus.

Bailey

From the bailey, we will be able to make our hero participate in PVP combats, both ranked and private matches. In addition, here we will be able to consult the rankings of the PVP ranked games, their rewards and the tournaments in which we have participated or are registered. In this same location we will have access to information about the buffs in PVP combat to which our hero, weapons and armor (weather and class buffs) will be subjected.

Smithy

We will go to the smithy to forge weapons or armors of a higher level from several of a level immediately below. It should be noted that for players to forge weapons of uncommon rarity, they must unlock level 2 of the smithy; to forge weapons of rare rarity, level 3; to forge legendary weapons, level 4; and to forge weapons of mythological rarity, they must unlock level 5 of the smithy. This rule does not apply, however, to cases where a player has come across a found item. For example, if a player, whose smithy is at level 1, decides to use a repair item to reveal the true nature of a damaged piece of equipment, he will be able to obtain a weapon or armor of any rarity. Within the smithy, we can also exchange the civilization of two weapons or armor belonging to consecutive rarities by using a transmutation gem, as described in section 2.2.6. Finally, it should be noted that the level of the smithy is increased by an internal payment in Drachmas and/or Exodus depending on the amount.

Bazaar

If we want any type of consumable item, we will go to the bazaar to buy it. Anyway, within each of the buildings already described there is an internal store where you can buy items related to them. It should also be noted that the bazaar will provide a series of additional advantages derived from its level increase: leveling up this building will allow us to find consumables at an increasingly higher discount in the bazaar itself or in the game's internal stores, and we can enjoy a special type of adventure that, in addition to Drachmas, will drop an item of consumable type. By default, our village will appear with the bazaar disabled and we will have to level it up to enjoy its benefits. Once leveled up to level 1, the bazaar will offer all types of consumables at a 1% discount and once a week we will have a special type of quest that will drop hay, in addition to the reward in Drachmas. At level 2, the consumables discount will be 2% and we will have two quests per week that will drop, in addition to the Drachmas reward, hay, a call of duty and/or cavalry and siege troops. At level 3, the discount on consumables will be 3% and we will have three adventures per week that will drop, in addition to the reward in Drachmas, a certain amount of consumables among hay, a call of duty, cavalry and siege troops and/or a transmutation gem. At level 4, the discount on consumables will be 4% and we will have four quests per week that will drop, in addition to the reward in Drachmas, a certain amount of consumable items including hay, cavalry and siege troops, a call of duty, a sharpening stone, a transmutation gem and/or a repair crystal. Finally, at level 5, the discount on consumables will be 5% and we will have five quests per week that will drop, in addition to the reward in Drachmas, a certain amount of consumable items including hay, a call of duty, sharpening stones, cavalry and siege troops, a transmutation gem, a repair crystal and/or a rebirth potion.

Level of bazaar	% off (on consumables)	Special adventures slots (weekly)	Unlocked items per level
1	1 %	1	Hay
2	2 %	2	Call of duty ,troops G2, troops G3
3	3 %	3	Transmutation gem
4	4 %	4	Sharpening stone, repair crystal
5	5 %	5	Rebirth potion

Figure 15: Benefits derived from the bazaar upgrading process

From the bazaar, we can also access the system of exchange points through which we have the possibility of exchanging the objects that are not useful to us for points with which we can buy others. This system includes all objects that are not NFT assets (except buildings). Each of them has a purchase price and a sale price. From the moment we unlock the bazaar we have access to the purchase of all assets through exchange points, but not to their sale. At bazaar level 1 we can only sell hay and we unlock the sale of other objects as we raise the level of the building. At level 2, in addition to hay, we can sell troops of all levels and calls of duty. At level 3 we add the possibility of selling repair crystals and at level 4 the transmutation gem and the sharpening stone. Finally, at level 5 we can sell all items, adding the rebirth potion to the list.

Consumable items price				
	Price (\mathcal{D}_p)	Price (Exs)	Points from purchasing	Points from selling
Troops G1 (pack x 20)	12	0.012	5 U/P	1 U/P
Troops G2 (pack x 20)	220	0.22	100 U/P	20 U/P
Troops G3 (pack x 20)	2,040	2.04	950 U/P	190 U/P
Hay	84	0.84	800	160
Call of duty	790	0.79	7,500	1,500
Call of duty Tier C Guild Master *	945	0.945	—	—
Call of duty Tier B Guild Master *	2,750	2.75	—	—
Call of duty Tier A Guild Master *	7,560	7.56	—	—
Sharpening stone	2,100	2.1	20,000	4,000
Repair crystal	4,380	4.38	41,000	8,300
Transmutation gem	—	11.372	125,000	25,000
Rebirth potion	—	21	200,000	40,000

* Not an asset, but a direct payment from the Guild Master depending on its Tier when enrolling a member.

Figure 16: Prices of each consumable item

Auction House

In the auction house we will be able to access the auctions of NFTs put on the market by other players and bid for them or buy them directly. Also, in this building we will be able to see the details of our NFTs put to auction, see the bids received for them, change their conditions of sale and see the history of our sold NFTs. Also, in the auction house we will be able to access special auctions that will correspond to NFT items put up for sale by the Lord of Myths team and that, in general, will be cards of extraordinary quality and exclusivity.

Guild Lodge

If we plan to be part of a group of players with whom we shall face dangerous dungeons together, we will have to make several visits to the guild lodge. From there we will be able to access the list of guilds that are ready to recruit new players. It is important to remember that everything related to recruitment, as well as many other aspects of the guilds are collected in section 1.2.7. Once we are part of a guild, from this building we can consult the list of members, upcoming guild dungeons and validity of our contract. For his part, he who wants to create his own guild by becoming its master, must visit the guild lodge in possession of the Guild License (section 2.1.6), from where you can also edit the configuration of this once created. You will have access to a more complete member list where you can assign players to defense or attack tasks for dungeons or expel them from the guild (this will incur a penalty if the player's contract is still valid).

From the Guild Lodge, if we are part of a guild we will also be able to access the guild reserve feature and benefit from joint cooperation in the form of consumables.

It should be mentioned that those buildings that can be subjected to leveling processes will have a 24-hour cooldown. This cooldown will be common to all buildings and levels and will apply to all buildings at the same time, not only to the one just levelled. This cooldown, however, can be reduced by an internal payment of Drachmas in the proportion of a reduction of 1 minute for every 3 Drachmas paid.

2.2.3.1 Building upgrading system

An explanatory table is shown below to summarize the processes of building upgrading within our village:

Buildings levelling prices	Level 1		Level 2		Level 3		Level 4		Level 5	
	\mathcal{D}_p	EXS	\mathcal{D}_p	EXS	\mathcal{D}_p	EXS	\mathcal{D}_p	EXS	\mathcal{D}_p	EXS
Bazaar*	390	0.39	3,310	3.31	—	11.97	—	32.97	—	76.2
Smithy	—	—	1,050	1.05	5,730	5.73	—	25.98	—	95.28
Stables	—	—	1,580	1.58	6,300	6.3	—	29.93	—	155.93
Barracks	—	—	8,930	8.93	—	31.5	—	—	—	—

* Initially, bazaar building is disabled and players must level it up to level 1 so it can be accessed.

Figure 17: Pricing for the building upgrading system

2.2.4 Repair crystal

As mentioned in section 2.1.4, NFTs that have dropped in a dungeon or in hunting mode will appear by default as 'damaged gear'. Players who have been lucky enough to find such an item in their inventory will have the possibility to fix these NFTs to reveal their true rarity, nature and power score. To do so, they will have to go to the smithy in their village and use a repair crystal. This item will be on sale for 4380 Drachmas or 4.38 Exodus in the Lord of Myths in-game store.

2.2.5 Hay

To provide our beast the maximum strength in combat always, it needs to be well fed. Mounts competing in PVE will have an energy bar that will be reduced as they face rival beasts. When our mount is exhausted because its energy is at a minimum, it will need hay to recover and return to combat with renewed strength.

Hay can be found in the form of consumables in the in-game store and will cost 84 Drachmas or 0.084 Exodus. Each unit of hay will recover 10 energy to the mount we give it to regardless of its rarity, consuming the item when used.

2.2.6 Transmutation gem

When our warriors go to the smithy with the aim of fusing several weapons of a certain rarity to obtain a weapon or armor of an immediately higher rarity, it is likely that the emerging weapon or armor will not belong to the civilization we want. In this case, however, we will be able to use a consumable called a transmutation gem that will swap their civilization between two weapons or armors of our choice, as long as they belong to consecutive rarities. Thus, for example, a person who has just fused four rare weapons and has obtained a legendary Viking weapon of 1400 power and has another rare Egyptian weapon of 700 power in the inventory, will be able to use the transmutation gem in the smithy of his village to exchange the civilization of the weapons and obtain a legendary Egyptian weapon of 1400 power and a rare Viking weapon of 700 power.

The transmutation gem can be purchased in the in-game store for 11.4 EXS.

2.2.7 Smuggler

From time to time, a mysterious vendor from distant lands will appear in a random plot in the Exylon region. During the days prior to his appearance, clues will be left about the possible location where he will appear. Once he appears in a plot, the smuggler will remain there for 72 hours.

The players settled in the plot can go to him and the smuggler will offer them, among all the consumables already described in the game, a type of random item with a juicy discount, but with a maximum purchase limit. This item can be different for each player, even if they go to the

same smuggler. As explained in section 2.1.6, there will be a small chance that this vendor will offer us a type of NFT asset of a very exclusive nature: the guild license. The players settled in the plot, will be able to go to the smuggler only during the first 48 hours after his appearance and whenever they go during that period, he will show them the same type of object.

The owner of the plot where he has appeared, besides enjoying the attraction of the appearance of the smuggler, will have a different functionality when going to visit him: the smuggler will offer him a mysterious box of two objects at an attractive price. The box will contain two NFT assets between weapons and armors, but you will not be able to know its contents until you purchase it. Once purchased, these NFT assets will be added to the player's inventory and he can decide whether to keep them or sell them on the market. (It should be noted that, unlike the found objects explained in section 2.1.4, the objects coming from the mystery box will not have to undergo a repair process to show their real nature). The player who owns the plot can go to the smuggler during the 72 hours that this special character is located in his plot.

The prices of the exclusive items sold by the smuggler are as follows:

NFT items price (ingame)		
	Price (\mathcal{D}_p)	Price (Exs)
Guild License Tier C	—	180
Guild License Tier B	—	200
Guild License Tier A	—	220
Mystery box *	—	2.625

* Only available to Land Owners

Figure 18: Prices of exclusive NFTs sold by the smuggler

2.2.8 Guild Contract

This document must be signed by both the applicant player and the guild master to validate the player's guild membership. From the Guild Lodge we will be able to access the list of guilds willing to recruit new members. From there, any player can request the contract of one of the guilds and fill it out, which will be sent to the Guild Master, who will decide whether or not to accept the request.

The contract will specify certain conditions and guidelines that players must take into account when joining the guild.

2.2.9 Call of Duty

When we become members of the guild, the Call of Duty will be the object that will allow us to participate in the weekly tasks of the guild. Without it, even if we have an active guild contract, we will not be able to participate in the cooperative missions and, therefore, we will not contribute power to the total sum of our guild and we will not get any reward.

This non-NFT item can be bought at a price of 790 Drachmas in the in-game store or with a certain probability of drop through special quests with a certain level in the Bazaar (section 2.2.3). A third way to get it will be as a reward of an individual mission that will appear every week in the Guild Lodge when we are members of one.

Each time we participate in a weekly guild cooperative task, a Call of Duty asset in our inventory will be consumed.

2.2.10 Sharpening Stone

Lord of Myths players can play, by default, a maximum of 10 games per day within the PVP ranked system. However, those relentless players who crave eternal glory above all else will be able to have this limit increased through the sharpening stone. The use of the sharpening stone allows players to return to the maximum number of daily PVP rankeds available, i.e. it will reset this number to 10 after being used. There is no maximum number of Sharpening Stones a player can consume in a day. This item is available in the Weapon Yard and in the Bazaar of our village and has a price of 2100 Drachmas or 2.1 Exodus.



3 Special Events

3.1 Seasonal and anniversary game events

When Lord of Myths is in a stable phase of development, events will appear in which players will be able to enjoy certain advantages and special challenges as a chance to obtain greater rewards and facilities to progress in the game than in normal conditions. These events will be linked, as is often the case in many other games, to specific dates of cultural or seasonal relevance. This will include, among others, Christmas-themed winter events, Japanese-themed spring events, summer events, Halloween events and game anniversary events.

3.2 NFT Presale

The first event of the game will be the NFT presale, in which heroes, weapons, armor, mounts and plots will be available for sale, all of them with a maximum sale limit. Those users who buy a hero will have access to the whitelist for the private sale of weapons, armors and mounts. All these NFTs that are not purchased during the private sale will go on public sale until stocks last. Later, in an estimated period of about a year, a second sale of NFTs will be made according to the demand, always taking into account the limit of 28000 heroes as the maximum total limit of Lord of Myths.

3.3 Unique NFT auction

In the later stages of game development, the Lord of Myths team will put up for auction three special NFTs: a hero, a weapon and an armor with perfect stats. They will be unique NFTs of which only one copy will exist. These NFTs are defined in sections 2.1.1.1 and 2.1.2.1.

4 Game Tokens

One of the economic features of Lord of Myths is that, like many other NFT Play-To-Earn games, it has two in-game currencies: the Exodus and the Drachma.

4.1 Exodus

The Exodus (EXS) is the main currency of Lord of Myths and is directly linked to the blockchain. Operating on the MATIC network, the Exodus is the exchange currency used in the Marketplace to buy or sell any type of NFT asset within Lord of Myths, be it heroes, mounts, weapons, armor, plots or guild licenses. Exodus is also the currency that players will use to upgrade buildings to higher levels or to purchase the non-NFT items that are considered to be of a more exclusive nature: rebirth potions, repair crystals and transmutation gems.

EXS Contract: `0x70FA9E1A1AD48Fa7daA47A2b5B961174f759D4E1`

4.1.1 Token Distribution

The maximum supply of Exodus tokens will be 200,000,000. The distribution of token holdings is as follows:

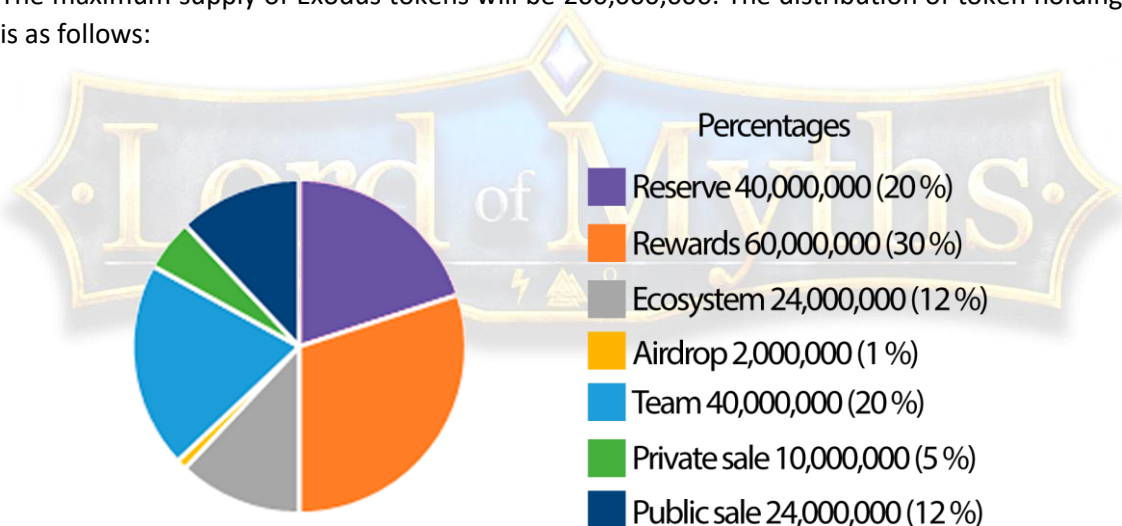


Figure 19: Initial distribution of existing EXS supply

- Game rewards: 60,000,000 (30%)
- Team: 40,000,000 (20%)
- Private sale: 10,000,000 (5%)
- Public sale: 24,000,000 (12%)
- Airdrop: 2,000,000 (1%)
- Ecosystem: 24,000,000 (12%)
- Reserves: 40,000,000 (20%)

Key factors in token distribution

- The wallet that supplies the pool of game rewards will initially contain 60,000,000 EXS.
Wallet address: 0x264c84fBE8dAcDC4FD7559B204526AF1f61Ca5e7
- The reserve wallet can be viewed at any time by any user. This reserve will only be used if some completely unexpected event occurs with the amount used for game rewards, something that, a priori, is practically ruled out.
Wallet address: 0xCAcd3d7CB6F798BBac53E882B2cBf5996d263F24
- The team wallets can be viewed at any time by any user. The team tokens will have a 4-month lock-in after the ICO, after which they will undergo a linear unlocking of 5% each month. This will guarantee the commitment of the development team to the medium-long term objectives.
Wallet address 1: 0x5Dbb556a3e832b8179B30c0E64C5668A6b3BdFD8
Wallet address 2: 0xa4a01Cb9898CcF59e9780f22c828724f7794dC1F
Wallet address 3: 0x7E8B53EE714Dd7B6D808cdf7a0043b7DC6680Eb1
Wallet address 4: 0x69ac12d71D9A99B52339bDbFD0ECF2Af785De5aa
- Private sale: users accessing this pre-sale will be able to obtain Exodus tokens at a certain discount, but part of their tokens will be subject to a linear unlocking that will be extended a certain period determined on its moment.
Wallet address: 0x2511F8f04DAa128D2E7b9dD8C41d47734d37e50E
- Public sale: tokens will be released immediately.
Wallet address: 0xC4b1723f7EF8DaE035Af7e623b35C4F35C1F51f2
- The wallet for the airdrop will initially contain 2,000,000 EXS.
Wallet address: 0xDF450B51b2f2FA1560EadA15E149d0064dF2327d
- The tokens destined to ecosystem maintenance will be used for the introduction of possible future updates and functionalities when the game reaches certain maturity status. To be used, such tokens will be subject to linear unlocking after an initial lock-in of 4 months.
Wallet address: 0xCd04Dac93f1172b7BA4218b84C81d68EBB32e8Cc
- The 5% commission on EXS transactions made in the marketplace or buying consumables will go to the following wallet:
Wallet address: 0xd2A9D580bBFb8dAE083e81599582283B2A16C644

4.2 Drachma

Despite the ongoing disputes between the three pillars of the Exylon world; Greeks, Vikings and Egyptians, the currency minted by unanimous agreement and as a symbol of economic unity and exchange between the three civilizations is the Drachma (₯). It is an internal token with no direct connection to the blockchain that is obtained as a reward in adventure mode, dungeons, guilds, tournaments and PvP ranked games, as well as wagered in private games. Also, the Drachma will allow players to acquire those non-NFTs assets that are considered to be of a lower

exclusivity: these are the troops of the three grades, the sharpening stone, the hay and the call of duty. The payment for the entry to the ranked season is made in this currency.



Figure 20: Image of the Drachma (Dp), currency used throughout Exylon

The exchange ratio between Exodus and Drachmas has been established as follows:

$$1EXS = 1000 Dp$$

Players can exchange Drachmas for Exodus and vice versa at any time. A 5% commission is applied to the above ratio when the exchange is made from Drachmas to Exodus. Exodus withdrawals can be made every 72 hours.

5 Market and Target Audience

5.1 Target Audience

Any users interested in the world of cryptocurrencies and, in particular, in the world of NFT games, who have something as simple as a Metamask account is a potential customer of Lord of Myths.

Also, based on statistics from the NFT market over the last year, the Lord of Myths team believes that the main territories with the most potential customers in this sector are Europe, America, –both North and South– and large regions of Southeast Asia.

5.2 Brand Distinction

Since, as mentioned above, Lord of Myths is a game developed by players for players, one of our top priorities is that the community of players that make up the Exylon universe feel confident in the game ecosystem. We are aware that many of the updates and changes introduced suddenly by development teams in NFTs games without taking into account the community feedback impoverish the game experience and create distrust among players, especially in an environment where relative economic stability is so important.

Lord of Myths wants to leave aside this kind of sudden in-game changes. To this end, and with the aim of achieving enough economic stability to avoid such changes, the Lord of Myths development team has carried out very conservative simulations of the evolution of the in-game monetary flow to check the correct functioning of the environment provided to the players. Also, as mentioned above, several extra factors are an essential part of the Exylon universe to ensure prosperity: continuous burning of NFTs and tokens, use of in-game tokens for exclusive functionalities, conservative calculation of all kinds of prices and previous study of price fixing and maximum limitation of existing NFTs within the game.

To achieve all this, the scope of action of Lord of Myths is guided by a very clear and concise Roadmap (defined in section 6), which will progressively add new features to the game without abrupt turns in the course of the project, but always taking into account the continuous feedback from the community to improve, as much as possible, the game experience.

5.3 Past Revenue Streams and Community Acceptance

According to the latest estimates, the evolution of sale and purchase volumes related to NFTs has seen unprecedented growth in recent years, and more particularly in 2021. As can be seen in the table below, after a small contraction of the sector in 2019, the NFT world experienced almost a 200% increase in 2020, to finally consolidate in 2021 after experiencing during this year an absolute growth record of more than 20800%.

In particular, the NFT gaming sector went from a market volume of just \$15 million in 2020 to over \$2150 million in 2021. Play-to-Earn game modes have been a revolution for the gamer and crypto communities that, for the first time, have felt that the investment and the continuous flow of rewards received for being part of the video game world is within anyone's reach. In addition, the transparency and impenetrability of blockchain technology, as well as the ease of

transactions (nowadays practically instantaneous through many networks), have increased the community's confidence in this market.

NFT market volume (in millions of dollars)	2018	2019	2020	2021
All	36.77	24.02	66.78	13,981.9
Collectibles	13.86	2.71	16.45	7,130.05
Games	5.19	11.59	15.26	2,153.82
Art	0.05	0.45	17.11	2,107.57
Metaverse	16.35	5.38	15.97	630.99
Utility	1.29	4.11	2.41	75.5
DeFi	0	0	0	19.75
Undefined	0.03	0	0	1,864.22

Figure 21: Evolution of the NFTs market between 2018 and 2021.

However, the NFT fever has not stopped in the gaming sector; every day more and more people and institutions that see in blockchain technology a unique opportunity and an impregnable shield for their virtual assets are joining the world of non-fungible tokens from the most varied sectors: virtual art, metaverse-related functions, sports, decentralized finance, etc...

5.4 Industry growth expectations

The future of the NFT world is more than promising, as it offers a new universe of possibilities: from applications closely linked to the Internet of Things, virtual reality or augmented reality to games with NFT assets present in the most varied platforms. Through such exotic options as the establishment of virtual businesses operating with cryptocurrencies within the metaverse or the ability to purchase tangible assets linked by contract to the blockchain in the real world, which is already happening in the real estate industry.

The usefulness of the blockchain provides a shield to property in an interactive way never seen before and few industries will remain impassive in its wake in the near future.

6 Roadmap

- Q3 2022: NFT and token pre-sale.
- Q4 2022: Launch of the game with basic functions, adventure mode and PvE mounts, as well as the marketplace (Beta phase). The title system will also be available, although not all titles will be available at first due to the lack of functionalities. The village buildings will be progressively unlocked as we have access to new game modes in future updates. Finally, it should be noted that the weather will affect Exylon already in this first version.
- Q1 2023: PvP modes, ranked games, private matches and hunting mode.
- Q2 2023: Tournament and dungeon modes.
- Q3 2023: Smuggler and guild system. A second sale of NFTs is expected to take place in 2023, as well as the auction by the development team of the unique NFTs.
- Q3-Q4 2023: The rest of the year will also be devoted to polishing all added game modes and ensuring the stability of these modes and the currency.
- 2024: It is expected that in 2024 the game will continue to expand by adding new possibilities and greater depth and convenience features for players, addressing section 10 (possible future updates) and new features derived from continuous feedback from the community.



7 Development Team

Jose Félix Jiménez – CEO

Responsible for making key decisions in the development of the game, with great participation in the design of the game modes and the economy of Lord of Myths, as well as the correct implementation of the Exodus cryptocurrency in the blockchain, always looking for a correct balance and stability of the internal market of the game. He has extensive knowledge in physics, economics, mathematics and blockchain technology, with special interest in it since 2015. His studies include a Bachelor's Degree in Aerospace Engineering in Aircraft at Universidad Europea de Madrid, imparted entirely in English, and a Master's Degree in Financial Markets and Derivatives. In 2020 he lived for a year in Toronto, Canada, focusing on the study of blockchain.

Diego Gil – Art Director

Responsible for the art component of Lord of Myths, including the artistic management of the interface and illustrations, the 3D design of the game elements, and the correct representation of the brand concepts. Great knowledge as a 3D generalist, as well as about blockchain technology. He studied a Higher Education Cycle in Graphic Arts and a Higher Education Cycle in 3D Animation, Games and Interactive Environments, as well as a double Master's Degree in 3D Modeling. He has experience in animation and 3D design projects in the field of film and video games, being part of several teams throughout his career.

Oscar Establie – CTO

Responsible for the technological aspects of the company. In charge of the development and supervision of the IT resources of Lord of Myths and the proper SEO positioning and visualization of the company on the internet. Extensive knowledge in web development with several years of experience in the sector as a front-end developer, and studies in various programming languages, mainly Typescript/Javascript, in environments such as Angular. He also counts with a high level of knowledge of blockchain technology.

Javier Arribas – Game Developer

Responsible for the design of the game modes and internal mathematics in order to achieve a correct balance of the Lord of Myths economy. He counts with extensive knowledge of mathematics, statistics and video games, as well as an important command of CAD and CFD software. Among his studies he has a Bachelor's Degree in Aerospace Engineering, specializing in Aerospace Propulsion, by the Universidad Politécnica de Madrid and a Master's Degree in Design Technologies for Automotive and Competition Vehicles.

8 Partners



MIT Software

Divergent Minds S.L.

Game and cryptocurrency development



Polygon Network



9 Potential Future Updates

One of the priorities of the Lord of Myths team is to ensure that the game will have a long term future and for this, it is essential that players feel themselves within a dynamic environment that is evolving and offering new features, but without undermining the essence that the game will have from the beginning. Therefore, the developers of Lord of Myths have thought of a series of possible updates that could be implemented in the game in the future if it reaches a certain degree of maturity and if the team considers that the change to be introduced will not be detrimental to the community of players, as we are aware that not all updates are always positive for the gaming experience.

9.1 Resource-based Economy

If the game reaches a significant stage of acceptance, the Lord of Myths development team will consider introducing the possibility of having a natural resource-based economy to unlock certain features related to consumables, buildings or guilds. Thus, players will be able to obtain, for example, iron and stone in their inventory and use them to access exclusive functionalities.

9.2 Map Change

The Exylon map may be subject to possible changes that could affect the map cartography in the form of introduction of mountains, seas, rivers, etc..., as well as other new features that enhance the game experience and give it a certain degree of strategic capability. The map changes, however, will not affect at any time the system of plots and settlement of heroes as described in section 2.1.5, but it can hide some relationship with the different civilizations and the way of interconnection between them.

Likewise, it is likely that new environments will be introduced for PvE, such as the possibility of accessing the heaven and hell of each civilization, where we will be able to face the most epic and famous enemies existing in the entire Lord of Myths universe.

9.3 Boost Guilds and Include an Alliance System

Once the guild system is established in the game with a sufficient number of guilds, the goal is to add an alliance system. Alliances will consist of a small set of guilds joining to face a challenge of great importance and with high rewards. This challenge, in its most simplified form, will consist of a higher level dungeon, but the possibility of a dungeon system with a bit more complexity will be studied, in which both the strategy of the masters of the different guilds that make up the alliance and the teamwork of all the members of the guilds will be rewarded.

We want to emphasize the intention of the development team to give great relevance to the guild system in case it settles in an appropriate way and with a good reception. The feasibility of including a system of wars between guilds will be analyzed. In addition, there will be a tendency to reward the affiliation of a player for the same guild, receiving, for example, extra rewards for seniority in it. The final intention of all this is to strengthen the relationship between the members of each guild creating a good atmosphere and thus contributing to a better community environment in the game.

9.4 Updated Game Modes and Increased Player Engagement

The development team will monitor the player acceptance of the different game modes. It is relevant to know the game modes that interest the community the most in order to create similar modes, but with more depth, avoiding big changes in the original ones that could spoil the game experience. Likewise, constant feedback from the community will be sought to help the development team to follow the right path.

It is expected that the game modes will be simple and fast, so that you can actively participate in the game without having to invest a lot of time. Whilst not intending to alter this premise at any time, game modes will be added that require greater player participation, where the player's skill and decisions have a direct influence on rewards and results. All of this will be done with the intention of creating a more interactive and fun game for the player, but, as mentioned above, without having a major impact on the time an average player has to spend in the game.

9.5 War System Between Civilizations

One of the objectives of Lord of Myths is to deepen the civilization system within the game. Currently, there are different buffs for the player that are applied or not depending on the player's civilization. The development team considers that choosing one civilization or the other should have an even greater impact on the game, without this leading to a prejudice for any player because of having a hero of a certain civilization, but just another reason to defend the interests of your civilization and contribute to its prosperity.

Therefore, one of the future plans is to include in the game a system of war between civilizations. Any activity we do within the game will bring us a certain amount of troops to our ranks, which we will be able to use to fight on our behalf in wars. These wars will determine the occupation by one civilization or another of different territories outside the plot system of the game. This will grant certain buffs, benefits or rewards to the players of the civilization that manages to settle in them.

9.6 Visual and Environmental Upgrades

When the game manages to attract enough community and the value of the project is high enough, the visual aspect and environments of the game will be improved, both in terms of interface and scenarios of the village, as well as in terms of the visual aspect of the different game modes. This will include the possibility of moving with our hero through the village in a 3D scenario being able to interact from that environment with the different buildings and their utilities. The designs of weapons, armor and mounts in 3D will also be implemented, as well as new scenarios, being able to actively move around the map on our mount. This will result in game modes with greater technical complexity and visually more pleasing to the player.

9.7 Character Stats

At a future stage when the game has reached a considerable degree of maturity, the possibility of introducing character statistics in the PvP ranking mode will be considered, similar to what

has been described for private matches in section 1.2.4.2, although this game mode will probably end up depending on more than the four base statistics mentioned in that section. It should be clarified that the adoption of this game mode will be linked to the evolution of the acceptance by the community.

9.8 Quests and Special Events

In order to encourage active participation of the different players of Lord of Myths, we will study the possibility of implementing a system of daily and/or weekly quests. The completion of such quests will not require a great investment of time, skill or effort and will provide interesting rewards for the player.

Also, we will study the inclusion of special seasonal events that will seek to give more life, richness and dynamism to the game experience.

9.9 New Ranks for Guild Members

In order to free guild masters of certain functions and obligations derived from their position, and with the intention of improving and giving depth to the hierarchy of the guild system, we will consider including new intermediate ranks, apart from "master" and "member", with different competencies and powers.

9.10 Scholarship System

Attending to the needs of the game community, we will consider the inclusion of a scholarship system through which, those who own NFTs to play Lord of Myths, will be able to delegate their use to other users, who would become active players. In this way, the owner of the NFTs will receive passive income derived as a percentage of the total income of the scholarship player.

Likewise, an alternative system for renting NFTs will be studied. All this with the intention of adapting the game possibilities to the needs of all users, facilitating them the access to Lord of Myths according to their conditions.

9.11 Active or Auto Gameplay Selection

In order to keep the passion for the game alive, the Lord of Myths development team will be implementing new features based on the active participation in the different game modes and the constant feedback from the player community. For this very reason, and with their comfort in mind, we have considered the possibility of introducing a future update that will give hero owners the option to choose between participating in the different game modes actively, that is, with their own decisions and in real time, or automatically, where the Lord of Myths interface itself will make decisions for us within the game while continuing to provide us with rewards.

9.12 Mobile App Development

Although, initially, Lord of Myths is going to be a browser game (with access from mobile devices or tablets), the development team has studied the plausible idea of developing a native application for smartphones in order to make the gaming experience easier, more comfortable and more complete. It is considered that this move may attract a large number of potential players from regions where the use of mobile devices in the gamer environment is widespread, such as Southeast Asia. The viability of such update will be linked to the evolution of the acceptance and active participation in the game by the community.

