

UNDERGROUND WARRIORS

WHITE PAPER



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ABSTRACT

Underground Warriors is a play-to-earn fighting game developed on Lamden's blockchain where your character fights in underground fights for money and fame. You get rewarded with tokens (Warrior Points) for each victory obtained.

Each character in UW is a unique NFT, this digital asset will have the ability to level up and evolve within the blockchain, giving value to your asset in relation to the time spent playing, this concept gives value to the assets of the players based on to the game economy, thus allowing not only its value to be established in relation to the game token (WP), but the cryptocurrency of the network.

In addition, there are other NFT that are necessary for the development of the game, for example the Evolution Crystals. These items can be obtained just by playing and completing missions. You can use, buy, or sell them to other players.



WHY CHOOSE LAMDEN BLOCKCHAIN?

Speed

The dynamism that a game of these characteristics needs: state reading, determining factors and writing to the blockchain quickly, are extremely important.

This gives the player the opportunity to not have to worry about transaction confirmations, waiting times and loading of their assets is a key factor in a game that aims to be fluid and fast-paced.

Low cost

Much of the transaction costs are borne by the game itself and its platform, in turn, the low cost of using the Lamden blockchain allows us to focus on what really matters "Play", thus allowing players to spend the least in instances where the use of the network is needed and to be able to allow a minimum impact on their actions and profit that they will obtain in the marketplace.

Smart Contracts

The creation of smart contracts in Lamden, the ability to write in Python, the easy interpretation and reading through its wallet or API allow us to develop a game logic that is 100% transparent, auditable, and understandable by our community and players. Thus, allowing us to create the rules of our world from the beginning of development and not to be linked to a centralized server.

In addition, the ability to evolve our NFTs, also allow us to give your digital assets the opportunity to not only belong to the world of Underground Warriors, but in the future to be able to be used in any other DAPPS or Automated Market Maker (AMM) that you want, without losing their evolution in the game.



INVESTOR INFORMATION

Founder coins

First 20 Investors that buy into Underground Warriors founder box will receive 5% of dev rewards, thus there are only 20 founder coins.

Every wallet with founder coins will receive (5% * Amount of founder coins), these rewards will be given monthly or weekly and will stop receiving rewards after 12 months.

What are dev rewards?

Transactions made in-game cost stamps which are paid in TAU, just like Ethereum network pays for transactions in gas. 90% of these transactions goes into a “Dev reward wallet” and will be distributed among the wallets that hold the 20 founder coins.

After 12 Months, everything generated by transactions and that corresponds to Dev Rewards, will be used to generate a better market within the game, prizes in events and tournaments for the players themselves. Thus, supporting a constant economy in the UW world.



CHARACTERS

Each character has unique abilities, advantages and weaknesses that will determine the course of the battle. Here are our basic characters:

- Blaze: Fire element.
- Raindrop: Water element.
- Winry: Wind element.
- Sabrina: Thunder element.
- Boulder: Earth element.
- Hebi: Poison element.

Along with these characters, there are also legendary characters that will appear during the course and evolution of Underground Warriors world.



MECHANICS

Each character in Underground Warriors controls an element which has three unique abilities for battling opponents. Each element has an advantage or disadvantage (BASE DAMAGE / BASE DEFENSE) against the opposing element:

Water > Fire > Earth > Wind > Poison > Thunder > Water.





During combat each fighter has six skill points and he/she regenerates one point every two turns.



EACH POWER HAS A COST OF 1 TO 5 SKILL POINTS

You can have up to four characters enabled for selection within the character selection screen. You can enable and disable characters from the control center.

MY WARRIORS

	<p>BLAZE #00000669 LEVEL 3 STAMINA 10</p> <p>---</p> <p>REMOVE</p>		<p>RAINDROP #00000566 LEVEL 4 STAMINA 10</p> <p>---</p> <p>REMOVE</p>
	<p>RAINDROP #00000565 LEVEL 5 STAMINA 10</p> <p>---</p> <p>REMOVE</p>		<p>BOULDER #00000567 LEVEL 5 STAMINA 10</p> <p>---</p> <p>REMOVE</p>

STATS

The base stats of each character (NFT) are as follows:

- **Element:** Base element of the character.
- **Tier:** Character upgrade from 1 to 5 stars.
- **Level:** Character level, increases with the completion of the necessary experience at each level. Each level increases the character's base stats.
- **HP:** Health points.
- **Defense:** Resistance points.
- **Damage:** Base attack points.
- **Critical chance:** Ability to inflict critical hit.
- **Evasion:** Ability to evade a hit and not take damage.
- In addition to these mechanics, there is "**Regeneration of life points**" and "**Prolonged damage per turn**", depending on the character's element.

Each element increases a different basic stat listed below:

- **Fire** — Increase attack points.
- **Water** — Increased life point regeneration and improves resistance to debuffs.
- **Wind** — Increases evasion and improves the chance of not taking damage.
- **Thunder** — Increases the chance of critical hit and critical damage.
- **Earth** — Increases health and defense points.
- **Poison** — Increases attack points and health regeneration when the opponent is poisoned.



CRYSTALS

Using crystals, it is possible to improve your character's stats at any level. When you reach level 10, if you have 5 crystals of the same element on your character, you can upgrade him to tier 1. To evolve it is necessary to have element crystals and a certain amount of WP.

The chance to receive a regular elemental crystal is 5%, this crystal will be aligned to one of the elements.

There is also a 2% chance for the rare special crystal which matches all elements.

For example, to drastically evolve HEBI's stats at level 10, it is necessary to have 5 poison crystals and 700 WP.



*The above amounts may change during the launch of the game.

VICTORY!

For each victory your character will gain EXP and by completing the required amount of experience per level, you level up. Simple... isn't it?

And remember, every victory in Underground Warriors gives you the respect and admiration of other underground fighters.

If you are lucky, for each victory your character also has a chance to get a crystal of any element.

And Ash will reward you with an amount of dirty money (WP):

- WP are obtained by winning battles.
- WP are obtained by purchasing the battle pass (completing missions).
- WP are obtained through farming liquidity points (LP).
- WP are obtained for the sale of characters and items in the "black market".

This money will increase in different ways:

- Amount of WP obtained increases per level.
- Amount of WP earned increases based on LP points (Liquidity in Rocketswap and LP in Farm).

This token can be traded or used on the Black Market to buy other characters, evolution crystals, pets, and battle pass.



CUSTOM STATS

Each character has the option to increase their basic stats with 5 points distributed by choice only once. This improvement has a cost in WP.

Example

HEBI		HEBI	
ELEMENT	POISON	ELEMENT	POISON
TIER	★	TIER	★
LEVEL	1	LEVEL	1
EXP	0 / 1,000	EXP	0 / 1,000
HEALTH POINT	480	HEALTH POINT	480 [+20]
DEFENSE	15	DEFENSE	15 [+3]
DAMAGE BASE	20	DAMAGE BASE	20
CRITICAL CHANCE	10%	CRITICAL CHANCE	10% [+2]
EVASION	10%	EVASION	10%

HEBI distribution (5 POINTS)

2 POINTS IN HP → +20

1 POINTS IN DEFENSE → +3

2 POINTS IN CRITICAL CHANCE → +2%

TOTAL POINT DISTRIBUTION = 5.

*The above amounts may change during the launch of the game.

COMPETITIVE

When you reach level 12, you will be able to participate in fights against other players (PVP) as well as access to tournaments and special events.

To participate in tournaments, you need 1 Tournament Ticket (consumable).

By participating in arena fights you will earn WP and Ranking points.

At the end of season 1, the first 5 places (ranking) will get special season prizes.

BLACK MARKET

Buying and Selling

The Black Market is place for players to sell their excess items and purchase from other players. Except for auctions, the black market is filled with items by other players.

Auctions

Auctions are run by the Black Market over a period of 3 days and offers 1 of each standard character starting at 500WP. Your bid in WP will be held until you are outbid by another player, or the auction ends, and you are the winner —If you win you will receive the character NFT in your account, and the Black Market keeps what you bid for the NFT.

Fees

Buying, selling and auctions are all on-chain actions which consume stamps (TAU). You are buying, selling, or bidding on NFTs which will be moved between accounts on successful completion of purchases.

Selling items attracts a 15% fee which the Black Market keeps.



TOKENIZATION

The tokenization of UW is the following:

- **Token Name:** WP (warriors Points)
- **Contract Name:** con_uwarriors_1st001

- **Max Supply:** 40,000,000.
- **Starting Price:** 0.01USD.

- **Sale:** 8,000,000 (20%)
- **Liquidity Pool:** 4,000,000 (10%)
- **Team Lock:** 4,000,000 (10%)
- **Game Rewards:** 10,000,000 (25%)
- **LP Farming rewards:** 14,000,000 (35%)

