Cryptagion

Public Whitepaper

v3.12

Contents

Overview

Cryptagion is a collectible trading card game, represented as ERC721 Tokens (NFTs) on the EVM Blockchains (Eth mainnet and Flare (Songbird) currently).

Players can collect, trade, sell, incubate, and enhance their Flarogens to create the ultimate infectious army. Enter your favorite Flarogen (Ethogen on Eth Mainnet) into various simulations, PVP tournaments, and countless contests to establish yourself as the ultimate Flarogenist.

Our robust ecosystem facilitates the acquisition of Cryptagion Tokens (FUCT), functioning as gaming rewards and incentives for active participation in diverse Cryptagion undertakings. These tokens can then be strategically employed to access more card packs, stake for supplementary rewards, acquire laboratory perks, and steer the course of the Cryptagion universe.

We created Cryptagion to allow for a fun, simple, and rewarding experience that brings gamers, collectors, NFT traders and crypto fanatics together.

Our community is the heartbeat of our ecosystem and we plan to build a project which is welcoming and enjoyable for everyone.

Cryptagion will make blockchain technology accessible to players of all technical abilities and demographics.

Our core objectives encompass:

- Incorporating features that capitalize on blockchain's distinct utilities in a gaming context.
- Building an open, inclusive ecosystem accommodating users of varying gaming skills, technical proficiency, and demographic profiles.
- Nurturing a congenial community that combines gaming's fun and competitiveness while accentuating the benefits of NFTs and blockchain.

Vision and Objectives

While blockchain and Non-Fungible Tokens (NFTs) steadily gain mainstream recognition, Cryptagion recognizes the existence of barriers to universal adoption. As such, our objectives are crafted to alleviate these hurdles, fostering an environment conducive to the broader acceptance and integration of these groundbreaking technologies.

Existing blockchain initiatives often cater predominantly to those already immersed in the field, leaving novices struggling with complex terminology and interfaces. This lack of inclusivity hinders mainstream adoption. Cryptagion aims to break these barriers by promoting an accessible and inclusive platform that appeals to users of varying technical abilities, experience levels, and demographic backgrounds.

In addition, we acknowledge the high entry barriers—technical, geopolitical, or economical—posed by numerous projects in the field. Cryptagion is designed to minimize these challenges, focusing on offering an educative, engaging, and immersive experience.

Furthermore, Cryptagion aspires to drive innovation within the blockchain space through community collaboration, shaping the future direction of the project.

Our ultimate vision is to deliver a straightforward, user-friendly blockchain gaming experience, stimulating mass adoption of NFTs, and bolstering the overall crypto sphere. We are committed to making Blockchain Gaming accessible, engaging, and enjoyable for a global audience, irrespective of their technical ability or demographic background.

Flarogens (NFTs - ERC 721 Tokens)

The main entity of Cryptagion is the Flarogen (Flare-based Pathogen)
(Previously known as Ethogens on the EThereum Mainnet)

122
117
108
Ebee
35
Rare   Virus   Bloodborne

It's getting hot in here, so drain out all your blood; but seriously, this one doesn't mess around. There's no subtlety to his approach, just all-out, hyper-deadly attack.

Flarogen Attributes

Unique ID: #6
Name: Ebee
Rarity: Rare
Class: Virus
Infection Vector: Bloodborne
Birthday: 23 May 2023 21:46

Level: 11
XP: 408

Stats

	Base
Infection	122
Mortality	108
Resist	117
Stealth	35

Mutations

Cannibalistic

Unique ID

An exclusive identifier distinguishing each Flarogen.

Name

The name of the species of this type of Flarogen.

Rarity

The rarity of this Flarogen. From greatest supply to fewest, they are:
- Common
- Uncommon
- Rare
- Epic
- Legendary

Class

There are six classes of Flarogens:
- Bacteria
- Virus
- Parasite
- Fungus
- Cybernetic
- Aetheral

Infection Vector

This is the preferred method that the Flarogen uses to infect its victims. They include:
- Waterborne
- Airborne
- Bloodborne
- S.T.I
- Ingestible

Birthday

This is the point in time that this Flarogen was spawned into existence.

Level / XP

Flarogens Level Up by spending time in incubators. The maximum XP an Flarogen can obtain is 32,000 : Which translates to a maximum level of 100. The level of an Flarogen determines its Modified stats.

Infection Rate

The rate of how quickly it spreads to hosts.

Mortality Rate

The likelihood of a host dying after contracting this Flarogen.

Resistance

Rating of resistance to medicines like antibiotics.

Stealth

How easy the Flarogen is to detect within a host using various tests.

Mutations

Based on the unique DNA number, this sometimes translates into one or more 'mutation' traits unique to this Flarogen. Change via the lab if you want to try for different mutations.

Games and Experiences

Tournaments are a way to pit your Flarogens against the rest of the world. There are prizes to be won and clout to be achieved.

Single player PvE - Galaxy Infect (Turn based)

The first single player PvE game is currently in testing and is about to be released on Songbird. Each player will submit a Flarogen (that they hopefully incubated for a while in the lab first) and begin a Quest for Galactic Infection.

Each turn (one per hour maximum currently), a player can allocate certain amounts of actions points towards spreading itself to infect more population, suppress the global immunity, and become harder to detect. The turn plays out, and with some randomization the Flarogen will proliferate, and all the global stats will be updated.

There will be automatic prizes in the native currency (ETH/SGB/FLR) as well as FUCT, awarded every Xth turn the player takes, along with the overall turn, which includes all players' turns.

The aim is to get the highest infected population possible. Every run is recorded on-chain for full transparency and immutability.

Multiplayer PvP - Flarogen Showdown (Autobattler)

A player submits a Flarogen into the battle. The player will always be first or second. The second player will trigger the battle calculations.

The flarogen stats directly translate into stats for the game. For example Mortality will be used to calculate the initial HP, whereas Infection Rate will be used in the attack power.

The winner of the two will be automatically paid out the prize pool.

There are several more on-chain games and experiences currently in development and will be released within the coming months.

Flare Unified Cryptagion Token (FUCT)

This is the main currency within the Cryptagion Ecosystem. It is an ERC20 token which can be used for:

- **Upgrading your Flarogens**

  The FUCT tokens will be used as a currency inside the main Flarogen Laboratory Dapp to boost stats for tournaments, and re-mutating Flarogens.

- **Winning as prizes from tournaments**

  There will be a large proportion of FUCT allocated to the prize pools of tournaments and community challenges. These Development Grants will be used as incentives for players to compete.

- **Governance (voting for project directions)**

  Like most legitimate crypto projects, holding the governance token allows users to vote on key decisions within the project.

- **Staking**

  There are plans to have an option to stake your FUCT tokens in order to earn more FUCT tokens, Flarogens or to give your Flarogens boosts during tournaments.

- **Trading**

  You can trade FUCT on the open market, and as it is an ERC20 token, it will be easily swappable for other tokens.

- **Burn Mechanism**

  Currently, 10% of each Laboratory FUCT transaction is burned.

- **PvP Wagers, Acquiring more Flarogens, and much more...**

Tokenomics

There will be a maximum of 100 Billion Flare Unified Cryptagion Tokens (FUCT) minted. They have been minted at inception, with the majority locked away in a time-locked contract, becoming available to the ecosystem in increments over three years.

There is a burn mechanism built into the lab which has a variable percent which is burned with most transactions involving FUCT. There will also be periodic 'Major' burns.

The intended allocation is as follows:
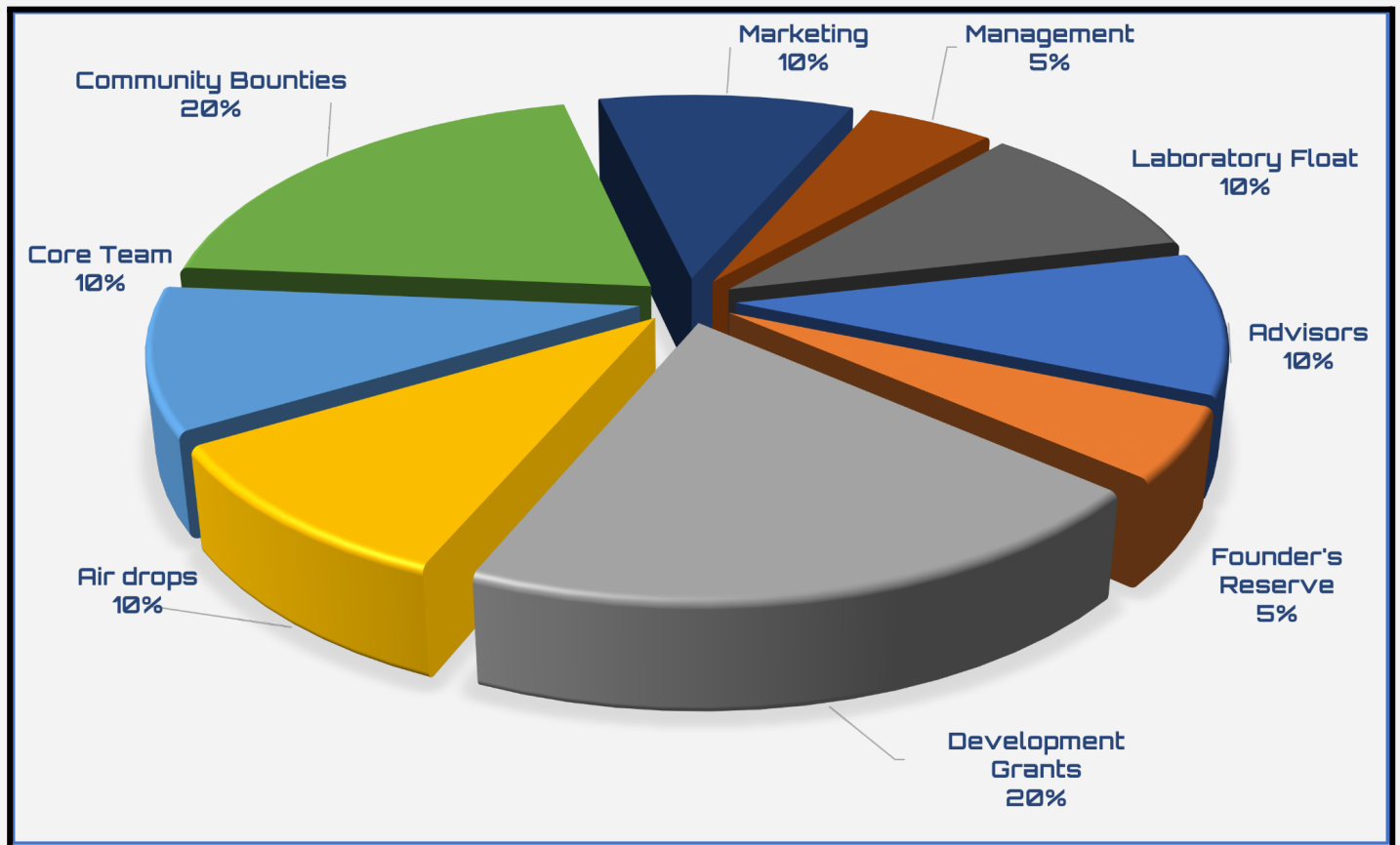
- 20% - Development Grants- These tokens will be given to developer's contracts as prizes for incentivizing players to use their Flarogens to participate in the developer's tournaments/games.

- 20% - Community Bounties - This is a pool for tournament rewards, community challenges, and other competitive activities involving a player's Flarogens. These will be developed by the Cryptagion team.

- 10% - Laboratory Float - The initial amount stored in the Flarogen Laboratory contract in order to pay out bonuses and burn FUCT with most transactions.

- 10% - Marketing - The budget for marketing, advertising, social media, IRL promotions, etc.

- 10% - Core Team - This portion of the allocation is for the founding members, developers, designers and artists of the project.

- 10% - Advisors - These tokens will be for the wider team, outside the core, who all bring their specific skills to the project.

- 10% - Airdrops - These tokens will be periodically gifted to all players holding Flarogens at the time of the airdrop.

- 5% - Management - This will be used for the day-to-day management of the project, including the Dapps, new Flarogen creation, content management and moderation.

- 5% - Founder's Reserve - These tokens will be saved by our founders with the intention of eventually distributing or burning them.