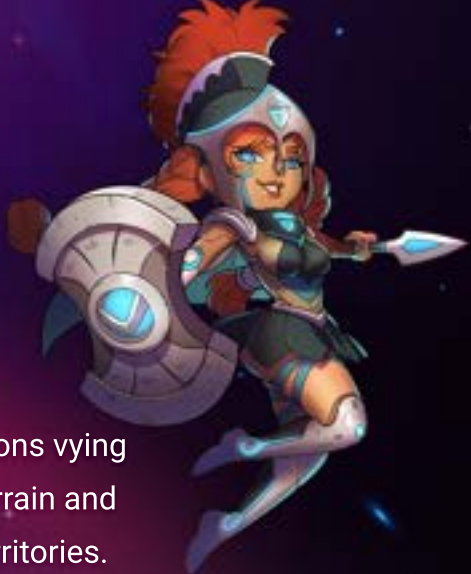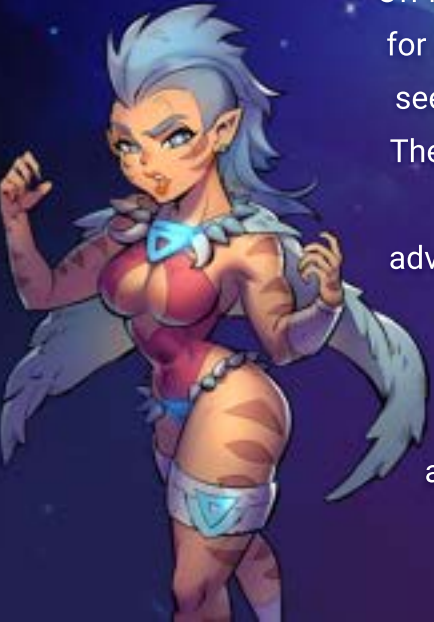# VELHALLA

THE ACTION METAVERSE

WHAT IS VELHALLA

Velhalla is a metaverse unlike any other out there on the market. It will allow its users to immerse themselves in a new universe, where they can perform a wide range of actions, purchase and sell virtual pieces of land, outfit highly detailed characters, and more.

WHAT IS
VELHALLA

Off in the outer rims of space, the planet Velhalla is occupied by four factions vying for dominance. Each of the four races occupies a unique geographical terrain and seeks to exert their dominance upon their neighbors and expand their territories. The mighty and honorable Warriors rule over the central Wastelands, the Mutants live on the thriving Grasslands, the Cyborgs dedicate themselves to tech advancements on the frozen Tundras, and the elusive Velonians plots away in the Molten Barrens.

The player will have access to the four factions as they summon units against other players in PvP combat. Players will colonize new lands as they establish dominance on planet Velhalla.

PLAYER'S OBJECTIVES

1. Research upgrades to enhance your units and facilities.

2. Harvest resources, construct buildings and build a standing military force.

3. Battle other players for fame and fortune.

Collect a variety of units, equipment, and resources to strategically construct your own dungeon against invaders or raid your opponents with your own formidable forces!

introducing

VELHALLA

THE ACTION METAVERSE

GAME DESIGN SUMMARY

✅ **Platform**: PC/Mac/Mobile

✅ **Genre**: Metaverse Simulation + Action RPG

✅ **Art Style**: 3d Anime

✅ **Multi-Player**: Asynchronous PVP

✅ **Monetization**: Pay to acquire characters, draw from loot-box, and direct purchase

• *Velhalla is a metaverse simulation strategy game that features a western take on the typical anime style.*

• *The game's monetization comes from a combination of unit synthesis, pay to acquire units, drawing from loot boxes, and direct purchase/trading.*

GAME DESIGN: WHAT WE LIKE

REFERENCES:

What we like:

- Core Gameplay, Battle Control
- Progressing System

What we like:

- Pay to Play
- NFT Marketplace

What we like:

- Monetization
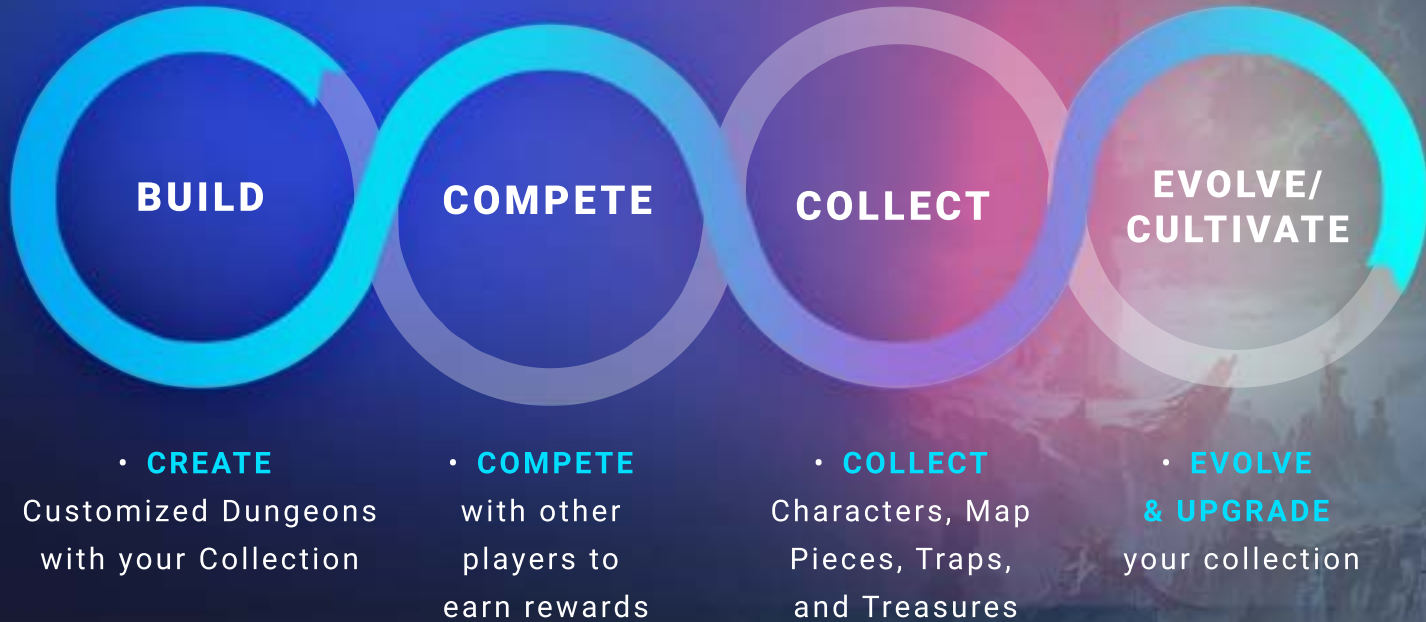- Content Creation Features

VELHALLA

NEW GAME DESIGN:

- Deeper and richer core gameplay tactics compared to Axie Infinity

- Top visual quality fitted and optimized on all platforms

- Diverse character progression

- Enhanced monetization with crypto currency

GAME DESIGN: **CORE GAME LOOP**

BUILD

- **CREATE**
Customized Dungeons
with your Collection

- **COMPETE**
with other
players to
earn rewards

- **COLLECT**
Characters, Map
Pieces, Traps,
and Treasures

- **EVOLVE
& UPGRADE**
your collection

*The core gameplay consists of collecting units to build an army to raid other players'
custom dungeons. The defender will have to collect resources to
customize and upgrade their dungeon against the onslaught of other raiding players.*

CORE GAMEPLAY I: **METAVERSE**

• The players will have the opportunity to create their unique customizable dungeon with their collected characters, weapons, equipment, and maps.

• The players will have a dungeon on a DMZ map that is open to player raids. At the same time, the players also have access to a separate constructible home base that is inaccessible to their opponents.

Metaverse Components of the DMZ Map

CHARACTERS

• The characters come in different levels, grades, and rarities. They are the bread and butter of the players' armies as they serve as both dungeon defenders and offensive raiders. Some characters even come with utility skills that excel in harvesting resources from mines, quarries, or lumbermills.

MAP BUILDING BLOCK

• The DMZ dungeon also has stationary constructions such as traps and turrets that excel in stopping invaders in their tracks.

• The DMZ maps have different pathways that can be assembled and designed into an impregnable dungeon full of units, traps, and turrets. Certain maps also come with harvest areas that produce in-game consumable resources.

TRAP AND EQUIPMENT

• Traps and equipment are stationary.

• A trap is designed to provide defensive capabilities.

CORE GAMEPLAY II:
METAVERSE COMPONENTS OF THE HOMEBASE

Every player starts with a Home Base. The home base can be further extended by purchasing land on Velhalla to expand its buildable area and resource production.

CONNECTING LANDS

Purchasing land adjacent to each other yields a greater buildable area as the natural boundaries between two lands is removed if the player owns two or more connected land.

The players can strategically increase their buildable area by trading with players who possess an adjacent
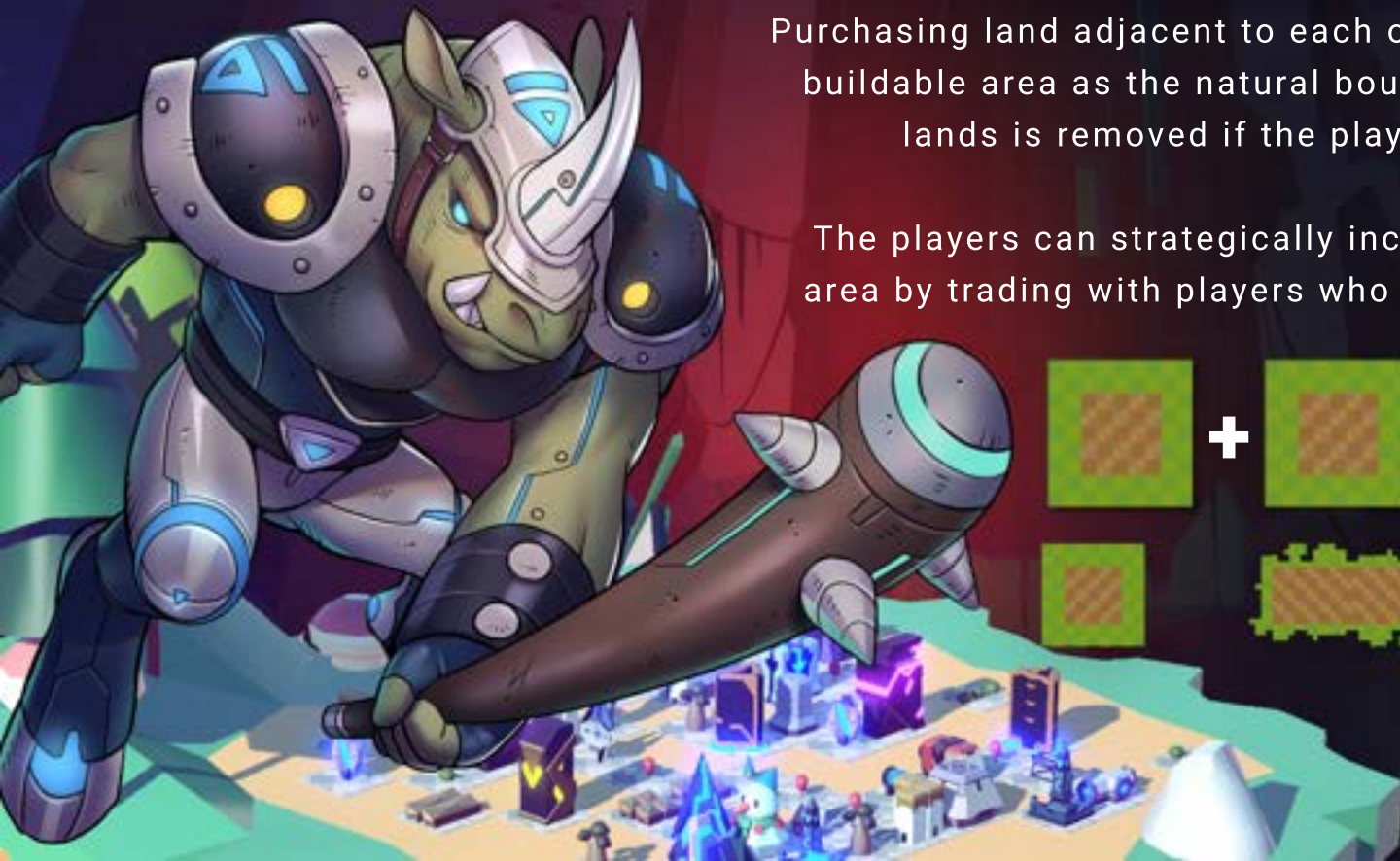
TYPES OF BUILDING

Functional buildings	Star Hall	Bio-research center	Geo-research center	accessories factory	Barracks	Vault	Warehouse
Buildable on home base	✓	✓	✓	✓	✓	✓	✓
Buildable on the planet					✓	✓	✓
Upgradeable	✓	✓	✓	✓	✓	✓	✓
Function	Remove upgrade limits for other buildings and sell items	Synthesize units to increase star level	Synthesize DMZ to increase star level	Produce normal accessories	Increase max cap of unit storage	Increase max tiles storage	Increase max item storage limit

TYPES OF BUILDING

Functional buildings	Crystal Mines	Iron Mines
Buildable on home base	✓	✓
Buildable on the planet	✓	✓
Upgradeable	✓	✓
Function	Allow deployed units to collect Crystal mineral resources	Allow deployed units to collect Iron mineral resources

TYPES OF BUILDING

Functional buildings	Tree	Lamp post	Obstacles	Decorations
Build on home base	✓	✓	✓	✓
Buildable on the planet	✓	✓	✓	✓
Upgradeable	✓	✓	✓	✓
Function	Beautifies the environment while raising construction points.			

HARVESTING INFORMATION

The players will need to construct production structures on the Home Base before they can harvest resources. By paying a portion of the harvested resource as a toll, the players without a piece of land on Velhalla can dispatch a harvesting team into the production buildings of other players. The units dispatched on harvesting missions are still able to defend or attack dungeons in a combat team.

Tools like mining pick or lumberjack's ax are expended in the harvesting process and can only be acquired in ranked matches.

LAND RENTAL

• For players interested in the management side of things, the game offers investors the opportunity to lease out land to other players.

• Players who rent a piece of land can only construct production buildings exclusively. A portion of the harvested resources will be shared with the landowner and building owner as rent.

• If the landlord decides to end his lease, the player's production building will return to the player's inventory.

• If a landlord hasn't logged in for an extended period, the land will be open for lease automatically.

Harvest resources

Land owner

Harvester

Building owner

CORE GAMEPLAY III: **PVP BATTLES**

Reference: Supercell's Clash of Clans

• Velhalla's exciting combat happens on the DMZ map where the PVP happens asynchronously so the defensive player doesn't have to stay connected.

• The dungeon raiders' goal is to destroy the Obelisk at the center of each map to win the battle. An ELO rating system will be adopted to keep track of players' ranking globally and award proper rewards based on the players' individual rankings.

CORE GAMEPLAY IV: **TOKENOMICS**

SCAR ($SCAR)

SCAR ($SCAR) is a digital asset token used for the purchase of goods and services in Velhalla. It is built on Velas in accordance with the VRC20 standard for tokens and was created to govern the Velhalla project. SCAR is used to support on-chain payments and activities.Holders of SCAR will have a voice in future project directions.

HONOR COIN

Honor coins are non-crypto utility tokens to serve free-to-play, pay-to-play, and play-to-earn functions. Honor coins can be exchanged for SCAR and have no maximum supply cap. Honor coins can be earned within the game.

--Game Economy Snapshot--

1   **2**   **3**

Zero barrier to entry
for the "**blue colar**"
if you spend enough time
and grind

Path for the Middle Class

Shortcut for the Whale

Loot Box toDraw
NFT Items

CORE GAMEPLAY V: **GUILD**

• Join guilds to earn specific rewards and receive guildmates' support during PVP battles in real-time.

• Receive discounts when trading NFT items with a guildmate.

• Trade NFT items within a clan and receive a discount on the transaction fee.