



# **MAVIA GAME DECK**

English Version

# Welcome to Heroes of Mavia

*Top tier clan-based strategy game powered by NFTs and blockchain.*

## Introduction

Heroes of Mavia is an online multiplayer blockchain-based strategy game where players use their base and army to battle other players and compete for real cryptocurrency in a play-to-earn fashion. Players can purchase, rent, or partner with landowners to acquire and build a base in the game, earning more rewards as they battle with increasingly difficult bases built by other players around the world.

## Game Basics

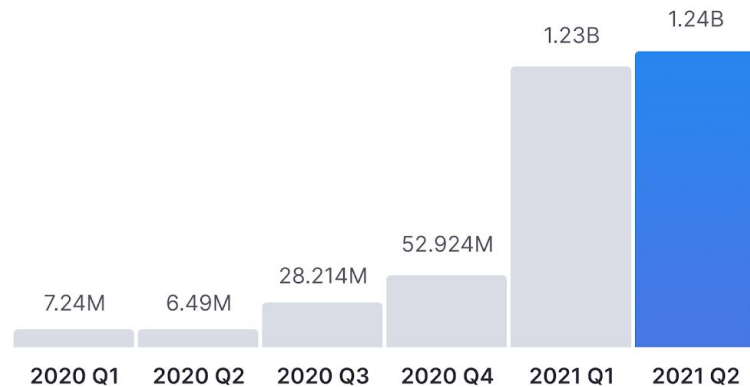
The game is set in a fantasy-themed island called "Mavia", where the player is the commander of a base. The player's objective is to grow their base and army by using resources in the game gained from attacking other players' bases. The main resources in the game are Gold, Oil, and Ruby, with Ruby (\$RUBY) being one of the two cryptocurrencies used in Mavia's Dual Token model.



## Blazing Hot NFT Market

### Dappradar: NFT sales volume hits record high in Q2

Quarterly non-fungible token sales volume across multiple blockchains in US dollar.



NOTE: "DappRadar" is a company that tracks on-chain NFT sales across multiple blockchains including Ethereum, Flow, Wax, and BSC.

Source: DappRadar



## Bridging two worlds together

Mavia was inspired by two of the largest games in the mobile app and blockchain gaming industries, taking the best elements from each and combining them into an experience never seen before.



### Axie Infinity

Mavia features inspired by Axie Infinity:

- ✓ Blockchain-based
- ✓ Play-to-earn model
- ✓ NFT assets & collectibles
- ✓ Dual-token model
- ✓ "Scholarship" (Partnership) model
- ✓ Proprietary NFT Marketplace



### Clash of Clans

Mavia features inspired by Clash of Clans:

- ✓ Base-building game concept
- ✓ Online multiplayer gaming
- ✓ Live streaming & replaying of battles
- ✓ Leaderboards and profile stats
- ✓ Decorations, skins, and customization
- ✓ Upgradeable buildings, characters, and items



## Gameplay Details

*Mavia combines proven gameplay elements with new & unique crypto dynamics.*

### Creating value through battle and conquer

The Mavia gameplay is designed to become increasingly challenging as players develop their base and improve their army and skills. Battling other players' bases online is the play-to-earn activity that gives rewards, whilst defeating stronger opponents yields greater RUBY rewards. As players earn more RUBY, they are also required to spend more RUBY in order to advance their base to higher levels, requiring the investment of additional resources into the game. The re-investment (or direct investment) of RUBY into the Mavia ecosystem increases the inherent value of all game assets owned by the player.

### Earning while offline

Players are able to earn RUBY when successfully attacking an opponent's base, but they can also earn RUBY for successfully defending their base from an enemy's attack with little-to-no damage, making it possible to earn even while not playing the game.

### Matching Skill Levels

As players prove their skill in the game, they are matched with equally skilled opponents to attack and defend against, always keeping the gameplay engaging and challenging for everyone.



# Lead Your Base To Victory



## Build your Ground and Air Forces

Your army consists of Vehicle, Infantry, and Air units, each with a clear tactical advantage. Upgrade your troops to increase their stats and their appearance.



## Assemble your Defensive Army

Defensive buildings and units attack your opponent's army and can be upgraded to increase their power and defensive abilities.



## Level up your HQ

At the core of any base is the Headquarters, and upgrading the HQ level allows for more advanced buildings, traps, and troops to be built.



## Maximize your Walls and Towers

Walls are the primary defense protecting your base and buildings from attackers. Walls can be upgraded and strategically positioned to funnel opponents into traps.



## Deploy Traps and Decoys

Traps make it easier to defend your base against opponents and are typically hidden from attackers until their troops come in contact with the trap.



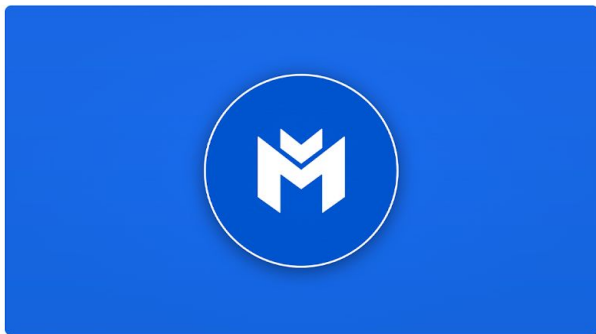
## Upgrade NFT Heroes

Heroes defend your base from opponents and can also be used in offensive strikes. All Heroes have Special Powers which can be used in attacks.



# Heroes of Mavia Tokens


The Mavia ecosystem is powered by two cryptocurrencies, MAVIA and RUBY



## MAVIA

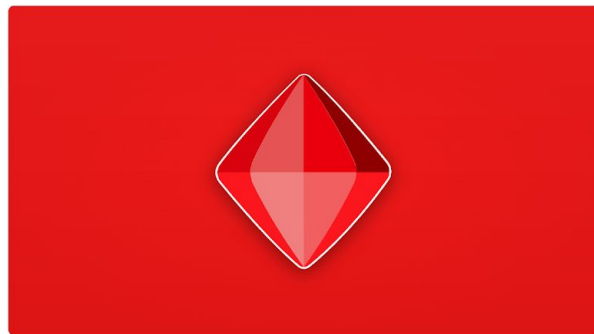
MAVIA is the governance token and the only currency used to exchange NFTs on the Mavia marketplace.

 **Governance Token**

 **Currency used for Buying and Selling NFTs**

 **Staking Rewards and Staking NFT Prizes**

 **MAVIA is not an in-game resource**



## RUBY

RUBY is the in-game "play-to-earn" reward currency that allows players to upgrade their NFTs.

 **Reward Token**

 **Used primarily in-game for upgrading NFTs**

 **Can be deposited and withdrawn from game**

 **RUBY spent in-game will be burned automatically**



## Three different types of NFTs, each with their own unique purpose and value in the game



### Bases/Land

Bases are at the core of the Heroes of Mavia, and owning a base is required to play.



### Heroes

Heroes assist the player in both attacking opponent bases, as well as protecting the home base in defensive battles.



### Statues

Statues can be placed on a base to give a boost to base stats, production rates and more.



# Base NFTs

*Mavia has transformed “base building” into “wealth building”.*

The minimum requirement for a player to join Mavia is to own or control a base in the game. Bases are limited in quantity and can be purchased, rented, or leased through the Mavia marketplace. Each base acts as its own entity, with a custom name chosen by the owner and unique coordinates on the Mavia island map.

- Each base is a unique NFT, which can be resold on the marketplace, rented out for passive income, or placed into a “partnership” for a new user to use the base and split RUBY profits 50/50 with the owner.
- At the heart of each base is the “Headquarters” or “HQ”, which allows users to upgrade base buildings, troops, heroes and more. Headquarters, unlike all other base buildings, can only be upgraded using RUBY, giving greater economic value to higher-level HQ bases.
- Upgrading a base’s HQ level also increases the daily maximum RUBY earning limit, which will incentivise players to reinvest their RUBY earnings into their base instead of withdrawing it from the ecosystem.
- As the player grows their base and upgrades their army and buildings, the upgrades are permanently attached to the NFT, growing the economic value of the base.
- A single player can own/control multiple bases, similar to how a landlord can own multiple houses and rent them out.
- Each base on the island can be viewed via the “Base Explorer” available to the public on the Mavia website. All battles are permanently recorded, and all base activity is visible to anyone.



# Hero NFTs

*As they grow in strength, they grow in value.*

Each base is able to equip a maximum of four "Heroes" who can defend the base from opponents, and can also join in offensive attacks against rival bases. Each Hero has a special attack, and can be strategically used in battle to lead an army to victory.

- Similar to bases, each Hero is a unique NFT that is limited in quantity. Heroes can only be bought and sold for MAVIA tokens on the marketplace.
- Heroes can be upgraded with RUBY, increasing their in-game stats such as attack, defense, speed and more.
- Players can purchase additional "skins" for heroes, which can be enabled or disabled at any time. All skins purchased for a Hero are permanently attached to the NFT, increasing the Hero's resale value on the market. All skins can be purchased with RUBY inside of the game, creating another opportunity for players to reinvest their earnings into their in-game assets.
- All Hero NFTs can be tracked and explored on the Mavia website, allowing new players to follow the top Heros in the game and learn from other player's strategies for using Heroes in battle.
- A single player can own as many Heroes as they would like, but can only equip four Heros at a time for each base. Heroes can be interchanged at any time.



## Statue NFTs

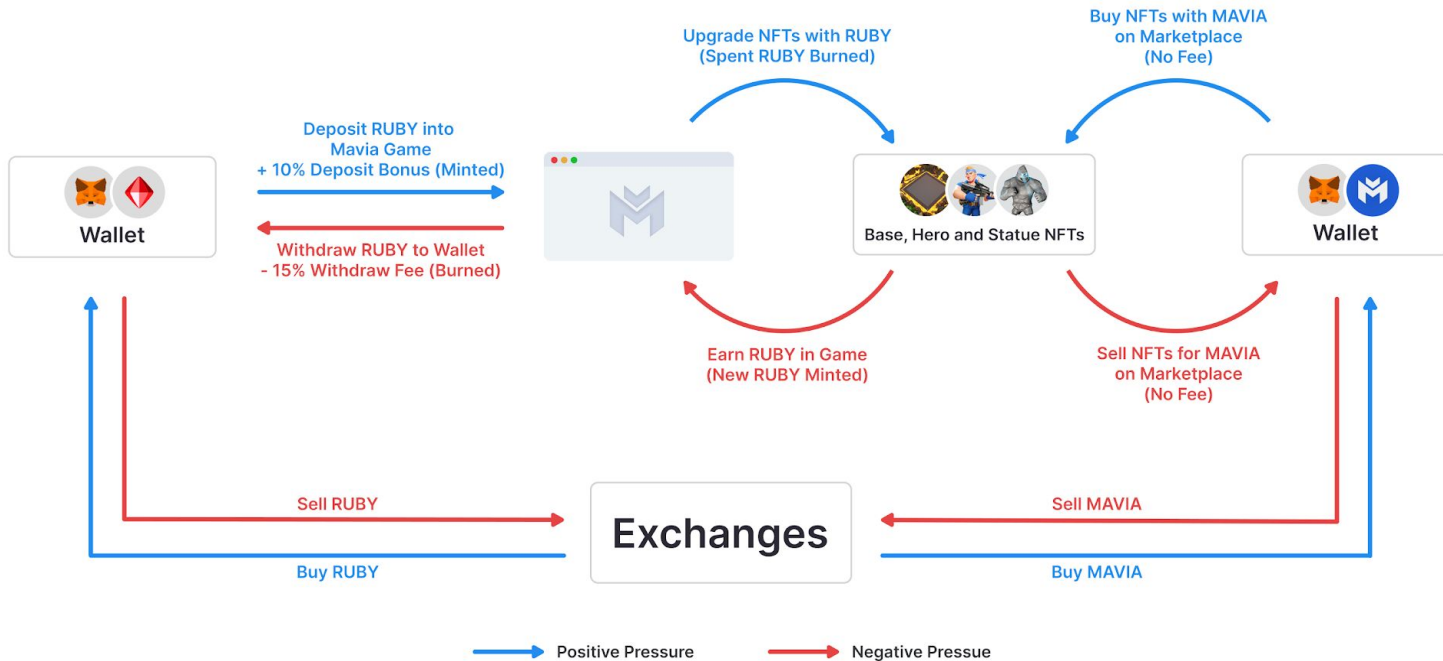
*Each provide a unique boost for bases.*

Statues provide boosts for the base that they are active on and can be upgraded to increase their unique powers. A base can hold up to four statues at any given time.

- Statue powers increase the speed and efficiency of the base, such as resource production, cooldown time, building time, troop training time, and more.
- Each statue can only boost one specific variable of a base, giving the player many options to form a strategy for combining several statues.
- Similar to Heroes and Bases, the Statues can be viewed on the Mavia explorer, and their use can be tracked on the platform.



# The MAVIA and RUBY Ecosystem



*RUBY is used inside the game for purchasing power-ups, skins and upgrading NFTs. MAVIA is used outside of the game on the Mavia web platform to buy and sell NFTs, rent bases, staking incentives and also acts as a governance token.*





# RUBY Use Cases

The Ruby currency is the core play-to-earn cryptocurrency rewarded for winning battles and achievements.

Ruby has several vital purposes in the game which it can be spent on.



## Headquarter NFT Upgrades

Base HQ levels can only be upgraded with RUBY, creating a financial commitment to each base upgrade.



## Hero NFT Upgrades

Heroes can only be upgraded with RUBY to gain additional attack, defense, and speed stats.



## Statue NFT Upgrades

Statues can be upgraded with RUBY to give additional bonuses to the bases they are equipped on.



## Purchasing Gold & Oil

Users can pay with RUBY to acquire missing resources without having to wait for them to be earned in the game.



## Process Speed-ups

RUBY can speed up the waiting time required for training troops, constructing new buildings, upgrades, and other timed processes.



## Skins and Decorations

Skins and decorations can be purchased with RUBY, and permanently add value to their parent NFTs.





# Ways to Earn RUBY

RUBY is only created through the successful actions of players in the game, as shown below.

The amount of RUBY awarded to a player depends on their base level, the difficulty of the action, and other potential variables.



## Winning an Attack

When a player attacks an opponent and successfully defeats the base with a minimum of 50% damage or more, RUBY is then minted and credited to the player's account.



## Successful Defense

When a defending player's base successfully holds off an attacker with 33% damage or less, the defending base's owner is credited RUBY to their account.



## Base Obstacles

Random obstacles will sometimes appear on a player's base. When they are removed, they reveal hidden RUBY underneath. This incentivizes players to check their base daily.



## Completing Challenges

There will be daily challenges available to all players which allows anyone to earn additional RUBY.



## Partnering Base with Other Players

Base owners can find a "partner" for their base, allowing another player to manage the base, providing passive RUBY income to the base owner.



## Wagered Matches

Players can battle for RUBY, with each player putting up an equal amount of RUBY and the winner taking it all.

## Monetizing Bases inside the Mavia land economy



### Buying/Selling Bases

Bases can be purchased and sold for MAVIA tokens on the Mavia marketplace. The value of the base can grow and depends on how much time is spent playing the game and the amount of Gold, Oil, and Ruby resources invested back into the base.



### Renting Out Bases

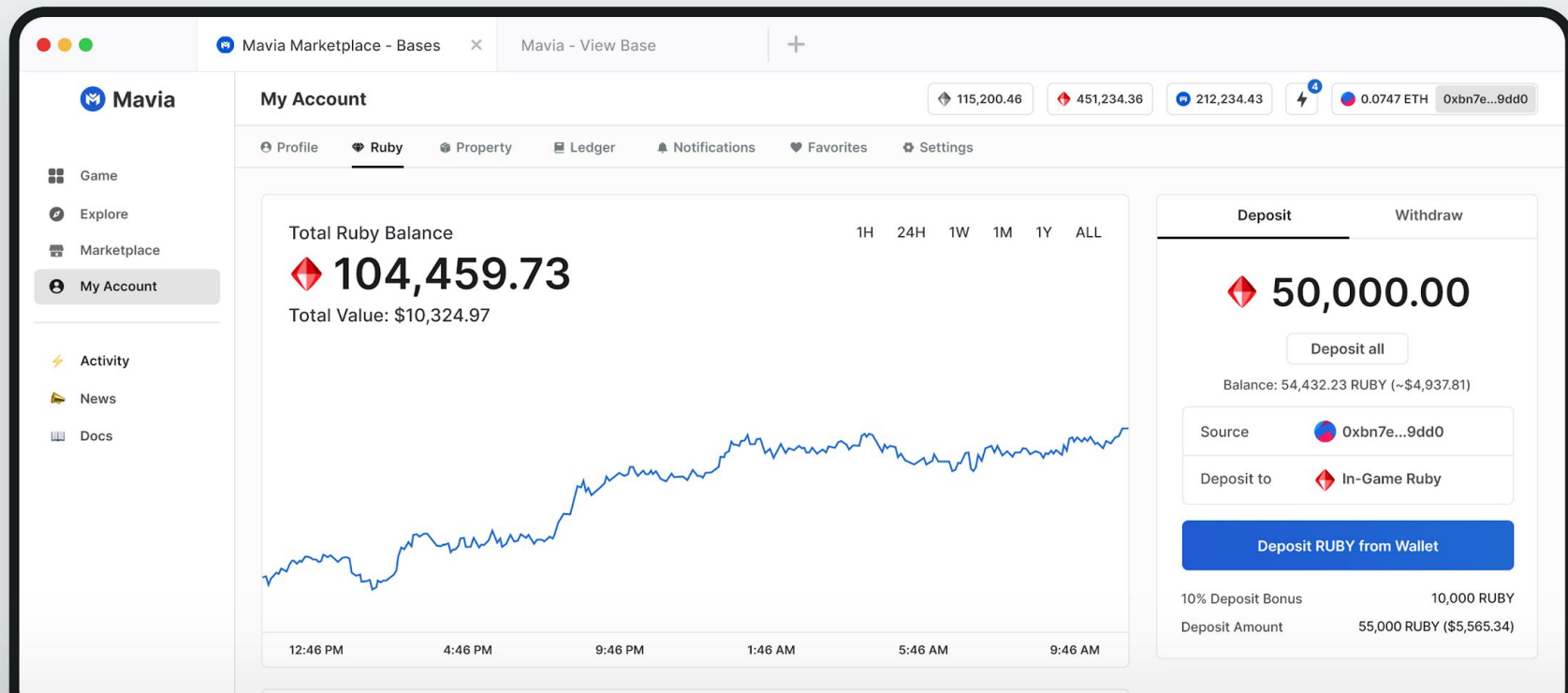
By renting out your base, you will agree to a fixed daily rate to be paid in MAVIA for your base, as well as the duration of the lease. The owner isn't entitled to any of the proceeds of RUBY from the base, and only receives the agreed rental funds.



### Base Partnerships

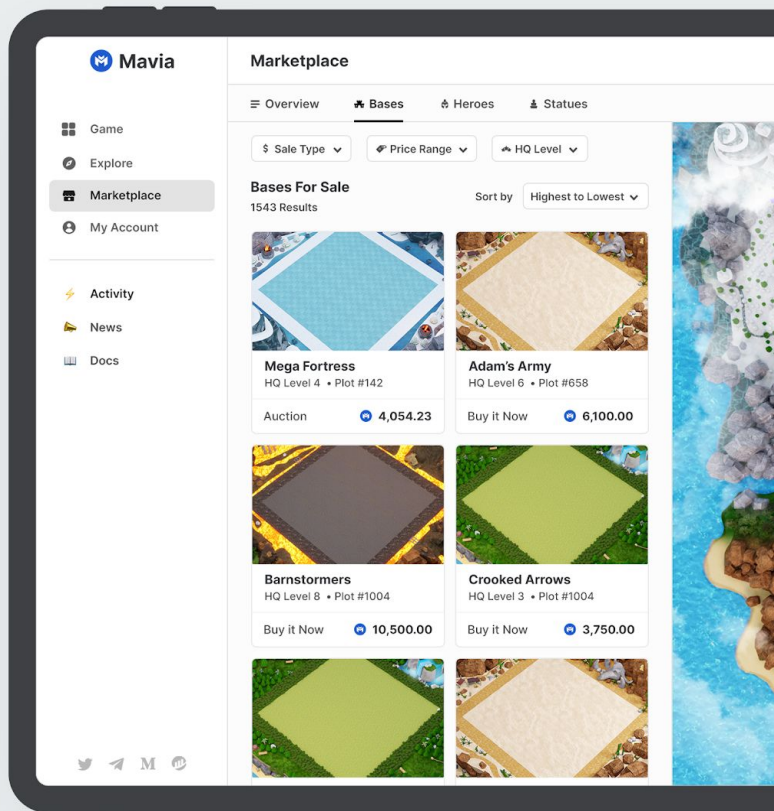
By partnering your base with a player, the ownership remains in your hands, but the partner player uses the base and splits the RUBY proceeds from the base usage 50/50 with the owner.





## Intuitive web platform

The Mavia web platform provides an easy-to-use interface for exploring the world of Mavia both inside and outside of the game. Players can browse the NFT marketplace, manage their base rentals and income, view player stats, see other player's base details, replay past battles, and much more.



# Mavia Marketplace

*Built from the ground up to make the Mavia experience smooth and seamless.*

## One Game, One Platform, One Experience

The Mavia marketplace is located only one tab away from the Mavia game itself, allowing for users to intuitively browse, buy and sell NFTs to be used and deployed inside the Mavia game. Players can purchase Heroes, Statues, and even Bases with a few clicks, and immediately begin using those same NFTs in the game only a few moments later.

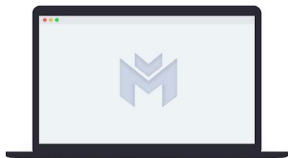
Our marketplace implements proven NFT exchange logic, in addition to brand-new NFT rental-wrapping technology developed specifically for Mavia bases.

- Buy and sell Bases, Heroes and Statues with the MAVIA token as the core medium of exchange.
- Rent your Base for MAVIA tokens via our novel "Base Wrapping" technology, allowing base NFT owners to mint a synthetic base clone to give to tenants without risking ownership of the original Base NFT.
- Find base partners on the marketplace, allowing you to turn your own Base NFT into a passive-RUBY-income generating machine.
- View all previously sold NFTs, their owners, and their current stats and battle history.



## Web Browser and Mobile App Support

*The Mavia Game was engineered to be compatible with both Desktop/Mobile Web Browsers and Mobile Apps as well.*



### Desktop Web

Mavia will work on desktop browsers such as Chrome, Safari and Firefox, with no download required.



### Mobile Browsers

Mobile Tablet and Phone browsers like Safari and Chrome can play Mavia without any download needed.



### iOS and Android Apps

In Version 2, the Android and iOS mobile apps will be released, making the mobile Mavia experience even stronger.



# Cutting Edge Features

The Mavia development team is continuously building new features both inside and outside of the game itself to ensure the best experience possible for our users.



## Telegram Game Notifications

Users can sync their Mavia account to a telegram bot that sends push notifications for in-game activity.



## Game & Web Translations

Multi-language support is being developed both inside the game and on the web platform.



## API Integration

Mavia will have a public-facing API allowing users to build apps on top of the Mavia ecosystem.



## Permanent Battle Replays

Similar to a “blockchain of battles”, users will be able to replay all previously fought battles by any base and player.



## In-game RUBY Ledger

All earnings and spending of RUBY are tracked and shown publicly on the Mavia explorer.

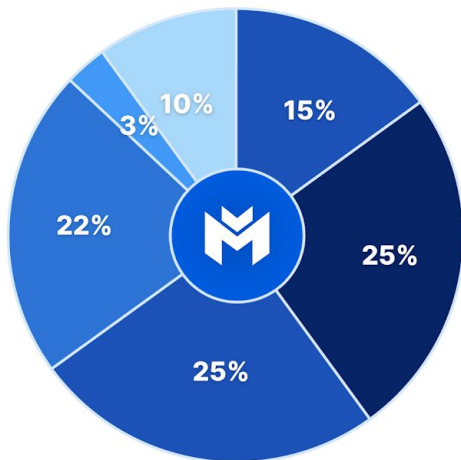


## Extensive Documentation

All character/base stats and gameplay documentation are recorded in an easy-to-read format for all players.



## MAVIA Tokenomics



| Allocation Type | Token Amount | Supply % |
|-----------------|--------------|----------|
| Private Sale    | 37,500,000   | 15%      |
| Ecosystem Fund  | 62,500,000   | 25%      |
| Staking Rewards | 62,500,000   | 25%      |
| Skrice Team     | 55,000,000   | 22%      |
| Advisors        | 7,500,000    | 3%       |
| Play-to-Earn    | 25,000,000   | 10%      |



# Mavia Roadmap

*A 12-month overview of Mavia development.*



- **Q4 2021 - Community Launch**
  - Telegram & Discord Launched
  - Game Prototype Demo
  - Game Art & Graphics Released
- **Q1 2022 - Token Launch & NFT Sale**
  - MAVIA Token Launch
  - Staking Pools Live
  - Land, Hero & Statue NFTs Sale
- **Q2 2022 - Alpha & Beta Testing**
  - Internal Alpha Testing
  - Web Platform QA Testing
  - Private Beta Testing
- **Q3 2022 - Public Beta Launch**
  - Public Beta Testing
  - Web Platform Release
  - NFT Marketplace Launch
- **Q4 2022 - Mavia Global Launch**
  - Mavia v1.0 Game Launch
  - RUBY Token Launch
  - Gameplay Balancing
  - Additional NFT Releases



## **SKRICE®** — About Us

**Skrice Studios brings together industry-leading talent from game design and blockchain development.**



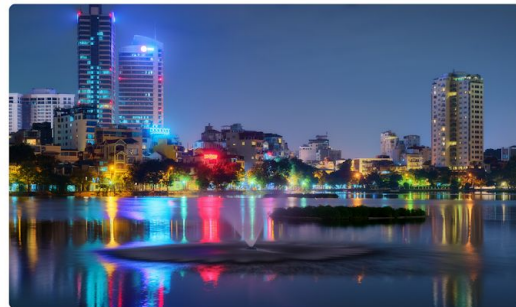
### **Many Backgrounds, One Mission**

Skrice Studios was formed by industry veterans spanning a wide range of fields, joining together to work exclusively on the Heroes of Mavia game.



### **Innovative Workplace Culture**

Our team is mission-focused, sustaining high performance while also fostering creativity and innovation through a friendly work environment and open culture.



### **Based in Vietnam**

Skrice Studios is headquartered in Hanoi, Vietnam with additional staff spanning across the world, including the United States, Brazil, Germany and Ukraine.



# Our mission at Skrice Studios is to bring Blockchain Gaming to the masses.

Skrice Studios is focused on delivering the best quality games in the Blockchain space. We are able to do this by recruiting and keeping top talent across many fields including Game Designers, SFX Engineers, Graphic Designers, Blockchain Developers, and more.

## Core Team



**Yvan Feusi**  
Executive Producer



**Nhan Cao**  
CTO



**Tristan Chaudhry**  
Managing Director



**Nam Hai**  
COO



**Ha Duong**  
Project Manager



**Quynh Triss**  
2D Art Lead



**Son Tung**  
Game Development Lead



**Mai Vinh**  
Frontend Lead



**Phong Tran**  
Backend Lead





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