



MuTERRA



STORY

The inner radiation of Earth resulted in a population boom.. not of Humans but of Plants and Animals...

Biomes Changed... Climate Changed... Animals Changed...

Humans kept dying while nature kept thriving. Animals adapted faster to radiation and got associated with one element or the other.

All advance technologies that humans were proud of were rendered useless due to radiation spike. Humanity became helpless against these mutated animals as they started their invasive run on the world..


With extinction of mankind close at hand they were left with only one choice.. to tame these mutated animals and use them to defend and fight.

And thus started the era of tamers.

CONCEPT

1. CCG (Collectible Card Game) + TCG (Trading Card Game) + RPG (Role Playing Game)
2. The game will be based on play-to-earn model



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3. Collectibles will be on WAX blockchain while Game will be on HIVE blockchain. The bridge between the two blockchains will allow us to make use of the best features offered by the two.
 4. The Aim of the game is to tame all the mutees in the world and ensure the survival of humanity.
 5. NFTs : Mutees, Tamers and μ Cages

GAME TERMS

❖ Mutee

Radiation has caused various mutations in animals. These mutated animals have come to be known as Mutees.

The mutations are broadly classified into 4 elements : EARTH, FIRE, AIR, WATER.

There will be 6 kinds of rarity :

Rarity	Encounter Chance	Golden Variant
Common	50 %	2 %
Uncommon	25 %	2 %
Rare	15 %	2 %
Epic	8 %	2 %
Legendary	1.5 %	2 %
Mythical	0.5 %	2 %

Each mutee is associated with one or more elements. Almost all of them have male and female variants. A male and female version of the same mutee can be used to breed.

There will be 5 different sizes of mutees :

Mutee Size
Very Small
Small
Medium
Large
Very Large





Some of the abilities to expect :

Neutral	Fire	Water	Earth	Air
Claw	Blazing Tornado	Water Canon	Tremor	Air Slice
Bite	Fire Canon	Aqua Laser	Earth Splitter	Updraft
Head-but	Scorching Wind	Flood	Alter Terrain	Storm

Some Stats to expect :

1. Endurance
2. Agility
3. Spirit
4. Vitality
5. Strength
6. Awareness
7. Speed
8. Size
9. Armor
10. Elemental Resistance

❖ Tamer

Mutees have started causing havoc all over the world. Mankind is nearing extinction. It is up to you, the tamers, to save humanity from the invasion of these mutees.


Tamers will have level and rarity system and will be able to affect mutee stats directly.

Players will be assigned a default tamer starting with level 1 and base effect on mutee stats = 0.

Tamer level will depend on various factors, these are (but not restricted to) : leader board position, achievements, number of mutees, etc.

Effect that a tamer will have on a mutee will depend on tamer level and its rarity.





These will be NFTs that players would be able to bid on in various auctions. The promotional Tamer avatars will come with some non-zero base effect.

❖ **μT Council : Mutee Tamer Council**

Head Quartered at Andaman Island, its the sole organization heading all Tamer Associations in the world and is responsible for R&D on Mutee Tech.

This organization will be responsible for governing various aspects of the game and will control the Token : MUT.

Governance is an essential part of any decentralized entity and μT Council fulfills that role.

❖ **MUT**

Since the apocalypse, governments around the world were thrown into chaos and world economy crumbled. But thanks to μTCouncil, a common currency for the world was established.

Mutee Utility Token is the one and only currency being used in the world right now.

MUT derives its value from the highly sort after resources obtained from mutees and their habitats.

❖ **μTech : Mutee Technology**


A lot of research is being done to utilize the mutated plants and animals.


Some of the Technological Breakthroughs :

- μCages
- μV : Mutee Vehicle
- μGears
- μPotions

❖ **μCages : Mutee Cages**

After intensive research at μTech, 4 types of μCages were developed for the 4 elemental types of mutees.





Hard-to-get raw materials and complexity of manufacturing process makes it hard to own μ Cages.

These will be NFTs. Special cages will be available to build or buy for mutes with 2 or more elemental cores

Importance of μ Cages :

1. Only Caged Mutes can be used in battles.
2. Only Caged Mutes can be leveled up.
3. For every size and for every element there is a different cage part, making cage parts extremely valuable.

GAME PLAY

❖ Governance

μ T Council will be a body consisting of purchasable seats and elected and nominated seats. The body will have the following decisions to make :

- How many hunts to allow per day per tamer
- What tax to levy from Associations
- What area to focus on : Tech Development, Monster Taming, World crisis and more
- How much MUT to levy for travelling and extra hunts.
- The future of MUT
- Other things T.B.D..

μ T Council board members will have different roles and any decision will be a majority one so that no one person has all the powers. Election process will be fair and transparent.

❖ Game Modes

- PvE
 - ❖ Raids
 - ❖ Hunts
 - ❖ Explorations
- PvP
 - ❖ Leaderboard Battles
 - ❖ Association Battles





❖ Tournaments

Organized by μ T Council to search for the best tamers of the world. The rewards of winning the tournaments are decided by the board members of μ T Council.

❖ Associations

Tamers can come together and form their own associations. Associations have the following benefits:

- Discount in μ Shops
- Eligible to take part in Raids
- μ Ranch available

❖ World Events

- Natural Disasters
 - ❖ Hinting towards a new type of muttee
 - ❖ Hinting towards new resources
- Invasions
 - ❖ Hinting towards abundant muttee
 - ❖ Hinting towards abundant resources

GAME MECHANICS

Hunt Mechanics

Tamers get 3 Hunts every 24 hours (Reset will happen at a fixed time). The number of hunts they get depend on various factors which are (but not limited to) : Muttee Level, Tamer XP

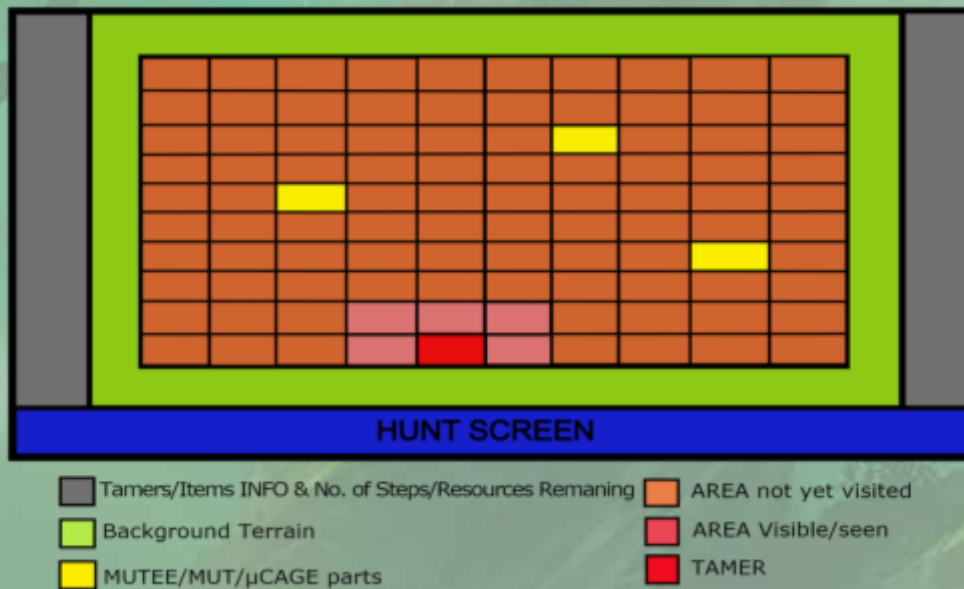
A specific number of steps will be given for each hunt. Tamers would explore a blacked out screen. With every click, the number of steps would decrease and the hunt will be over once the step count reduces to 0.

Tamers can encounter many things on a hunt. Which are (but not limited to) :

1. MUT
2. Muttee
3. μ T Cage Parts



Demo Screen For Pre-Alpha Release :

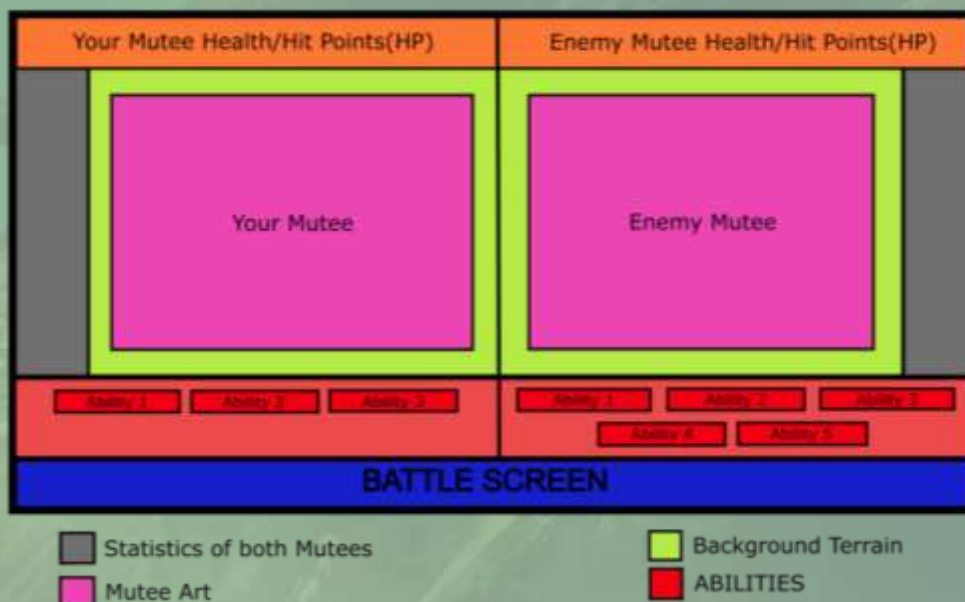


Battle Mechanics

Complex Mathematics using Mutee Stats is applied in every mutee battle. Nothing is left to luck / probability / RNG. We have tried to keep things simple and easy to understand in this section :

1. Tamers choose a mutee for battle. The chosen mutees are revealed simultaneously to both players after a 5 second countdown.
2. There will be 2 Turns per Tamer per Round. And every turn will not be more than 10 secs.
3. Tamer whose mutee has a higher Speed will get to go first.
4. There are 4 choices a tamer can make :
 - a) Ability : Use this to attack. Every mutee species has different abilities that can be used to attack
 - b) Defend : Use this to take reduced damage and replenish stamina.
 - c) Dodge : Use this to evade attacks while spending stamina.
 - d) Counter Attack : This is a mix of Dodge and Attack.
5. Each tamer gets to use the above choices twice per round. An example has been given below :
 - a) Two tamers A and B enter the fighting ground
 - b) Mutee of Tamer A has higher speed
 - c) Round 1 - Turn 1(a) starts
 - d) Tamer A gets to make a choice. Lets say 'A' chooses to use ability to attack
 - e) Turn 1(b), Tamer B can now defend, attack, counter, dodge. Lets say 'B' chooses to dodge


- f) Turn 1 plays out and the stats change accordingly depending of the result of Turn 1
 - g) Round 1 - Turn 2(a) starts
 - h) This time Tamer B gets to choose first. Lets say 'B' chooses to use ability to attack
 - i) Turn 2(b), Tamer A can now defend, attack, counter, dodge. Lets say 'A' chooses to defend
 - j) Turn 2 plays out and the stats change accordingly depending of the result of Turn 2.
 - k) Round 1 ends.
 - l) The Rounds go on till either one of the mutees drop their HP to 0 or Either one of them use up all their Stamina or No one wins by the end of Round 10.
6. Demo Screen For Pre-Alpha Release :



First Phase Map

MuTerra starts from Andaman Islands. The island is situated in Indian Ocean. Rangat, in Andaman Islands, is where the μ T Council HQ is located.

The Map is divided into 3 regions - Inner Region, Middle Region and Outer Region. The regions signify the difficulty level. Higher the difficulty, more are the chances to run into legendary mutees and/or receive bigger μ Cage parts.



Tamers will be allowed to explore different regions based on many factors which include (but not restricted to) : Experience, Leader-board Position, Mutee Level.

Tokenomics

In-game currency : MUT (Mutee Utility Token)

A big part of the funds generated from pack sales and auctions will be used to reward players winning in tournaments and placing high in the leader board.

The game will have the following rewards (but not restricted to) :


1. Mutee
2. μ Cage Parts
3. MUT

Mutee can be found during hunts and can also be bought from μ Shop. MUT will only be available through hunts.

The prices of Pack Bundles mentioned below are Prices of Limited Edition Mutees that will NOT be obtainable in the game.

Mutee Pack Price Chart and Details

Name	Content	Price in \$	Discount	Final Price
Bundle 1 : Millipede Bundle	1 Pack	5\$	-	5\$
Bundle 2 : Moggie Bundle	4 Packs	20\$	5%	19\$
Bundle 3 : Mongrel Bundle	10 Packs	50\$	10%	45\$
Bundle 4 : Mustang Bundle	40 Packs	200\$	15%	170\$
Bundle 5 : Mastodon Bundle	100 Packs	500\$	20%	400\$
Bundle 6 : Mammoth Bundle	400 Packs	2,000\$	25%	1,500\$
Bundle 7 : Megalodon Bundle	1000 Packs	5,000\$	50%	2,500\$





A few MUT Sinks :

- μShop items
- μGears
- μVs
- μCages
- Mutee
- Extra hunts
- Extra steps

Training Grounds

This is the Free-To-Play element of the game. All features barring a few will be available for players to try out.

Hunting will be allowed but no monetary gains would be made available to them. Free-To-Play element is a necessary feature to the game as players would then be able to try out the game and see for themselves the things they are missing out on by not buying the μCage and a mutee.

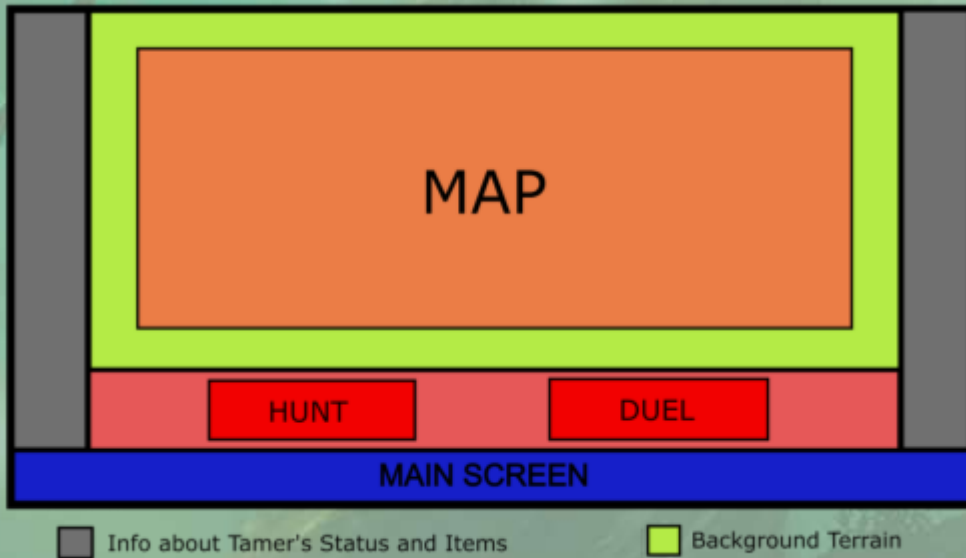
How To Start The Game?

New Players can try the game for free. But to unlock all features of the game and start earning, players would have to buy a TAMER LICENSE. Buying the Tamer License will give 2 NFTs : μCage and a Mutee.

Once bought, Players will be assigned a default Tamer Avatar and they will be able to start exploring the first Map of MuTerra.

The Main Screen Draft is shown below :





Why Play and Invest Early?

1. The mixture of RPG and Card Games makes it a unique game to play.
2. Players get to explore an expanding world with a chance to encounter mysterious assets anytime and anywhere.
3. You can become a trader, an adventurer, guild leader and more! Try to become the greatest tamer of MuTerra!
4. Scarce resources of the game opens room to make a lot of profit. Everything you obtain from the game has monetary value and your time spent in the game gets converted into cryptocurrency.
5. Early investors have the most to gain. All promotional events will have limited edition NFTs which will moon in days to come when they are sold out.

Future Development

Staking / Mining

This feature is on our road map. Tamers will be able to put their mutes into μ extractors (Staking) which will extract (Mine) μ Fuel and MUT token. μ Fuel will have in-game benefits.



❖ μ Gears

μ Gears will be various wearable equipment for your mutees to make them stronger than their counterparts.

❖ μ Herbs

These items will give various boosts to your mutee and will be available in μ Shops and as reward items.

❖ μ V

Vehicles powered by mutee's core. Gives more steps during Hunts.

Road Map For 2021

April - June

Release White Paper
Artist Intro Sale
Website Launch

July - September

3 Phases of Very Small Mutee Packs

October - December

Pre - Alpha Testing
Pre - Alpha Game Launch

The road-map is considered a working document; actual dates are targets and are not a promise of delivery; they are susceptible to change.

Disclaimer : This document is a work in progress and may be updated without announcement. None of the information contained within is a investment advice.

