

THE BOOK OF  
WORLD  
OF CARDANO

# GUIDE

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This whitepaper contains every reliable information for the time it is published. Some information will be held back as long as it has not passed technical evaluation. Thus, it will be continuously complemented.

# CELESTIAL TEAM

Until today and going forward, these incredible achievements are made possible by the unified effort of our team members who, since the start, are putting sweat, blood, and tears into this magnificent project. We proudly present: The team behind the World of Cardano! We are glad to not only form a very interdisciplinary team, but also a highly performing and diverse one. Although we are spread all over the DACH region in the heart of Europe, we are united through our love for fantasy worlds and the vision of setting new levels for CNFT and metaverse projects.

*Atunya*

...is our Lore Lead and Discord Mod. Creativity is his bow; Words are his arrows. Working in account management, he tells fascinating stories on a daily basis.

*Mapy*

...is our Organization and Discord Mod. With his degree in business engineering, he always finds the right way to pull the strings for a flawless organization between our team-members and our goals.

*Mithrandir*

...oversees Marketing & Relations. His passion for crypto and NFTs makes him our expert in those topics. Working as a marketing manager in the mobility industry, he knows how to lead the horses to water.

*Mamoru*

...is our Community Manager & Discord Mod. One eye on our community, the other eye on the estates of his clients. Always sees light at the end of the tunnel, bringing in his real estate knowledge to our metaverse.

# CELESTIAL TEAM

*Carares*

...is our Scrum Master & Office Expert. Every trailblazing team needs someone who lays down the tracks. After years of working in business consulting, he knows which adjustments to make, and which supports to provide.

*Filia*

...is in lead of our Art & Design workstream. She transforms all different kinds of ideas in visual concepts - a skill she teaches in her weekly voluntary courses and uses in her job as a member of a graphic design team.

*Pellar*

...is our Main Developer and IT Lead. Behind every great concept is a talented mastermind who brings it alive. Knows how to use tools just as he knows how to code them or who could. He leads our technological part.

*Khalidu*

...is in charge of our DevOps. She drives our project with agility and next generation concepts, hand in hand with Pellar (sometimes a bit too close) and external developers.

Due to privacy matters regarding employment relations of some of our team members, at this stage of the project, we are still not disclosing any personal information about our team members. However, our loyal community does already know us very well after accompanying us through the first intensive phases of this project and can confirm that even if anonymous, we are always there to help and happy to provide you with the highest level of transparency currently feasible.

# COMMUNITY



DISCORD

Our great community is most active on our Discord channel, which is our central organizational platform for interaction.

Join here:  
<https://discord.gg/worldofcardano>

Also, we post updates and recent developments on our Twitter channel.

Join here:  
<https://twitter.com/worldofcardano>

TWITTER





# LORE: RELEVANCE AND FORMAT

Like for every fantasy themed game, film, project or output, the lore is a central key for engagement, fascination and valuable content. In this project, almost all of the features are connected to the lore to promote the integrity and be connected on a deeper level. It is a crucial tool to understand the fictional world, the project itself and everything around it, as well as offering continuous potential to expand the bounds of this project.

One of many examples of the lores influence is it being referenced in the soon to be announced *Adventure Concept* (see the chapter "Adventure Concept" on page 18), in which members of our Discord server (aka "Residents") can win valuable items in interactive challenges.

The lore is based on an initial history, that explains the fundamental situation of the fictional world. This lore is expanded with weekly published new chapters on our Discord. In these chapters, different peculiarities, special events or (important) topics from the World of Cardano are explained in a story like narrative.

Some chapters are directly connected and pursue a storyline, some are individual stories to focus on certain features. Not only does the lore provide the different kingdoms, regions and cities with valuable backstories, but for example includes partnering projects (like The Ape Society, Cardano Crocs Club) and thus promotes a meaningful cross-connection and co-operation for contributive projects.

# LORE: INITIAL LORE



The Four Timeless Kingdoms of the World of Cardano endured two millennia of catastrophic wars, which wreaked havoc on many of their vital and natural resources. The cataclysmic events would have led to a foreseeable disastrous end to all inhabitants, so a peace treaty came into effect to restore harmony in the lands to establish a habitable future.

One century later, the World of Cardano has almost fully recovered due to efficient mitigation plans.

Conflicts found resolutions, and old enemies became trusted companions. Tranquility reigned across the kingdoms, and the lands prospered due to the flow of knowledge and resources

that were magnanimously shared between the inhabitants of Skykapi, Uristduhn, Moonfell and Thandor as they converged in Umuthayal, the central trading and diplomacy settlement in the World of Cardano.





# LANDSCAPE

World of Cardano as a project is destined to be a fantasy themed Metaverse featuring Unreal Engine 5 for a top-notch 3D experience.

The map covers an area of 16 km<sup>2</sup> and is divided into 4 regions: Skykapi, Uristduhn, Moonfell and Thandor

### *Skykapi Land above the Clouds:*

A kingdom in the north-west, which lives at the highest altitude possible and inhabitates people who like an exclusive view over the whole world.

### *Uristduhn, Land of Abundance:*

Uristduhn in the north-east is beset by worry over Yanardak, a huge active volcano that seems to be lying in wait to erupt. Thus, its inhabitants value what they have and are driven to own even more.

### *Moonfell, Land in the Shadows:*

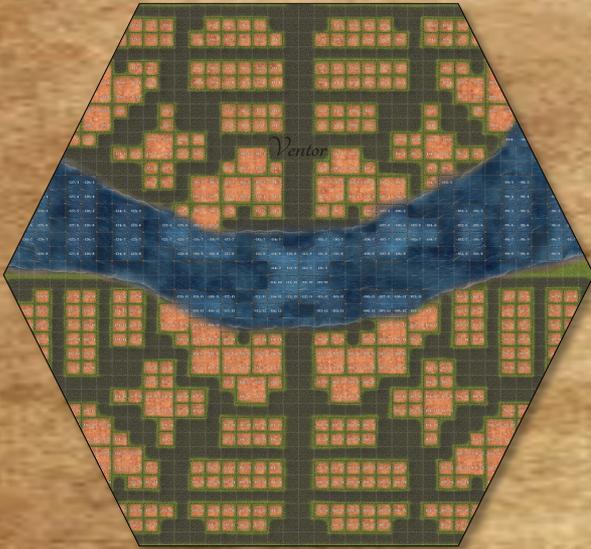
Moonfells landscape is characterized by a dense forest and many valleys. The enchanted forest confuses strangers with magical illusions.

### *Thandor, the Unknown Land:*

Thandor consists out of two big mountain regions, which are called the "Unknown Mountains", for a reason: No one ever made it out alive, except for its habitants, the Yi'Ras.



# CITY CONCEPT



The parcels are arranged in different conceptual designs, we call them "cities". With these city concepts we want to ensure a thoughtful handling of usable and immersive spaces in the Metaverse map.

For the first drop we designed 16 cities which will be officially presented one after another in the next weeks as single cities (find city maps on Discord). Every square on these maps depicts one parcel in its according size and in relation to the actual coordinates of the parcels, which can be checked in their metadata.

Almost every city of the first drop contains 499 mintable parcels – this big amount was exclusive for the first mint, in the following mints, these “core cities” will most likely be expanded with attached parcel arrangements and only few new individual cities.

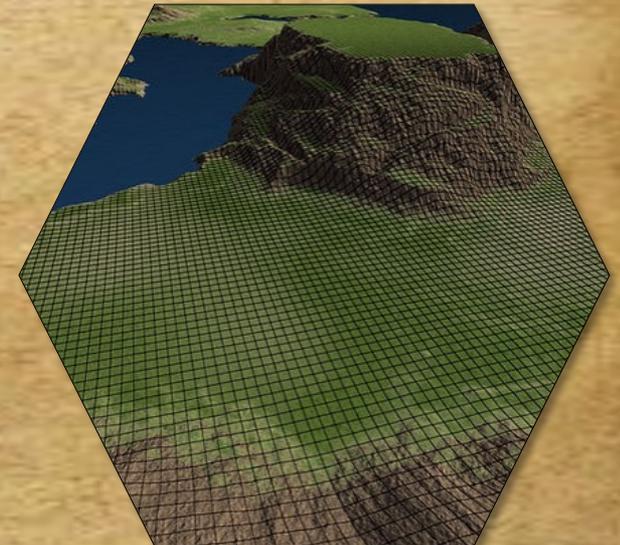
In future, the differently sized parcels will receive individual functions. These will be explained in detail shortly before their implementation. These are the general ideas (find detailed description on the respective chapter of this WP):

1x1 parcel: Living space (eligible to enter WoC)

2x2 parcel: Business space (gaining currency through a business)

3x3 parcel: Event space (eligible to host bigger activities to e.g. gain currency)

Larger parcels can also be used for the functions of the smaller ones. In a later stage of development, it will be possible to purchase neighboring parcels directly from other residents in order to enlarge one's own land. In this situation, the largest CNFT will extend its function to all other connected parcels.



# CITY CONCEPT

Every city will be published with some information on their backstory and characteristics to connect them to the lore, to give further insights on possible future features in this region. Some are even dedicated their own lore chapters. For example, the city of Simmun:

Magic is all in and around Moonfell, fascinating the inhabitants and visitors every day anew. Experienced connoisseurs count not only the supernatural occurrences that take place in Moonfell Forest or can be produced by the Ormandis, but also the outstanding art of words and thoughts that find their way out of Simmun into the whole world.



Simmun is located in the northeast of Moonfell, on the small rise just before the border to Thandor. Before the war, the town was heavily overgrown with trees and the few inhabitants enjoyed a quiet and easy-going existence, slightly isolated on their elevation. During the war, the city was again the scene of widespread destruction, which destroyed vast areas of their forest. These circumstances seem to have been muse for the philosophical outpourings that followed, as the inhabitants have been known for their eloquence, reflectiveness, mindfulness and awareness since then. In times of war, their hopeful narratives eased pain; in times of peace, they fascinate even strangers with their multifaceted view of the world. For this reason, their art is often referred to as the "Magic of Words" along with the other magical occurrences.

According to the legend, the deeds of The Ape Society for peace between the Four Timeless Kingdoms inspired the inhabitants so much that they arranged the city to have the face of an ape shadowy recognizable as a tribute.



# PARCEL TYPES

Every minted CNFT-parcel comes in 1 of 3 different parcel sizes

A CNFT with the size of a 1x1 parcel. Its metadata contains the coordinates X and Y of a 12x12 meters sized land plot. This type of parcels amount to 67,70% of the entire map.

1 | 1x1

4 | 2x2

A CNFT with the size of a 2x2 parcel. Its metadata contains the coordinates X and Y of a 24x24 meters sized land plot which consists of 4 plots. This type of parcels amount to 26,72% of the entire map. You can visually differentiate it from the 1x1 parcel thanks to the moving parts of the CNFT.

A CNFT with the size of a 3x3 parcel. Its metadata contains the coordinates X and Y of a 36x36 meters sized land plot which consists of 9 plots. This type of parcels amount to 5,58% of the entire map. You can visually differentiate it from the other sizes due to the golden background.

9 | 3x3



# PARCEL TYPES

Additionally, every parcel possesses 1 out of 8 characteristics (plot type corresponds to respective parcel type) which will be featured in the metadata and receive utilities in upcoming development stages (e.g. token airdrop). However, the first chapter will have an increased utility compared to the other three chapters (see Chapter One for further details). The different plot types vary in terms of rarity for the different chapters.



## CRYSTALS



The Crystals will be individual CNFTs with their own policy ID and are capped at 600 pieces. They have different rarities depending in which tier they are:

- Tier 1: *Rainbow-Crystal* (4%)
- Tier 2: *Magma-Crystal* (8%)
- Tier 3: *Ice-Crystal* (14%)
- Tier 4: *Water-Crystal* (26%)
- Tier 5: *Forest-Crystal* (48%)

According to the lore, these Crystals rank among the rarest objects in the World of Cardano, because they require not only scarce resources and a long time to make, but joint knowledge and skills from all Four Timeless Kingdoms - the right procedure and components are kept secret by a small circle of representatives. Therefore, only a few exist and are distributed wisely to Residents who brought great honor to their own or their kingdoms name

RAINBOW



MAGMA

ICE



WATER

FOREST





# CRYSTALS



They are being distributed first as Discord roles through rank ascensions, daily & special giveaways, adventure rewards and exceptional contribution to this project. The distribution as CNFTs will follow later in the progress of this project. Their implementation into this project will follow in different phases (see below).

At the time of release of this whitepaper, this process is in phase 2 (not completed yet).

## PHASE 1

Crystals will be added to Discord as roles. (you can't win two of the same kind for now)

We integrate a Wallet-Discord-Bot to track holders and their role. Every resident who won a crystal and communicated his wallet to us will receive the crystal as CNFT from us.

## PHASE 2

## PHASE 3

At this point it will be possible to sell crystals in the second market and to hold more than one crystal at the same time.

With the release of our metaverse, the crystals will be integrated into the virtual world, adding new benefits and opportunities.

## PHASE 4



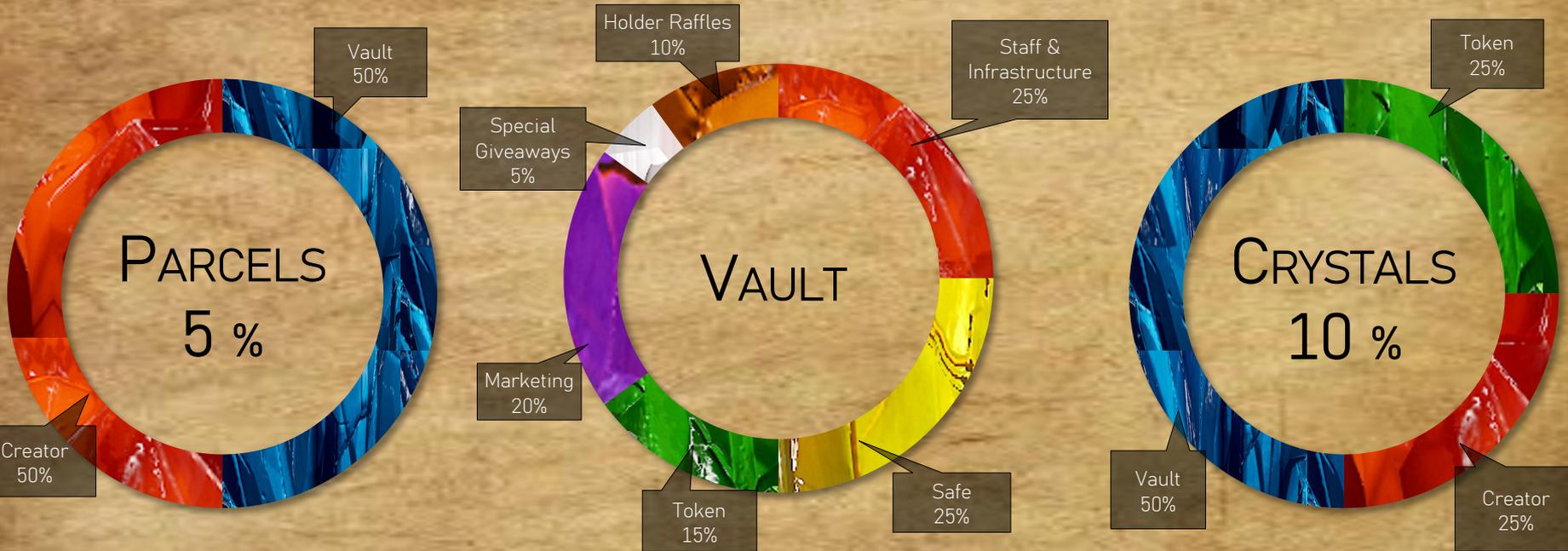


# ROYALTIES

The royalties from CNFTs sold on the secondary market will be used as continuous budget flow to further develop this project as well as to add value to the future MYC-Token. These tokens will be distributed to holders of parcel or crystal CNFTs in regular airdrops.

## POLICY ID PARCELS

Df44bef5a988e0b135145c505d734130f545dc959e764ac14c9ce983





# FIRST DROP

Our first drop on 15.03.2022 involved 7.500 from 30.000 CNFTs for a public price of 90 ₿ for 1 CNFT (75 ₿ whitelist).

Up to 4 CNFTs could be purchased per transaction. Distribution of different parcel sizes on first mint:

- 1x1-Parcel (1 plot) = 67,70% of the scope = 6770 CNFTs
- 2x2-Parcel (4 plots) = 26,72% of the scope = 668 CNFTs
- 3x3-Parcel (9 plots) = 5,58% of the scope = 62 CNFTs

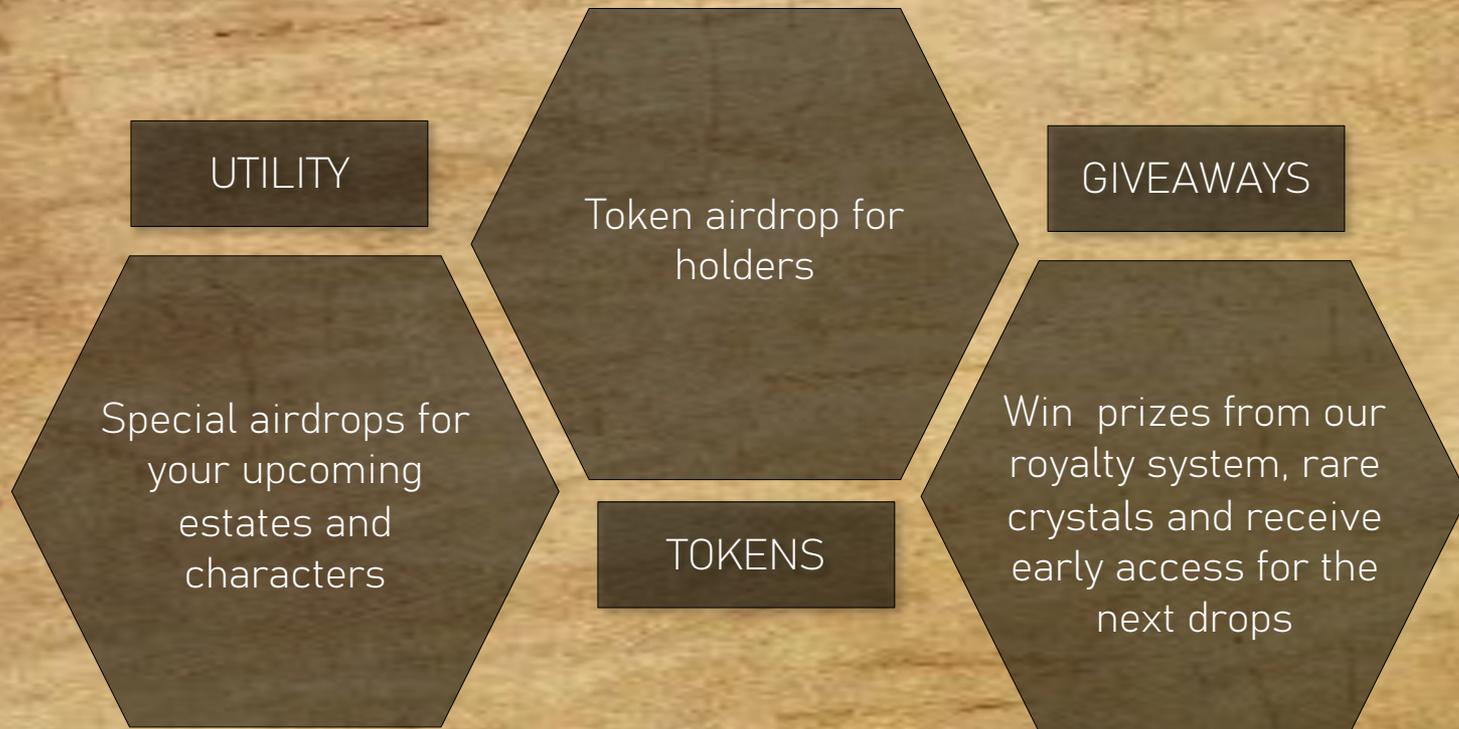
This first drop featured the best located parcels, and chapter one parcel will benefit the holders the most, in relation to the next drops.



# CHAPTER ONE

# BENEFITS

These parcels will profit from increased utility compared to the other three chapters:



UPCOMING

# ADVENTURE CONCEPT

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Adventures are our key to combine lore and special reward distribution on our Discord server. The concept serves as an innovative way for members to gain access to rare items, which later will be distributed as CNFTs, too.

Per adventure, only a chosen group can take part. This group will be chosen randomly via a bot, which uses required roles for the selection. For example, the Wanderer role is the minimum requirement for participation in the preselection, higher roles such as Adventurer, Guide and Legend have higher chances of being selected for the adventure. Additionally, depending on the adventure, wallet roles with a thematic reference can also be included in the preselection, e.g. if an adventure is set in Moonfell, the role 'Moonfell' could be a prerequisite. The picked participants obtain the role "Explorer", which allows them to interact in the adventure.

The actual adventure begins a few days later in a separate channel. It is initiated with a text that refers to the lore and produces one or more challenges. These challenges are to be met by the participants by fulfilling certain requirements, which are described in the adventure lore. Depending on the nature of the prerequisites, the method of selecting the winners (qualitative or quantitative) is also decided. The winners can be prizes such as Parcels, Crystals, Exclusive Lore Access or XP. The rarest prize that is awarded is an item that is described in more detail in the lore and will be obtainable in different rarities. Which rarity the winner gets, is chosen via a random mechanism. Everyone who wins an item also gets the "Hero" role to honor their successful mastery of an adventure. Heroes can use their items through commands in a separate channel. These items are entered and made usable via a so-called Discord economy system. At a later point in time, they will also be distributed as CNFTs with appropriate metadata to the corresponding Heroes.

This concept is ready to launch the first adventure soon.





UPCOMING

# CHARACTER CREATION

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In a way, the concept for character creation shares touchpoints with the concept of character creation.

The concept of character creation will take a gamification approach to allow Discord members a degree of individual customization on the server. In a separate channel, all members with a Wanderer role can react to various posts to receive corresponding properties as Discord roles, which are then displayed in the profile. The exact properties are to be defined.

Furthermore, special properties could be assigned in combination with adventures in the future.

This concept is ready to be published soon.

# PROJECT ROADMAP

## Chapter One

We have built the base of World of Cardano. The lore surrounding it is a process that will go through all the chapters, from start to finish. The map is 3D-modeled in its fundamental form. We have built an active and supportive community that are the core of World of Cardano and will form this project with us. Our unique distribution system we specifically designed for our project and parcels got finalized for the drop, making it one of a kind in every way. The city maps are being illustrated to make it easier to spot surrounding parcels and to grow your properties. With the first version of the whitepaper, we introduce the tokenomics of our very own token.

## Chapter Two

In this chapter, we focus on graphical implementation. We start with planting assets on the 3D map, thus bringing the first parts of our lore to life. Unreal Engine is a tool that we chose primarily because it holds incredible potential for the future like nothing else did before. Also, we hold our first exclusive airdrop with Lómin – The Ranger: Metaverse ready and free for chosen WoC chapter one parcel holders, many members have an option to set foot into World of Cardano.

## Chapter Three

This chapter will serve a bit as „halftime“ because of a deep dive into the Metaverse's the third land sale: We plan our first drop of PFP-CNFTs will also be usable as 3D-modeled and fully rigged avatars in the Metaverse. Also, we plan our first estate drop so our Residents can start building on their land. We will work on a first demo that will be playable, to let our Residents set foot on World of Cardano for the first time. Besides many other things, we will introduce our token and start the airdrops to holders.

With the last land sale of World of Cardano, we plan to have everything set up from the Metaverse to the cross-chain compatibility options.

Besides, we start working on our own marketplace to buy, sell or trade WoC-assets.

## Chapter Four



# MYC TOKEN INITIALIZATION

## TOTAL SUPPLY

2 Billion MYC (name is still object to disclosure) are planned as total supply to ensure the liquidity of the ecosystem while not having a greater risk of a major inflationary state in the ramp-up phase. The calculation of that amount is based on our current and target community size with enough option planned to scale with a well assessed and realistic target regarding the market capitalization at the given states of the respective tranches.

DISTRIBUTION	UTILIZATION	AMOUNT
25%	Staking pool	500 mMYC
45%	Crowdsale (15% per year over 3 years)	900 mMYC
10%	Core team share	200 mMYC
10%	Development	200 mMYC
6%	Community & gameplay rewards	120 mMYC
4%	Giveaways & treasures (eastereggs)	80 mMYC

## INITIAL TOKEN OFFERING AND SECOND TRANCHE

The ITO will involve the scope of 300 mMYC at a price of 0.001 ADA per MYC and is planned to take place end of Q3 2022. Community members owning World of Cardano CNFTs at a given deadline will receive an amount of MYC based on the number of CNFTs owned airdropped to their wallets. This will be the official kickoff for the MYC ecosystem to enable numerous functionalities within the World of Cardano. The second and third tranche is planned to scale up the economy after the learning curve of MYC-trading has leveled off and is planned for Q2 2023.

## INFLATIONARY MECHANISMS

Ways in which MYC enters the ecosystem and thus, decreases the value of the currency

- ✓ ITO (Kickoff by liquidity deployment to early adopters)
- ✓ Circulation of additional MYC in form of gameplay rewards (e.g. for quests), community rewards, giveaways, and treasures
- ✓ Earn money via development tasks and competitions
- ✓ DEXs

## DEFLATIONARY MECHANISMS

Ways in which MYC leaves the ecosystem and thus, increases the value of the currency.

- ✓ Digital asset purchases (CNFTs: land plots, crystals, characters)
- ✓ MYC staking
- ✓ Community donations (support this project by donating to the community and enjoy prestige and other benefits)
- ✓ In-game purchases (several in-game functional and cosmetic items and boosts; will be announced at the given time)

# MYC TOKEN UTILITY

## STAKING

Current work	Stake your MYC tokens to earn up to 10% p.a. in returns.
Vision	Enable a virtually separation different staking pools to give selected guilds and community members the possibility to manage their own staking pools with special conditions.

## AIRDROP

Current work	To reward early adopters and loyal members of our beloved community, we will airdrop an amount of MYC, fairly distributed depending on currently held World of Cardano parcels.
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## PLAY TO EARN

Current work	Discover fascinating items, mystic skins and a lot of other in-game objects to acquire and trade them in MYC. This is a great chance to use the World of Cardano as marketplace to search for rare objects and to trade them to earn MYC or to acquire other mysterious items.
Vision	Developing a full-fledged marketplace to enable community members to create and trade own items and services within the World of Cardano using MYC as currency.

## LEVEL SYSTEM

Vision	Gain rewards for trading with MYC. Earn tradeXP and level up by selling or acquiring objects with MYC. Your #tradeLVL will thus, reflect your trading experience. Gain access to exclusive content reaching individual milestones in your trading level development. The more advanced you are, the more possibilities will be unlocked to acquire legendary items and skins as well as to do big profit deals.
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## REWARDS

Current work	The core team will continuously find ways to reward dedicated aspiring and experienced community members (criteria to be defined yet) by offering discounts, whitelist-tickets for upcoming mints and exclusive purchase rights for special skins and chromas.
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# AVATAR AIRDROP

## LÓMIN – THE RANGER

The Ranger 'Shadow of Moonfell' is the first WoC Avatar to be airdropped as a holder benefit. He will be distributed to some long-term chapter one parcel holders via an airdrop. There will be a limited number of this avatar. He has long black hair, a beard and wears a dark green robe. His undergarments are made of leather. Lómin is from an old line of Rangers which are told to have their origins in the shadows of Moonfell Forest. His hair is as dark as the shadow he lives in, his cloak makes him nearly invisible. Only because of the portal ornament and crystal he is wearing some can sense a light in the dark before it goes invisible again.

## LÓMIN TRIBUTE IN THE LORE

According to the lore, he is a mysterious ranger, who seems to make it his mission to experience every corner with his own eyes. On his journeys, he often hits the doorstep of a resident, from whom he hopes to find a place to sleep for the night, shortly before sunset. He almost exclusively visits landowners who are known for their open hearts, minds and selflessness. Those who invite him in usually get to hear exciting and compelling stories from around the world, but not a single word about him personally, or what his goals and motives are. According to residents who have met him, he is a pleasant coeval, as you can see from his polite disposition, but there is something latently uncomfortable about his partial seclusion. He never asks for service, whether food or drinks, and usually disappears from the house before sunrise.

The only traces he leaves are his stories in the minds of his hosts, which is why many consider him a figure of their dreams.

Outside of these encounters, there are few who only suspect to have sighted him for a brief moment in Moonfell Forest, but rather thought his figure was an illusion. How the ranger can travel long distances across the world unnoticed remains his mystery.





UPCOMING

# UE5 METAVERSE

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Status quo 29<sup>th</sup> April 2022

Until now we showed you the general landscape development. In the meantime, we are setting up scenes and trying out possibilities. In the first sneak peeks you can already see how the forest of Moonfell is visually prepared. Further development steps can be found in this document (until paper release) and on discord (updates).

## Further procedure & proof of concept

Parallel to the completion of the map including assets and scenes, we are currently planning a demo version showing off the basic functionalities for the planned metaverse. For strategic reasons we will not give any further details on this until shortly before the release. However, at release we will publish a detailed function description.

## Demo Concept

There will be a web interface with a parcel land to allow managing and setting up the ground planes and the placeable elements. The first token functionalities will also be available using dummy tokens. In addition, the UE5 will be walkable and explorable in third person. We are striving to have already implemented the synchronization of these two "doors into the metaverse" as best as possible at this time. This development step will be our proof of concept.

In the beginning, access will be possible within a limited test phase with feedback possibilities for selected stakeholders who actively accompany us in Discord and other social media and/or are monetarily invested with a significant amount. A handful of seats will also be distributed randomly. More information for PoC access will follow as the go-live date comes closer. Until then we will keep you updated with sneak peeks. For each "Wen PoC" we will postpone the release timer by 1 hour and pluck a whisker from Mapy.





UPCOMING

# UE5 METAVERSE

25 | 25

A metaverse with various utilities for our tokens as well as CNFTs to "earn" as well as to "have fun" - fun in the sense of lore-world adventures, treasure hunts, community events, and mini-games in the world (from e.g. fishing to own exploration levels with lore integration with non-NFT-items to NFT-item treasure chests).

## P2E (Play to earn)

The token P2E mechanisms will be integrated into the lore. There will be a marketplace, initially with WOC CNFTs/items. Once everything is working smoothly, the requirements will be published.

Individuals can use their businesses to create different marketplace items. There will be guidelines on the type (furniture, decoration, clothing, utensils, etc.), quality and quantity of items a business can produce and sell. It will be possible to manage a retail store or a chain. The items will be sold and bought through the marketplace using our tokens.

Event spaces are a rather open concept. We want to offer as much freedom as possible through a sandbox-like menu. For visual facilities, organizational planning and entrance fees. From art exhibitions and poker nights to concerts, we want to offer every idea the opportunity to develop. Since event spaces can also be used as business spaces, you will also have the possibility to use the marketplace system for e.g., your own merchandise.

Each marketplace item will go through an approval process for technical and fitting (appropriate theme) requirements. Living spaces can be rented together with a character as well as furnished or unfurnished.



WELCOME TO THE

WORLD  
OF CARDANO