



## STORY

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

Biomes Changed... Climates 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 advanced technologies that humans were proud of were rendered useless due to the 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.

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# **CONCEPT**

MuTerra is a CCG (Collectible Card Game) + TCG (Trading Card Game) + RPG (Role Playing Game), playable on HIVE blockchain.

The game is based on a play-to-earn model, where players collect raw materials, fight mutated monsters and other players to proceed in the game and earn.

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## **GAME TERMS & GAMEPLAY**

### **MUTEE**



These are the mutated animals of MuTerra. A player can tame them or kill them for items. If tamed, the muttee can then be used to fight other muttees.

The mutations are broadly classified into 6 elements : Plant, Rock, Fire, Air, Lightning and Water.

There are 6 kinds of rarity :

Common, Uncommon, Rare, Epic, Legendary and Mythical

There are 2 foils : Regular and Gold

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 : Very Small, Small, Medium, Large and Very Large.

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## TAMER



Tamers are the user's avatar in the game. A user can play with multiple tamers.

Tamers come in 5 rarities : Common, Uncommon, Rare, Epic and Legendary.

They all have varying carrying capacities which decides how many raw materials they can carry on their trip.

Their Stamina also varies with their rarity. Stamina decreases the more you play with a particular tamer.

A tamer's level decides what level of mutee it can keep. Leveling up a tamer is possible through various ways inside the game.

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## **CAGES**

Cages are an important aspect of the game. Without them a player cannot capture/tame a mutee.

Cages come in 5 different sizes : Very Small, Small, Medium, Large, Very Large.

They have 6 types to capture 6 different elements of mutees : Plant, Rock, Fire, Water, Lightning and Air.

They also have 6 rarities : Common, Uncommon, Rare, Epic and Legendary and Mythical.

As the size and rarity of a cage increases so does the amount of raw materials required to craft them.

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## CRATES



Crates reduce the time spent on grinding for raw materials as they contain all the raw materials that can be collected from the game.

A Crate is a container of Raw Materials found in the Andaman region of MuTerra.

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## TAMER LICENSES



Without a Tamer License a player cannot start earning from the game. So they are an important part of MuTerra.

A Tamer License is an NFT which will unlock all the features of MuTerra.

1 Tamer License NFT can be given to only 1 Tamer. Once given, the NFT will be burnt and the tamer will unlock all the features of the game.

Tamer License will show the name of the account it is present in. (For physical copies, you will be able to personalize the name later.)

You can buy or sell or transfer Tamer Licenses from one account to another just like any other NFT.

You can play the game without a Tamer License, but you will not be allowed to leave the main Level/Map and earning from the game will not be possible.

NOTE : If a player has multiple tamers, they will need multiple licenses if they wish to activate them all. Taking a License from tamer and giving to another is not possible.

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## NPCS



Non-Player-Characters or NPCs give a lot of information about the gameplay, They are also responsible for giving out different quests that can help a player progress in MuTerra.

Talking to them and completing the side stories they present can give rewards and Experience Points.

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## **RAW MATERIALS**

As you play the game, you will encounter a lot of collectible items which we call raw materials. The raw materials can be classified into 3 categories, namely, Minerals, Plants and Mutee-Drops.

These raw materials have varying rarities and encounter rates and have two main uses :

1. They can be used to make mutee cages, equipment, potions, secondary items, accessories, bags and more to help you progress in the game.
2. They can be sold to the shopkeeper to receive MUT - The one and only token of the whole game.

There are 20+ Minerals, 20+ Plants and 70 Mutee-Drops in the first region of MuTera, i.e., Andaman.

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## **CRAFTING**

The Raw materials collected can be used to craft various items. Some are consumables while some give status buff while others increase your carrying capacity.

There are mainly 3 types of items that can be crafted :

1. Mutee Equipment : This item can increase various stats of your mutees.

2. Potions : There are various potions that can give a temporary boost to your regeneration abilities or increase your luck or instantly increase your health and stamina.
  3. Carriables : These items increase the carrying capacity of both mutes and tamers, which in turn helps to collect raw materials faster.
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## **QUESTS**

Quests can be categorized into 3 broad types : Global quest, Story Quest, Daily Quest.

Global Quests decide the direction the whole game will take. When a majority of players complete this quest, their decisions impact the game design.

Story Quests revolve around NPCs and their lives. They give out rewards once a player helps them out.

Daily Quests are given by the Head Quarters and a player can complete them to earn MUT and other rewards.

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## **TOKEN DISTRIBUTION**

Let's talk about the token of MuTerra and the different ways it's distributed.

### **MUT**



Mutee Utility Token aka MUT will be the only token of MuTerra. You will be able to use it to purchase anything and everything related to MuTerra at one point in time. It will act as the governance token too.

We aim to create high demand for MUT. From using it for all in-game purchases to voting power of a player, MUT will be used for everything and we do NOT intend to introduce any other token.

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## **AIRDROP**

MUT will be airdropped to players based upon the amount and type of MuTerra assets held in their HIVE wallet.

Airdrop will happen on a daily basis over a span of 5 years.

The airdrop will start on 15th January 2023 at 2 PM GMT/UTC

MUT airdrop assigned to different assets are given below :

LIMITED & WILD EDITION CARDS			TAMERS	
Rarity	Foil		Rarity	MUT/Day
	Regular	Gold		
Common	0.0050 MUT/Day	0.050 MUT/Day	Common	0.05 MUT/Day
Uncommon	0.0080 MUT/Day	0.080 MUT/Day	Uncommon	0.1 MUT/Day
Rare	0.0115 MUT/Day	0.115 MUT/Day	Rare	0.2 MUT/Day
Epic	0.0170 MUT/Day	0.170 MUT/Day	Epic	0.3 MUT/Day
Legendary	0.0225 MUT/Day	0.225 MUT/Day	Legendary	0.4 MUT/Day
Mythical	0.0330 MUT/Day	0.330 MUT/Day		

  

MALDIVES PACKS	TAMER LICENSE	CRATES
0.020 MUT/Day	0.05 MUT/Day	0.01 MUT/Day

## STAKING REWARDS

Staking MUT will give MUT as reward in a depreciating way over a span of 5 years.

The 1st year airdrop is aimed to give our early supporters a nice little head start.

The Staking rewards you get will be automatically staked to your account. (Only the MUT airdrop will be in liquid form which can also be staked.)

Staking rewards will be distributed everyday at 3 PM GMT/UTC.

Staking MUT will lock your MUT tokens for 4 weeks.

Staked MUT also decides the voting power of a player.

Un-staking process will take 4 weeks to completely un-stake, i.e., each week you'll get 25% of the total un-staked amount back.

Year	% of staked MUT as Reward/Day
1st Year	0.925
2nd Year	0.300
3rd Year	0.200
4th Year	0.150
5th Year	0.100

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## LIQUIDITY PROVIDER REWARDS

Initially, we plan to start with only swap.hive-MUT pool.

We MAY reward players for providing liquidity to that pool.

LP rewards in MUT will be automatically staked to the account which provided the liquidity.

The date of creation of Liquidity Pool and distribution of LP rewards, if any, will be announced.

There are some things to consider -

1. There is no wait period for taking out MUT or swap.hive from a pool unlike staked MUT which takes 4 weeks to un-stake.
2. You get a percentage of the fee collected during swaps.
3. There is always a possibility of impermanent loss

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## TEAM FUNDS

It's no secret that every company needs funds to operate and manage a lot of other things. Having said that here is how much MuTerra company will receive :

Month	MUT/day
January	12000
February	11000
March	10000
April	9000
May	8000
June	7000
July	6000
August	5000
September	4000
October	3000
November	2000
December	1000

The MUT assigned to the team will always be kept in liquid.

MUT payment to the team will be put to review after 1st year and it might be open to DAO's vote.

Team's MUT will be used for the following :

- Manage liquidity crunch if it arises.
  - Provide liquidity to different pools
  - Invest in Game Infrastructure
  - Pay Team members
  - Promote the game
  - Onboard new players
  - Give out rewards (Discord game rewards will come from this too)
  - Handle unprecedented needs.
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## DAO FUNDS

We plan on establishing DAO and assign funds to it.

The first order of business would be to decide how much MUT will be assigned to the DAO and this decision will be voted upon.

NOTE : The more MUT a player has staked the more voting power that player will have.

Players will be able to vote on a lot of proposals that will not only guide the game's overall development but also different in-game events.

Top MUT stakers will have access to special perks and will hold the title of Council members

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## **PLAY-TO-EARN REWARDS**

MuTerra has 2 Play2Earn components -

1. Player v/s Player (PvP)
2. Player v/s Enemy (PvE)

### **PvE Rewards**

Selling raw materials that players collect while playing the game to NPCs sitting in the shop gives them MUT.

Burning the NFTs that players have minted/crafted using in-game items also gives out MUT.

Killing mutess in the wild also gives MUT based on a formula.

### **PvP Rewards**

These rewards are part of Beta Release.

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## MISCELLANEOUS

Nothing is perfect. Keeping that in mind we have added a provision under the miscellaneous section to cater to unforeseen MUT needs. These may include (but not limited to) :

- Any future rewards proposed by DAO or the Company.
  - Unprecedented MUT requirements.
  - DAO's decision on releasing more MUT through various streams.
  - Partnerships
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## TOKENOMICS

### FAUCETS

Well, simply put, it refers to all the ways through which MUT is injected into the system. Here are some of those Faucets for MUT :

**AIRDROP** : Having any MuTerra Asset in your account gets you MUT per day.

**STAKING** : Staking MUT gives you more MUT!

**NFT BURNING** : Every NFT of MuTerra has a burn value attached to it, which means, once you destroy that NFT, you receive MUT equal to the burn value.

**BATTLING** : Kill mutes by playing the game and earn MUT. It's as simple as that!

**RAW MATERIALS** : There are 3 types of raw materials which you can collect by playing the game. You can then choose to use them to get NFTs or sell them to get MUT.

There are MORE WAYS to earn MUT in addition to the ones mentioned above which can be found by playing the game.

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## USE-CASES

Use-case, in very simple terms, refers to all the ways through which a token gets its value which usually includes - exchanging the token to avail a service or acquire a product. The point to note here is that MUT stays in the system and keeps changing hands.

**MUTEE LEVEL-UP** : To level up a muttee, all you need is MUT. The table below tells us how much MUT will be required to level up a muttee to max level :

MUT REQUIRED TO LEVEL UP A MUTTEE									
	Common			Uncommon			Rare		
	level 1 to 2	Level 99 to 100	Total MUT	level 1 to 2	Level 99 to 100	Total MUT	level 1 to 2	Level 99 to 100	Total MUT
Very Small	11	4960	167640	13	5952	201148	15	6944	234676
Small	12	5456	184369	14	6547	221217	16	7638	258097
Medium	13	5952	201148	15	7142	241346	18	8332	281568
Large	14	6448	217887	16	7737	261447	19	9027	305030
Very Large	15	6944	234676	18	8332	281576	21	9721	328511
	Epic			Legendary			Mythical		
	level 1 to 2	Level 99 to 100	Total MUT	level 1 to 2	Level 99 to 100	Total MUT	level 1 to 2	Level 99 to 100	Total MUT
Very Small	17	7936	268184	19	8928	301712	22	9920	335280
Small	18	8729	294967	20	9820	331837	24	10912	368788
Medium	20	9523	321789	22	10713	362011	26	11904	402316
Large	22	10316	348604	24	11606	392177	28	12896	435824
Very Large	23	11110	375426	26	12499	422361	30	13888	469352

**TAXES** : These can be implemented by the Council members (Top MUT stakers) on various things. Another thing for DAO to vote on.

**HOSPITAL** : Your Health and Stamina are running low and the regeneration rate feels slow? Not to worry, just pay MUT and get yourself and your muttee treated!

**CRAFTING & MINTING NFTs** : To craft any equipment, you'll need raw materials and then you'll have to pay MUT to the blacksmith for his work. He doesn't work for free, you know.

**BUYING RAW MATERIALS** : Sometimes it's just hard to get a certain raw material from the wild. Fret not, you can buy them from the shopkeeper using your MUT. But be warned, the shopkeeper is greedy.

**BUYING RECIPES** : There are food, potions and many special things that can do wonders! But their recipes are costly, you know.

**INFORMATION** : It's sometimes very important to know what is happening where. Gives you an edge over the others. But information comes at a price.

**TRAVELLING** : You pay the fare to travel anywhere. Now that rhymed and also made sense didn't it?

**GAMBLING** : There's this shady guy who says all sorts of things. Once he said he could double my money in 1 day. Maybe he could have or maybe not. Are you willing to believe him and gamble your MUT?

**PROTECTION** : Fighting wild mutees is very dangerous. You can get badly wounded and lose all your belongings. I usually hire people to protect me when I am in danger. Maybe you can think about hiring them too?

**TRAINING MUTEES** : As your mutees level up, they are able to learn new abilities. But you need to pay MUT to the trainer. You can try teaching your muttee new tricks but it's impossible to get any noteworthy results.

**EXCHANGE LISTINGS** : Trading MUT to get other tokens is also a big use-case. And we plan to work on that as we reach for the moon!

There can be INFINITE NUMBER of ways to create use cases for MUT. The only limit is your imagination! And the best part is that DAO has a big say in this!

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## SINKS

A token's sink refers to something that completely removes its existence from the system.

**PHYSICAL COPIES** : You can pay MUT to get physical copies of all MuTerra NFTs! The payment will include shipping fees too!

**BURNING NFTs** : You are wrong to think that you'll get the exact MUT back on burning an NFT that you put into it. So if you feed your mutee some MUT to level it up, don't expect to get back the same amount that you used to feed it. Same goes for your equipment.

**CRATE SALE** : MUT used to buy crates are burnt!

**TAMER LICENSE SALE** : When you buy Tamer License using MUT, it is sent to null!

**ANY FUTURE SALE** : To put it simply, any sale in which MUT is a mode of payment will be burnt. Team gets nothing!

**COSMETICS** : You can change name, avatars, looks, colors and more to customize your tamer or your mutee or your gear. The MUT you pay for these changes are burnt!

**DAO FUNDS** : Our community also gets to decide what happens with the DAO funds. This opens the possibility of burning the MUT in the funds too. But that's for the DAO to decide!

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## GOVERNANCE

Staked MUT represents the voting power of a player. More the voting power, more will be a player's say in the decisions of MuTerra.

Players will be able to decide on many issues and events that take place in the game and through their decisions they'll be able to guide the development of MuTerra.

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Drop Rate of mutee parts based on rarity (independent of size)						
	Common	Uncommon	Rare	Epic	Legendary	Mythical
All Sized Mutee Parts	10%	8%	6%	4%	2%	1%

	Encounter Rate	Muttee Food
VS Muttee Parts	3,7,12,18,25,35	Doubles the encounter chance of that muttee
S Muttee Parts	3,7,12,18,25,35	
M Muttee Parts	3,7,12,18,25,35	
L Muttee Parts	3,7,12,18,25,35	
VL Muttee Parts	3,7,12,18,25,35	

Item Name	Lucky Charm	Scent	Luck potion	Muttee Food
Description	Doubles the final value drop chance	encounter chance increased for next stamina	Increases drop chance by 1% and is stackable	Doubles the encounter chance of that muttee

% increase	Doubles the final value drop chance		1%	
Stack Cap	1		10	

	Encounter Rate of raw materials based on rarity	minimum spawn
Minerals	3,7,12,18,25,3	3
Plants	5	3

Shop Multiplier	5	6	7	8	9	10
	RAW MATERIALS					
	Common	Uncommon	Rare	Epic	Legendary	Mythical
Minerals	0.5	0.8	1.3	2	3	5
Plants	0.5	0.8	1.3	2	3	5
Very Small Mutee Parts	2	3.2	5.2	8	12	20
Small Mutee Parts	2.5	4	6.5	10	15	25
Medium Mutee Parts	3	4.8	7.8	12	18	30
Large Mutee Parts	3.5	5.6	9.1	14	21	35
Very Large Mutee Parts	4	6.4	10.4	16	24	40

Burn Value of levelled up Mutees	Wild		Limited	
	Regular	Gold	Regular	Gold



	ar		ar		ar		ar		ar		ar	
Very Small	300	3000	116	1160	400	4000	161	1610	500	5000	211	2110
Small	375	3750	125	1250	500	5000	176	1760	625	6250	236	2360
Medium	450	4500	134	1340	600	6000	191	1910	750	7500	261	2610
Large	525	5250	214	2140	700	7000	214	2140	875	8750	299	2990
Very Large	600	6000	162	1620	800	8000	237	2370	1000	10000	337	3370

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## **FREE TO PLAY**

All features barring a few will be available for players to try out in the first few maps of the Alpha Region of the game.

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 tamer license.

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

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## **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.

Once bought, Players can then activate the common Tamer using their license and start playing and earning from the game.

# **WHY PLAY MUTERRA?**

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.

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