



**MUTANT  
ACADEMY**

**OFFICIAL WHITEPAPER**

**2022**

## INTRODUCTION

Mutant Academy is a Web3 entertainment and Play2Earn game universe where players earn money from visitors by showcasing their skills with their exclusive characters. After completing the upgrade of animals, they can compete against each other with various strategy factors in Mutant Arena. In addition, players can earn income by selling their upgraded NFTs on the marketplace.

In the first step of the game, players can upgrade the characters they have, mutate them, and win the battle. In this process, they can earn income. After a specific level, players can gather a team with their characters and could use several strategy factors in battles. Players may also earn income from competitions. According to the achievements they gain in the game, they settle in leagues and continue to receive awards.

## STORY

Long ago, the crime rate in the Mutaverse universe increased day by day, the security forces have become unable to resist criminals, prisons are jam-full, and the inhabitants of the universe have not been able to have a comfortable day. The security council has chosen the most voted method out of thousand solutions, to bring various creatures from another planet where they found life signals.

They aim to bring those animals to the Mutaverse, train them, mutate among themselves, band together and create a high-level security Species to dominate criminals in the entire universe. This planet was "Earth" At midnight, 24 different living animals were taken from several points of planet Earth and brought to the Mutaverse Universe with a unique operation. There was no time to waste so Mutant Academy was built immediately, to train, mutate and prepare them for battle. At this place, animals presented their skills to the liking of the inhabitants, they transformed and get stronger day by day. They are all heroes now.



## GAMEPLAY

By logging in to the game, the user will be able to purchase any character's NFT from the marketplace. At the beginning of the game, there are 3 main features of these characters.

## ABILITY

In Mutant Academy there are various characters never seen before. Mutaverse residents who are interested in these characters can visit the academy with a ticket. The prices of the tickets are determined according to the character's ability.

E.g. If the ability point is 4;

**10 ( STABLE VIEWER NUMBER ) \* 4 ( ABILITY POINT ) = 40 MGE WILL BE EARNED**



$$\text{ABILITY 4} > 10 \text{ EYE} = 40 \text{ MGE}$$

For users who have more than one card, the character with the highest ability score is based while calculating the ticket price.

# MUTANT ACADEMY

<b>1 CHARACTER</b>	<b>10 VIEWERS</b>
<b>3 CHARACTER</b>	<b>20 VIEWERS</b>
<b>9 CHARACTER</b>	<b>90 VIEWERS</b>
<b>25 CHARACTER</b>	<b>200 VIEWERS</b>

\* If you have rare characters, these characters will receive more visitors, as they will get more attention.

## UNCOMMON: +3

## RARE: +6

Each day, trackers make a queue in front of the Mutant Academy to watch the abilities of your animals. When you open the door, they can buy tickets to watch the show. If you don't open the door, the crowd will wait for you to open it.

Example 1: You have 2 animal cards and 15 trackers are going to visit Mutant Academy for your cards. You opened the door and your 12 trackers waiting, they are going to pay the ticket price to watch the show.

Then every 2 hours 1 visitor will be lined up at the door to watch the show, if you wish, you can open the door every 2 hours and get the ticket money or you can get the ticket money by taking all the spectators in at the end of the day.

Example 2: Let's say we get 5 MP per ticket, if you open the door for 12 visitors, you will earn 60 MP at the end of the day. If you don't forget to open the door for two days, your income will be 120 MP. If you open the door only once every two days, your income will be only 60 MP.

In summary, if you open the door every day, you can earn the accumulated income of that day.

## LUCKY

Some of the visitors who came to Mutant Academy for your show may admire your characters' abilities and may want to donate. You can earn **MGE** or "Gem"s that can be used in the game. The higher your chance score, the higher your chances of winning valuable prizes.



## ⚡ IMMUNITY

Characters get tired and sick. The higher your immunity score, the fewer health problems you will have. When your immune system decreases, your characters will become unable to perform well at the show, this may cause your visitors to complain. They may request to get a refund for a certain part of the payment, and you will get a low income. You can regain your health by strengthening your fallen immunity with the in-game MGEs that you have earned.

IMMUNITY STATUS	REVENUE LOSS
65% >	-%2
50% >	-%10
35% >	-%50
20% >	-%90

There are 3 different character types in the marketplace as an NFT

### COMMON

They are the NFTs that have main specialties (ability, luck, immunity), and scores from 1 to 10 points.

### UNCOMMON

They are NFTs that score from 8 to 18.

### RARE

They are NFTs that score from 15 to 35.

### UPGRADING

In each upgrade, players earn skill points to level their characters' skills up. These skill points can be used to upgrade the main specialties of characters (ability, luck, and immunity). The number of skill points varies depending on the type of NFTs.

CHARACTER TYPE	REVENUE LOSS
Common	3
Uncommon	4
Rare	5



## BATTLE

When the character reaches level 10, it means your character is graduated from Mutant Academy. Each graduated animal is connected to a trait and origin, and new features are activated so that they can improve at each level.

### ATTACK

Damage of character per attack.

### SPEED

Character's attack speed.

### DEFENSE

Character's armor against attacks.

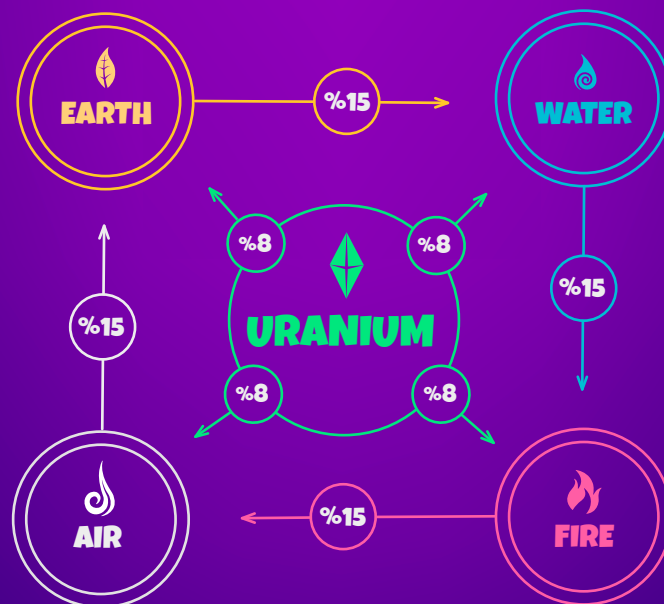
### HEALTH

Determines the maximum amount of damage or loss of stamina that a character can take before dying or losing consciousness.

## ORIGIN



Each origin is advantageous to a certain extent against the origin in which it excels. The superiority scheme is as follows;



**Earth Origin causes 15%** more damage to **Water Origin**.

**Water Origin causes 15%** more damage to **Fire Origin**.

**Fire Origin causes 15%** more damage to **Air Origin**.

**Air Origin causes 15%** more damage to **Earth Origin**

There is no extra damage advantage between Earth Origin and Fire Origin.

There is no extra damage advantage between Water Origin and Air Origin.

**Uranium Origin cause 8%** more damage to all other origins. If there is even a single Uranium in your team, every advantage of your competitors over your other origins will decrease to 10%.

If all your characters in your team are of the same origin, all advantages increase to 20%.

## SPECIES

SPECIES	EFFECT
Yordle	Protects from straight strokes
Exile	Reduces the opponent's life
Noble	Gets a reward even if loses,
Rebel	Increases the damage to your team
Ocean	Allows your team to renew health
Guard	Increases the defense of your team
Poisonous Claw	Increases the attack speed of your team
Cloud	The team cannot be targeted for 1 second
Infinity	It reverses the effect of all other traits.

Each origin is advantageous to a certain extent against the origin in which it excels. The superiority scheme is as follows;

## SEPARATION OF CHARACTERS BY ORIGIN AND SPECIES;

SPECIES	CHARACTERS	COUNTER
WATER	SHARK, PENGUIN, DOLPHIN, CROCODILE, DUCK, TURTLE	FIRE
FIRE	FOX, KANGAROO, LIZARD, MONKEY, LION, CAT	AIR
AIR	RABBIT, SQUIRREL, PARROT, EAGLE, PANDA, ELEPHANT	EARTH
EARTH	MOUSE, GIRAFFE, DEER, HORSE, COW, DOG	WATER
URANIUM	DINOSAUR, UNICORN, DRAGON	ALL OF THEM

RABBIT	GIRAFFE	DEER	LIZARD	PARROT	SHARK	PANDA	LION	DRAGON
SQUIRREL	FOX	HORSE	CROCODILE	EAGLE	PENGUIN	ELEPHANT	DOG	UNICORN
MOUSE	KANGAROO	COW	TURTLE	DUCK	DOLPHIN	MONKEY	CAT	DINOSAUR

## STRATEGY CARDS

STRATEGY CARDS	EFFECT	COUNTER
Sniper	Allows The Team Twin Shot At Certain Intervals	Yordle
Tank	Increases The Health Percentage Of Your Team	Exile
Pirate	Steals Gold That Your Opponent Will Win And Gives It To You	Nobel
Steel	Reduces Damage To The Opponent	Rebel
Poison	Burn Up Opponent And Damage	Ocean
Ninjas	Increases The Given Damage	Guard
Desert	Reduces The Opponent's Attack Speed	Poisonous Claw
Glacier	Freezes The Opponent For 1 Second	Cloud
Stopwatch	Ignores The Opponent's Strategy Card For X Sec	Infinity

Players can buy strategy cards in the marketplace, after the purchase it will be activated. A single card can be used in each battle.

The accurate strategy card gives outmaneuver over the opponent.

## ARENA CARDS

Each match takes place in a random arena, and each arena gives opponents a certain advantage or disadvantage.

Hell	Increases Damage	Fire
Sea	Increases Damage	Water
Desert	Increases Damage	Earth
Galactic	Increases Damage	Uranium
Cliff	Increases Damage	Air

### HELL

Increases the damage of Fire animals to all other origins.

### SEA

Increases the damage of Water animals to all other origins.

### DESERT

Increases the damage of Earth animals to all other origins.

### GALACTIC

Increases the damage of Uranium animals to all other origins.

### CLIFF

Increases the damage of Air animals to all other origins.





## LEAGUES

Mutant Academy has a League System for rewarding players' abilities and achievements. Along with the league system, it is aimed at matchmaking with the level-based system. At the end of the season, each player will be rewarded according to the league in which they are located.

The one who makes his first match starts from the lowest league.

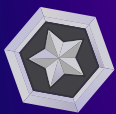
There are 5 slots in each league. 1 slot will close after each win. If a player's 5 slots are full, the winning player will be ranked up. As a passing gift, the player will start with 1 slot full.

## RANKED DOWN

If the player defeat as a result of the match will lose 1 slot for each match. If the player's 5 slots are empty, the player will go back to the lower league. As a penalty for relegation to the lower league, players start with 1 slot empty.

## LEAGUES

	<b>IRON</b>	I, II, III, IV, V
	<b>BRONZE</b>	I, II, III, IV, V
	<b>SILVER</b>	I, II, III, IV, V
	<b>GOLD</b>	I, II, III, IV, V
	<b>PLATINIUM</b>	I, II, III, IV, V
	<b>DIAMOND</b>	I, II, III, IV, V



## MAIN CHARACTERS

### RABBIT



#### SPECIFICATIONS:

Origin	Air
Species	Yordle
Composition Passive	Dodge
Counter Card	Sniper
Weak against	Fire
Strong against	Earth
Strongest Arena	Hell

### GIRAFFE



#### SPECIFICATIONS:

Origin	Earth
Species	Exile
Composition Passive	Damages opponent
Counter Card	Tank
Weak against	Air
Strong against	Water
Strongest Arena	Cliff

### DEER

Specifications:

#### SPECIFICATIONS:



Origin	Earth
Species	Noble
Composition Passive	Get a reward even if loses
Counter Card	Pirate
Weak against	Air
Strong against	Water
Strongest Arena	Desert

## MAIN CHARACTERS

### LIZARD

#### SPECIFICATIONS:



Origin	Fire
Species	Rebel
Composition Passive	Increase Damage
Counter Card	Steel
Weak against	Water
Strong against	Air
Strongest Arena	Hell

### PARROT

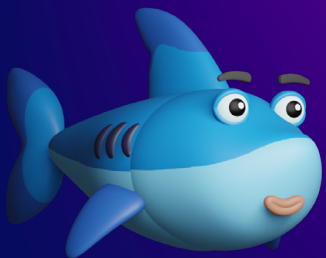
#### SPECIFICATIONS:



Origin	Air
Species	Cloud
Composition Passive	Untargetable for 1 sec
Counter Card	Glacier
Weak against	Fire
Strong against	Earth
Strongest Arena	Cliff

### SHARK

#### SPECIFICATIONS:



Origin	Water
Species	Ocean
Composition Passive	Health Regeneration
Counter Card	Poison
Weak against	Earth
Strong against	Fire
Strongest Arena	Sea

## MAIN CHARACTERS

### PANDA



#### SPECIFICATIONS:

Origin	Water
Species	Guard
Composition Passive	Health Regeneration
Counter Card	Ninja
Weak against	Fire
Strong against	Earth
Strongest Arena	Cliff

### LION



#### SPECIFICATIONS:

Origin	Fire
Species	Poisonous Claw
Composition Passive	Attack
Counter Card	Desert
Weak against	Water
Strong against	Air
Strongest Arena	Hell

### SQUIRREL



#### SPECIFICATIONS:

Origin	Air
Species	Yordle
Composition Passive	Dodge
Counter Card	Sniper
Weak against	Fire
Strong against	Earth
Strongest Arena	Cliff

## MAIN CHARACTERS

### FOX



#### SPECIFICATIONS:

Origin	Fire
Species	Exile
Composition Passive	Damage opponent
Counter Card	Tank
Weak against	Water
Strong against	Air
Strongest Arena	Hell

### HORSE



#### SPECIFICATIONS:

Origin	Earth
Species	Noble
Composition Passive	Get a reward even if loses
Counter Card	Pirate
Weak against	Air
Strong against	Water
Strongest Arena	Desert

### CROCODILE



#### SPECIFICATIONS:

Origin	Water
Species	Rebel
Composition Passive	Increase Damage
Counter Card	Steel
Weak against	Earth
Strong against	Fire
Strongest Arena	Sea

## MAIN CHARACTERS

### EAGLE



#### SPECIFICATIONS:

Origin	Air
Species	Cloud
Composition Passive	Untargetable for 1 second
Counter Card	Glacier
Weak against	Fire
Strong against	Earth
Strongest Arena	Cliff

### PENGUIN



#### SPECIFICATIONS:

Origin	Water
Species	Ocean
Composition Passive	Health Regenerate
Counter Card	Poison
Weak against	Earth
Strong against	Fire
Strongest Arena	Sea

### ELEPHANT



#### SPECIFICATIONS:

Origin	Guard
Species	Defense
Composition Passive	Ninja
Counter Card	Fire
Weak against	Earth
Strong against	Fire
Strongest Arena	Cliff

## MAIN CHARACTERS

### DOG



#### SPECIFICATIONS:

Origin	Earth
Species	Poisonous Claw
Composition Passive	Attack Speed
Counter Card	Desert
Weak against	Air
Strong against	Water
Strongest Arena	Desert

### MOUSE



#### SPECIFICATIONS:

Origin	Earth
Species	Yordle
Composition Passive	Dodge
Counter Card	Sniper
Weak against	Air
Strong against	Water
Strongest Arena	Desert

### KANGAROO



#### SPECIFICATIONS:

Origin	Fire
Species	Exile
Composition Passive	Damage opponent
Counter Card	Tank
Weak against	Water
Strong against	Air
Strongest Arena	Hell

## MAIN CHARACTERS

### COW

#### SPECIFICATIONS:



Origin	Earth
Species	Noble
Composition Passive	Gets a reward even if loses
Counter Card	Pirate
Weak against	Air
Strong against	Water
Strongest Arena	Desert

### TORTOISE

#### SPECIFICATIONS:



Origin	Water
Species	Rebel
Composition Passive	Increase Damage
Counter Card	Steel
Weak against	Earth
Strong against	Fire
Strongest Arena	Sea

### DUCK

#### SPECIFICATIONS:

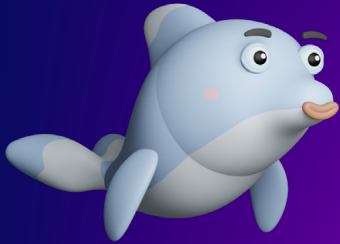


Origin	Water
Species	Cloud
Composition Passive	Untargetable for 1 second
Counter Card	Glacier
Weak against	Earth
Strong against	Fire
Strongest Arena	Sea



## MAIN CHARACTERS

### DOLPHIN



#### SPECIFICATIONS:

Origin	Water
Species	Ocean
Composition Passive	Health Regeneration
Counter Card	Glacier
Weak against	Earth
Strong against	Fire
Strongest Arena	Sea

### MONKEY



#### SPECIFICATIONS:

Origin	Fire
Species	Guard
Composition Passive	Increase Damage
Counter Card	Ninja
Weak against	Water
Strong against	Air
Strongest Arena	Hell

### CAT



#### SPECIFICATIONS:

Origin	Fire
Species	Poisonous Claw
Composition Passive	Attack Speed
Counter Card	Desert
Weak against	Water
Strong against	Air
Strongest Arena	Hell

## MAIN CHARACTERS

### DRAGON

#### SPECIFICATIONS:

Origin	Uranium
Species	Infinity
Composition Passive	it reverses the compositions, but the opposing opponent is 3 different if it has an origin, it reduces the damage bonus against them to 10%. even if there is only one uranium, 5% is superior to all of them in the team.
Counter Card	
Weak against	composition with 3 different origins
Strong against	Fire, Air, Water, Earth
Strongest Arena	Galactic

### UNICORN

#### SPECIFICATIONS:

Origin	Uranium
Species	Infinity
Composition Passive	it reverses the compositions, but the opposing opponent is 3 different if it has an origin, it reduces the damage bonus against them to 10%. even if there is only one uranium, 5% is superior to all of them in the team.
Counter Card	
Weak against	composition with 3 different origins
Strong against	Fire, Air, Water, Earth
Strongest Arena	Galactic

### DINOSAUR

#### SPECIFICATIONS:

Origin	Uranium
Species	Infinity
Composition Passive	it reverses the compositions, but the opposing opponent is 3 different if it has an origin, it reduces the damage bonus against them to 10%. even if there is only one uranium, 5% is superior to all of them in the team.
Counter Card	
Weak against	composition with 3 different origins
Strong against	Fire, Air, Water, Earth
Strongest Arena	Galactic

## MARKETPLACE

The Marketplace is the place where users can buy and sell their Characters, Gems, and Strategy cards. For each NFT purchase and sale transaction, the system receives a 2% commission and is also 4% paid to the NFT owner

## TOKEN DISTRIBUTION

- Token Sale
- Team and Advisor
- Community & Marketing
- Play to Earn
- Reserve
- Ecosystem
- User Incentive



TOKEN DISTRIBUTION	TOTAL	PERCENT	NOTES	INITIAL CIRCULATION PERCENTAGE
Private Sale	1,680,000,000	14%	Private Sale: 4% at TGE, 6 month cliff 20 month vesting	0.56%
Public Sale:	600,000,000	5%	Public Sale: 100% at TGE	5%
Ecosystem/ Treasury	3,600,000,000	30%	Ecosystem/Treasury: 2.5% at TGE, 72 month vesting	0.75%
Battle and Earn	3,960,000,000	33%	Battle&Earn: 5 month cliff, then 5% 72 month vesting	0%
Team	1,800,000,000	15%	Team:6 month cliff, 20 month vesting	0%
Advisors	360,000,000	3%	Advisors: 6 month cliff, 20 month vesting	0%



## TOKENOMICS

<b>SUPPLY</b>	<b>12,000,000,000</b>
<b>Private Sale:</b>	<b>14%</b>
<b>Public Sale:</b>	<b>5%</b>
<b>Ecosystem/Treasury:</b>	<b>30%</b>
<b>Battle and Earn:</b>	<b>33%</b>
<b>Team:</b>	<b>15%</b>
<b>Advisors:</b>	<b>3%</b>

### Definitions;

<b>MGE:</b>	<b>In-game Token</b>
<b>MUTA:</b>	<b>Governance Token</b>
<b>MGE</b> Unlimited. It is a game token that users earn by the abilities of their animals and the results they receive in battles.	
<b>MUTA</b>	<b>12,000,000,000</b>
<b>GOVERNANCE</b> According to the amount of MUTA players have staked; Character Upgrade In-game balances In-game prizes	
<b>STAKE &amp; EARN</b> MUTA stakers will also be able to benefit from special APY rates.	