CRYPTO DEADZ™

NECROTIC WARFARE

ZOMB PAPER

PART OF THE TALES OF THE CRYPTO LTD UNIVERSE

INDEX

INTRODUCTION

Tales of the Crypto and CryptoDeadz Necrotic Warfare are an undead NFT collection and game full of utility. From zombified celebrity portraits and bitrified zombies of all rarities, to building your very own corpses one body part at a time, you can live out your wildest undead nightmares. TotC discord features daily giveaways and competitions rewarding members in ZOMB (our native token), WAX, NFTs and more.

Be on the lookout for our rarest utility NFTS such as the Key To The Crypto & The Altar; granting exclusive drops, discounted packs and pre-release packs. Or the Dead Collectors; granting regular airdrops of exclusive extractor packs!

The first part of Necrotic Warfare is LIVE at totcgame.io. Once a day you scavenge for RADS, ZOMB, and maybe something a little.... Fleshy? Very soon (Q3), you will be able to utilise your Cryptodeadz series 2 characters to raid and collect some exclusive NFTs and tokens. Use your commanders to increase yield and elicit special effects. Equip your characters with faction specific weapons that increase your chances at rare drops!

OUR MISSION/VISION

At Tales of the Crypto, we value our collectors and we care about building the relationship that we have in our community and we want to reward that loyalty. We aim to provide a fun and worthwhile play to earn game and staking platform for all our collectors; both old and newcomers alike.

THE TEAM

MATT PICKERING

PULPOPISH

PROJECT MANAGER
CO-FOUNDER

MIKE TOBIN

BOONAHGRAPHIC

GRAPHIC DESIGNER
CO-FOUNDER

JHADED
TOKENOMICS + SUPPORT SPECIALIST

MOBZOMBAE
TOKENOMICS + SUPPORT SPECIALIST

DREADPIRATE
COMMUNITY SPECIALIST

HUMUS
COLLAB AND COMP COORDINATOR

JEFF
MODERATOR

SLICKSHEEP
SMART CONTRACT / BLOCKCHAIN DEVELOPER

BEFORE THE APOCALYPSE

The world is different now; ruined and ruinous. In this era three factions are at war. How did they get here? It all began with breakfast... Some mushrooms, butter, a little salt and pepper, organic toasted sourdough: some guy (feeling smug that he'd foraged his breakfast from a damp grass verge) ... and a mycovirus. He'd picked mushrooms from the same ring before, and truth be told there was nothing different about that day, except what came next. Just as the first plant viruses jumped to fungi, the L30 virus (so called because of the district it was first documented), had made the jump to this guy, and from him? Let's just say, L30 was aggressive, efficient, beautiful, and terrible. Patients initially presented with fever, swollen lymph nodes, a cough, shortly after they'd manifest bursting pustules and haemorrhagic fever: death typically came 3-5 days after the onset of symptoms.

The disease spread rapidly through human settlements. Once refrigerated trucks spilled corpses out onto the streets, health and funeral services collapsed in a matter of weeks, the bodies were stacked several deep in population centres. Those who were symptom free escaped to new colonies, with strict quarantine protocols. The stench of decomposition was everywhere, humanity was already on its knees, then the corpses started to twitch and stir. Resisting their semi-ordered repose, convulsing: they awoke, clambering over each other, and they were so very hungry. There was an understandable reluctance to call them zombies at first, "L30s" was deemed a more acceptable term, but there was no denying what they were, and what they were not any longer.

Scientists frantically searched for a cure, and to their credit, they found it. Mirroring the efficiency of their viral adversary, the treatment not only granted immunity, but was even capable of reversing symptoms if administered before too much cell damage had occurred in the subject.

It was early in this new era that the remaining humans began calling themselves the Hunters (aggression begetting aggression). While many took to the streets "neutralizing" the L30s, research continued for a cure that would work later in the L30 transformation cycle, but it was largely illusive. Then it came to pass that, in primate trials, a significant recovery rate was achieved. Rapid inoculation of 1000s of packs of wild roaming zombie hoards using gas canister release traps followed. Countless resources were utilised but the effect was not the same in L30s of human origin as it was on their primate counterparts. Seventy-five percent of the zombies were converted, but not to their pre-exposure condition.

They had become something else, something unprecedented: the Reborn. Intelligent, agile, but plagued with amnesia, when the Reborn approached humans, they were instantly shunned and regarded as monstrosities. Escaping en-masse, naturally drawn to others of their kind, the Reborn began to build for themselves, surviving in a world they didn't understand. Not only were they superficially different, uncannily so, but they had evolved an extra gland in their brains that appeared to be the physiological source of acute abilities never observed in humanoids before.

The mushrooms themselves proliferated wherever life was present, driven by the virus. The virus caused the fungi cells to emit radiation (RADS), sometimes appearing luminescent in the right conditions. Other species of fungi also became vectors. The Hunters, the Reborn and the Zombies battled violently for supremacy, for their survival, arguably even for peace, but they seemed unable to find the means to coexist due to a shared compulsion which demanded they obtain ever more L30 fungi. Despite the fungi being responsible for the destruction of civilisation, it was also powerfully useful, and for some, addictive.

Zombies would be subconsciously drawn to the fungus; hordes would be found huddled in fungal grottos. They didn't understand the spores' properties of course, but nevertheless it directly halted the necrosis of their bodies. The Hunters gained an energy source for their new settlements, and their weaponry. The Reborn were truly remarkable though, gaining not only sustenance from the mushrooms, but an enhancement of their unique abilities. With enough L30 fungus, they could compete with the Hunters in warfare and destroy the Zombies when necessary.

SOCIAL

TALES OF THE CRYPTO

HTTP://TOTCGAME.IO/   HTTPS://WWW.TALESOFTHECRYPTO.CO/

DISCORD

HTTPS://DISCORD.GG/TOTC

ATOMICHUB

HTTPS://WAX.ATOMICHUB.IO/MARKET?COLLECTION_NAME=TALESOFCRYPT

twitter

HTTPS://TWITTER.COM/TALESOTCRYPTO

twitch

HTTPS://WWW.TWITCH.TV/TALES_OF_THE_CRYPTO

linktree

HTTPS://LINKTR.EE/TALESOFTHECRYPTO

ROAD MAP

APRIL 2021
GENESIS
- Whitelisted on Atomic Hub
- Release of Zombies series 1

MAY 2021
THE OUTBREAK
- Release of Build-a-Body and Still Deaths

JUNE 2021
THE SPREAD
- Release of Zombies Series 2 and CryptoDeadz Series 1
- Became available on Tokenhead
- Partnered with WaxArena

JULY 2021
THE MUTATION
- Beacon Redemptions and The Altar Blend
- Key to the Crypto (Membership NFT)
- Official creator in Immersys

AUGUST 2021
THE DESOLATION
- ZOMB released on Alcor
- 'Build-a-Body' Packs Released

SEPTEMBER 2021
THE SEPERATION
- 'Still Deaths' (series 2) Pack released
- 'CryptoDeadz: Dead Horror' Series Released
- 'The Zombie Gods' Released

OCTOBER 2021
THE NEW WORLD
- Partnered with NFT Battle Miners
- Partnered with Warsaken

NOVEMBER 2021
ADVERSITY
- '7 Princes of Hell' Released
- Twitter and Discord Competitions

DECEMBER 2021
NECROTIC WARFARE
- **RADS STAKING** begins (TOTC NFTs)

Q1 2022
THE FUTURE
EXTRACTOR PACKS RELEASED
CHARACTER PACKS RELEASED
STORE GOES LIVE

Q2 2022
AND WE'RE (A)LIVE
CDZ:NW - SCAVENGING GOES LIVE
COMMANDERS DROP
INCUBATORS [PHASE: 1]

ROAD MAP (CONT)

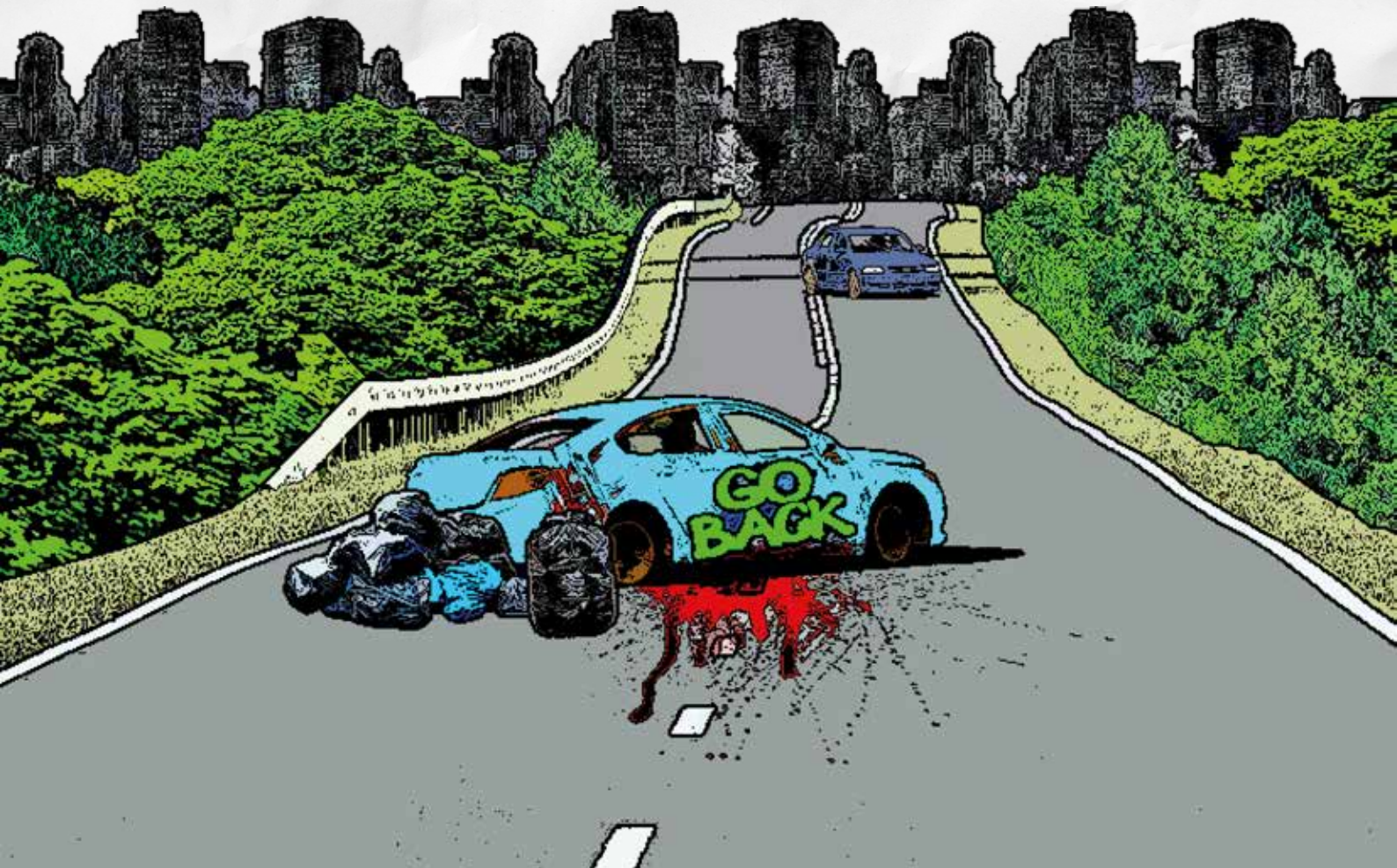## Q3 2022
THE RE-GROWTH
CDZ:NW - RAIDING GOES LIVE
WEAPONS GO LIVE
LANDS GOES LIVE
THE SURGEON DROP

Roadmap subject to change. Dates are approximate.

GAMEPLAY

There are 3 factions: the Reborn, the Hunters, and the Zombies; each faction has a bonus advantage against 1 of the other 2 in a rock paper scissors manner: **Hunter > Reborn > Zombie > Hunter**.

Stake your Tales of the Crypto and Necrotic Warfare NFT's to passively earn RADS straight from your wallet!

Once a day Scavenge around your home base for RADS and the rare ZOMB. and and maybe even a fleshy egg to incubate into a companion?

As many times as you want you may Raid other factions lands for ZOMB.

You will select a character and send it on raids, the first raid is free but any subsequent raid will cost RADS at an increasing cost per day (this cost will reset every 24 hours at 00:00 UTC for every player)

Once you aquire weapons you will be able to equip your characters and go on increasingly more difficult raids that have much higher rewards including Special NFTS and perhaps you may even rescue a faction boss!

Every player starts with one raid slot unlocked and can buy more with ZOMB if they so choose.

The more RADS you make every day the more RAIDS you can go on to earn ZOMB and other items.

Characters – Are required to raid.

Weapons – Allow you to collect NFTS and will be used in future PVP. The weapons are faction specific.

Commanders – Fixed for their own factions and used to increase overall yield with the exception of the oracle who can be selected by all factions.

Companions – Decrease recovery time between raids.

Lands – actively earn ZOMB And NFTs; passively land OWNERS will earn a percentage of all pooled ZOMB to their wallet.

RARITY

Character rarity will determine the amount of ZOMB and other supplies brought back from raiding.

Weapon rarity will determine the chance to bring back NFTs including other weapons, characters, and commanders (VERY RARE).

Companion rarity will affect raid cooldown; the rarer the companion the greater the reduction between raid times.

Rarer lands will yield better results

LOOKING FORWARD

Once raiding is released more functionality will be added over time, including: equiping weapons and other equipment to have a chance to bring back more supplies and PvP. Players will be able to choose their co-ordinates on a dynamic map system and build up their strongholds.

GAME SHOP
THE STORE IS NOW LIVE!

ZOMB will be used in the shop to buy character upgrade packs, character packs, and equipment packs which include NFT's that are blendable up to the maximum rarity through NEFTY.

Players can ALREADY purchase extractor packs and raffle tickets using RADS in the store.

Coming soon: purchase premium NFTs with ZOMB and RADS. Did somebody say Incubators phase 2?

As well as our main webpage, we also have advertisement space within our virtual store! Inquire on Discord for more information.

TOKENOMICS

Earn RADS passively through owning Tales of the Crypto or Necrotic Warfare NFT's. Earn ZOMB through actively playing the game.

Both tokens will be used in-game, examples of in-game use include buying additional raid slots, buying characters and equipment in the game shop, buying buffs, blending NFT's to increase rarity. Later both tokens will be needed for pvp and future game modes will require RADS to play.

PACK SALES

Past sales and current planned sales for the game include;

EXTRACTOR PACKS:

These packs will came in 4 sizes and the 1st sale was for
our early adopters to give our long-time holders a chance to buy before staking packs are offered in the open market sales.

-Whitelist Token Drop December 29th at 20:30 UTC:
To be eligible for this drop you must have owned at least one Tales of the Crypto NFT, 500 were dropped for 1 wax a piece. This token was needed for the sale on the6th and to be used for whitelisting going forward for other pack sales as well.

- Legacy December 29th at 20:00 UTC:
Eligibility for this sale was: you MUST EITHER own a Key to the Crypto, own The Altar, OR be Walker Rank (level 10) in our Discord this guaranteed you the chance to buy at least one of each pack, or two of each if you owned a Key to the Crypto, it lasted 24 hours with one claim per account. Meeting more than one requirement will not get you multiple claims.

- Whitelist Token Extractor Sale January 6th at 20:00 UTC:
You MUST have owned the New Whitelist Token NFT OR be part of the above list to have been eligible for this sale. It lasted 12 hours with a 3 hour cool-down on claim time. We snapshotted the whitelist token holders on January 5th at 2000 UTC and then checked each account for suspicious activity.

- Public January 7th at 20:00 UTC:
Everyone had access to this sale no matter who you are or what you own. These packs are now available to purchase in our game store using RADS.

CHARACTER PACKS:

Character Packs dropped on the 19th of February at 20:00 UTC for Key to the Crypto Holders before the whitelist drop was added and opened at 20:30 for full price for Key to the Crypto, The Altar, and The Whitelist Token 1 Holders. At 21:30 the drop was opened up to the public for any remaining packs. The sale will remain open until RAIDing is released in Q3.

Packs contained the following:

Giblet Pack: 1000 total - 5 NFT's inside for **75 WAX**

Chunky Pack: 500 total - 15 NFT's inside for **300 WAX**

Only 475 of the Chunky Packs were listed for sale, the last 25 are designated to moderators and team members and to use for giveaways and competitions. These packs will never be minted again and represent the best chance at getting higher rarity characters. After these packs are opened the Game Shop will contain Starter Packs with a very high chance at obtaining common characters and very very low chance at any other rarity, these packs will be available for ZOMB which you can get by raiding.

RADS PROFIT

RADS Bank Note that is worth .04% of the total RADS profit spent on Raiding and in the Game Shop. This NFT will be blendable up to a current maximum rarity of .2% of the total RADS profit spent on Raiding and in the Game Shop. Holders of the .04% NFT will be distributed their % on stream for transparency purposes until there is an automated system to distribute RADS to Bank Note Holders.

Tales of the Crypto's intent is for 20% of the RADS spent in Raiding and in the Game Shop to go to holders of Profit Share NFTs after they are fully upgraded. If that goal of 20% is not reached (assuming each RADS Bank Note were to be fully upgraded) then final numbers on the Bank Note Blends may be changed to reach that goal. Until there is 20% of the profit being shared any remaining bal- ance from the 20% will be burnt and not recyled back into the pool.

With every raid after the first players will pay an increasing RADS cost per raid.

This cost will be divided in the following way:

- 20% will go to the holders of the RADS Bank Note NFT which drops from Character packs (see Below for Details)

- 10% will go to charity to be voted on by the users every month

- 20% will go to the development wallet to be used to pay outside devs when/if needed or will be put back into the game in other ways

- 10% will be kept for giveaways and advertisement costs

- 30% will be kept and used for team salaries, if needed a portion of this will also go to development costs our first priority is taking the project forward.

- 10% will be burned

RADS BANK NOTE

Inside the Chunky and Giblet Character Packs there is a chance of obtaining the RADS Bank Note! .04% of the total RADS profit spent by players on Raiding and in the Game Shop will be returned regularly to HODLers of this NFT. This NFT will be blendable up to a current maximum rarity of .2% of the total RADS profit spent on Raiding and in the Game Shop. Holders of the .04% NFT will be distributed their % on stream for transparency purposes until there is an automated system to distribute RADS to Bank Note Holders.
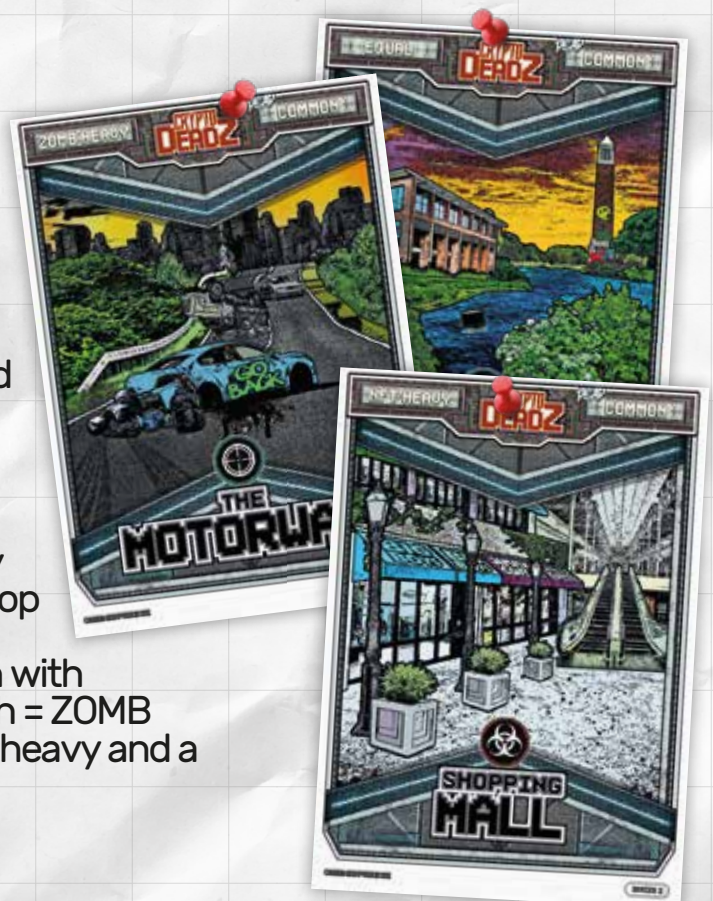
INCUBATOR PACKS:

These packs included 1 Standard or 1 Special Incubator When blended with a Fleshy Egg, a special Fungal based lifeform is born. This lifeform can be used as a companion to your character when raiding; decreasing time between raids. Pack Chances were - 80% chance at Standard Incubator and 20% Chance at Special Incubator - With an extra slot with 1% chance at **THE MOULD!**

LAND PACKS:

- Lands come in various Rarities common, uncommon, rare, epic, legendary, mythic

- Which ones you RAID on will be randomised based on your choice of NFT heavy/zomb heavy/equal split

- ZOMB will be pooled and split between land hodlers, with those holding higher rarity lands getting a higher amount per regular drop

- There will be a total of 160 lands per faction with specific lands for specific factions. E.g. Beach = ZOMB heavy and a zombie land // OR // Lab = NFT heavy and a reborn land.

- mutable attributes will be added for users to choose coordinates in the future to place their lands with added utility to follow

- Packs will drop in 3 different rarities

WEAPON PACK:

Weapon packs will be release shortly after RAID release and will include weapons for all 3 factions. Weapons are faction specific and can only be used by characters that share a faction with the weapon. The only exception to this rule is The Mould.

Weapon pack information will be dropped shortly after The Land sale goes live!

COMPANIONS:

Companions can be found by blending a Fleshy Egg (found in scavenging) with an incubator.

These Companions will drop in phases with the first Phase having already happened in Q2; The Mushies!

Companions directly affect the time between raids. They will decrease the time between raids, allowing for more raids over time. The rarer the companion, the quicker the time between raids! Not only this but Companions will also have a direct role in future PVP.

Different Phases of companions will give different types. The Mushies (first wave) were fungal with the next phase being announced soon!

SCAVENGING

Once a day, players can scavenge for an amount RADS and/or ZOMB. Once in a while players may stumble across a Fleshy Egg which they can blend with an incubator in return for a companion (see companion section) In order to scavenge players must whitelist in our discord!

SEASONAL GAMEPLAY

In due course we will add seasonal game play, separate from base game play, where each season has its own rules and winners will be given different prizes for each season. More information to come.

STAKING

All Tales of the Crypto NFTs, with the exception of promotional NFTs and unopened packs, will be added to the in-wallet staking platform. The only stakable CDZ nfts are the extractors.

For staking values, see Appendix 1

BLENDING

Characters will be blendable up from Common to Epic using a Token found in the game shop that will cost RADS, each blend will have an increasing cost to go to the next rarity level but each rarity has a higher ZOMB rate per Raid.

The RADS Bank Note will also be blendable from .04% to .08% using one of each of the 33 Common Characters. Then you can blend from .08% up to .12% using one of each of the Uncommon Characters. From .12% to .16% using one of each of the Rare Characters and finally from .16% to .2% using one of each of the Epic Characters. The final numbers on each NFT other than the .04% are subject to change up until the blend is created to meet our goal of 20% profit share if every RADS Bank Note is upgraded.

NB   Drops   Market   My NFTs   My Packs   **Blends**

COMMANDERS

On February 28th there was a SnapShot taken for the top RADS Holders and leader board. At that time the top Holder of RADS was asked if they would like to be made into a Commander NFT (and thus give us a picture of themselves) This player accepted and was made into the super rare - The Oracle. This Commander will be usable by all 3 factions and will be given out to anyone who held 10mil RADS or more at the time of the previous Snapshot on the 28th of February. This was the ONLY way to get this commander. During this same time any one who held 5mil or more RADS were snapshot to receive one of three faction specific Commanders randomly. These Commanders were made in collaboration with other projects:

1. SIXPM SOFTWARE AND TAG
2. ULTRA RARE
3. BURST OF ENERGY (ATOMIKINGS)

These three commanders were airdropped in May 2022. These commanders will also be NFT's available in-game at a very low drop chance once you equip a weapon to your character. Holding 5mil or more RADS or getting one to drop in-game will be the only way to get these Commanders, they will not be for sale from CryptodeadzNW nor Tales of the Crypto. Commanders will give specific buffs to percent chance to win when raiding and a small multiplier to the ZOMB brought back when raiding.

HODL AND LP REWARDS

Owning 1% or more of the LP for each pair will continue to give rewards over time. Reward pairs include WAXZOMB, WAXRADS, and ZOMBRADS.

We will also be providing more specific rewards for holding and keeping RADS until game play is released.

THE ORACLE — HUNTERMAN — CREEPO — THE COUNCIL

1   2   3

FAQS

What will the total available number and rarity of extractor packs be?

Promotional - Unlimited for $0.25 USD 1 NFT 98% promo, 1.9% common, .09% uncommon, .009 rare, .0009 epic, .0001 legendary

Small - 5,000 for $10.00 USD 3 NFT 85% Common, 8.9% Uncommon, 5% Rare, 1% Epic, .099% Legendary .001% Mythic

Large - 1,250 for $50.00 USD 10 NFT 50% Common, 20% Uncommon, 15% Rare, 10% Epic, 4.999% Legendary .001% Mythic

Super - 750 for $150.00 USD 15 NFT 75% Rare, 15% Epic, 9.99% Legendary, .01% Mythic

The RADS/Day for Each NFT will be as follows
Promo: 5
Common: 25
Uncommon: 100
Rare: 500
Epic: 2000
Legendary: 5000
Mythic: 25000

DISCLAIMER

This is a living document and will be updated regularly. Whenever new information is made available or any items herein are changed, we will upload and notify the community. This document is not exhaustive and it is not final in the information presented.

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APPENDIX 1

Excluded Matty the Banano Zombie promo, Tales of the Crypto- Card Backer promo, Tales of the Crypto Spinner promo, Tales of the Crypto COMING SOON, Unopened PACKS, whitelist token, raffle tickets, zombcoinswaps.

[RADS PER DAY]

Zombies:
Benedict - 5000
Angus the Doge Zombie - 5
Matty the Epic Banano Zombie - 150
Hila the Spinning Icons Zombie - 5
Jitsu the CryptoJitsu Zombie - 5
Mikey the TLM Zombie - 5
Angus the Epic Doge Zombie - 150
Franky the Cyberpuppy Zombie - 5
Old Ken the May 4th Zombie - 150
Albert the CryptomonKeys Zombie - 5
Rusty the Red Panda Zombie - 5
Duncan the Teatro Pomodoro Zombie - 5
Butters the Milk and Butter token Zombie - 5
Liam the Cake Zombie 5

Buildabody:
Patches Parts - 5
Patches Body - 100
Stitches Parts - 5
Stitches Body - 100

Still Deaths Season 1:
1000

Key to the Crypto:
15000

Zombheroes:
Common - 5
Uncommon - 10
Rare - 20
Epic - 250
Legendary - 1000

CryptoHorror:
1000

Heirloom:
5000

Build a Body Season 2:
Common Parts - 5
Uncommon Parts - 25
Rare Parts - 50
Epic Parts - 250
Common Corpse - 100
Uncommon Corpse - 500
Rare Corpse - 1000
Epic Corpse - 2500
The Surgeon - 15000

Crypto Deadz Season 1:
Common - 5
Uncommon - 15
Rare - 25
Epic - 50
Dead Blend - 75
Dead Unique - 150
Dead Boss - 250
Dead Special - 250
Dead Fusion - 500
Dead Rotton - 1000
Dead Gaseous - 3000
Dead Ultimate - 15000

Zombies 2:
Common - 5
Uncommon - 100
Rare - 250
Epic - 1000
Undisputed - 500 RADS
Legendary - 2500
Mythic - 8000

Still Deaths Season 2:
Common - 25
Uncommon - 100
Rare - 250
Epic - 1000
Legendary - 2500
Mythic - 10000

ZOMB ON A STAKE:
10000

ZOMB HOLIDAYS:
Santa Parts - 5
Bunny Parts - 10
Santa - 500
Bunny - 500
Krampus - 9000
Eostre - 9000

Cryptohorror 2:
Dead Horror - 1000
Dead Collector Neffers - 500

Collabs:
RADS Fiend - 7500

Crypto Deadz S2: Extractors
Promo - 5
Common - 25
Uncommon - 100
Rare - 500
Epic - 2500
Legend - 8000
Mythic - 25000

Zomics:
Common - 100
Uncommon - 500
rare - 1000
Epic - 3000

Crypto horrors series 3
1000 RADS

Zomb on a Stake series 2
2000 RADS

Still Deaths series 3
common - 20 RADS
mythic - 10,000 RADS

Torso Tshirts
10,000 RADS