

EQDINOX

Official
Whitepaper

TABLE OF CONTENTS

Executive summary	3
Gameplay	4
Battling	5
Player vs Environment	6
Shop & Marketplace	7
EQX token.....	8
Team	9
Roadmap.....	10
Disclaimer	11

EXECUTIVE SUMMARY

About Equinox

Equinox is a trading card game where players collect heroic cards to trade, duel, or team up with other players, with the ultimate goal of earning while playing by protecting Yggdrasil from demons. The game is built on the Binance Smart Chain (BSC) to provide players with verifiable digital ownership and provide players with means to earn items that actually matter.

While usual card games only offer players to sell the duplicate/unwanted cards for scrape currencies back to the game, playing equinox will feel like utterly fair as players are able to trade cards between players to obtain the full value of the card.

EQX token is designed to be the core currency of Equinox, fueling the ecosystem that empower players to earn and sell Non-Fungible Tokens (NFTs).

What makes us different?

Play to earn

The ability to earn tangible rewards such as NFTs and EQX serves as the crucial ingredient to supercharge our future growth, this serves as a catalyst for competitive play and stimulating engagement.

EQX Economy

EQX are used by players to purchase new card pack, trade with other players, and earn staking rewards. EQX is designed to be the core of a sustainable ecosystem where players have the economic freedom to earn from and contribute to the economy.

True digital ownership

Equinox entrusts the real ownership for in-game items to the players completely, this is done by turning the items into NFTs. Players gain the right to sell their items for real money, use them in Equinox world, and even embed them in third-party games and tools.

Giant community on our back

With sales of NFTs surging to \$2.5billion by just the first half of 2021, we and our investing partners strongly believes that NFTs will be the future of digital currencies. Despite only being in the development phase, the game has over 15,000 players already claimed/purchased EQX tokens waiting to join the game.

Gameplay

Demons from The Black Sanctum have planted a seed in the earth Yggdrasil, growing into an enormous Tree of Yggdrasil, allowing them to descend into Yggdrasil in attempt for conquest. Its up to the Heroes of Yggdrasil to stop them!

Equinox is a free-to-play trading card game where players compete in epic duels using fantasy cards. The game focuses on competitive play, which means players must strategically outsmart their opponents by forming teams that are able to combat a wide variety of tactics and give them an advantage while ascending the Tree of Yggdrasil.

World of Yggdrasil

The world of Yggdrasil is divided into 4 regions with 4 unique class assigned to each region, with that region ruled by the king of that class.

Haddersfield – land of Warriors

Arcton – land of Mages

Ecrin – land of Rangers

Hythe – land of Assassins

NFT trading cards

Cards can be purchased at various shops from these regions for players to acquire cards that are unique to that specific region.

Each region consists of unique cards of different tiers, the higher the rarity, the stronger the card.

Common – 250 copies of each card

Rare – 150 copies of each card

Epic – 50 copies of each card

Legendary – 10 copies of each card

Mythic – 1 copy of each card

Cards are the main source of fun in Equinox and every card is unique and powerful in their own way. Many cards have their own abilities, providing for some interesting effects when played. Each card also comes with their own artwork, voice, and animations, designed meticulously by the Equinox development team. Multiple cards can be combined for powerful effects and wacky combinations, allowing the player to experiment with cards and decks to their heart's content.

Battling

Each Equinox match is a 1vs1 battle between two opponents. Gameplay in Equinox is turn-based, with players taking turns to play cards from their hand to cast powerful spells, equip mighty weapons, or summon vicious minions to do battle on their behalf. The game may be played between two human players, or one human and an AI computer opponent.

At the start of each turn, the player draws a new card from their deck - a collection of 25 cards selected before battle. A deck can be formed with 25 cards with an optional option to equip a Hero(legendary/mythic) tier card.

During their turn, each player can choose to play any of their cards, command their card on board to attack targets, or even have their hero attack directly if they have a Hero card equipped. However, most actions require the player to spend mana, and this limitation forces players to strategically plan out their moves. Each player starts the game with 1 Mana Crystal, and gains one more at the start of each turn until they reach the maximum of 10 Mana Crystals. All of a player's mana regenerates at the beginning of their turn (all their Mana Crystals become 'filled'). Unspent mana remaining at the end of the turn does not carry over to the next. The larger mana pools in later rounds allow players to play increasingly expensive cards, opening the game up to more impressive moves and powerful abilities.

In theory the objective of a game of Equinox is simple: reduce the enemy hero's health to zero before they can do so to you. However, the game features multiple strategic elements which require mastery before one can be successful at competitive levels of play. The control of minions, the assignment of strategic importance to various targets, complex card synergies and interactions, as well as the unpredictability of the randomly selected cards drawn each round, combine to create a complex game where the best plays are not always obvious.

Player VS Environment

Ascending the Tree of Yggdrasil

The PvE aspect of Equinox is where the element of playing to earn really shines. Players can ascend the Tree of Yggdrasil to defeat enemies and be handsomely rewarded with EQX tokens, which can be used to purchase booster packs from the Shop, or trade with players in the Marketplace directly.

Tree of Yggdrasil consist of 300 unique battles, starting from the lowest floor with weakest enemy, to the top level where Satan awaits at the top of the tree, the entrance of the black sanctum. Each battle won will award players with a 1-time rewards consisting of cards and/or EQX tokens.

Quests

Quests are the main ways in which players can earn XP to progress the Rewards Track. Quests are divided into daily quests, weekly quests and one-time quests. They require completing certain objectives, such as winning games with a certain class or dealing a certain amount of damage to enemy, earning the player substantial rewards upon completion. Players are awarded a new daily quest each day, up to a maximum of three active quests.

Shop & Marketplace

Shop

There are currently 4 shops, 1 at each region, selling a total of 4 different booster packs containing 10 cards of a specific class (warrior/mage/ranger/assassin).

Each pack at the shop will cost player 100 EQX tokens, containing cards with the probability of obtaining each rarity below

Common \approx 54%

Rare \approx 35%

Epic \approx 10%

Legendary \approx 1%

Mythic \approx $>0.5\%$

Note: The rate is rounded up. Therefore, the exact sum may not be 100%

Marketplace

The marketplace is where players may list their cards up for sale, or buy a card directly from another player instead of obtaining it from the game.

The aim of the marketplace is to revolutionize trading card games and be ahead of all other games in the current market. Trading card games does not usually allow players to trade between players as it will drastically bring down their profit margin, due to players being able to purchase a specific card from another player instead of gambling for it through the means of a booster pack. These unfairness of previous trading card games are what the Equinox team aims to remove from the game.

Players may list up to 10 cards for sale at a time, with the price completely decided by the player himself/herself. Cards listed for sale on the marketplace CANNOT be used in battle until unlisted.

EQX token

Equinox token (EQX) are BinanceSmartChain governance token for the Equinox game. EQX holders will be able to claim rewards if they stake their tokens, or play the game.

We envision using the play to earn portion of the issuance to reward key behaviors within our ecosystem such as:

- Progressing through the game by ascending the Tree of Yggdrasil
- Winning tournaments.
- Using the Equinox marketplace to sell rare cards acquired from booster packs.
- Using future Equinox products that haven't been announced yet.

Why Play to Earn?

A game need players. By simply playing the game, community members are adding value to the network and should be rewarded. It's simple, but revolutionary. We're looking for missionaries to align incentives with as we change the gaming world forever.

Staking

Staking is a way for us to reward our community members for having a long-term mindset and locking up their EQX tokens. By staking your EQX you'll be able to earn EQX rewards when you lock up your tokens through the staking dashboard.

Airdrop and token sale

Total supply 1,000,000,000EQX

Airdrop: 50EQX

Presale price: 10000EQX per BNB

Listing Price: 5000EQX per BNB

Team

Equinox is being developed by Equinox Interactive which is a technology-focused game studio founded in early 2019.

The team consists of 22 full-time employees. The founding team consists of the following individuals:

CEO – Wilson Fernandez

Wilson makes all key decisions from product to marketing and leads the company. At the age of 21, Wilson co-founded MTGA and led it from its troubled first playable release to a genre favourite that generated over \$120M in revenue in its first year. Spending his career pushing the boundaries of technology, from early pioneering in 3d character setup and design, to laying the groundwork for massive multiplayer games, he moved across the globe and founded Equinox Interactive to continue to break new ground by building game economies that benefit both game creators and game communities alike in the NFT space.

COO – Sasha April

Sasha is a veteran in gaming industry with more than 15 years of experience. She has worked on many licensed titles such as Harry Potter, Spongebob Squarepants and Cars. She was on development team for these titles that sold more than 1 million copies worldwide.

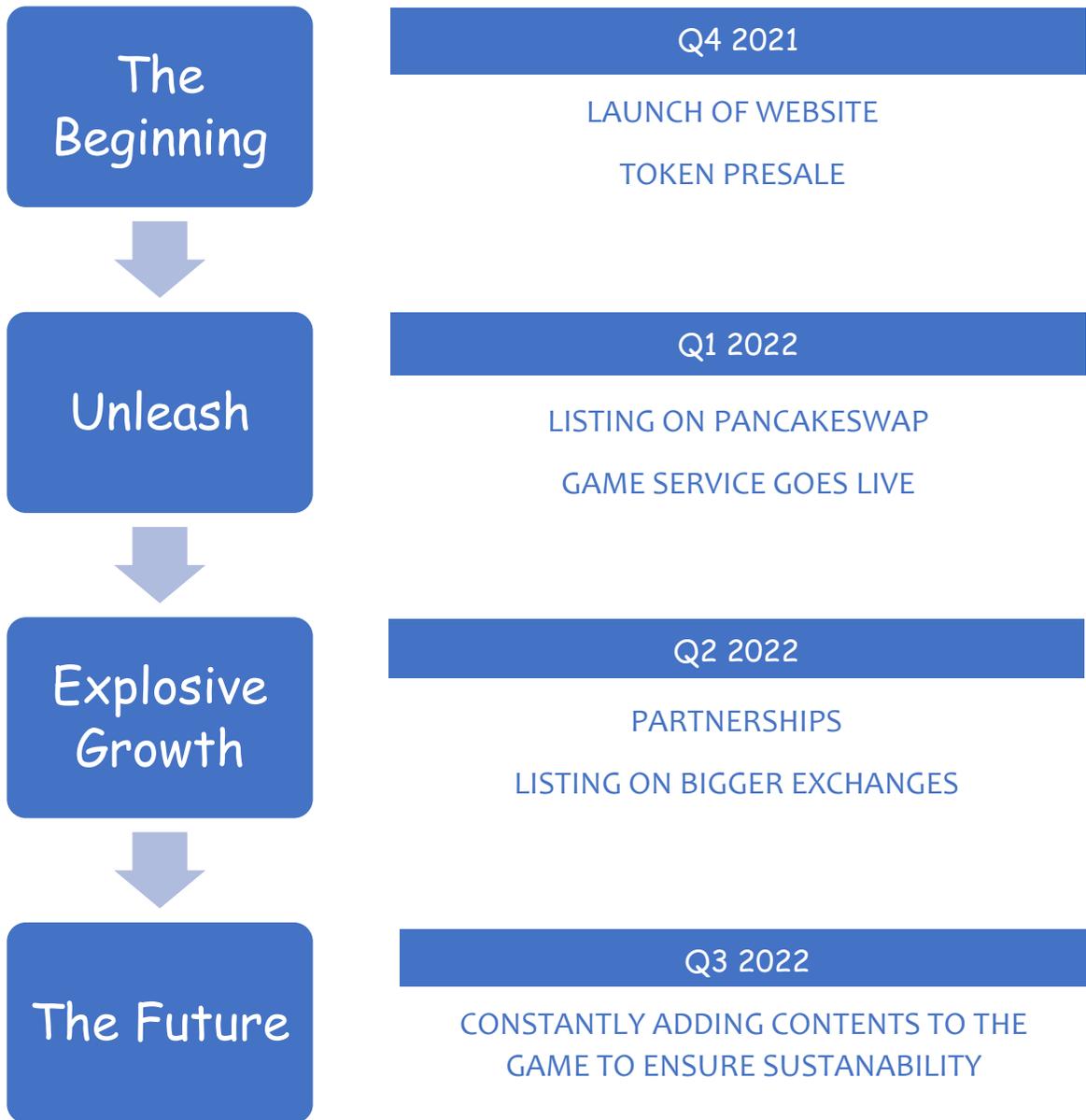
Art Director and Game Designer – Zack Paterson

Zack has extensive experience Art Directing games in Europe, America, and Asia, and has been focused on delivering world class game art for multiple triple-A titles for over 20 years. His experience includes studios such as EA, and Wargaming, where he worked on games spanning console, PC, and mobile.

Community Manager/Growth Lead – Nick Maylas

Nick brings with him a deep understanding of the crypto ecosystem and blockchain development. He's been building the core technology that governs the BSC network for over 4 years and previous to that helped to bring blockchain Dapps (Decentralized applications) to mainstream consumers. As a passionate gamer he brings together his technical expertise to overcome the technical divide between crypto concepts and traditional game mechanism that players have grown to learn and love.

Roadmap



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