

Wizardry
○○○○○BC○○○○○

ETERNAL CRYPT

WHITE PAPER



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01 | About the Project

1.1 | Overview

Eternal Crypt - Wizardry BC - is an ambitious Web3 project that combines the renowned "Wizardry" IP, a pioneering blockchain game in the gaming industry, and a content-media mix rollout with a co-creative approach. This project originates from the game IP and aims to position the blockchain game at the center of the economic sphere. By realizing a media mix rollout and community enhancement as IP content, it seeks to connect the game economy with external revenue streams, thereby enabling continuous growth of a unique economic sphere supported by blockchain technology.

In this project, the \$BC token will be utilized not only for its utility within the blockchain game Eternal Crypt - Wizardry BC but also to integrate various projects and products related to the Wizardry IP, expanding the user experience and community. Beyond in-game transactions and asset acquisition, the \$BC token's utility will be realized in the long-term roadmap's media mix rollout of Eternal Crypt - Wizardry BC, as well as through integration with other Wizardry IP projects and related services, thereby expanding its utility and aiming to increase the value of the economic sphere. Consequently, users will have the opportunity to enjoy a diverse range of entertainment experiences and services across the entire Wizardry IP, transcending a single game.

In this way, Eternal Crypt - Wizardry BC aims to further nurture the Wizardry IP by leveraging blockchain technology, utilizing tokens and NFTs, and embracing the co-creative potential of Web3 communities. The ultimate goal is to create a world where the Wizardry game title is loved by people around the world and its content is continuously provided, even 100 years from now.

1.2 | The History and Recent Developments of Wizardry



"Wizardry" is a computer RPG released in America in 1981. Elements such as party formation, dungeon exploration, monster battles, and character growth had a significant influence on various RPGs that followed, establishing Wizardry as one of the progenitors of the genre. To this day, numerous sequels have been released, and novels based on the Wizardry series have been published, transcending the boundaries of just a game. Even more than 40 years after its initial release, Wizardry remains a timeless masterpiece with a strong global following.

Drecom Co., Ltd., one of the participating companies in this project, acquired the copyrights for "Wizardry 6," "Wizardry 7," "Wizardry 8," and "Wizardry Gold" from the Wizardry series, as well as the domestic and international trademarks for "Wizardry" in 2020.

For this project, Drecom Co., Ltd. is not only providing the Wizardry IP license but also pursuing multiple new projects utilizing the Wizardry IP. This includes developing "Wizardry Variants Daphne," a brand-new 3D dungeon RPG for smartphones in the Wizardry series, and publishing the dark fantasy novel "Blade & Bastard: The Ashes are Warm, and the Labyrinth is Dim," which draws inspiration from the Wizardry universe.



02 | New possibilities of game IP × Web3

2.1 | Realizing an IP economic sphere by leveraging NFTs and tokens centered on a game IP

Blockchain, NFTs, and decentralized applications have been highly anticipated use cases for gaming since their inception. While the blockchain gaming market has witnessed growth, with various game projects emerging and attracting many users, there is still a lack of a true benchmark success story.

Traditional blockchain games have faced challenges such as excessive NFT supply, accelerating token issuance, and gameplay that resembles DeFi products more than games. These factors have led to NFT price inflation, token oversupply beyond the game's scale, market crashes, and user abandonment, raising sustainability concerns for blockchain games and their token economies.

This project aims to address these challenges and go beyond just the token economy of games. It seeks to secure external revenue streams, expand token utility beyond a single game to a wider range of IP-related offerings, and grow the user community. The goal is to create a sustainable IP economic sphere by leveraging NFTs and tokens, originating from a game IP.

2.2 | About Eternal Crypt - Wizardry BC -



2.2.1 | Overview

Eternal Crypt - Wizardry BC is an ambitious game title that blends the renowned "Wizardry" IP with a pioneering blockchain game in the gaming industry.

Prioritizing usability while considering the nature of blockchain games, we have boldly adapted the game model from the classic dungeon RPG genre to a cookie-clicker style, while still utilizing dungeons as the setting. Though we have made this daring structural change, the addictive gameplay is firmly maintained, and the strategic party formation aspect clearly inherits the Wizardry bloodline. The result is a simple yet profoundly deep gaming experience befitting of the Wizardry name - a new-generation blockchain game that players can enjoy endlessly.

Players take on the role of a Guild Master, tasked with assembling an optimal party of adventurers to overcome foes obstructing their path and delve deeper into the dungeons, all in pursuit of the limited treasures known as "Blood Crystal."

Uniquely, the game allows players to engage as Guild Masters without initially purchasing any adventurer or game asset NFTs. However, to acquire Blood Crystals, players must meet certain conditions, such as forming a party with owned adventurer NFTs and progressing further into the dungeons than their previous deepest point.

2.2.2 | Game system

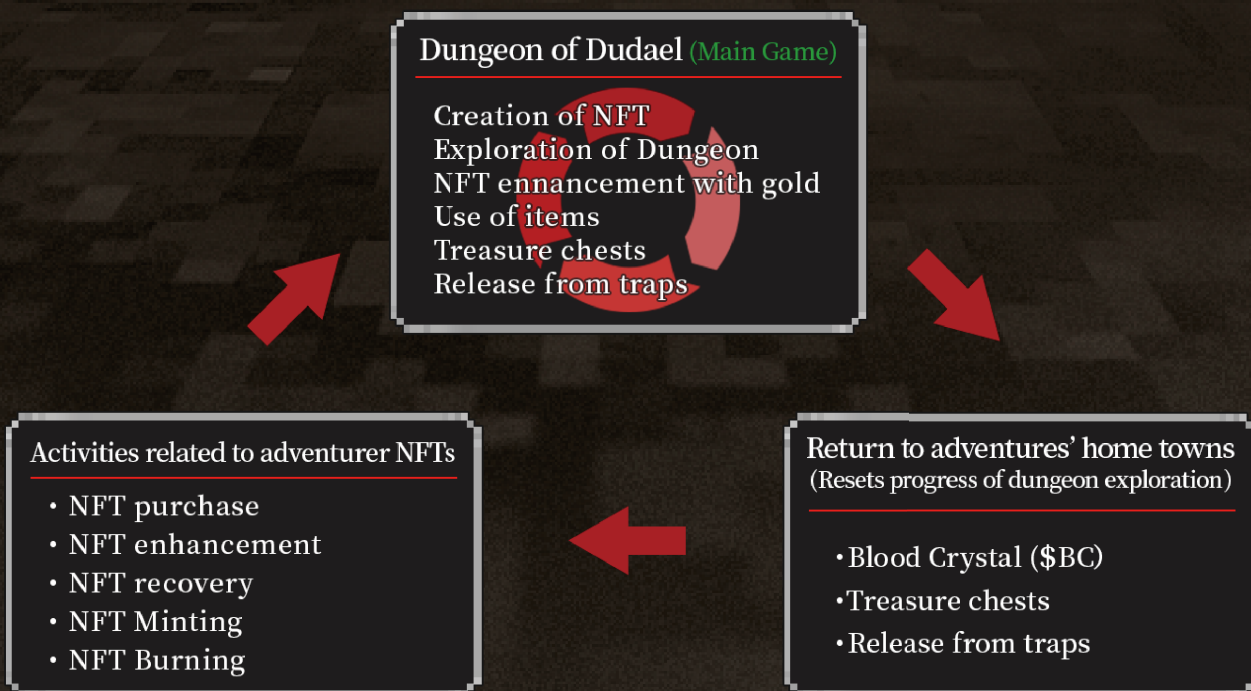
This game adopts the "Cookie Clicker" game model that has found success in many games, including Tap Titans 2.

In Eternal Crypt - Wizardry BC, the game inherits the iconic party formation and dungeon conquering system that Wizardry pioneered, providing a uniquely "blockchain gaming" experience. Players strategically arrange their adventurer NFTs to delve deeper into dungeons while maximizing the tokens earned from their progress.

The game blends clicker and strategy elements - as a Guild Master, the player assembles a party of adventurers to brave the enigmatic "Dadoel Abyss" dungeon's depths.

By "Returning to Town" from the dungeon, players can acquire Blood Crystals and treasure chests. Reaching depths further than the previous run increases the chances of greater rewards.

Strategic gameplay is key, with players needing to manage party elements like adventurer (NFT) formations, proficiency upgrades, recovery, as well as obtaining and nurturing legacy items – all to efficiently advance explorations towards the abyss.



2.2.3 | Game economy

① Currency used in the game

Blood Crystal (\$BC token)

The \$BC token can be obtained by "Returning to Town" after progressing further into the dungeon floors beyond the previous maximum depth reached, when you have assembled a party consisting of Adventurer NFTs that possess Alchemical Power and Mining Power. The \$BC token may also be acquired through event rewards, quest rewards, and various treasure chests.

The \$BC token can be used to introduce (user mint) new Adventurer NFTs, increase the Proficiency of Adventurer NFTs, restore the Mining Power of Adventurer NFTs, cure status ailments, purchase various items from the shop, and conduct buying/selling of various items on the marketplace. Additionally, it can be utilized for recovering from status conditions affecting Adventurers.

\$POL

\$MATIC can be used to purchase Candidate List NFTs, Adventurer NFTs, and other items from the in-game Shop. It is also usable on the Marketplace for buying and selling Candidate List NFTs, Adventurer NFTs, and other assets.

② Used of \$BC token

- Introducing (user minting) new Adventurer NFTs
- Increasing the Proficiency of Adventurer NFTs
- Restoring the Mining Power of Adventurer NFTs
- Curing status ailments affecting Adventurer NFTs
- Reducing chest opening times
- Resetting the Skill Tree
- Disassembling Legacy Items
- Fees for withdrawing \$BC tokens, NFTs, etc. outside of the game
- Transaction fees on the Marketplace
- Purchasing various items on the Marketplace

③ Earn \$BC tokens

- "Return to Town" after meeting certain conditions
- Selling various items on the Marketplace
- Event rewards
- Quest rewards
- Rewards from some treasure chests obtained in-game

④ Mechanisms to Maintain Sustainability of the Game Economy

We are aiming for sustainable tokenomics by reducing the circulation of NFTs and tokens beyond the size of the game by introducing parameters such as alchemy and devising a game model.

◆ Adventurer NFTs that you can purchase with confidence

There are three ways to purchase adventurer NFT in this game:

- Purchase through in-game sales
- Purchasing on the in-game marketplace
- Purchase on the out-of-game marketplace

In addition, there are new ways to mint adventurer NFT in this game:

- Introduction of Adventurer NFTs
- Resurrection through the combination of “Adventurer’s Ashes” and “Lost Soul”

In-game sales are controlled in terms of quantity, and adjustments are made to ensure that the supply of adventurer NFTs does not become excessive, through the control of the required item supply for new mints. Additionally, by introducing the concept of mining power, concerns about a significant increase in the volume of \$BC tokens supplied to the market from adventurer NFTs can be avoided even in the event of an imbalance in the supply of adventurer NFTs.

◆ Sustainable token circulation and external profitability

In this project, we adopt a single-token model with an issuance cap to achieve sustainable token circulation. Additionally, we set up various token consumption points within the game.

Furthermore, to support the token economy of this project, we anticipate generating revenue from sources beyond in-game purchases. These external revenue streams include advertising revenue targeting free users within the game, collaboration revenue with other games, NFT projects, etc., and revenue from the monetization of the project's intellectual property (such as novelization, comic adaptation, media mix development, etc.).

◆ A game system that requires a high degree of perfection as a game and the ingenuity of the player

We adopt the Cookie Clicker model, which, while simple, has high addictiveness.

Additionally, by incorporating adventurer NFTs, we add strategic elements, enabling various ways to enjoy the game through each player's creativity. Moreover, this project benefits from the involvement of a development team that has achieved over five years of continuous growth in operating popular mobile game apps. With this experienced team managing events and developing additional features for the game, we can expect sustained growth and operation of the game over the long term.



03 | Token economics

3.1 | Overview

The ecosystem consists of Adventurer NFTs, Item NFTs from Eternal Crypt - Wizardry BC, and the in-game currency \$BC token.

The Adventurer NFTs come in various rarities, with "Rare" and higher tiers possessing a special "Alchemical Power" status, which is key to acquiring \$BC tokens.

There are also Candidate List NFTs used to obtain Adventurer NFTs, special AGC NFTs sold during the Wizardry BC INO prior to the game's official release, and Item NFTs like Introduction Letter NFTs and Lost Soul NFTs. The \$BC token is the primary currency used for various in-game activities and transactions. It has many essential utilities for gameplay progression such as acquiring new Adventurer NFTs, increasing Proficiency, restoring Mining Power, curing status ailments, reducing chest opening times, and more. Moreover, the \$BC token's utility extends beyond just the Wizardry IP, enabling usage across diverse scenarios like purchasing NFTs and original merchandise outside the game, buying digital content, attending special events, and more. The \$BC token is issued on Polygon and Ethereum with a maximum supply of 1,000,000,000 tokens.

3.2 | NFT

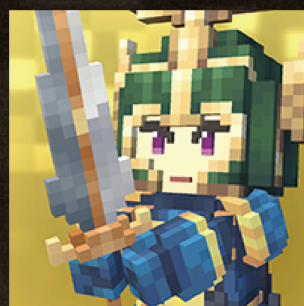
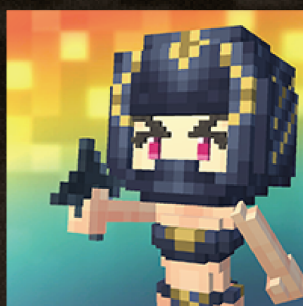
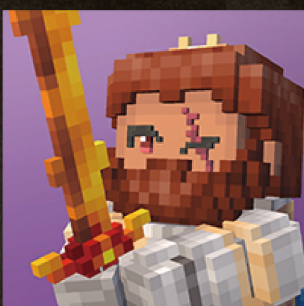
3.2.1. Adventurer NFT

In the game, there are 5 rarities of usable Adventurers - Common, Rare, Epic, Legend, and Genesis. Adventurers of Rare rarity and above are NFTs, called Adventurer NFTs.

Adventurer NFTs not only have higher stats compared to Common Adventurers, but also possess a special "Mining Power" stat that is key to acquiring \$BC tokens.

This "Mining Power" is consumed when "Return to Town." Adventurer NFTs that lose their Mining Power can no longer acquire \$BC, but retain their other stats, so they can still be used as party members.

The Adventurers come from 4 races (Human, Elf, Dwarf, Felpurr) and 8 classes (Warrior, Priest, Mage, Thief, Cleric, Samurai, Lord, Ninja), with varying abilities based on race and class - each with strengths and weaknesses. Guild Masters must strategize and reorganize their parties accordingly.



3.2.2. Candidate List NFT

These NFTs are used to obtain Adventurer NFTs. Opening a Candidate List NFT yields 1 Adventurer NFT. Besides regular Candidate Lists, special collections like Collaboration Candidate Lists may be sold during events.

Candidate Lists can be acquired from the official shop or through "Introducing Adventurers" (user minting).

3.2.3. AGC NFT

These are Genesis rarity Adventurer NFTs from the special "Adventurer Genesis Collection" sold during the Wizardry BC INO before the game's official release.

The Adventurer Genesis Collection had an initial 10,000 NFT supply, allocated 20% of the token supply from the INO.

AGC NFT utilities include:

1. Early access to play the preview release
2. Early \$BC acquisition by forming parties with AGCs during the preview to earn Blood Crystals (\$BC) before full release, up to a fixed max per NFT, releasing 15% of total supply during preview then 20% over 3 months.
3. Exclusive access to an owner-only Discord channel for early updates and limited events.

3.2.4. Item NFT

◆Introduction Letter NFT

This item is required when performing "Introducing Adventurers".

To "Introduce Adventurers", you need 2 existing Adventurer NFTs that have an introduction count of 1 or more, 1 Introduction Letter NFT, and spend \$BC tokens. This allows you to obtain 1 Candidate List NFT.

◆Lost Soul NFT and Adventurer's Ashes NFT

By combining a Lost Soul NFT and an Adventurer's Ashes NFT, you can "resurrect" and obtain a new Adventurer NFT. There are multiple types of Adventurer's Ashes and Lost Souls, and they must be correctly matched to be used. The probability of a successful resurrection varies based on the types used.

Additionally, some types of Adventurer's Ashes and Lost Souls exist only as in-game items rather than NFTs, meaning they cannot be withdrawn from the game or traded on the marketplace.

◆Adventurer Monument NFT and Rune NFT

With the exception of a few adventurers, any adventurer who meets the requirements can be Disbanded. By disbanding an adventurer, you can obtain an Adventurer Monument NFT or an Introduction Letter NFT.

The Adventurer Monument NFT is a stone monument inscribed with the adventurer's record. By deciphering the Adventurer Monument, you can obtain a Rune NFT.

Rune NFT is a stone tablet that records an adventurer's combat experience. Skills can be learned by reading the Rune NFT.

3.3 | Token

3.3.1. Overview

①\$BC tokens

The \$BC token is the in-game currency usable in Eternal Crypt - Wizardry BC, issued on the Polygon and Ethereum blockchains. It can be acquired through cryptocurrency exchanges or earned through in-game progression. Within the game, the \$BC token can be used to purchase items, increase the Proficiency of Adventurer NFTs, introduce new Adventurers, and more.

Additionally, the utility of the \$BC token is planned to expand both within the game and game-related areas going forward. Its use cases will also be continuously explored as part of the media mix rollout for this game's IP.

In essence, while currently serving as the core in-game currency, the \$BC token has been designed with the potential to broaden its utility across the entire Wizardry IP ecosystem and transmedia expansions over time.

②Spec

Contract	ERC-20
Network	Polygon / Ethereum
Total supply	1,000,000,000
Ticker	\$BC
Token Contract Address (Polygon)	0xFe049F59963545bF5469f968E04C9646D6e2C2c5
Token Contract Address (Ethereum)	0x4b6d036d0BC62A633aCca6d10956E9dbBB16748f

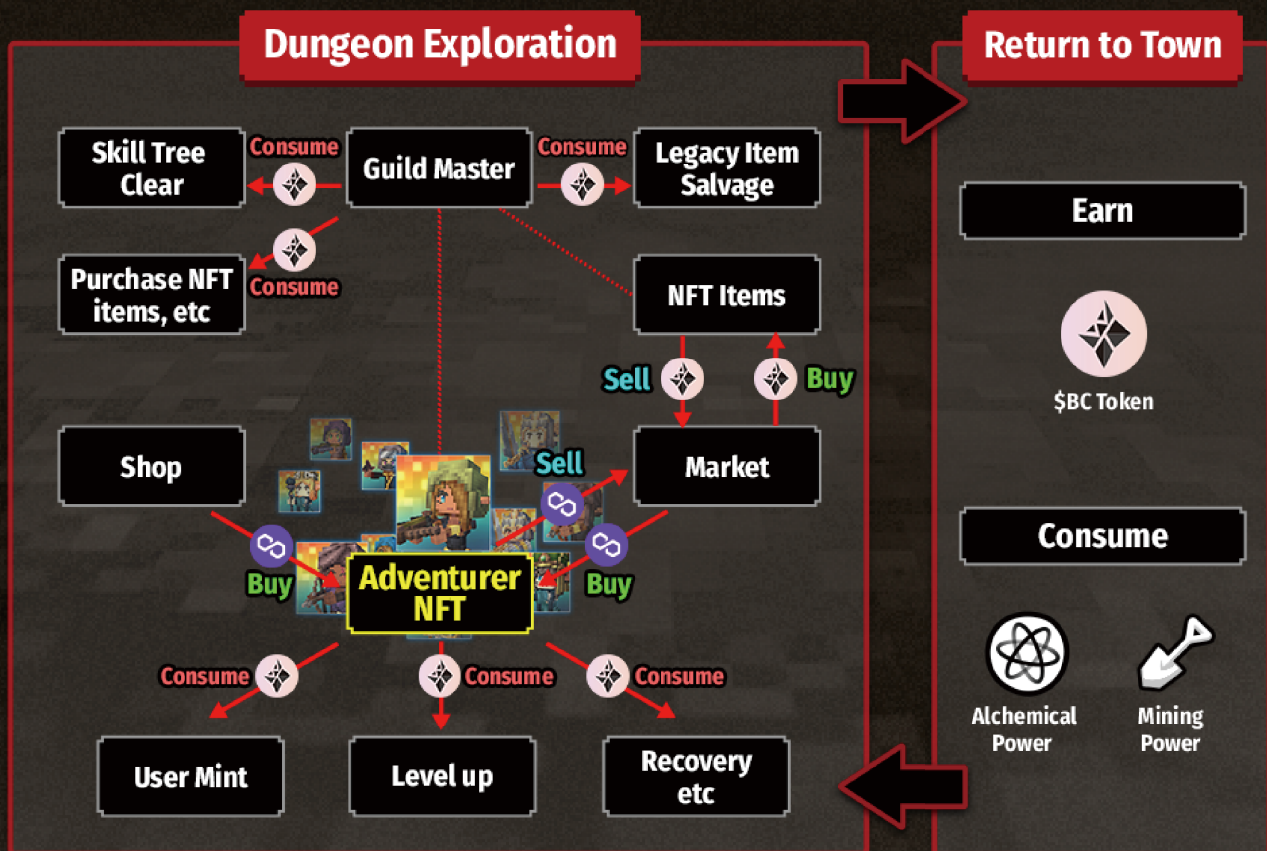
③Ecosystem

The Eternal Crypt - Wizardry BC ecosystem aims to create a sustainable cycle between players and the operators through the utilization of \$BC tokens and NFTs both inside and outside the game.

Players use Adventurer NFTs to progress through the game, earning \$BC tokens through various in-game actions.

These tokens can then be used to acquire new NFTs, purchase in-game items, and trade NFTs on the marketplace. \$BC tokens spent in-game are redistributed as various rewards and ranking rewards to support the ecosystem.

This ecosystem not only facilitates gameplay but also contributes to community building, creating new content, and ultimately enhancing the long-term value of the Wizardry IP.



※This diagram is schematic and some items may be omitted.

3.3.2. BC token utilities

① In-Game utilities

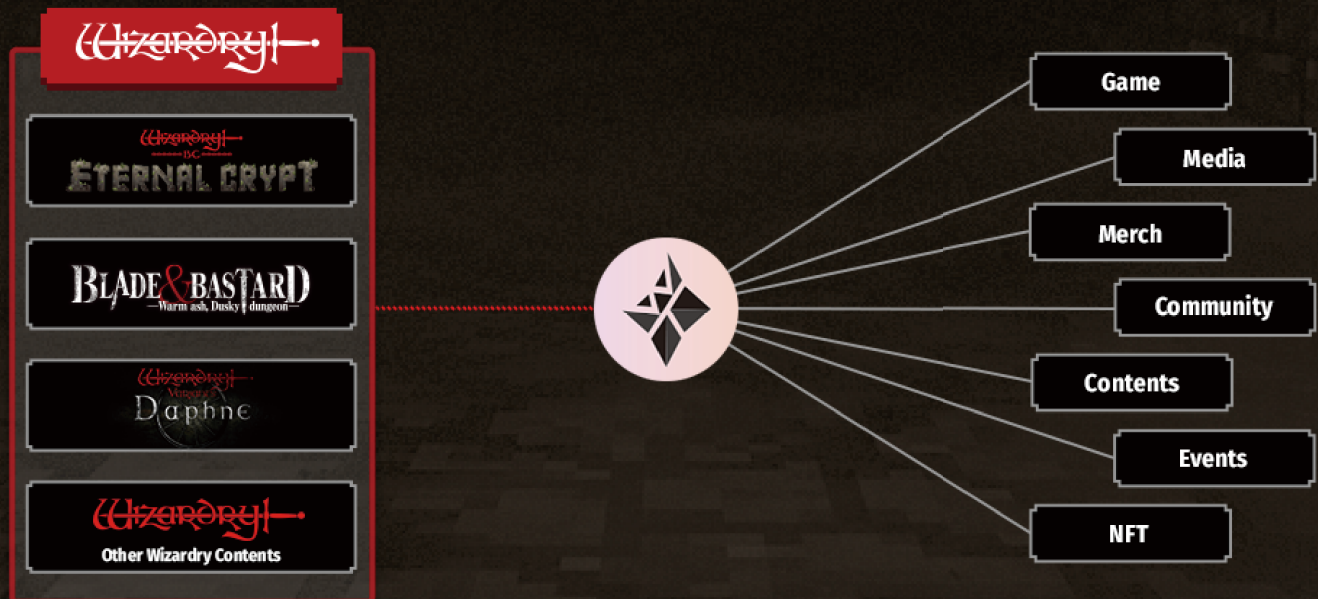
Within the game, \$BC provides multiple spend points centered around strategic gameplay elements:

- Introducing (user minting) new Adventurer NFTs
- Increasing Adventurer NFT Proficiency
- Restoring Adventurer NFT Mining Power
- Curing status ailments on Adventurer NFTs
- Reducing chest opening times
- Resetting the Skill Tree
- Disassembling Legacy Items
- Fees for withdrawing \$BC, NFTs, etc. from the game
- Transaction fees on the Marketplace
- Purchasing various items on the Marketplace

② Wizardry IP token utilities

Expanding utility across the Wizardry IP beyond just Eternal Crypt - Wizardry BC game utility:

- Payment for NFT sales of other Wizardry content (exploring in-game utilities)
- Payment for original merchandise sales of Wizardry content like Eternal Crypt, Blade & Bastard, Wizardry Variants Daphne
- Payment for digital content sales of Wizardry content including Eternal Crypt media mix expansions
- Providing access to events or special community roles based on \$BC ownership/spending



3.4 | System overview

Players create a self-custodial wallet from the Eternal Crypt - Wizardry BC platform, which they can use to send tokens to their in-game wallet for use within the game. Token spending and earning within the game is recorded on an off-chain database, allowing for high UX, while players can periodically withdraw any earned tokens to their external wallets.

Essentially, players manage their own wallet independent of the game, but can seamlessly transfer tokens between that wallet and their in-game wallet as needed. In-game token transactions occur off-chain for a smooth experience, while still allowing players to securely withdraw tokens to their self-custodied wallets outside the game at any time.



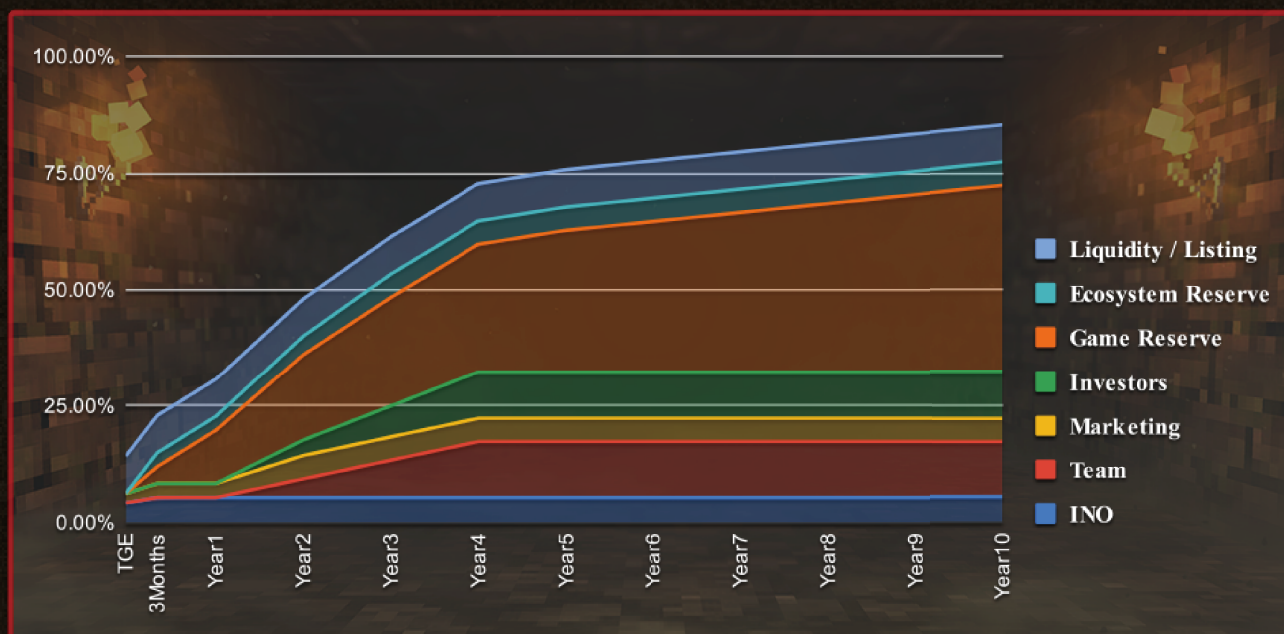
04 | Token distribution

4.1 | Allocation

Blood Crystal token distribution is set up as follows.

INO	20% (14.83% Burned)
Game Reserve	40%
Team	12%
Marketing	5%
Ecosystem Reserve	5%
Liquidity / Listing	8%
Investors	10%

4.2 | Vesting Schedule



◆Team

The Team allocation will have a 12-month lock-up period from the TGE, followed by a three-year period of gradual unlocking.

◆Investors

The Investors Allocation will have a 12-month lock-up period from the TGE, followed by a three-year period of gradual unlocking. (Lock-up periods and period of gradual unlocking may be agreed upon on a per-investor or per-investor basis).

◆Game Reserve

The Game Reserve Allocation will be available for release in phases over a 10-year period to ensure that the BCs available for mining at Eternal Crypt - Wizardry BC - are not depleted.

◆Ecosystem Reserve

The Ecosystem Reserve Allocation will be available for allocation to conservation uses in the Ecosystem, with 3% available for release in phases over a 3-month period beginning at the TGE, and an additional 2% available for release in phases over a 2-year period beginning 1 year after the TGE. (A total of 5% will be available for release 3 years after the TGE.)



05 | Roadmap

5.1 | Eternal Crypt - Wizardry BC -'s future vision

Eternal Crypt - Wizardry BC aims to realize an IP economic sphere by leveraging NFTs and tokens originating from a game IP.

Unlike traditional mobile games which offered extremely limited secondary markets, Eternal Crypt enables a secondary market by utilizing NFTs and tokens. Players can freely trade NFT items and Adventurer NFTs acquired in-game, fostering interactions with other players and enabling more diverse gameplay experiences.

Eternal Crypt also aims to diversify its user base and revenue streams. By offering a Free-to-Play model, it can reach gamers worldwide beyond just blockchain gaming fans. F2P players can enjoy options like viewing ads, providing an advertising revenue stream for the operators. Long-term, the plan is to expand the Eternal Crypt world through transmedia like novels and comics, bringing in an even wider audience beyond just gamers to enhance the content's value and revenue potential.

Furthermore, the \$BC token's utility will expand across various Wizardry IP content offerings. Beyond just in-game use in Eternal Crypt, \$BC will integrate with other Wizardry products and services, aiming to increase the value of the interconnected Wizardry IP economic sphere. This allows users to enjoy diverse entertainment experiences and services through the entire Wizardry IP, not just a single game.

By leveraging NFTs and tokens stemming from this game IP, Wizardry BC aims to build a new IP economic sphere that deepens relationships with users and fans while fostering a sustainable community.

5.2 | ECwiz project roadmap image

Q2 - 2023
Teaser site
Social media campaign



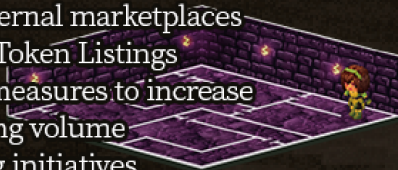
Q4 - 2023
Pre-release



Q2 - 2024
IP collaboration with a prominent Web3 project
Implementation of the guild feature
Special event



Q4-2024
NFT sales in external marketplaces
Additional \$BC Token Listings
Implementing measures to increase
\$BC token trading volume
Large marketing initiatives



Q3 - 2023
Official website
Litepaper
INO



Q1 - 2024
Implementation of the event feature
Release of iOS/Android app version
Game's release
Token generation event



Q3 - 2024
New NFT items
Regular updates of main dungeon
Airdrop campaigns
Collaboration Events (with web3 Projects)
Half Year Anniversary Event



Q1/Q2 2025
Additional \$BC Token Listings
One Year Anniversary Event
Major updates



06 | Team

6.1. Drecom

Drecom Co., Ltd. is an entertainment company headquartered in Tokyo, Japan. With over 10 years of experience as a mobile game developer, Drecom has worked on many IP-based game titles, attracting a large fan base. Under the mission of "with entertainment - surpassing one's expectations," we are developing new business areas based on IPs, such as web3 and publishing, in addition to our game business and B2B business utilizing our expertise in game development and operation.

For more information about Drecom Co., Ltd., please visit <https://drecom.co.jp/>

6.2. Turingum

Turingum K.K. is a consulting firm specializing in blockchain technology. It operates in the Web3 domain as a subsidiary, Kusim Corporation, listed on the Standard Market of the Tokyo Stock Exchange.

For more information about Turingum K.K., please visit
<https://turingum.com/>

6.3. Zeal Nova

ZEAL NOVA DMCC is a game publisher based in Dubai, United Arab Emirates. We have obtained a license at Dubai Multi Commodities Centre (DMCC) as a game publisher.

For more information about ZEAL NOVA DMCC, please visit
<https://zealnova.ae/>

6.4. BOBG

BOBG specializes in leveraging its expertise and track record from issuing MCHC (Governance Tokens) and RAYS (Utility Tokens) within “My Crypto Heroes.” We promptly address various challenges associated with token issuance under Japanese corporate law. From token issuance, management, and operation to exchange listings, we offer a seamless end-to-end solution. We have already collaborated on multiple projects, mainly with listed blockchain enterprises in Japan.

For more information about BOBG PTE. LTD., please visit
<https://www.bobg.xyz/>

07 | Information

Wizardry series



◆Portal site • SNS

Portal site : <https://wizardry.info/>

Official X (Former Twitter) Japanese : https://twitter.com/wizardry_series

◆Portal site provider

Drecom Co., Ltd.

<https://drecom.co.jp/>

Eternal Crypt - Wizardry BC -



◆App Info

Supported languages: Japanese, English

Operating Environment :

Heading	Details
PC	OS : Windows 10 / macOS 12 Memory: 8GB Browser: Chrome
iOS Devices (smartphones/tablets)	OS: iOS 16 Memory: 4GB Browser: Safari
Android Devices (smartphones/tablets)	OS: Android 8 Memory: 6GB Browser: Chrome

◆Official website ・ SNS

Official website : <https://wiz-eternalcrypt.com>

X (ex-Twitter) Japanese : <https://twitter.com/WizardryBC>

X (ex-Twitter) English : https://twitter.com/WizardryBC_EN

X (ex-Twitter) Chinese : https://twitter.com/WizardryBC_CN

Discord : <https://discord.gg/WizardryBC>

08 | Important notes

8.1. NFA (Not Financial Advice)

This whitepaper is intended to provide information on how \$BC will be developed and deployed, and does not constitute any recommendation or solicitation for investment activities.

8.2. Disclaimer

At the time of providing this whitepaper, there may not be established laws, regulations, or rules in the user's country of residence regarding the possession or trading of crypto assets and NFTs. Therefore, any future changes in policies, laws, or regulations in the user's country of residence may result in the loss of invested capital. Investors should be fully aware of the risks involved and take responsibility for all corresponding consequences of their decisions.

Possible risks associated with crypto assets include, but are not limited to:

- Risks arising from changes in social trends and currents
- Compliance risks due to changes in laws and regulations by administrative agencies and related organizations
- Risks arising from delays or failures in technological developments not involving this project
- Risks arising from changes or technical issues in the management and service provision of servers, tools, etc., provided by third parties
- Risks arising from hacking or other technical attacks by third parties on wallets managed by users
- Risks associated with cryptocurrency price volatility
- The project does not guarantee or take responsibility for any risks that may arise.

Users should understand the existence of various risks, including those listed above, and make decisions based on sufficient consideration of the details of such risks.

09 | Update History

July 31st 2024

3.3.1. Overview

③Ecosystem

- The diagram is updated.

October 23rd 2024

5.2 ECwiz project roadmap image

- The diagram is updated.