



# Shogunate - Whitepaper v1.2

<https://shogunate.art>

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## Disclaimer

The Shogunate Collection and the Shogunate Arena are still under development. Therefore, we reserve the right to modify any part of this document.



## Preamble: History

Some samurai were relatives of the landowners they protected, while others were simply hired swords. The samurai code emphasized loyalty to one's master — even over family loyalty. History shows that the most loyal samurai were usually family members or financial dependents of their lords.

During the 900s, the weak emperors of the Heian Era lost control of rural Japan and the country was torn apart by revolt. The emperor's power was soon restricted to the capital, and across the country, the warrior class moved in to fill the power vacuum. After years of fighting, the samurai established a military government known as the shogunate. By the early 1100s, the warriors had both military and political power over most of Japan.

# Shogunate Collection

## Introduction

The Shogunate collection is an NFT collection of 7777 Samurai and 5 Shoguns. It is the core of a series of upcoming games developed by us, starting with the Shogunate Arena.

The primary focus of the collection is to deliver generative art of high quality. With that goal in mind, we have drawn inspiration from historical figures, clothing, armory and weaponry, and we have manually curated the layers to ensure they blend together as best as possible.

## Blockchain

The Shogunate Collection lives on the Polygon PoS blockchain.

The Polygon PoS blockchain is used as persistent storage for the Shogunate NFTs. Once minted on the Polygon PoS Blockchain, they exist forever on it.

## On-Chain Components

- All NFTs (ERC721)
- Attributes storage
- Attribute generation

## Off-Chain Components

- Visuals generation (synchronizes with on-chain generation)
- Visuals storage
- Metadata (including human-readable representation of on-chain attributes)

## Decentralization Concerns

The Shogunate team believes that decentralization is a pillar of Web3 that must be respected as much as possible.

It is not viable to generate complex visuals and store them on-chain. That is why part of our infrastructure includes centralized servers to generate and store our visuals. This is a necessary structure to ensure a smooth minting process for all users.

However, players will be able to migrate generated visuals and metadata to IPFS in a trustless manner to achieve maximum decentralization. We will provide a guide to help players ensure their Samurai's metadata never goes offline.

## Content

### Samurai

Each one of our 7777 Samurai is assigned to one of 5 clans, led by our Shoguns. All our Samurai receive a series of attributes that are entirely generated on-chain, as defined in our probability table (An Appendix containing the full table will be added after the reveal).

### Shoguns

Our Shoguns are based on 5 Japanese historical figures:

- Hōjō Masako
- Minamoto no Yoritomo
- Ashikaga Takauji
- Lady Saigō
- Tokugawa Ieyasu

As for visual representations, our Shoguns are unique, hand drawn illustrations. Shogun attributes are pre-set.

### Attributes

All of our NFTs, both Samurai and Shoguns, have on-chain attributes drawn from a pool of 230+ handmade, curated traits (An Appendix containing the full list will be added after the reveal).

Two of them have a particular meaning:

- The *Class* attribute: Each Samurai is either a 'Female Samurai', a 'Male Samurai', or a 'Master Samurai', and each Shogun has a fixed 'Shogun' class. Each class has its own set of specific attributes.
- The *Clan* attribute: This particular attribute defines which clan each Samurai is part of, and which clan each Shogun is leading.

### Clan

The 5 clans of the Shogunate Collection are named after their leaders, the Shoguns:

- Hōjō
- Kamakura
- Ashikaga
- Saigō
- Tokugawa

They have an important meaning in the Shogunate Arena.

## Mint Pass

The Shogunate Mint Pass is an ERC1155 token that can be exchanged to generate and obtain a Samurai. Each Mint Pass guarantees the right to generate one Samurai and can be, until then, transferred and traded. There is no time limit to redeem your Samurai.

## Release Plan

### Q2 2022

Release dates will be updated soon.

## Shogunate Arena

### Purpose

The Shogunate Arena is a PvP P2E on-chain game in which players can use their Samurai NFTs to continuously earn rewards while competing over a grand prize.

Its core fighting system draws inspiration from the *CheezeWizards* Tournament, but takes a radically different approach, since the intensity of a single elimination-based tournament is not inviting for all types of players.

We carefully designed the Shogunate Arena to fit all profiles, from casual players to hardcore competitive players.

Therefore, players are able to participate in the Arena in two major ways:

- By actively *attacking* contestants of the Arena from other *Clans* through a randomized matchmaking
- By choosing a *defense* strategy to apply against opponent attacks.

All players can both attack and defend:

- *Attacking* requires active participation
- *Defending* does not require any setup, and can be thought of as staking. An optional setup is available to choose a defense strategy and maximize rewards.

## Blockchain

The Shogunate Arena is playable on Polygon, a strong and battle-tested L2 solution for Ethereum, enabling users to play in the Arena while spending little MATIC in transaction fees.

## On-Chain Components

- All NFTs
- All game mechanics

- All prizes distributions

## Fighters

### Definition

Every NFT participating in the Arena is called a *Fighter*. Owners of *Fighters* are called *Players*.

There is no limit to the amount of *Fighters* a player can own. A player owning several *Fighters* can play as all of them, and combine rewards. Winning chances of an individual *Fighter* are independent of the amount of *Fighters* held by their owner.

### Eligibility

For an NFT to be eligible to enter the Arena, become a *Fighter*, and compete against other *Fighters*, it must be either part of the *Shogunate Collection*, or be part of a *Partner Collection*. For a full list of eligible collections, see [Appendix I](#).

A *Fighter* is either a *Samurai* or a *Gokenin*.

### Shogunate Collection NFTs - Samurai

All NFTs from the Shogunate Collection can become *Fighters*. Specifically, they will be known in the Arena as *Samurai*.

*Samurai* fight in the Arena in the name of the *Clan* they have been assigned to when minted.

#### How to enter

*Samurai* do not have to do anything to enter the Arena. All Shogunate *Samurai* are automatically in the Arena.

### Partner Collection NFTs - Gokenin

NFTs from the Shogunate Arena *Partner Collections* can join the Arena and become *Fighters* too, but they will be known in the Arena as *Gokenin*.

Upon joining the Arena, *Gokenin* are assigned a *Clan* to fight for, chosen randomly but deterministically based on the ERC721 contract address of the collection and their token ID.

#### How to enter

*Gokenin* have to interact with the *Torii*, a Shogunate staking contract (Ethereum or Polygon, depending on the collection), to lock their NFT and participate in the Arena. *Gokenin* can leave the Arena at any time, and unlock their NFT.

While locked in the *Torii*, *Gokenin* NFTs cannot be transferred or sold.

### Key Differences between Samurai and Gokenin

Samurai and Gokenin have the same chances in the Arena, but they will overall be considered differently in the Shogunate ecosystem:

- Arena Participation: *Samurai* are automatically part of the Arena, while *Gokenin* must lock their NFTs.
- *Kinchaku* Distribution: *Samurai* are guaranteed a free *Kinchaku* that contains 10 TOKU, while *Gokenin* will have to buy from a limited supply of empty *Kinchaku*.

Other differences may be described as they come.

### Skills and XP

#### Skill Levels

All *Fighters* have three *Skills*: *Strength*, *Agility*, and *Dexterity*. Each skill has its own *XP* balance, and its own associated *Skill Level*. *Skills* level up when passing *XP* thresholds, based on the following formulas:

$$\begin{aligned} \text{threshold}(1) &= 1000 \\ \text{threshold}(\text{level}) &= \text{threshold}(\text{level} - 1) + 1000 \times (1.2)^{\text{level}} \end{aligned}$$

Therefore, each *Skill Level* requires 20% more XP to level up.

#### Skill Points

When playing in the Arena, *Fighters* will earn *Skill Points (SP)*. *SPs* can be assigned to any of the three available *Skills*.

*SPs*, when assigned to a *Skill*, act as a *Skill Level* bonus.

*Example: If your Fighter has 4000 XP and 2 SP on the Strength Skill, the effective Skill Level will be level 5 (3 from XP + 2 from SP)*

#### Fighter Levels

Additionally to *Skill Levels*, each *Fighter* has their own *Fighter Level*. Generic *XP* (winning a round, for instance) goes into the *Fighter Level XP* balance. *Fighter Levels* are calculated through the same formulas as *Skill Levels*.

When passing a new *Fighter Level*, *Fighters* gain a *Skill Point*.

## Structure

### Seasons

The Shogunate Arena uses a *Season* format. In the beta version, a season lasts 1 week. Once the full game is released, a *Season* will last 4 weeks.

*Note: Season durations may be subject to change for balancing purposes.*

### Season Modifiers

Every *Season* has *Season Modifiers*, bonuses or maluses affecting part or all of the *Fighters*, as described in this document.

### End of Season

At the end of a season, all *Fighters'* points, levels, scores and statistics are reset.

### Tokugawa (TOKU)

*Fighters* competing in the Arena will be rewarded in Tokugawa (TOKU) ERC20 tokens. It is the main token of the Shogunate ecosystem, and is required to participate in the Arena.

All TOKU paid in the Arena is immediately burnt.

### Kinchaku

*Kinchaku* are TOKU bags that live on the Polygon PoS chain as ERC721. They can contain any amount of TOKU, and allow their owner to claim the TOKU stored inside periodically. They do not generate TOKU. *Kinchaku* only dispense TOKU that has been previously transferred to them.

All *Kinchaku* have the same base rate at which TOKU are released: ~0.5 per hour, or 0.000138888888888889 per second. These values may change in the future for balancing purposes. The minimum rate is 0.00005 per second, or 0.18 per hour.

Additionally, *Kinchaku* have a rarity and an associated multiplier that speeds up the releasing process:

- Common: x1
- Rare: x1.1
- Epic: x1.25
- Legendary: x2
- 

*Credit: Kinchaku are inspired from wolf.game's innovative Wool Pouch.*

## Supply and Distribution

The supply of Kinchaku is variable. With new collections partnering with the Arena, we may increase the supply of Kinchaku to give everyone a chance at collecting TOKU. Kinchaku will always be purchasable exclusively in TOKU.

### *Initial Supply*

At launch, there will be a supply of 7777 *Kinchaku*, reserved for Shogunate *Samurai* holders. For each *Samurai* owned, *Players* can claim one *Kinchaku* for free, pre-loaded with a balance of 10 TOKU. The rarity of the claimed *Kinchaku* depends on the Shogunate *Samurai* it has been claimed for.

### *First Extension*

The *Kinchaku* supply will be extended for the first time soon after the end of *Season* 1: 12223 *Kinchaku* will be sold through a process that will be described soon, bringing the supply to 20000. They will not contain any initial TOKU balance. The rarity of the bought *Kinchaku* is determined according to the following probabilities:

- Common: 85%
- Rare: 10%
- Epic: 4%
- Legendary: 1%

## Arena Rewards

*Kinchaku* are necessary to claim TOKU rewards from the Arena. However, they are not necessary to participate in the Arena: *Players* only need to hold TOKU in order to execute in-game actions.

TOKU earned is locked in the Arena contracts until *Players* transfer their balance into a *Kinchaku*.

Without a *Kinchaku*, *Fighters* still generate TOKU, but it will be locked into the Arena contracts until the *Player* owns a *Kinchaku* and transfers the locked TOKU balance to the *Kinchaku*.

## Fighting System

The fighting system of the Shogunate Arena is based on a combination of strategy and luck. It only requires the *Attacker* to be online.

### Rounds

A *Fight* is made of 5 rounds. Each round gives points to the round winner. The *Fight* winner is the *Fighter* that has the most points at the end of all 5 rounds.

Each round has a score multiplier. Last rounds therefore bring more points than first rounds. The multipliers are:

- Round 1: x1
- Round 2: x1.2
- Round 3: x1.44
- Round 4: x1.73
- Round 5: x2.07

### Moves

There are 3 attacking moves and 3 defensive moves. Each move is linked to a *Skill*.

- Attacking Moves: Powerful Hit (*Strength*), Quick Hit (*Agility*), Precise Hit (*Dexterity*)
- Defensive Moves: Parry (*Strength*), Dodge (*Agility*), Counter-Attack (*Dexterity*)

### Outcome

The winning move is either:

- The defensive move if it beats the attacking move:
  - Parry (*Strength*) beats Precise Hit (*Dexterity*)
  - Dodge (*Agility*) beats Powerful Hit (*Strength*)
  - Counter-Attack (*Dexterity*) beats Quick Hit (*Agility*)
- The attacking move if the defensive move does not beat the attacking move.

### Examples:

- If the attacking move is Powerful Hit and the defensive move is Dodge, the defense wins.
- If the attacking move is Powerful Hit and the defensive move is Parry, the attack wins.
- If the attacking move is Powerful Hit and the defensive move is Counter-Attack, the attack wins.

### Critical Failure

An attacking move can fail critically. When a *Critical Failure* happens, the defense wins by default, no matter the selected moves.

The Critical Failure probability (*CF*) depends on the Base Critical Failure probability (*BCF*) and the Move Exhaustion Level (*MEL*). The *MEL* is equal to the amount of times a move has been used in the previous rounds. These metrics are evaluated on a per-round basis, according to the following formulas:

$$BCF = (Defender Skill Level - Attacker Skill Level) \times 2\%$$

$$CF = BCF + MEL \times 5\%$$

It is important to note that the *BCF* is clamped between 0 and 20%. That means the *BCF* cannot be lower than 0% or higher than 20%. That also means that the *CF* cannot be lower than 0% or higher than 40%.

Examples:

- Round 1: Powerful Hit (Strength 5) vs Parry (Strength 7)
  - $BCF = (7 - 5) \times 2\% = 4\%$
  - $CF = 4\% + 0 \times 5\% = 4\%$
  - The attacking move has a 4% chance of failing critically.
- Round 2: Quick Hit (Agility 4) vs Dodge (Agility 2)
  - $BCF = (2 - 4) \times 2\% = 0\%$  (because  $BCF$  has a minimum value of 0%)
  - $CF = 0\% + 0 \times 5\% = 0\%$
  - The attacking move has a 0% change of failing critically.
- Round 3: Powerful Hit (Strength 5) vs Parry (Strength 7), with  $MEL = 1$  because Powerful Hit was used once in previous rounds
  - $BCF = (7 - 5) \times 2\% = 4\%$
  - $CF = 4\% + 1 \times 5\% = 9\%$
  - The attacking move has a 9% change of failing critically.

$CF$  is displayed on the game interface to make attack strategy easier to decide.

## Score

During a *Fight*, the following points are granted:

Reason	Attacker Points	Defender Points
Round Won	50 per round	50 per round
Round Lost	10 per round	10 per round
Risk Taker (Riskiest Move)	5 per round	
Fight Won	50	50
Fight Lost	20	20
Flawless (All Rounds Won)	100	100
Diverse (All Moves Chosen)	10	

After a *Fight*, the *Defender* score is divided by **5** before being added to the scoreboard.

## XP

During a *Fight*, the following XP are granted:

Reason	Attacker XP	Defender XP
Round Won	20 Fighter XP per move	20 Fighter XP per move
Round Lost	10 Fighter XP per move	10 Fighter XP per move
Successful Move (Beats)	40 Skill XP per move	40 Skill XP per move
Inefficient Move (Same Skill)	20 Skill XP per move	20 Skill XP per move
Failed Move (Beaten)	10 Skill XP per move	10 Skill XP per move
Diverse (All Moves Chosen)	20 Fighter XP	

## TOKU

During a *Fight*, the following TOKU are granted, only in the case of a Victory:

Reason	Attacker TOKU	Defender TOKU
Risk Taker (Riskiest Move)	0.2 per round	
Fight Won	2	0.4
Diverse (All Move Chosen)	0.5	0.1

## Scoreboards and Season Rewards

Each *Season* has two scoreboards:

- A *Fighter* scoreboard with the scores of all *Fighters* participating in the Arena
- A *Clan* scoreboard with the combined scores of all *Fighters* of each *Clan*

## Fighter Rewards (Individual Rewards)

### TOKU Prize Pool

Each *Season* has a 300k \$TOKU prize pool to reward players proportionally to their *Season* performance.

At the end of a *Season*, every participating player receives a share of the TOKU prize pool, depending on their *Season* performance.

The share of the TOKU prize pool that a *Fighter* can claim is simply defined as the ratio between the *Fighter's* score and the sum of all *Fighters* scores.

*Example: If the scoreboard contains the following scores:*

- *Player #1: 1000 pts*
- *Player #2: 500 pts*
- *Player #3: 100 pts*

*Then the Players' shares are:*

- *Player #1:  $1000 \div (1000 + 500 + 100) = 62.5\%$  of the TOKU prize pool*
- *Player #2:  $500 \div (1000 + 500 + 100) = 31.25\%$  of the TOKU prize pool*
- *Player #3:  $100 \div (1000 + 500 + 100) = 6.25\%$  of the TOKU prize pool*

### MATIC/PDD Prize Pool

Each *Season* has a variable Grand Prize Pool, funded primarily using 50% of the Shogunate Collection royalties. It is distributed in both \$MATIC and \$PDD, in proportions that will be disclosed at a later time.

A maximum Grand Prize Pool value will be revealed at a later time. All funds above that maximum value will be kept to fund the Grand Prize Pool of future Seasons, as needed.

Periodically, the prize pool may be funded with additional funds.

At the end of a *Season*, the top 100 *Fighters* on the *Fighter* scoreboard receive a share of the Grand Prize according to the proportions described in [Appendix II](#).

### Clan Reward (Collective Reward)

At the end of every *Season*, the *Clan* with the most points in the *Clan* scoreboard wins the following *Season* modifiers for the next *Season*:

- 5% additional TOKU rewards

### Shogun Reward

At the end of every *Season*, the *Shogun* of the winning *Clan* can claim 5% of his *Clan's Treasury*. Just like *Fighters*, to collect their TOKU, the Shogun needs to use a *Kinchaku*.

The rest of the *Clan Treasury* is burnt as part of the war effort.

## Phases

Each *Season* is split in three phases: A short *Preparation Phase* (1 day during the beta, 2 days after release), and a long *Action Phase* (5 days during the beta, 24 days after release), and an *Ending Phase* (1 day during the beta, 2 days after release).

### Preparation Phase

The *Preparation Phase* is a short period of time during which *Players* can enlist their *Fighters* in the Arena and set up their strategy.

### Skills Setup

At the beginning of a *Season*, and during the *Preparation Phase* only, every *Fighter* is granted 10 *SP* to distribute among their three *Skills*. This process is free (gas excluded). However, after validating your *SP* distribution, it cannot be changed for the whole duration of the *Season* (with the exception of distributing new *SP* earned through *Fighter Levels*)

*Example: One possible configuration would be 3 SP on Strength, 2 SP on Agility, and 5 SP on Dexterity.*

## Character Setup

### Allegiance

During the *Preparation Phase*, *Fighters* can decide to swear allegiance to their *Shogun*.

- If they do swear allegiance, they will benefit from a clan-wide 15% Skill XP bonus (see [Skill XP Bonus](#)), but 10% of their earned TOKU is sent to their *Clan Treasury*.
- If they do not swear allegiance, nothing happens.

### Defense Setup (Passive Gameplay)

During the *Preparation Phase*, *Players* can set up the defense strategy of their *Fighters* for free. That strategy will be applied when other *Fighters* of the Arena attack them.

The defense strategy is based on probabilities: For each round, *Players* must select a set of 3 probabilities, one for each move. When attacked, defensive moves are randomly selected according to the chosen probabilities.

If no defense is set up, every move will default to a  $\frac{1}{3}$  probability.

## Action Phase

### Defense Changes

During the *Action Phase*, *Fighters* can change their defense setup once a day for free (enforced with a 24 hours cooldown).

### Fights (Active Gameplay)

*Fights* are the core gameplay of the Shogunate Arena.

All randomness used in the *Fights* implements *Chainlink VRF*.

### Cost

To start a *Fight*, *Fighters* must spend between 1 and 10 \$TOKU. The exact amount is determined by multiplying 1 \$TOKU by the [Fight Multiplier](#). For instance:

- If the *Fight Multiplier* is x1, then the cost is 1 \$TOKU.
- If the *Fight Multiplier* is x2.5, then the cost is 2.5 \$TOKU.
- If the *Fight Multiplier* is x10, then the cost is 10 \$TOKU.

Additionally, a small amount of MATIC will be added to the transaction fees to pay for the 0.0001 \$LINK required by Chainlink VRF. *Players* are not required to own LINK. The Shogunate Arena will automatically use the additional MATIC to buy the required LINK periodically.

### Transactions

A *Fight* has two distinct steps, each with its own Polygon transaction:

- The *Matchmaking* step, which processes the fee and assigns an opponent

- The *Fight Resolve* step, which processes the attack plan, resolves the *Fight*, and distributes XP, SP and TOKU.

### *Fight Multiplier*

All *Fights* rewards (XP, Score, and TOKU) are multiplied by a *Fight Multiplier*.

The *Fight Multiplier* starts as 1x and accumulates gradually, with a decreasing speed, over a time period of 10 hours maximum, after which it reaches its final value: x10. Its calculation follows the following formula:

$$\text{multiplier}(t) = a \times t^2 + r_0 \times t + 1$$

In this formula,  $t$  must be between 0 and 10 hours, and  $a$  and  $r_0$  are two constants with the following values:

$$a = -0.00000000462962963 \text{ and } r_0 = 0.0004166666667$$

While the *Fight Multiplier* follows a continuous increase, we have computed values for each full hour waited for a better visualization:

Hours Waited	Fight Multiplier
0	1.00
1	2.44
2	3.76
3	4.96
4	6.04
5	7.00
6	7.84
7	8.56
8	9.16
9	9.64
10	10.00

The *Fight Multiplier* increases faster in the first hours and slower in the last hours, to incentivize frequent plays and give an edge to the most active players.

#### *Matchmaking*

The Matchmaker randomly chooses an opponent from one of the clans the *Fighter* does not belong to. The randomness uses *Chainlink VRF*.

#### *Attack Plan*

Once an opponent has been chosen, *Players* must choose the *Attack Plan* of their *Fighters*. To do so, they have access to all of their opponent's details, including their *Skill Levels* and their *Defense Strategy*.

For each of the 5 rounds, they must select one of the three *Attack Moves* (Powerful Hit, Quick Hit, or Precise Hit).

#### *Fight Resolution*

For each round, the *Fight Resolver* uses the probability-based *Defense Strategy* of opponents to determine the *Defense Move* to execute against the chosen *Attack Move*. The randomness of the process is assured through *Chainlink VRF*.

At the end of the *Fight*, the *Fight Resolver* distributes all earned XP, TOKU, and updates the Scoreboards.

### *Resting Cooldown*

The *Resting Cooldown* is a period of time that a *Fighter* has to wait between two fights. The default value for the *Resting Cooldown* is 1 hour. During that time, no duels can be started.

The *Fight Multiplier* only starts increasing after the *Resting Cooldown* is over.

### Ending Phase

The Ending Phase is a short period of time during which Players can claim their prizes and Shoguns can select Clan settings.

### Clan Settings

#### *Skill XP bonus*

By default, each *Clan* has a 5% XP bonus on each *Skill* (15% total). That bonus only applies to *Fighters* that swear allegiance to their *Clan*.

During the *Ending Phase*, *Shoguns* have the ability to tweak the *Clan Skill* XP bonus of the next Season to distribute the 15% *Skill* XP bonus as they wish.

## Release Plan

### Q2 2022

- May: Open beta for the Shogunate Arena (using fake TOKU)
- Late Q2: Kinchaku Release
- Late Q2: Arena Genesis (Season 1)

### Q3 2022

- Integration of partner collections (Gokenin) in Season 2
- Arena TOKU market for in-game items

## Tokenomics

### Tokugawa (TOKU)

Tokugawa is the native token and the main currency of the Shogunate ecosystem. It is used to participate in every Shogunate game, including the Shogunate Arena.

## Supply

While TOKU does not have a maximum supply, its circulating supply is strictly controlled through our *Kinchaku* system.

Therefore, as long as the supply of *Kinchaku* is 7777, the maximum inflation rate of the circulating supply is ~ 1.1125 TOKU per second.

After the sale, with a supply of 20000, the maximum inflation rate of the circulating supply is ~2.8611 TOKU per second.

## Use Cases

- The *Shogunate Arena* and future games charge all fees in TOKU for gameplay.
- In-game items marketplaces will charge all prices in TOKU only.
- Some of the future Shogunate sales, such as the *Kinchaku* sale, will charge prices in TOKU only.
- More use cases will be added as the project develops and new features are added. TOKU is the currency of the Shogunate.

## OpenSea Royalties

Royalties over the Shogunate Collection on OpenSea are 12.5%:

- 2.5% OpenSea tax
- 5% to fund the MATIC/PDD grand prize pools of the Shogunate Arena
- 3% to buy back and burn TOKU periodically
- 2% to a team-controlled wallet to fund future developments and marketing operations

## Shogunate Arena grand prize pools

5% of each sale (50% of all creator earnings) will go to a wallet dedicated to funding the grand prize pools of the Shogunate Arena.

Every Season, we will fund the grand prize pool through funds stored on this wallet up to a maximum prize pool that will be announced soon.

## TOKU buy backs

3% of each sale (30% of all creator earnings) will go to a wallet dedicated to buying TOKU back and burning it.

Buybacks and burns will be done periodically, at a time interval and using an amount that will be specified soon.

## Team wallet

2% of each sale (20% of all creator earnings) will go to a team wallet that will be used to fund future developments and marketing operations.

## Team 0xArt

The 0xArt team is made of 7 crypto professionals from different backgrounds::

- *Nizo.eth*, Co-founder, NFT Collector, and NFT Archeologist
- *Kaspa*, Co-founder and NFT Archeologist
- *Daniel*, Treasurer and Game Designer
- *Mega*, Game Developer and Graphic Designer
- *Anton*, Software Architect and Blockchain Developer
- *Bolmog*, Web Engineer and Web Designer
- *0xMTH*, Marketing and Communication

## Appendix

### Appendix I - List of eligible Partner Collections

The following collections are eligible to participate in the Arena:

- MetaPetz
- Meebits (Ethereum: 0x7Bd29408f11D2bFC23c34f18275bBf23bB716Bc7)
- Kaizen (Ethereum: 0x520E08245865af97709F9d693a21901e78C7f645)

More collections may be added to this list in the future.

### Appendix II - Grand Prize Distribution

The \$MATIC/\$PDD Grand Prize will be distributed each season according to the following distribution:

Rank	Share	Rank	Share	Rank	Share	Rank	Share
<b>1st</b>	23%	<b>6th</b>	3.9%	<b>11-15</b>	1%	<b>36-40</b>	0.4%
<b>2nd</b>	13.5%	<b>7th</b>	2.9%	<b>16-20</b>	0.7%	<b>41-50</b>	0.28%
<b>3rd</b>	8.5%	<b>8th</b>	1.9%	<b>21-25</b>	0.6%	<b>51-60</b>	0.24%
<b>4th</b>	6.5%	<b>9th</b>	1.3%	<b>26-30</b>	0.5%	<b>61-75</b>	0.22%



<b>5th</b>	5.5%	<b>10th</b>	1%	<b>31-35</b>	0.45%	<b>76-100</b>	0.21%
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