

A PLAYER'S GUIDEBOOK TO CRYPTOLAND



All information contained within this document is current, but subject to change in a continuous effort to preserve the integrity of the CrypoLand game and ecosystem.

PREFACE



The world of CryptoLand is perilous and full of risk. But Crycor contains a valuable resource, which primed it for colonization. Its vast lands, rich with Cryptopium, saw warring factions compete for territory in order to harvest this precious resource. We hope the information presented in this Game Guide will help prepare you for the challenges to come.

This Game Guide helps explain the CryptoLand game and the functional utility of CryptoLand DGPs (digital game pieces). The first half covers the various mechanics behind in-game player actions. The remainder of this Game Guide provides greater detail regarding the numbers underpinning the economic frameworks of the CryptoLand game.

Some of the specifics outlined here may be subject to change in order to preserve the integrity of the CryptoLand economy, and to promote a quality user experience. We will make every effort possible to ensure this Game Guide remains accurate and up-to-date with any changes that may occur.

LAND RARITY

LAND LEVEL	TOTAL IN COLLECTION	% OF COLLECTION
LV 10	200	1%
LV 9	400	2%
LV 8	600	3%
LV 7	800	4%
LV 6	1000	5%
LV 5	1400	7%
LV 4	2800	14%
LV 3	3800	19%
LV 2	4200	21%
LV 1	4800	24%

CRYPTOPIAN RARITY

CHARACTER CLASS	TOTAL IN COLLECTION	% OF COLLECTION
KING	100	1%
QUEEN	100	1%
LADY	200	2%
LORD	200	2%
BANKER	600	6%
MERCHANT	800	8%
BLACKSMITH	500	5%
KNIGHT	500	5%
KING'S GUARD	200	2%
ARMY	2299	23%
MINER	4494	45%

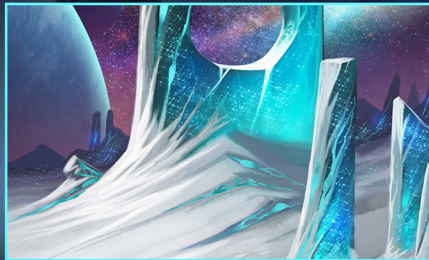
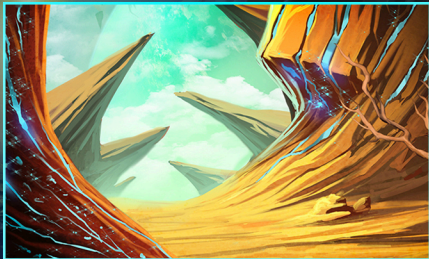


ARMY		
CAVALRY	400	4%
ARCHER	499	5%
SPEARMAN	600	6%
FOOT SOLDIER	800	8%

MINER		
FOREMAN	250	2.5%
SUPERVISOR	499	5%
VENTILATION	750	7.5%
TRANSPORT	1000	10%
MINER	1995	20%

LANDS

The Lands of Crycor contain vast untapped riches. However, not all Land is equal. Each Land has been surveyed for Cryptopium Ore, and given a 1-10 ranking based on its abundance of Cryptopium. The higher the rank, the more resources that Land offers for harvesting and taxation. All Lands have a Governor who maintains and oversees the daily activities in which Cryptopians are engaged.



You can harvest these resources with your Land Action. Your peasants and serfs are responsible for harvesting the raw resources and paying taxes. You will need to pay the Governor to initiate this process. The net gains of your action will be displayed after any modifiers are itemized. In general, Lands are one of the primary methods of earning CRYPTO, the currency of CryCor. More details regarding In-Game Actions will be covered throughout this Game Guide.

AVATARS



Cryptopian citizens are represented in the game as Avatars, which are divided into classes and subclasses, each with a *unique function allowing them to interact within the world of CryCor. Currently there are 5 Classes:

- Army
- Artisans
- Miners
- Nobles
- Royalty

Each In-Game Action has an up-front CRYPTO cost required to initiate the action. Each action also has a time requirement, ranging from days, to weeks, to *months*, depending on the selected action. Once on assignment, Avatars cannot be ordered or redirected to complete a *new* task until their previous action has been completed. The CRYPTO cost and duration of each in-game action varies depending on the action selected, and the DGP involved.



**The In-Game Actions unique to each Avatar, are discussed in more depth later in this Game Guide.*

ARMY



Armies are often the backbone of a thriving empire. After the Gods fled from CryCor, alliances began, and tribal armies sought new wealth and power. They began laying siege to surrounding castles, and capturing new equipment and resources for their kingdoms.

Army Avatars are divided into 6 subclasses

- Foot Soldier
- Spearman
- Archer
- Cavalry
- King's Guard
- Knight

Each subclass has its own base raiding stats. Effective yield can be increased with enhanced gear and/or Crystal consumables. Increasing these stats allows players to Raid higher ranked castles for enhanced rewards. Castle Raids are discussed in more depth later in this Game Guide.



ARMY CONT'D...

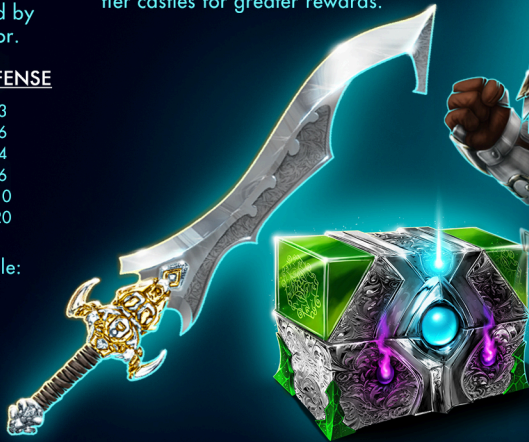
Each Army Avatar has a stat for HP (health points), Offense, and Defense. These stats are primarily increased by equipping new weapons and armor.

NAME	HP	OFFENSE	DEFENSE
Foot Soldier	20	7	3
Spearman	20	4	6
Archer	30	11	4
Cavalry	30	9	6
King's Guard	50	15	10
Knight	75	20	20

There are six Gear slots available:

- Main Hand Weapons
- Off-Hand Weapons
- Armor - Head
- Armor - Torso
- Armor - Arms
- Armor - Legs

Weapons and Armor can be obtained by Raiding, unlocking Loot Boxes, or purchasing newly forged equipment directly from a Blacksmith. High stats and Army sizes enable players to assault higher tier castles for greater rewards.



ARTISANS

Artisans currently have only 1 Subclass: the Blacksmiths. They are responsible for refining Cryptopium ore into CRYPTO, as well as using it to forge weaponry and armor. Blacksmiths are vital to the overall efficacy of the Army class's weaponry, armor, and the ongoing war efforts.

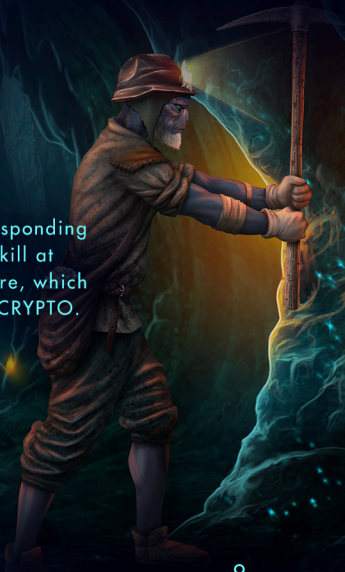


MINERS

Miners have 5 Subclasses:

- Miner
- Transport
- Ventilation
- Supervisor
- Foreman

Each Subclass has a corresponding level which reflects their skill at mining raw Cryptopium Ore, which must then be refined into CRYPTO.



Miners live a harsh life, and must always be wary of thieves who take advantage of any opportunity to rob them of their day's hard labor...

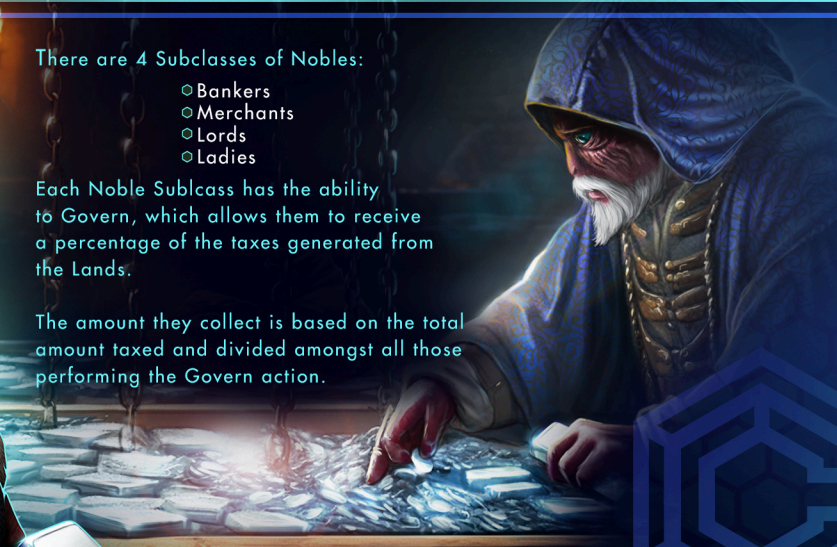
NOBLES

There are 4 Subclasses of Nobles:

- Bankers
- Merchants
- Lords
- Ladies

Each Noble Subclass has the ability to Govern, which allows them to receive a percentage of the taxes generated from the Lands.

The amount they collect is based on the total amount taxed and divided amongst all those performing the Govern action.



ROYALTY



Royalty is comprised of Kings and Queens - the true Rulers of CryptoLand. As with Nobles, Royalty also lay claim to their share of the tax pool, ensuring they receive more than the Nobles that serve them.



IN-GAME ACTIONS

In-Game Actions can be performed based on what Land or Avatar DGP you own. Each action requires an up-front CRYPTO cost to perform. Once initiated, that Avatar or Land DGP is no longer available for use until the action has been completed. Consumables can be used to increase rewards or mitigate potential losses from these actions.

Each Action also requires a set length of time to complete. The next few pages will cover what each in-game action does, and examine the specific roles of each.



***NOTE: Current cost and time requirements are subject to change in an effort to preserve the integrity of the Cryptoland game and ecosystem*

COLLECT RENT



Owning a Land allows you to perform the Collect Rent action.

The higher your Land level, the higher the cost of your action, as well as the total Rent that can be collected.

One of the primary benefits of owning Land, is that the Rent collected from your Lands is not at risk of falling victim to theft.

The following pages will cover how each level of Land and Rent Collection works.



LEVEL 1

Plots of Land have been divided into a tier system around Mount CryCor. Level 1 Land surrounds the perimeter of the mountain, while Level 10 Land is found near the summit. Level 1 Land is easy to traverse, but does not produce nearly as much Rent as the more profitable levels of Land extending up the mountain.

Daily Rent Production	0.2	CRYPTO
Daily Cost to Collect Rent	(0.1)	CRYPTO
Tax (10%)	(0.02)	CRYPTO
Theft (0%)	0	CRYPTO
LEVEL BONUS	0.1	CRYPTO
NET	0.18	CRYPTO

LEVEL 2

Level 2 Land is just a small step up the mountain from Level 1. It produces 0.2 more CRYPTO in Rent per day than Level 1 Land, but the daily cost is also 0.1 CRYPTO more.

Daily Rent Production	0.4	CRYPTO
Daily Cost to Collect Rent	(0.2)	CRYPTO
Tax (10%)	(0.04)	CRYPTO
Theft (0%)	0	CRYPTO
LEVEL BONUS	0.20	CRYPTO
NET	0.36	CRYPTO

LEVEL 3

Level 3 Land is just above the previous level on the climb up Mount CryCor. It produces 0.2 more CRYPTO in Rent per day than Level 2 Land, but the daily cost is also 0.1 CRYPTO more.

Daily Rent Production	0.6	CRYPTO
Daily Cost to Collect Rent	(0.3)	CRYPTO
Tax (10%)	(0.06)	CRYPTO
Theft (0%)	0	CRYPTO
LEVEL BONUS	0.3	CRYPTO
NET	0.54	CRYPTO

LEVEL 4

Level 4 Land is just above the previous level on the climb up Mount CryCor. It produces 0.2 more CRYPTO in Rent per day than Level 3 Land, but the daily cost is also 0.1 CRYPTO more.

Daily Rent Production	0.8	CRYPTO
Daily Cost to Collect Rent	(0.4)	CRYPTO
Tax (10%)	(0.08)	CRYPTO
Theft (0%)	0	CRYPTO
LEVEL BONUS	0.4	CRYPTO
NET	0.72	CRYPTO

LEVEL 5

Level 5 Land is just beyond the previous level on the climb up Mount CryCor. It produces 0.2 more \$CRYPTO in Rent per day than Level 4 Land, but the daily cost is also 0.1 \$CRYPTO more.

Daily Rent Production	1.0	\$CRYPTO
Daily Cost to Collect Rent	(0.5)	\$CRYPTO
Tax (10%)	(0.01)	\$CRYPTO
Theft (0%)	0	\$CRYPTO
LEVEL BONUS	0.5	\$CRYPTO
NET	0.9	\$CRYPTO

LEVEL 6

Level 6 Land is just beyond the previous level on the climb up Mount CryCor. It produces 0.2 more CRYPTO in Rent per day than Level 5 Land, but the daily cost is also 0.1 CRYPTO more.

Daily Rent Production	1.2	CRYPTO
Daily Cost to Collect Rent	(0.6)	CRYPTO
Tax (10%)	(0.12)	CRYPTO
Theft (0%)	0	CRYPTO
LEVEL BONUS	0.6	CRYPTO
NET	1.08	CRYPTO

LEVEL 7

Level 7 Land is just beyond the previous level on the climb up Mount CryCor. It produces 0.2 more CRYPTO in Rent per day than Level 6 Land, but the daily cost is also 0.1 CRYPTO more.

Daily Rent Production	1.4	CRYPTO
Daily Cost to Collect Rent	(0.7)	CRYPTO
Tax (10%)	(0.14)	CRYPTO
Theft (0%)	0	CRYPTO
LEVEL BONUS	0.7	CRYPTO
NET	1.26	CRYPTO

LEVEL 5

Level 5 Land is just beyond the previous level on the climb up Mount CryCor. It produces 0.2 more CRYPTO in Rent per day than Level 4 Land, but the daily cost is also 0.1 CRYPTO more.

Daily Rent Production	1.0	CRYPTO
Daily Cost to Collect Rent	(0.5)	CRYPTO
Tax (10%)	(0.01)	CRYPTO
Theft (0%)	0	CRYPTO
LEVEL BONUS	0.5	CRYPTO
NET	0.9	CRYPTO

LEVEL 9

Level 9 Land is very near the summit of Mount Crycor. It produces 0.2 more CRYPTO in Rent per day than Level 8 Land, but the daily cost is also 0.1 CRYPTO more.

Daily Rent Production	1.8	CRYPTO
Daily Cost to Collect Rent	(0.9)	CRYPTO
Tax (10%)	(0.18)	CRYPTO
Theft (0%)	0	CRYPTO
LEVEL BONUS	0.9	CRYPTO
NET	1.62	CRYPTO

LEVEL 10

Level 10 Land is found only at the very top of Mount Crycor. It produces 0.2 more CRYPTO in Rent per day than Level 9 Land, but the daily cost is also 0.1 CRYPTO more.

Daily Rent Production	3.0	CRYPTO
Daily Cost to Collect Rent	(1.0)	CRYPTO
Tax (10%)	(0.3)	CRYPTO
Theft (0%)	0	CRYPTO
LEVEL BONUS	1.0	CRYPTO
NET	1.8	CRYPTO

MINE



Using the Mine in-game action allows your Miners to harvest raw, unrefined Cryptopium Ore.

This ore must be Refined using the in-game Refine action so that it may be used as an in-game currency - \$CRYPTO.

Mining has both direct and indirect costs associated with it.

There are no slaves or employees in CryptoLand. Everyone is pursuing their own riches within the depths of the mines. As a result, everyone pays for their own mining costs, equipment, and other peripheral consumables needed to maximize success in the perilous mines of CryCor.

The following pages describe the function of each subclass of Miner.



MINER

The Miner is the lowest member of the Miner Class. He is a grunt. Although hardworking, he is often mistreated by every Subclass of miner above him. He is known for spending long hard hours in the mines, driven by the hope of finding something to elevate him from this lowly status.



Daily Mining Production	0.6	CRYPTO
Daily Cost to Mine	(0.1)	CRYPTO
Tax (20%)	(0.12)	CRYPTO
Loss to Theft (50%)	(0.3)	CRYPTO
MINER BONUS	0.1	CRYPTO
NET	0.18	CRYPTO

TRANSPORT

Transporters are just above the Miners, but relegated to one of the hardest tasks - pushing heavy laden carts with raw Cryptopium ore up to the surface to be processed and refined. Transporters enjoy some benefits Miners do not, which allows them to produce 2x as much Cryptopium Ore as the Miners.



Daily Mining Production	1.2	CRYPTO
Daily Cost to Mine	(0.2)	CRYPTO
Tax (20%)	(0.24)	CRYPTO
Loss to Theft (50%)	(0.6)	CRYPTO
TRANSPORT BONUS	0.2	CRYPTO
NET	0.36	CRYPTO

VENTILATION


The deeper the mines of CryptoLand become, the greater the need for fresh air amongst the mining crews. This job is carried out by the Ventilation Crew. Though repairing ventilation shafts after a collapse is rough work, it doesn't come without its rewards. The Ventilation Crew has been known to discover rich Cryptopium Ore deposits in the shafts.



Daily Mining Production	1.8	CRYPTO
Daily Cost to Mine	(0.3)	CRYPTO
Tax (20%)	(0.36)	CRYPTO
Loss to Theft (50%)	(0.9)	CRYPTO
VENTILATION BONUS	0.3	CRYPTO
NET	0.54	CRYPTO

SUPERVISOR

Supervisors have the duty of making sure the Miners meet their quotas. After all, the Nobles and Royalty of CryptoLand demand their share of production. Because of the cruel circumstances for Miners that don't meet quota, Supervisors are amongst the most hated of their mining peers.



Daily Mining Production	2.4	CRYPTO
Daily Cost to Mine	(0.4)	CRYPTO
Tax (20%)	(0.48)	CRYPTO
Loss to Theft (50%)	(1.2)	CRYPTO
SUPERVISOR BONUS	0.4	CRYPTO
NET	0.72	CRYPTO

FOREMAN

The Foreman has earned the privilege of overseeing the accounting and financial affairs of the mines. Though most often recognized for reporting theft to the Nobles, the Foreman is ironically rumored to collaborate with thieves, even sharing the location of rival miners roaming the streets after dark.



Daily Mining Production	3	CRYPTO
Daily Cost to Mine	(0.5)	CRYPTO
Tax (20%)	(0.6)	CRYPTO
Loss to Theft (50%)	(1.5)	CRYPTO
FOREMAN BONUS	0.5	CRYPTO
NET	0.9	CRYPTO

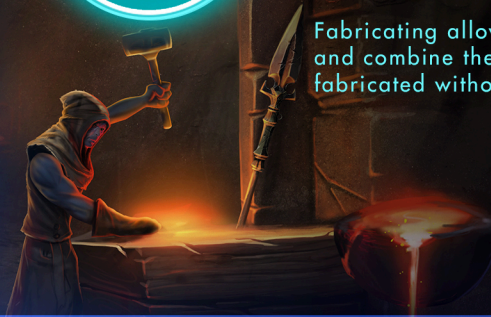
FABRICATE & FORGE



Fabricate and Forge are similar in-game actions. You can only Forge or Fabricate items up to Unique Tier rarities.

Forging allows you to craft individual weapon components that can then be used to Fabricate a full weapon. Each weapon requires either 2 or 3 components to Fabricate fully. The higher the component tiers, the higher the Fabricated weapon will be.

Fabricating allows you to take various weapon components and combine them to make a new weapon. Armor can be fabricated without combining separate components.



GOVERN



Using the Govern in-game action allows you to collect a portion of Taxes received from Lands. Merchants, Bankers, Lords and Ladies can all perform this Action. All the Avatar DGPs that are performing this action during a given time, split the total pool of Taxes collected - Obviously, greater numbers of Avatars means a smaller "cut" for each individual, as the Tax pool is split among them.



MERCHANT

The Merchant is the lowest member of the Governing Class with a rank of 25. In addition to their daily base, their rank grants them 25 shares from the Tax Pool for every day of collection.



Daily Governing Production	1.25	CRYPTO
Daily Cost to Govern	(0.5)	CRYPTO
Tithe (1.5%)	(0.02)	CRYPTO
Base Net	0.73	CRYPTO
Tax Pool		25 Shares*

* See slide on Pool Tokenomics

BANKER

The Banker enjoys a slightly higher status than the Merchant, with a rank of 50. In addition to their daily base, their rank grants them 50 shares from the Tax Pool for every day of collection.



Daily Governing Production	2.0	CRYPTO
Daily Cost to Govern	(0.8)	CRYPTO
Tithe (1.5%)	(0.03)	CRYPTO
Base Net	1.17	CRYPTO
Tax Pool		50 Shares*

* See slide on Pool Tokenomics

LORDS & LADIES

Lords & Ladies are the most elite members of the Noble Class with a rank of 75. In addition to their daily base, their rank grants them 75 shares from the Tax Pool for every day of collection.



Daily Governing Production	2.5	CRYPTO
Daily Cost to Govern	(1.0)	CRYPTO
Tithe (1.5%)	(0.04)	CRYPTO
Base Net	1.46	CRYPTO
Tax Pool		75 Shares*

* See slide on Pool Tokenomics

RAID



Using the Raid in-game action allows your Army Avatar DGPs to siege nearby castles for rewards. There are different tiers of castles, each with their own requirements/restrictions for raiding. Each Army DGP sent to Raid adds his stats to the battle. The better you do in battle, the better your rewards.



REFINE



Once your Miners have collected raw Cryptonium Ore, it needs to be refined into CRYPTO in order to become valuable. This process is risky, and sometimes CRYPTO is stolen by those using the Thief action.



RULE

Being a member of royalty grants Kings and Queens a level 100 rank, and allows them to perform the Rule in-game action. This entitles them to a portion of the Taxes collected from Miners and through Land Rent Collection. In addition, their rank grants them 100 shares from the collected Tax Pool.



Daily Ruling Production	6.0	CRYPTO
Daily Cost to Rule	(2.0)	CRYPTO
Tithe Pool (1%)	(0.06)	CRYPTO
Base Net	3.94	CRYPTO
Tax Pool	100 Shares*	

** See slide on Pool Tokenomics*



THIEVE



The Thief Action is used by Army and Blacksmith Avatars. CRYPTO can be stolen and divided up among those in the Thief pool. The greater the number of Avatars in the pool, the smaller the "cut" for each individual.

The following pages describe the function of each Avatar DGP that can Thieve.



SPEARMAN & FOOT SOLDIER



Spearman and Foot Soldiers hold a Level 10 Rank in the Army Class. Though in battle they are often the difference between victory and defeat, Spearman and Foot Soldiers are the least effective thieves in the thieving community. Every night they stake into the thieving pool, their rank allows them to collect 10 shares from the pool, in addition to their individual base earnings.

Daily Thieve Production	0.4	CRYPTO
Daily Cost to Thieve	(0.2)	CRYPTO
Tax (10%)	(0.04)	CRYPTO
Base Net	0.16	CRYPTO
Thieve Pool		10 Shares*

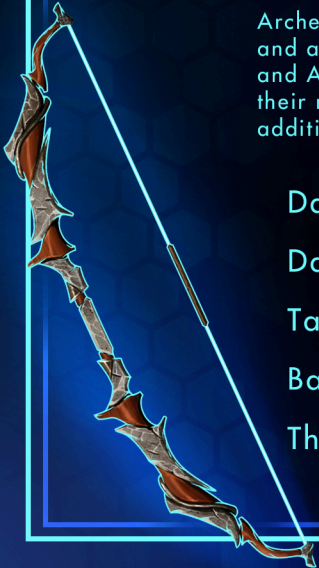
* See slide on Pool Tokenomics

ARCHER & CAVALRY

Archers and Cavalry hold a Level 15 Rank in the Army Class, and are slightly more effective thieves than the Foot Soldiers and Archers. Every night they stake into the thieving pool, their rank allows them to collect 15 shares from the pool, in addition to their individual base earnings.

Daily Thieve Production	0.6	CRYPTO
Daily Cost to Thieve	(0.3)	CRYPTO
Tax (10%)	(0.06)	CRYPTO
Base Net	0.24	CRYPTO
Thieve Pool		15 Shares*

* See slide on Pool Tokenomics



BLACKSMITH & KING'S GUARD



Blacksmiths and members of the King's Guard hold a Level 25 Rank in the Army Class, and are quite effective thieves. Every night they stake into the thieving pool, their rank allows them to collect 25 shares from the pool, in addition to their individual base earnings.

Daily Thieve Production	0.8	CRYPTO
Daily Cost to Thieve	(0.4)	CRYPTO
Tax (10%)	(0.08)	CRYPTO
Base Net	0.32	CRYPTO
Thieve Pool		25 Shares*

** See slide on Pool Tokenomics*



KNIGHT

Knights are respected and feared not only on the battlefield, but in the Thieve's Guild as well. They hold the highest Rank in the Army Class, and are the most effective thieves. Every night they stake into the thieving pool, their rank allows them to collect 37.5 shares from the pool, in addition to their individual base earnings.



Daily Thieve Production	1.0	CRYPTO
Daily Cost to Thieve	(0.5)	CRYPTO
Tax (10%)	(0.1)	CRYPTO
Base Net	0.40	CRYPTO
Thieve Pool		37.5 Shares*

* See slide on Pool Tokenomics

POOL TOKENOMICS - Tax Pool

Example 1: King/Queen & Tax Pool

If all 4,494 Miners are sent to the mine, they will produce 2,697 CRYPTO per day. 2% (54 CRYPTO) goes into the tax pool that day. You are a King with a level 100 rank, so you receive 100 shares of the total 20,000 share pool (100 Kings & 100 Queens). If 5 Kings and 5 Queens are staked into that pool with you, that means only 1,100 shares are being split that day amongst the stakeholders.

$$100 / 1,100 = 0.091 \text{ (x100)} = 9.09\% \text{ of the Pool}$$

$$9.09\% \times 54 \text{ CRYPTO (Amount in Tax Pool)} = 4.87 \text{ CRYPTO}$$

Your King earned an additional 4.87 CRYPTO from the pool, in addition to his base net for that day.



POOL TOKENOMICS - Thieving Pool

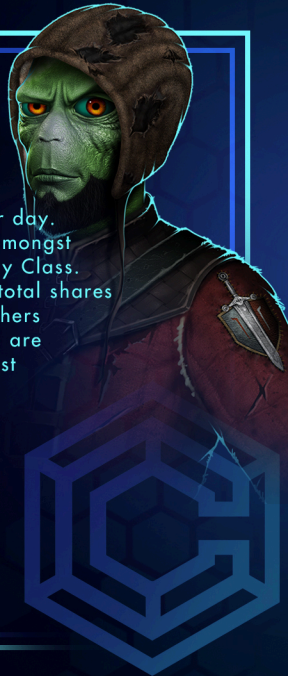
Example 2: Lower Army Class & Thieving Pool

If all 4,494 Miners are sent to the mine, they will produce 2,697 CRYPTO per day. 5% (135 CRYPTO) goes into a split thieving pool, where one half is divided amongst the Artisans and Knights, and the other half is divided amongst all other Army Class. You are a Foot Soldier with a level 10 rank, so you receive 10 shares of the total shares from your group's pool that night. If 20 Foot Soldiers (level 10 rank), 15 Archers (level 15 rank), 20 Cavalry (level 15 rank), and 10 Spearman (level 10 rank) are staked to go thieving that night, that means 825 shares are being split amongst the staked thieves.

$$135 \text{ CRYPTO} / 2 \text{ POOLS} = 67.5 \text{ CRYPTO per Pool}$$

$$10 / 825 = 0.012 \text{ (X 100)} = 1.2\% \text{ of Pool}$$

Your Foot soldier earned an additional 1.2% from the pool, which equals 0.82 CRYPTO in addition to his base net for that day.



MARKETPLACE



The Marketplace Action allows you to buy and sell various assets, including Avatars, Lands, Consumables, and Gear. The Marketplace has various options to help you find what you are looking for.



MINTING



The Mint Action allows you to convert resources into new Lands and Avatars. There is a finite number of available Land and Avatars, but you can choose either a Land or Avatar mint as long as they are available. The specific level or subclass minted will then be randomized.

OPEN LOOT BOXES



The open Loot Box Action allows you to open Loot Boxes with a key of the same corresponding rarity. Inside, you can find a variety of useful items. Some of the best items in the game can only be obtained from these Loot Boxes.



BANK OF CRYPTO LAND



The Bank Action allows you to access the Bank of CryptoLand - which is the heart of CryptoLand's economy.

Here, you can Top-Off XRP, make CRYPTO withdrawals, deposit Cryptopium Tokens, and employ strategies to climb the bank ranks to increase your daily withdrawal limits.

There are a couple different approaches to your banking strategy - One strengthens the Kingdom for collective gain, while the other represents a more selfish path to personal fortune...



BANK OF CRYPTO LAND CONT'D...



In CryptoLand, your banking strategy shapes your destiny - as you consider this, ask yourself,

"Will I Be Noble or Be a Miner?"

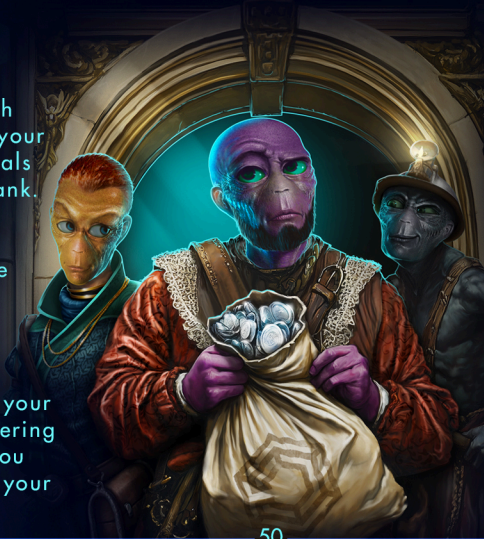
Each path holds distinct rewards and potentially serious consequences...



BANK OF CRYPTOLAND CONT'D...

Be Noble

Walk the honorable path by consistently making your daily CRYPTO withdrawals and deposits into the Bank. With each day that you loyally contribute to the Bank's reserves, you are rewarded. When the Bank opens each morning, a green-lit withdrawal button will greet you—a symbol of your noble deeds and unwavering commitment, granting you uninterrupted access to your well-earned rewards.



Be a Miner

For those who choose a more audacious route, the option to withdraw, swap, and execute a bank run is available. But beware—such actions, much like real-world bank runs, threaten the stability of the Bank. This choice triggers a "Bank Penalty," imposing a 48-hour cooldown before you can make your next withdrawal.

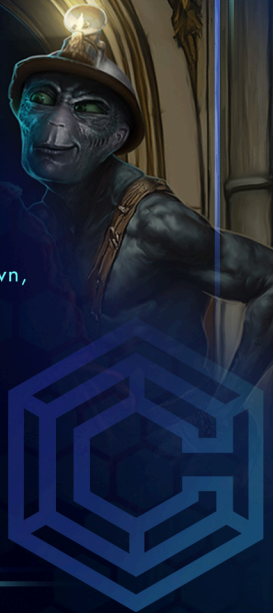
BANK OF CRYPTO LAND CONT'D...

Be a Miner

Example 1 - *Swap*

Consider the Bank is in Tier 2 Health, and you hold the rank of Assessor with 1,000,000 Cryptopium Tokens. Your daily withdrawal limit stands at 2 CRYPTO.

- Scenario 1: On the 1st of the month, you decide to swap your daily deposit of 2 CRYPTO. This action incurs a "Bank Penalty" and results in a 48-hour cooldown, meaning your next withdrawal won't be available until the 4th of the month.
- Scenario 2: If you instead accumulate two days' worth of deposits and swap 4 CRYPTO at once, you will trigger two "Bank Penalties," leading to a 96-hour cooldown. A swap on the 1st pushes your next withdrawal to the 6th of the month.
- Rank-Based Cooldown: However, if you held the rank of Chamberlain, receiving 4 CRYPTO daily, swapping the same 4 CRYPTO would only impose a 48-hour cooldown. This demonstrates the advantage of higher Bank Ranks, allowing more substantial swaps with the same penalty duration.



BANK OF CRYPTO LAND CONT'D...

Be a Miner

Example 2 - *Withdraw*

Even when choosing to withdraw your Cryptopium Tokens from the Bank, the same "Bank Penalty" applies.

- Scenario 1: As an Assessor, withdrawing 4 CRYPTO results in a 96-hour cooldown.
- Scenario 2: Imagine you've been diligently Noble for months, steadily accumulating Cryptopium Tokens through daily deposits. If you then make a significant withdrawal, the cooldown scales with the size of the withdrawal. For instance, withdrawing 300 CRYPTO with a daily limit of 4 CRYPTO as an Assessor equates to 75 consecutive "Bank Penalties." At 48 hours per penalty, this totals a 3,600-hour cooldown — 150 days, or nearly 5 months



BANK OF CRYPTO LAND CONT'D...

In the CryptoLand Bank Game, **Being a Miner** comes with immediate drawbacks, while **Being Noble** consistently proves to be the most rewarding strategy for long term prosperity. Higher Bank Ranks are coveted positions of power and privilege, and starting at lower ranks is just the beginning of your journey. Strive for nobility to climb the ranks and secure your place in the elite tiers of CryptoLand.

