



Cryptoz.cards



The Cryptoz universe is a collection of limited edition collectible zombie cards – stored in your Ethereum blockchain wallet.

We are proud to share thousands of unique, beautifully designed zombie cards to buy, collect and trade with friends from around the globe.

Every Cryptoz collector card is an ERC-721 crypto token which belongs 100% to the player and cannot be altered or replicated.

This whitepaper represents a work in progress, and is not a representation of the final product.
VERSION 1.3





Table of Contents

- Summary**
- Types of Cards, Sets & Packs**
- The Cryptoz Play Cycle**
- Value Proposition**
- Token Generation Event (TGE)**
- Token Distribution**
- Roadmap**
- Our History**
- Our Team**

An Invitation to Third Party Developers

Summary

Welcome to Cryptoz, an Ethereum-based collectible zombie card universe.

The Cryptoz Universe V.1 is made up of 3 parts: The CryptozShop, The CryptozAuction and your CryptozCrypt.

The CryptozShop displays all of the ERC-721 card inventory that is available for sale. Browse cards by purchasing cost, CZXP unlock levels, CZXP rewards per action, and the limited edition number of a card.

The CryptozAuction is where you can send cards or tokens to other players. You can also buy and sell cards for Ethereum in the CryptozAuction.

Your CryptozCrypt highlights your personal collection of cards and your current balance of CZXP tokens.

Every Cryptoz collector card is an ERC-721 non-fungible Ethereum token.
Every Cryptoz Experience Token (CZXP) is a fungible ERC-20 Ethereum token.

Some other exciting features of the Cryptoz Universe include:

- Unique serial numbers = cryptographically unique cards
- Single cards & booster packs released regularly
- Decentralized format ensures that the player owns each card 100%
- Limited inventory, exclusive cards
- Collector cards can be re-sold to other players in the auction for Ethereum
- Transferrable blockchain experience tokens
- Cryptoz cards cannot be altered or replicated
- Hand-drawn, original card designs
- FREE Launch Party Pack!





Types of Cards

Cards can be purchased from the CryptozShop in limited edition singles and booster packs. Single cards will never be available in booster packs and booster pack cards will never be available for sale in the CryptozShop.

Cryptoz cards are classified into 5 different rarity categories:

Epic	Rare	Platinum (Achievement Cards)
Common	Uncommon	

Each card includes the following data:

Name	Purchase Price	Buy CZXP
Sell CZXP	Transfer CZXP	Unlock CZXP
Sacrifice CZXP	Card Level	Edition or Serial Number
Rarity	Set	

Sets

Each Cryptoz card also falls into a set category. Players can complete Cryptoz card sets and earn experience (CZXP) tokens and bonus Platinum cards. Platinum cards fall under the Platinum rarity category and have silver frames, much like the "foil" cards found in other card collecting games. Platinum cards allow players to show off their card-collecting achievements as they can only be obtained by completing sets. Platinum cards can never be bought in the CryptozShop as singles or in booster packs. Additional sets will be introduced as the universe grows.

Set Examples:

- Classic
- Aquatic
- Domestic
- Holiday
- Fairy Tale
- Misfits
- Mystical
- Zombie Zoo



Note: Platinum card achievements are only rewarded to the player once. If a player should choose to sacrifice their card(s) or sell them to another player, they cannot obtain another Platinum card by re-completing the same set.

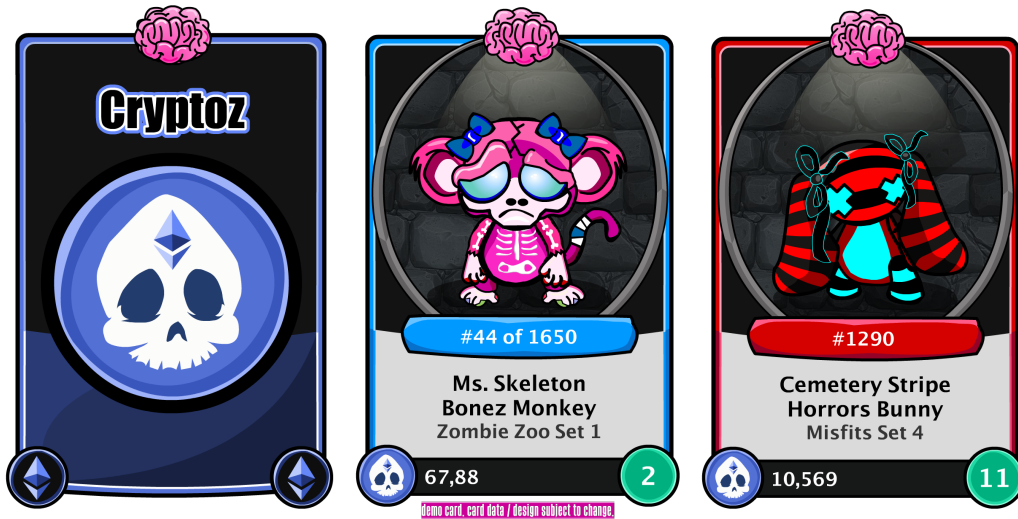


Booster Packs

There are three (random) cards in each pack, and at least one card will be of uncommon quality or better. You could even get a rare or epic!

With hundreds of cards in the game, you'll never know what you're going to get!

Duplicate cards can be sacrificed for CZXP tokens which players can then burn to increase their chances of obtaining more rare cards when purchasing other booster packs.





The Cryptoz Play Cycle



Cryptoz is an Ethereum blockchain-based collectible zombie card game

1 Buy Cards & Booster Packs in the Cryptoz Store

Stake CZXP Tokens to Gain Access to HIGHER LEVEL Cards

Every Cryptoz collector card is an ERC-721 crypto token which belongs 100% to the player and cannot be replicated or destroyed.



Earn CZXP Tokens

NEW Cards & Booster Packs Released Weekly!



Single cards are limited in number and come with their own unique edition number. Once these cards are sold out, they will no longer be available in the Cryptoz store & can only be bought from other players. Single cards are never available in Booster Packs.

Booster packs contain a random mix of cards that are not available for sale in the store and have unlimited inventory.



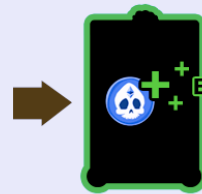
Use CZXP Tokens to BOOST your odds of unlocking Rare & Epic Cards!

2 Complete Sets to Unlock Rare Cards & Earn Bonus CZXP



Earn CZXP Tokens

3 Sacrifice Duplicate Cards for CZXP Tokens



Earn CZXP Tokens



4 Sell Cards to other players in the Auction for Profit & CZXP Tokens



Earn CZXP Tokens





Value Proposition

The Cryptoz.cards model offers the following core value points to players:

1. Edition Number

Each Cryptoz collector card is stamped with a unique edition number making it a singular copy of that card.

2. Limited Edition Minting

The single Cryptoz cards that are available for purchase in the CryptozShop are in limited supply. These limited edition cards are minted only in a set number and none of these cards will ever be re-released for sale. Each of these limited edition cards is also stamped with a unique edition number (i.e. #45 of 500).

Infinite Release Cards

Infinite cards are only available in Booster Packs and will continue to be minted on demand. Each card is stamped with a unique serial number.

3. Rarity Scale

Cards fall into 5 rarity categories: Epic, Rare, Uncommon, Common and Platinum. The rarity scale applies to all Cryptoz cards and refers to how many total cards in each set and edition are in circulation. The Cryptoz cards rarity distribution scale will be published before launch.

4. Cryptoz Experience Tokens (CZXP)

Cryptoz Experience Tokens (CZXP) are ERC-20 fungible Ethereum utility tokens which are earned by the player during transactions within the Cryptoz Universe. Cryptoz Experience Tokens can be burned to increase the chances of obtaining a higher rarity card when purchasing Booster Packs. Duplicate cards can be sacrificed to obtain more Cryptoz Experience Tokens.

5. Stake Holding

CZXP Token balance unlocks higher level cards in the CryptozShop.

6. Upselling

Players can sell their Cryptoz cards to other players in the CryptozAuction for Ethereum.

Token Generation Event (TGE)

The Cryptoz Experience Token* (CZXP) sale will run over a 15 day period starting from the 10th of March 2018 at 12:00:00 GMT-0500 until the 25th of March 2018 at 12:00:00 GMT-0500.

During the Token Sale Cryptoz Experience Tokens (CZXP) can be purchased in exchange for ETH, with minimum 0.1 ETH contribution and a maximum of 1 ETH per wallet. Maximum limit is enforced to encourage fair play and a balanced distribution of tokens across the Cryptoz Universe.

We will never post the token contribution address to anywhere other than this official token sale website: <https://cryptoz.cards>

Cryptoz Experience Tokens (CZXP):

- 1 CZXP = 0.001 ETH
- After launch, there is an unlimited supply of CZXP Tokens (enforced by the contract)
- CZXP Tokens can not be purchased after the TGE
- CZXP Tokens can only be minted through gameplay actions
- CZXP Tokens can be burned to boost rarity probability when purchasing Booster Packs
- CZXP Tokens are transferrable between ERC-20 wallets



*Cryptoz Experience Tokens (CZXP) are classified as ERC-20 fungible Ethereum utility tokens and are NOT security tokens.



Token* Distribution

Early Supporter - 500 wallets X 100,000 tokens = 50,000,000

- Unlocked on close of Token Generation Event (TGE)
- **3 Levels of Support:**
 - **Package 1**
 - **Contribution: 1 ETH**
 - **Reward: 100,000 CZXP, 1 Diamond Club Limited Edition Card**
(Up to 500 cards minted. Available exclusively to Early Supporters during TGE and NOT for sale in CrytozShop)
 - **Package 2**
 - **Contribution: 0.5 - 0.99 ETH**
 - **Reward: CZXP @ 0.00001 ETH, 1 Epic Limited Edition Card**
 - **Package 3**
 - **Contribution: Under 0.5 ETH**
 - **Reward: CZXP @ 0.00001 ETH**

Airdrop - 10,000,000

- Register for airdrop with > 0.5 ETH balance
- Maximum of 100 CZXP per wallet
- Unlocked in June 2018

Founders – 5,000,000

- Vested for 1 year (March 2019)

Team & Advisors

- Receive Early Supporter Package 1

Bounties – 5,000,000

- Code auditors, partners, etc.



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Roadmap



2009-2015

Zombie Pets Facebook Game:

- 5000 game assets
- 1 million registered players

Q4 2017

- Proof of concept
- Scope, design of initial play cycle
- Migration of first wave of assets to new platform

Q1 2018

- Announcement
- Code audit
- TGE on test network
- Website development
- Establish online community
- Launch token on test network
- Token Generation Event for Cryptoz Experience Tokens (CZXP)
- Whitelist for TGE

Q2 2018

- Design/launch shop on main network (100 cards)
- Develop auction on test network
- Code audit
- FREE Launch Party Booster Pack

Q3 2018

- Airdrop
- Launch auction on main platform

Q4 2018

- Seek partners for build of add-on services
- Bounties for gameplay engines

Ongoing

- Release of new Cryptoz card editions and sets

2019-2022

- Continue build(s) of add-on services
- Continue bounties for gameplay engines
- Mobile development
- Merchandising





Our History

The Cryptoz Universe is built on its predecessor, the farm style Facebook game Zombie Pets. In Zombie Pets, players could create a habitat, and fill it with a selection of zombified human, animal or plant based items and characters. There were various social and viral mechanisms in the game like infecting humans, cleaning up the dead in your friends habitats and some other quirky game play actions.

All Items had a store cost and would earn the players experience points. These experience points would enable players to unlock higher level items and progress through the game. Actions in the game, like buying selling and gifting items, would earn the players additional experience points.

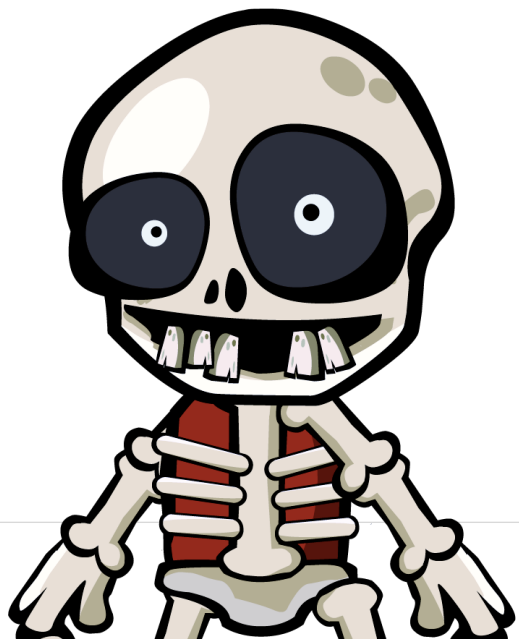
Zombie Pets also included pickup objects and spell recipes that players could use to enchant their habitats to enhance various aspects in the game.

We learned a lot about what players value as well as game balancing, economies, marketing, and community building during the design and ongoing development of Zombie Pets.

The game eventually reached its maturity and as technology evolved and the Facebook platform changed, we made the decision to retire the game. We considered launching a rewrite for mobile, a zombie infection game or collectible cards, but nothing really made sense until we learned about what the Ethereum platform could offer.

We are excited to build on this new platform and breathe new life into the old Zombie Pets assets.

We welcome you to join us on this amazing journey.





Cryptoz is a product of Cardinal Entertainment; a team of technical and creative professionals. We created the very successful virtual pets game Zombie Pets on Facebook, with over 1,000,000 registered players and over 5000 unique game items.



Founders

Ryan Price - Director, Developer

Ryan is an industry veteran with over 20 years invested in the web as business owner, database designer, software developer, and Facebook game developer. Ryan was an early adopter of Bitcoin and excited by the disruptive nature of blockchain to existing industries. Ryan drives the overall vision of Cryptoz, bringing a wealth of experience from the retired but highly successful Zombie Pets farming game on Facebook with over 1 million registered players and over 5000 game items.

Mellanie Bauslaugh - Graphic Design

Mellanie is our graphic designer. With 20+ years experience in graphics, layout and web design, Mellanie is a veteran in the web industry. Solely responsible for the creation and custom design of the interface and over 5000 unique zombified characters, plants and objects for the Zombie Pets Facebook game, Mellanie brings her creative assets to the team, ensuring players are kept engaged.

Team

Sergio Dempsey - Developer

Sergio is part of our back end development team. From his undergraduate degree in physics and present Ph.D. in engineering, he is responsible for processing UI and the resultant math required to run Cryptoz effectively.

Chad Simpson - Community Manager

Chad comes from a data analytics and IT background in education, and brings his experience in ICO analysis and community development. Having organized and developed several online communities, and having been a key developer in education software, the migration to cryptocurrency is a natural one.

Lowgan Pertout - Communications

Lowgan has a background in Television and Journalism. After completing internships at CTV and Global News, Lowgan has decided to dive into the tech sector. Lowgan is enthusiastic about the crypto industry and is excited to use his skillset to grow the Cryptoz community.



Advisors

Jeff Evans - CEO Tiny Titan Studios

Jeff is an entrepreneur and professional video game developer with over 15 years of industry experience spanning across multiple disciplines and platforms. He has worked in both small and large scale teams and has been involved in all aspects of video game development. In 2013 he launched his second video game company 'Titan Titan Studios' where the focus is to create fun, retro inspired indie games for the mobile, PC and console platforms using Unity technology. Tiny Titan is now over 15 people strong and growing!

Andreas Schneider

Andreas' education in statistically analyzed databases led him to achieve an honors Genetics degree and enter into the Genetic Counseling field for advanced cancer and prenatal screening. Feeling that he was meant to make more of a difference on a global scale, he converted his family's farming assets into several multi-million dollar photovoltaic power plants contracted by the Ontario Power Authority and Hydro One. Electrically and electronically proficient, he maintains, programs, monitors, and advises future expansion projects. His hands-on experience with renewables led to his acquisition by ProWind Renewables in an advisory role which extended to municipal council on occasion. Andreas is also a venture capitalist with private equity funding in Capstone Turbines and Magnolia Generations, a venture which takes Toronto Skyscrapers off the grid and provides self-sufficient electricity.

Adrian Biljan

Adrian has been involved in Crypto Economics for the last three years. Adrian spent twelve years at Info-Tech Research Group, a leader in technology research in Canada. His titles included Developer, Business Analyst and Operations Lead. Originally a Bitcoin investor, Adrian expanded his crypto experience researching, analyzing and investing in ICOs. Adrian brings his technical background and experience with token metrics from over 25 ICOs to the Cryptoz.cards project.

Wes Hubert

Wes is a passionate Blockchain Consultant focusing on Ethereum Smart Contracts, ARK Smartbridge technology and IBM's Hyperledger. His days are structured around researching emerging technologies and investment opportunities while actively consulting for various crypto-projects regarding which blockchain technologies are best suited for their specific applications. His previous role was Director of Business Communications for Oxycoin.io and he has also been an Ethereum Mining Operations Consultant since early 2017. Wes is a dedicated cryptocurrency community member who also enjoys supporting DPOS nodes for ARK, Oxycoin, Blockpool and LWF.io



An Invitation to Third Party Developers

We build because we love what the web provides. We love technology and we love the enjoyment we bring to people through something that our players can make personal; something they can feel part of and make their own.

We are very, very excited about the prospect of releasing a universe of quirky undead creations to our players and creating a fair, transparent economy of items and tokens for trade on this exciting technology of Ethereum.

What is amazing about Ethereum, ERC20 and ERC721 tokens is that they are truly owned by the wallet. Once a player acquires an item or a set of tokens, what they do with them is entirely in their control. But, this is the interesting part: *anyone* can write an app or tool that will let players control their own tokens. If someone decides to make a battle system for our Cryptoz cards and create their own rules, they could do that, without input or permission from us. If someone wants to create a zombie breeding farm or battle system with their own rules, they could do this. The options are virtually limitless. *Cryptoz is simply the factory.* We are producing these unique card collections and define the rules for releases and bonuses, but we welcome the community to expand the Cryptoz universe into something even greater.

We are currently working with Rare Bits Marketplace (<https://rarebits.io/rankings>) for the CryptozAuction integration.

We will support other development efforts through our bounty program. Reach out to us at contactus@Cryptoz.cards if you are working on something. We would love to hear your ideas.





Thank you for your interest in Cryptoz.cards

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