



SCINIONS

White Paper

version 1.0

SCINIONS

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01 Introduction

Scinions is more than just a video game; it is the gateway to an expansive universe where players embark on a journey of evolution, ethics, and discovery. Scinions introduces an innovative play-to-earn model, combining arcade-style mechanics with immersive housing systems, all wrapped in a scientifically rich narrative. Within Scinions, characters live dynamic lives, evolving as they navigate this world and others. This interconnectivity extends across multiple titles, ensuring that player's experiences and characters grow alongside the expanding universe. The game challenges players to ponder the moral implications of technological advancements while rewarding them with tangible and meaningful outcomes.

Scinions is an innovative video game that combines arcade-style mechanics with housing mechanics, having a captivating scientific storyline. As a play-to-earn game, Scinions allows players to earn rewards while advancing in an adventure that delves into the evolution of science throughout history.

In Scinions, players will live a journey which shows the implications of technology surpassing humanity. As an introductory chapter in a new universe, the game introduces players to a world where conflicts arise from the unprecedented advancements in technology. The storyline will challenge players to rethink their ethics and make them choose their own limits for science. Scinions is the entry into this universe.

02 Vision

Since the beginning of civilization, stories have been a fundamental component of the human experience. They have allowed us to transmit knowledge, get excited, share experiences, worldviews, and new ideas. Through stories, we have created beliefs, ideologies, and religions, and carried out social transformations on a global level.

The way we have shared these stories has evolved hand in hand with our technological development, from oral tales around a fire to the advent of digital literature, cinema, television, and video games. In video games, stories became a completely new experience, allowing us to live them interactively.

Video games have evolved alongside the technological revolution that has taken place in the last decades of the 20th century and the beginning of the 21st century. They allow us to experience stories in a unique way, becoming part of them and making decisions that have a direct impact on the virtual universe before our eyes.

They entertain us, excite us, make us dream of different worlds, and teach us about our past and future. Today, video games are the leading entertainment sector, surpassing cinema and television in popularity. This is mainly due to their great versatility and the passion of players to discover new experiences. But now, a new technology has emerged that could revolutionize the way we understand video games and how we live their stories: NFTs.

NFTs allow for the creation of exclusive content for players, allowing them to own and collect unique elements within the game. This technology offers a world of possibilities for creativity and innovation in the video game industry. Players can acquire objects that represent them in the virtual world and identify them as unique.

In addition, NFTs can be used to enhance the educational component of video games, offering unique elements that allow players to learn about topics of interest while having fun. NFTs and blockchain technology have enabled the development of a new game mode, play-to-earn. As the name suggests, play-to-earn is a game mode in which the player is rewarded with one or more tokens, which have real value.

These tokens are specific cryptocurrencies for use in the video game, which would allow buying objects within the game, NFTs in the marketplace, or boosts within the game. The value of these cryptocurrencies varies according to market supply and demand logic. Receiving a token as a reward for playing a video game allows the player to interact in a completely different way with the game.

The mainly problem with play-to-earn video games is that they have deviated from the main objective of video games, which is to be fun and tell stories, focusing on profitability for players.

In conclusion, video games are a fascinating way to tell stories and NFTs represent a new dimension in the gaming experience, offering a unique way to connect players with the stories and characters they love. With NFTs, a new door of possibilities opens for creativity and innovation in the video game industry, allowing players to live unique and exciting experiences while having fun.

03 **Market**

Videogames is the most growing entertainment industry in the past 20 years, overpassing tv and cinema in the last decade. Video Games market is projected to reach US 384.900 Million in 2023 and revenue is expected to show an annual growth rate of 7.89%, resulting in a projected market volume of US 521.600 Million by 2027 (Statista).

Play-to-Earn NFT Games market reached a value of USD 3292.73 million in 2022. It's expected that the market will achieve USD 8856.95 million by 2028, exhibiting a growth rate of 17.93% during the forecast period (aboslutereports).

04 NFTs

NFT stands for Non-Fungible Token, which is a type of digital asset that represents ownership or proof of authenticity of a unique item or piece of content, such as artwork, music, videos, or even tweets.

Unlike traditional currencies or cryptocurrencies, NFTs cannot be exchanged on a one-to-one basis as they each have a distinct value and are unique in their own way.

NFTs are stored on blockchain platforms, which provide a decentralized and secure way of verifying their authenticity and ownership. There are forecasts of significant advances and great growth in the NFT and play-to-earn video game industry in European markets, specifically in Spain. As a product accessible worldwide, the ultimate target market will be global.

04.1 Types

In Scinions there are two types of NFTs:

Avatars: They are the representation of the player in the game. They are cyborgs from a far future, with their own characteristics, skills and capacities.

Scinions: They are the helpers in the game, which will guide you through the advances of their eras.

04.2 Skills

Each character will have different punctuation in each skill making them unique. Avatars and Scinions will have the same skills, which will define their abilities and capacities making them suitable for different jobs. Those skills are:

Resilience: Capacity to overcome difficulties with a good attitude (core).

Luck: There are people luckier than others (core).

Talent: Capacity to use their abilities to achieve goals (core).

Concentration: Capacity to focus on a task.

Team working: Capacity of working with other people.

Cleaning: Effectiveness to maintain order in the lab and keep tools clean.

Astute (craftiness): Capacity to overcome problems using logic and social skills.

There are some skills which are core skills, which determine the personality of each character.

04.3 Gameplay

Scinions offers a unique and engaging gameplay experience that seamlessly blends resource management, strategy, and arcade-style mechanics. Below is a breakdown of the gameplay elements that make Scinions an innovative and immersive play-to-earn game:

Game Vision and Core Loop:

Players embark on a journey to advance through the tree of technological progress. The core gameplay loop involves conducting research, gathering rewards, upgrading the laboratory, and progressing through various historical and futuristic eras. Each completed research phase brings new opportunities and challenges.

Player Journey:

The adventure begins with the purchase of a unique avatar NFT, representing the player's identity in the game. Cutscenes introduce the rich narrative, explaining the challenges of science and technology through time. As players unlock new eras, they encounter historical breakthroughs and their implications.

Exploration and Narrative:

Players explore distinct laboratories tied to each historical era, uncovering secrets and advancing into the story. Interactions with elements in the laboratory allow the player to take insights about the era and its technologies and find information about the lore.

Laboratory Customization:

The laboratory serves as the central hub of the game. Players can personalize their lab by arranging stations, adding decorative elements, and installing new research equipment. This customization impacts research efficiency and morale of the Scinions, creating a deeply strategic experience.

Scinions and Avatars as NFTs:

Scinions are the heart of the gameplay. These NFTs have unique attributes and skills that influence their efficiency in conducting research. Players can also evolve their avatars and Scinions by improving their stats, unlocking badges, and enhancing their synergy for optimal performance.

Minigames:

Each research phase includes an optional minigame, offering players an arcade-style challenge. Completing these minigames successfully accelerates progress and rewards players with additional experience and resources. Minigames range from solving puzzles to managing unexpected lab events.

Competitive Arcade:

Players can participate in competitive arcade modes, including:

- Leaderboards: Rank globally based on research completion times or scores in minigames.
- Tournaments: Timed events with exclusive rewards.
- Cooperative Challenges: Team-based modes where players collaborate to overcome obstacles.

Tokenomics Integration in Gameplay:

The in-game tokens, Scillards and Scibloons, are tightly integrated into the gameplay. Completing investigations rewards players with Scillards (used for in-game purchases and upgrades) and Scibloons (used for governance and advanced features). This dual-token system creates a sustainable economy within the game.

Strategic Team Management:

Players must manage their team of Scinions effectively, considering their energy levels, morale, and task preferences. The chemistry between Scinions adds a layer of complexity, as team dynamics directly impact productivity and outcomes. Over time, players can acquire more advanced Scinions with enhanced abilities.

Tree of Technological Progress:

The game features a structured progression system through a technology tree. Players unlock advancements by completing critical research milestones, which also reveal fragments of the game's lore. Secondary technologies provide unique bonuses, insights about the "Blackout" enhancing the player's strategic and narrative depth. Researching technologies unlocks new gameplay mechanics, lore insights, and rewards. Each investigation phase is complemented by an arcade-style minigame, adapting visually to the era's theme.

With these mechanics, Scinions delivers a compelling blend of storytelling, strategy, and innovation, setting a new standard for play-to-earn gaming experiences.

05 Tokens

There are two currencies in game:

Scibloonds: Governance token for the project.

Scillards: Currency in game for buy and sell NFTs, decorative items, boosts, etc.

06 Tokenomics

Scillards

Total of 210,000,000 tokens

50% Game rewards

10% Team

7% Community and Marketing

5% Company

2% Advisors

10% Liquidity

4% Seed sale

5% ICO 1 PHASE

3% ICO 2 PHASE

4% ICO 3 PHASE

Scibloonds

Total of 21,000,000 tokens

Desarrollo del equipo: 3,000,000 tokens (14.3%)

Venta pública/Oferta Inicial de Monedas (ICO): 6,000,000 tokens (28.6%)

Reserva de la Fundación: 2,000,000 tokens (9.5%)

Recompensas para jugadores: 6,000,000 tokens (28.6%)

Reserva de la comunidad: 2,000,000 tokens (9.5%)

Asesores y socios estratégicos: 2,000,000 tokens (9.5%)