

CRADLES WHITE PAPER

All Life Deserves Shelter



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Hereby, this project is a salute to:
All life and civilization that has ever existed on Earth,
the new era of light chasers pushing development and the growth of
blockchain,
film and television makers working hard behind the scenes, the game
industry forging new paths for gamers,
and to my team.

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PREFACE



Time, the most important element in the universe, flows swiftly. No one can stop time. It creates value, tests value, and ruthlessly destroys value. Time grows trees and then carelessly burns them down. Time provides species space to live and die, and destroys anything that disobeys it.

Everything has a beginning and an end. We cannot defy time, create life nor species, nor can we replace time in order to recreate life lost. We can only conform and attempt to find a trace in the gap of time to build an eternal landscape for past lives to exist

again forever. This is the way of the world, the way of time, and the way of humanity.

DRepublic's first game will disrupt the entire blockchain gaming world.

Cradles: Origin of Species

START OF CRADLES

✧ ALL LIFE DESERVES SHELTER ✧



Created by time, life grows, experiences hardships, shines, and sings in the river of time. Then life ages, the shining light in the river sways and dims, the glorious song fades, and life ends abandoned, entombed in history.

Earth's civilization is told only as an anecdotal footnote, tracing carelessly the tracks of the past and tracking indiscriminately the traces of the present. Is there no commemorative significance for those species lost to extinction and for the lives run their course? They have borne witness to the passage of time, midwived every reproduction of Earth, ushered in and interned the rise and fall of civilizations. As latecomers, we are obliged to build an eternal home for Earth's previous masters, so that all life will be remembered. Even if time abandoned the departed, we will retrieve them, memorializing them in the digital world. Those forgotten by time are reborn again in Cradles: Origin of Species.

BLOCK CHAIN



“Blockchain is the first-time mankind has launched a fierce attack on time.”

Before blockchain, the Internet allowed people to connect thousands of miles away. Though constantly updated and iterated, the network technology was still unable to break the shackles of time. Obliterated by time, old technology is replaced with new technology, and the cycle continues. Bitcoin, invented by Satoshi Nakamoto in 2009, uses blockchain technology. This is a new type of peer-to-peer network that relies on encryption algorithms. Blockchain enables accounting collaboration between various nodes and jointly establishes a consensus mechanism. The most important innovation, blockchain relies on a technology that can persevere perpetually through cryptography and completely regulate its own security to this. Through this innovation, man is attempting to challenge time, creating an unprecedented opportunity for us to subvert the world.

Technological progress is the most important factor driving the momentum of gameplay and perception. In recent years, game engines have been continuously updated and iterated. Today’s engines such as UE5 create life-like game scenes equal to movie effects. Advancements of rendering technology offer lifelike characters. Advancements in reinforcement learning provide game characters with intelligence and decision-making ability that can surpass human players, while also controlling large-scale units. This exciting technology can not only make AI more antagonistic to

players but it also provides unpredictable gameplay increasing the game's enjoyability. The combination of games and blockchain naturally leads to the question:

“Can we create an entirely decentralized game?”

In short, yes. DRepublic is not a giant game company at the moment. We have gathered from across the globe to create a completely decentralized world. Our servers run and data is stored in a decentralized network. On the server, our supporters come from all over the world and simultaneously participate in the construction of the game.

In Cradles: Origin of Species, the gamers are the ecological influencers, not the creator of the ecology. They are truly experiencing, governing, and maintaining the ecology of the entire world. Gamers are not only entertained in Cradles but they also need to survive and protect it.

Cradles: Origin of Species is a next-generation creative game completely built on a decentralized network. It has both the innovation of game content and token mechanism. It does not copy the traditional gameplay patterns but utilizes the power of AI and game engine advancement to provide fresh gameplay. Finally, Cradles: Origin of Species contains original titles to provide unique experiences for gamers. The following chapters will provide insight into the full picture.

This is the world's game.

WORLD OF CRADLES

❖ GAME INTRODUCTION ❖



Cradles offers a diverse range of features and immersive gameplay that allows players to experience the thrill of an MMORPG like no other. Unlike other competitors with lower completion rates, our game boasts an exceptionally high level of polish, providing players with an experience that comes remarkably close to web 2.0 gaming.

As a brave adventurer, you'll step into the vast continent of Cradles and witness the fantastical world it has to offer. Cradles is a prehistoric realm teeming with a wide variety of prehistoric creatures and monsters. Players must exercise extreme caution when dealing with these creatures to avoid being slain. Furthermore, it's a lawless land where player versus player (PVP) interactions are permitted, allowing your hard-earned loot to become fair game for others. So, be mindful of your personal safety, adventurers!

The Cradles game system includes modules for inventory management, guilds, monsters, skills, and talents. We regularly update the game's content to better serve our players. Inside the game, players can acquire crystals, which are the core currency in the world of Cradles. These crystals can be used to purchase a wide array of goods and can also be exchanged for our in-game token. However, exercise caution, as all items in your inventory will be dropped upon your death. This presents both an opportunity and a challenge – you can kill other players to gain advantages, but you also risk significant losses if you're slain.

In summary, this is a land full of danger and opportunity. Be cautious about your life, and may luck favor the adventurers in Cradles.

⚔ PVP ⚔

Our game features an extensive PvP system with over 180 weapons and 100 skills. We encourage players to pay attention to their talent system in the game. By leveling up to unlock the talent system, players can access more powerful weapons and skills. PvP can occur either in designated dueling arenas or in specific areas within the game, such as mining zones. We encourage players to protect themselves and increase their levels to fend off attackers.

Please note, PvP is intense – all players can acquire the equipment of those they defeat. Therefore, in the early stages of the game, we recommend against equipping overly extravagant items to avoid being killed by other players and losing your belongings. Start by getting a feel for the game, and once you have a good understanding of the gameplay, you'll learn how to protect yourself.

Once you've eliminated a sufficient number of players, your name will turn red, indicating your status as a wanted individual. At this point, all players can see your name pop up on their screens, and you become a target for everyone. Moreover, if you're killed, the player who eliminates you will receive extra rewards. Therefore, when you decide to take on a villainous role, be cautious of other players who might have their sights set on you.



❖ PVE ❖

To progress in the game, you'll need to defeat the creatures found in the natural environment to gain experience points for leveling up. Upon defeating these creatures, you'll earn experience points that will allow you to increase your level, thereby unlocking more potent skills and talents. In the early stages of the game, we strongly recommend starting with PvE (Player versus Environment) to learn the mechanics before venturing into the PvP system, especially once your level or equipment is sufficiently advanced.



After defeating monsters, you'll receive rewards such as materials and equipment. If you manage to defeat the ultimate boss, we'll share substantial rewards with you. Additionally, we encourage players to team up. Once you form a group with your friends, both you and your partners will earn additional experience point rewards. Find your companions and team up to play the game together!



❖ CRYSTALS - THE TOKENS ❖

Crystals are the most precious items in the game, and you can collect them within the mining zones. However, you'll need to equip a pickaxe and acquire mining skills to gather them. For specific requirements and item needs, once in the game, follow the instructions provided to set up. Upon entering the mining zone, the crystal mine will guide you on obtaining the necessary tools and skills. Once you've collected the crystal mine, we will allow you to exchange your crystals for CRDS deposits.

CRDS is a form of off-game cryptocurrency resource. Each CRDS deposit comes with a three-year lock-in period and can be interacted with NFT or Cradles Power and the furnace contract to unlock.

To differentiate between long-term and short-term players, we've

introduced the 'Play to Unlock' game mechanism. Players naturally receive CRDS with a three-year lock-in period. By completing daily tasks published on our mission platform, players will earn Cradles Power. Cradles Power facilitates the swift unlocking of your tokens, allowing you to acquire CRDS. For specific values, please refer to the Tokenomics chapter.

TOKENOMICS



Token Name: CRDS, Total Supply: 300,000,000

We aim to create a fair and just competitive environment, so we will distribute most of the CRDS to the community, allowing the community to contribute to Cradles' improvement. Furthermore, on the Token Launch night, we will airdrop CRDS to all Community Members; all eligible community members will receive CRDS rewards for free.



❖ PLAY TO UNLOCK ❖



We've observed a surge of speculators in most of the refining processes, aggressively entering the game and utilizing bots to gain returns that are disproportionate to their input. We stand against this behavior and aim to strengthen monitoring of these players. Throughout history, many games have attempted various methods to prevent speculators from reaping excessive profits without success. Therefore, we've adopted an entirely new game approach, called 'Play to Unlock'.

The unique mechanism of P2U manages the unlocking of CRDS using a deposit-based approach, preventing speculators from immediately injecting their profits into the secondary market for gains. The tokens within CRDS deposits inherently have a three-year lock-in period, making it impossible for speculators to swiftly unlock them. Moreover, all players can attain similar rewards, with a maximum of ten times the rewards for the highest-ranked player versus the lowest-ranked player. However, their lock-in periods vary: lower-ranked players, lacking mastery of the game intricacies, may be unable to complete all unlock tasks, meaning the Cradles Power they acquire may not reduce their lock-in time. On the other hand, higher-ranked players, skilled in completing in-game tasks, can achieve a shorter lock-in period.

In the long run, all players can profit. However, we control speculators from immediately unlocking and selling their tokens at the last moment, ensuring a fair unlocking process for everyone.

❖ FURNACE CONTRACT GROUP ❖



The Furnace Contract is a new type of contract we've created, designed not for pledging but for unlocking. All CRDS tokens inherently come with a three-year lock-in period. When players cash out their crystals, they will become a deposit in the Furnace Contract, naturally subject to a 3-year lock-in period. After three years, you can withdraw all the CRDS within the deposit. However, if you acquire Cradles Power and burn it, you can potentially reduce the unlocking time by a maximum of 70%.

Through this mechanism, our aim is to prevent all speculators from immediately cashing out upon obtaining tokens. Simultaneously, it rewards players familiar with the task processes and mechanisms by allowing them to receive the rightful rewards. The Furnace Contract is a set of contracts that we'll regularly maintain and add new features to. We encourage players to follow the updates of the Furnace Contract after its address is released and we'll continue updating the details of the Furnace Contract in the game update section.

"The Furnace Contract consists of two parts. The first part involves directly exchanging CRDS using NFTs, while the second part entails using Cradles Power to reduce the lock-in period.

1.DIRECT UNLOCKING:

Players use a decaying hourglass to directly unlock a deposit. This hourglass will burn within the contract.

2.SHORTENING LOCK-IN PERIOD:

Players use Cradles Power to reduce the lock-in time of a specific deposit (with a maximum reduction of 70% each time). Specific guidelines for this will be updated in future versions."

🌀 SPECIAL NFTS 🌀



We will periodically airdrop mysterious NFTs to players. These NFTs possess enigmatic energy that can instantly unlock a certain amount of CRDS. Please pay attention to both daily tasks and special missions. Upon completing a special mission, you will receive a decaying hourglass. When you see tasks related to the decaying hourglass, be sure not to miss them.

🌀 EVENTS 🌀



In the game, we offer players various mysterious events. If you take part in our arena battles, there's a high chance of receiving extra CRDS rewards. However, please note that events with potentially lucrative rewards often require the use of CRDS as entry tickets. All players need these tickets to enter and compete in the Events section for the chance to win big prizes.

TECHNICAL ADVANTAGES

❖ VISUAL EFFECT ❖



We have a global team of professionals, film and television producers who are able to provide uniform designs, film and television performances, sound effects, and other works for the game. Also with the growth of our community, film and television enthusiasts will continue to join our creative process, which will cause positive effect for the entire game and will improve it to a different level. We have a global team of professionals, film and television producers who are able to provide uniform designs, film and television performances, sound effects, and other works for the game. Also with the growth of our community, film and television enthusiasts will continue to join our creative process, which will cause positive effect for the entire game and will improve it to a different level.

❖ COMMUNITY ❖



Unlike traditional game projects, blockchain game communities are established before the birth of the game. This provides the community users with a voice in the entire game process. The Cradles' world has game development, game design, and voting rights. When important powers are integrated, our Cradles community will grow stronger than any existing game community. A strong community backs the game and provides

Cradles' with a key advantage.

POSTSCRIPT



Cradles is not built to start as a Metaverse. If Cradles chose to flaunt a Metaverse as a point of game creation, the development of the game would be bumpy and lose direction. Rather, Cradles desires to involve players to create a world that gradually moves towards the ideal of a Metaverse. Once all community members, gamers, developers, and creators believe that we can build a better world for Cradles, Metaverse will not be far away.