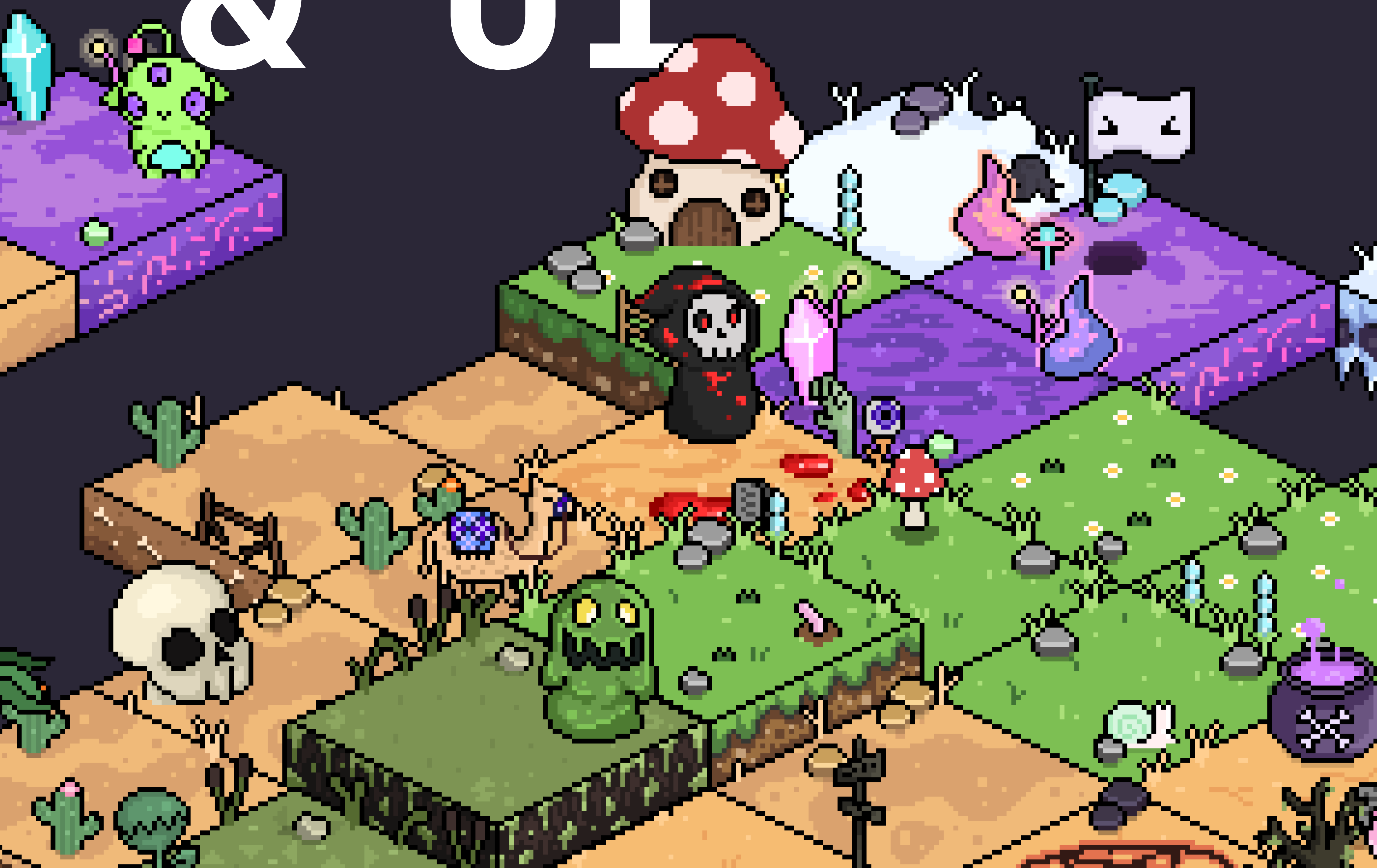


CLUMSY VALLEY WHITE PAPER 2.0

Farming, Crafting & UI



Introduction

Clumsy Valley is a browser-based Play-To-Mint Gaming ecosystem where players utilize their Clumsy NFTs to passively and strategically farm in-game resources from land, craft/mint custom game items/NFTs, compete in a clan-like Node system, go on quests, and battle others in our endgame PVP battle game.

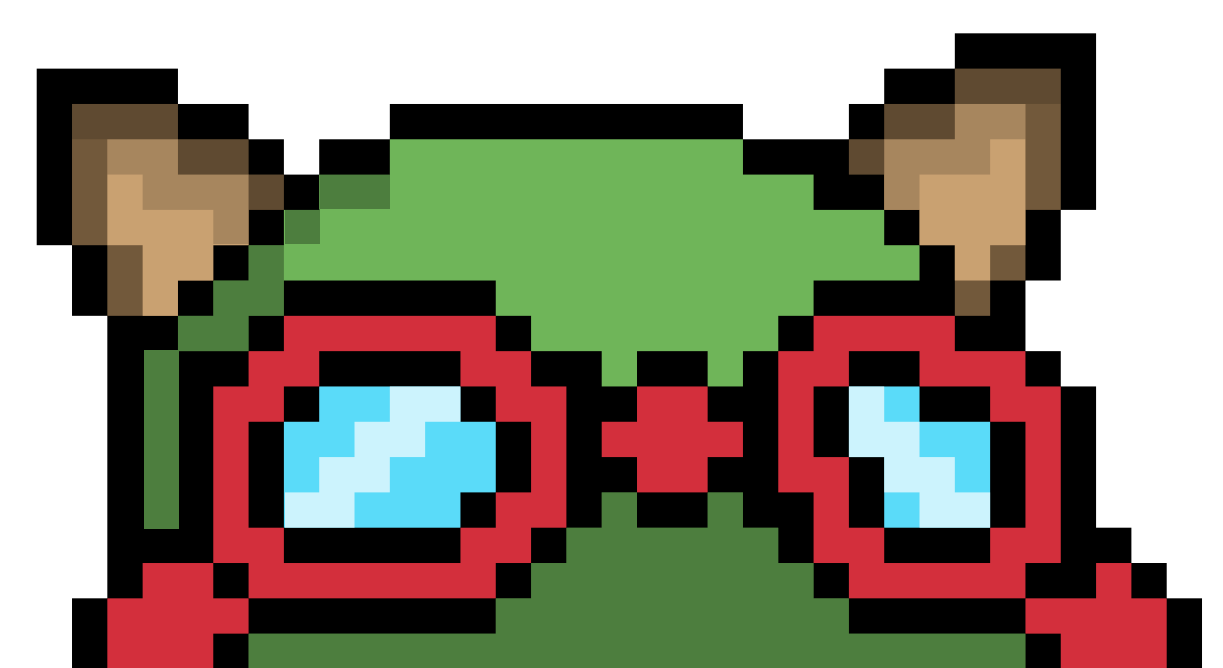
This ecosystem is entirely non-custodial, meaning players maintain custody of their NFTs in their own wallets. As long as the NFTs are in a wallet that is connected to the player's Clumsy Valley account, they will be eligible for use in the Valley. This also means NFTs listed for sale on a Smart Contract NFT Marketplace will not be eligible for use in Clumsy Valley.

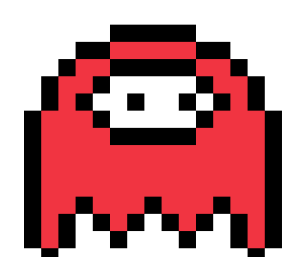
Clumsy Valley is made up of 6 core game mechanics:

Farming - Place Clumsy Ghost NFTs on Clumsy Valley Land Plot NFTs to trigger a staking-like mechanism that generates game resources and rewards them to the players at the end of each farming cycle in Treasure Chests.

Crafting - Use a Clumsy Ghost NFT, farmed resources, and Crafting Blueprints in the Crafting UI to craft new game items or new NFTs

Quests - Complete series of farming/crafting related tasks and get rewarded. Track quest completion in the Clumsy Valley Quest Diary.







Farming

Clumsy Valley's farming mechanic is a central aspect of the Play-To-Mint Gaming ecosystem. In this mechanic, players can place their Clumsy Ghost NFTs on their Clumsy Valley Land Plot NFTs to trigger a staking-like mechanism that generates game resources. The resources are awarded to players at the end of each farming cycle in Treasure Chests. The farming mechanism offers players a gamified way to passively generate in-game resources and rewards through their Clumsy NFTs. The farming mechanic takes 2 major components: Ghosts and Land Plots. Every Clumsy Ghost has Farming Stats and Biome Modifiers that dictate the manner in which materials are farmed. Each Land Plot belongs to a Clumsy Valley Biome that dictates the kinds of resources that it can generate. This section of the White Paper will discuss these 2 components in depth, as well as cover loot rolls, Treasure Chests, upkeep, Ghostwatch NFTs, the Farming User Interface, and more.

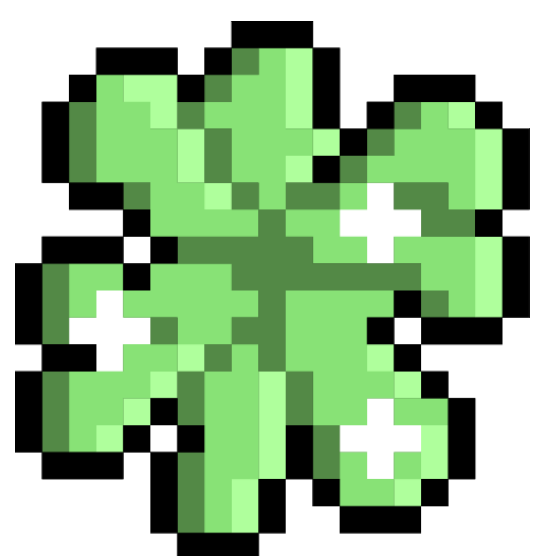
Clumsy Ghosts



The Farming process in Clumsy Valley utilizes Clumsy Ghost NFTs to extract valuable in-game resources from Land Plots. This is achieved by placing a Clumsy Ghost NFT on a Land Plot NFT in the Clumsy Valley farming user interface, which activates a staking-like mechanism that generates off-chain materials. These materials are awarded to players at the end of each farming cycle, through the distribution of Treasure Chests.

The efficiency of the farming process is determined by the unique attributes of each Clumsy Ghost NFT through the following Farming Stats:

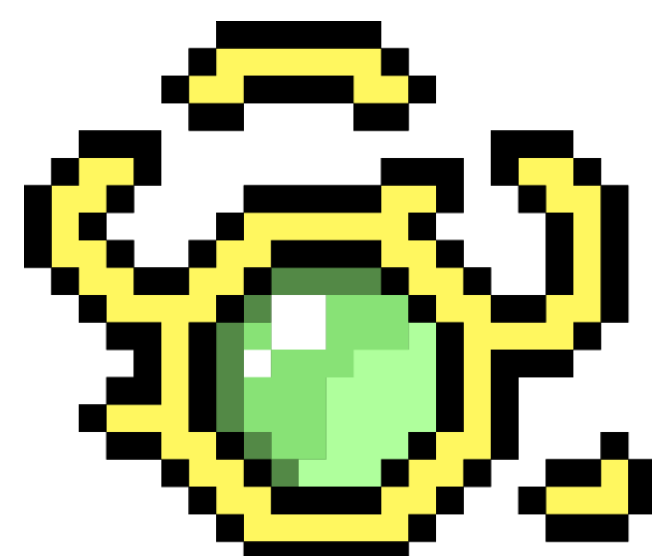
LUCK



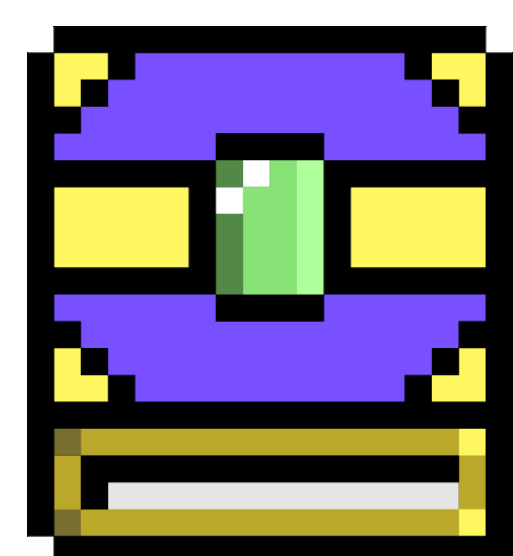
SPEED



STAMINA



SMARTS





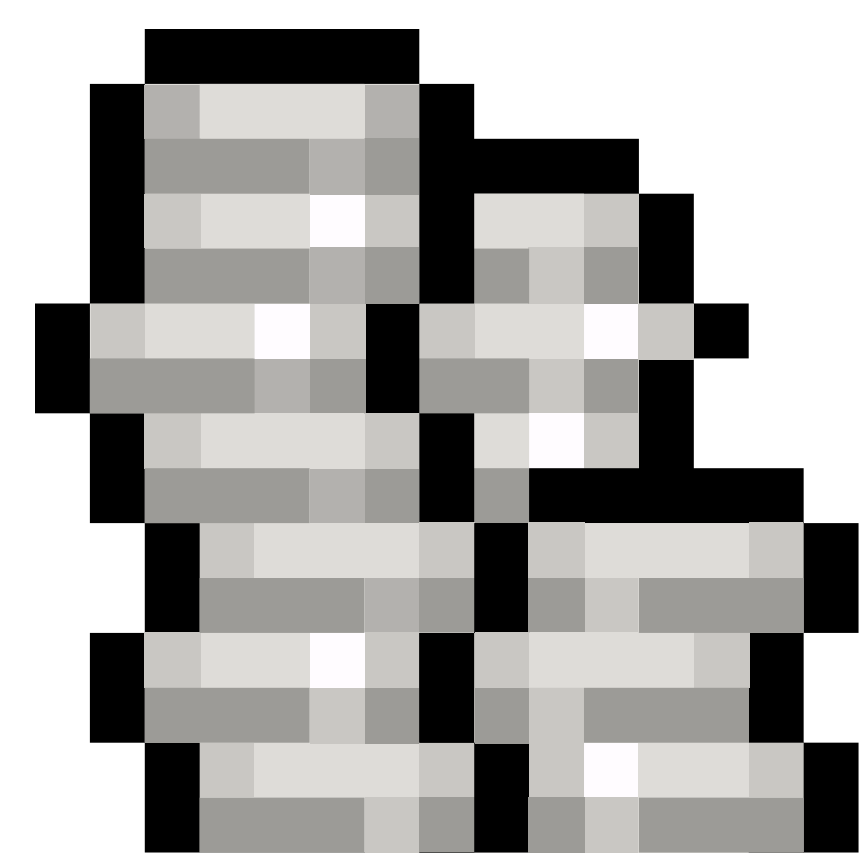
Speed: This stat determines the length of the farming cycle, with higher speed resulting in shorter farming cycles.

Farming Cycle Lengths range from 3 days to 7 days. Each Speed Point above 1 is equal to 3 Hours and 20 Minutes (or 200 minutes) subtracted from the maximum farming length of 7 days. (168 hours or 10,080 minutes). Because 3 Days is a hard capped minimum farming cycle length, the maximum possible Speed is 30.



Stamina: This stat determines the total number of materials generated per farming cycle, with higher stamina leading to a greater overall material yield per farming cycle.

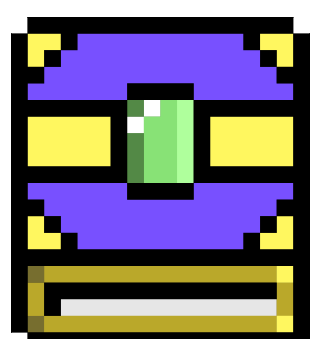
At the end of each farming cycle, 2 types of Loot Rolls are automatically performed. The 1st roll determines which resource is farmed and the 2nd roll determines what quantity of that resource is farmed. The higher the second roll, the higher the quantity of resources farmed. Stamina will add an additional modifier to the quantity roll meaning a higher Stamina stat leads to a higher quantity of resources farmed on each roll.





Luck: This stat determines the rarity of resources generated in a farming cycle, with higher luck leading to a higher chance of farming rare resources.

At the end of each farming cycle, 2 types of Loot Rolls are automatically performed. The 1st roll determines which resource is farmed and the 2nd roll determines what quantity of that resource is farmed. The higher the first roll, the higher chance of farming a rarer resource. Luck will add an additional modifier to the resource roll meaning a higher Luck stat leads to a higher chance of rolling for a rarer resource.



Smarts: This stat affects the maintenance required for Land Plots, and the effectiveness of consumable items used. Higher Smarts leads to lower maintenance costs, and a more pronounced effect from the use of consumable items.

Farming on a Land Plot decreases the health of a Land Plot each farming cycle. The level of health loss depends on the Smarts Stat of the Ghost that farmed the Land Plot during that farming cycle. A Smarter Ghost (higher Smarts) is a more efficient farmer, meaning less damage is done to the Plot when farming. In future game seasons players will be able to craft consumable items that unlock temporary boosts. These game items will be available for use across all Clumsy Valley Game Mechanics. When used by smarter Ghosts, (higher Smarts Stat) the effect of the item will be magnified.

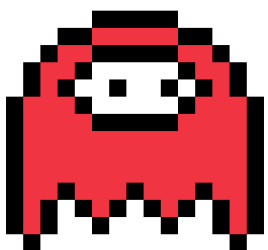


Biome Modifiers: Biome modifiers affect the quantity of resources farmed from specific biomes (same as the Stamina Stat). Modifiers are assigned to specific Clumsy Ghost traits and are activated when a Ghost is farming on a Land Plot of the same Biome as its Biome Modifier.

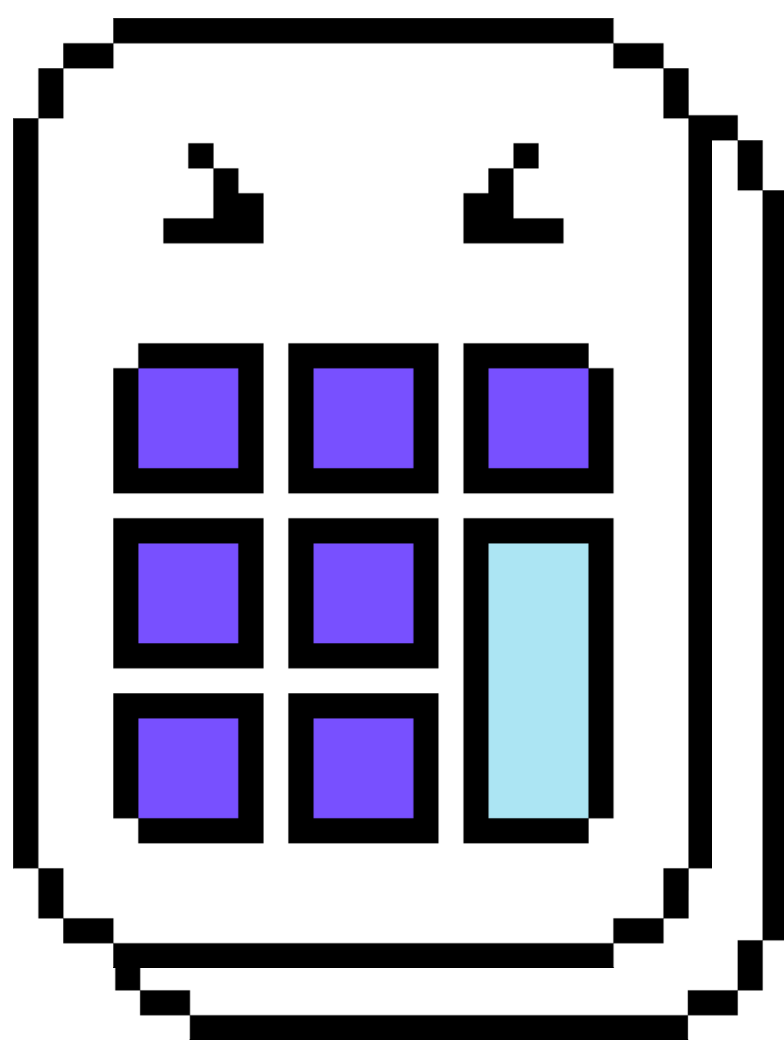
Each of the 195 unique traits in the Clumsy Ghost Collection is assigned a Farming Stat, a Farming Stat Boost, and potentially a Biome modifier. The Stats are evenly distributed among all 195 traits, the boosts are dependent on the rarity of the trait (rarer trait correlates to a higher boost), and the Biome Modifier is dependent on the theme of the trait. Below is an example of the Backpack trait group.

*Stats subject to change.

Backpack	Quantity	Percentage	Boost Count	Stat	Biome	Biome Roll Modifier
None	3942	39.42%				
Dark wings	456	4.56%	+1	Speed	Scorched	+2
Angelic wings	452	4.52%	+1	Speed	Twilight	+2
Jetpack	412	4.12%	+2	Speed	Swamp	+2

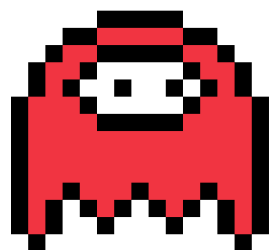


Rank	Multiplier
1	3
2-100	2.25
101-250	2.125
251-500	2
501-1000	1.75
1001-2500	1.5
2501-5000	1.25
5001-10000	1.125



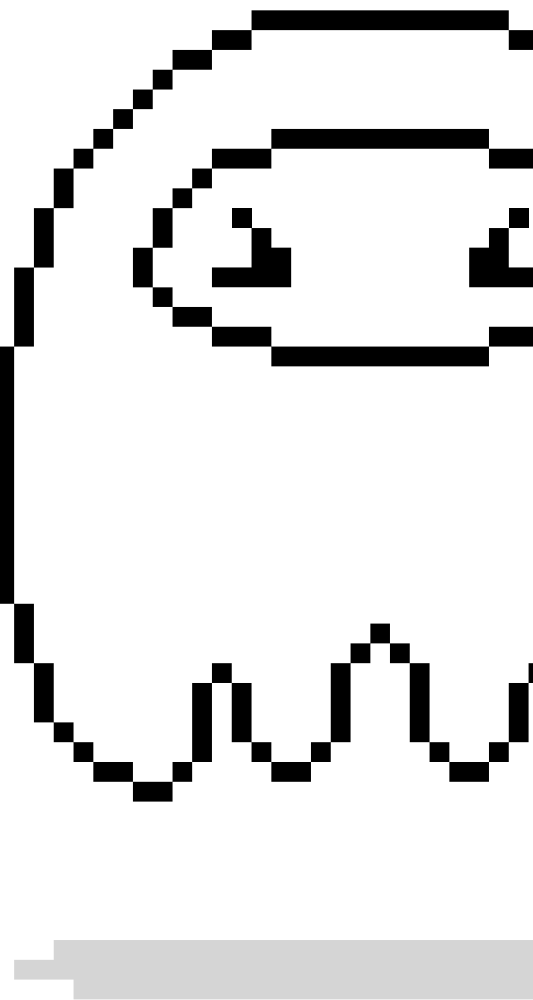
Players can use the Clumsy Valley Farming Calculator (<https://clumsycalculator.com/>) to find the Stats and Biome modifiers of any Ghost. The stats and biome modifiers will also be seamlessly integrated in the Clumsy Valley Platform.

In addition to the 4 Farming Stats, each Ghost is assigned an overall Stat multiplier based on the Rarity Rank of the Ghost. This overall multiplier is applied to all 4 Farming Stats. Above is the table depicting what multiplier is applied to what level rarity Ghosts.



Special Abilities

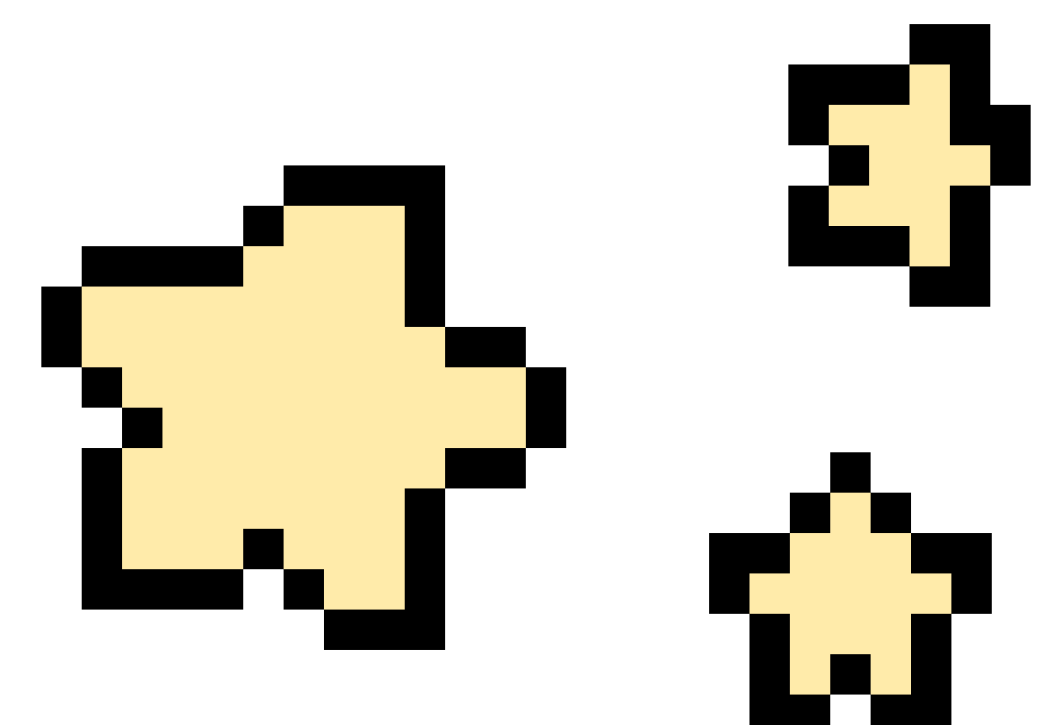
Rank #1 Clumsy Ghost: Mayor of Clumsy Valley - The #1 ranked Ghost has an automatic +10 Boost Count in all 4 Farming Stats and receives all Special Abilities. In future seasons the #1 Ranked Ghost will also be the only Ghost with the ability to farm a special resource that can be crafted into a consumable item that guarantees a Crafting Super Success (no resources are consumed during the Craft). The item is a 1 time use item that is consumed when used.



RGB/Pastel: RGB Ore - Ghosts with the RGB Body Attribute + Pastel Backdrop Attribute will have an additional Loot Roll for RGB ore. This Loot Roll ability lives with the Ghost no matter what Land Plot it is currently Farming. RGB Ghosts also get a 10% Overall Increase in all 4 Farming Skills.

Hide Me: Invisible Ore - Ghosts with the Hideme Special Interaction will have an additional Loot Roll for Invisible ore. This Loot Roll ability lives with the Ghost no matter what Land Plot it is currently Farming. Hideme Ghosts also get a 9% Overall Increase in all 4 Farming Skills.

Jetpack: Blastoff - Ghosts with Jetpack Backpack Attributes receive an additional Loot Roll at every farming snapshot to trigger a Blastoff Event. If the Blastoff event is rolled, 1 randomly selected farmed material gets a quantity multiplier.



Viking Helmet: Pillage - Ghosts with Viking Helmet hat attributes receive additional farming rewards dependent on the 4 adjacent plots. At each farming snapshot, the Ghost will receive 2.5% of the total raw materials of each of the 4 surrounding plots' most recent Treasure Chest, totalling a roughly 10% increase in material generation per farming cycle. This includes the opportunity to pull material from Land Biomes other than the Biome the Viking is farming. This ability does not take materials away from the surrounding Ghosts, only adds 2.5% of the identical yield to the Viking Ghost's Treasure Chest.



Reaper Hoodie: Soul Absorption - Ghosts with Reaper Hoodie hat attributes will receive farming skill boosts dependent on the 4 adjacent Ghosts. A Reaper Hoodie Ghost will pull 7.5% of each farming skill of each of the 4 surrounding Ghosts and adds to its own Farming Skill Levels. This ability does not take skill levels away from the surrounding Ghosts, simply adds the equivalent to the Reaper Hoodie Ghost.

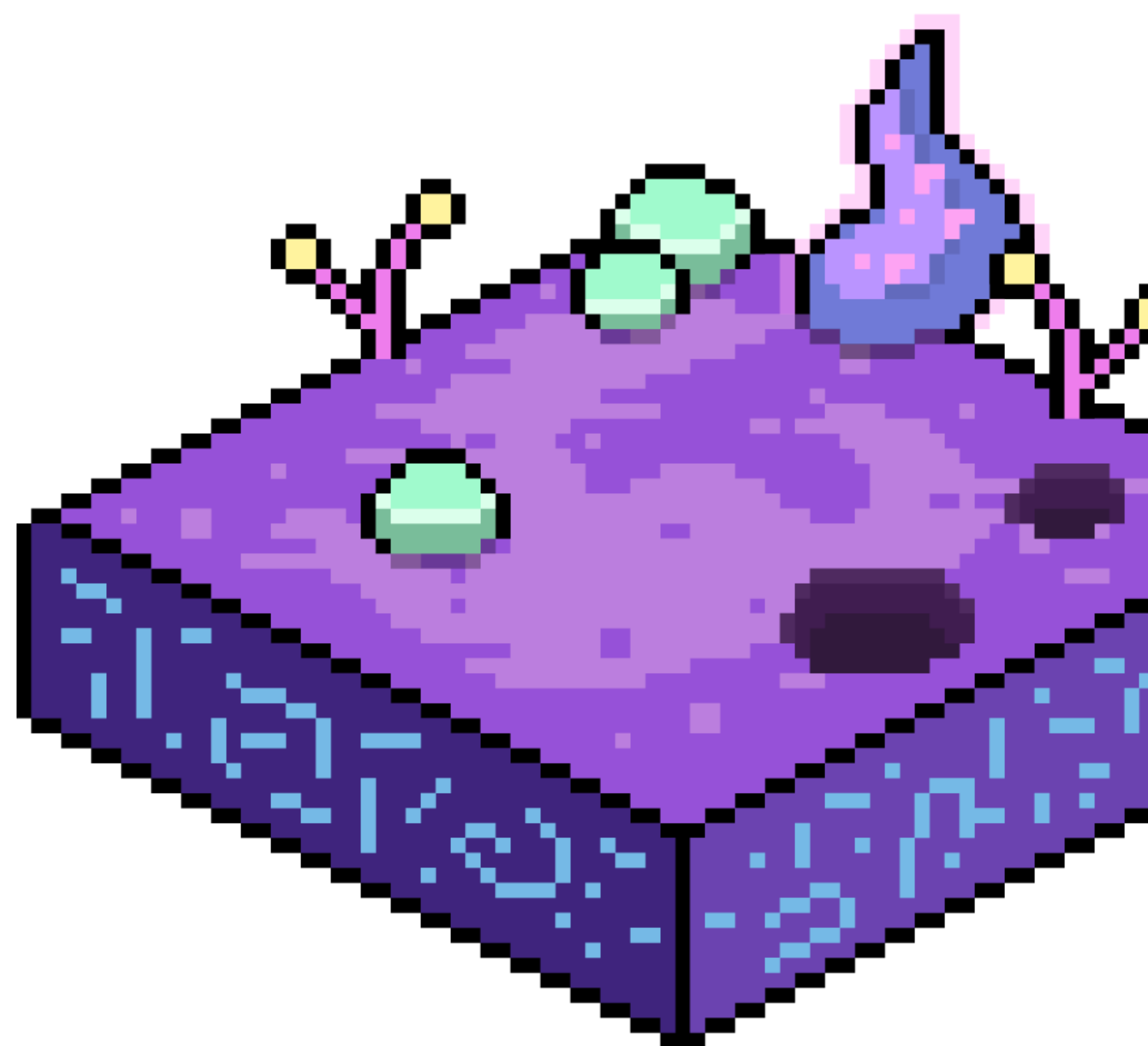


Bat Mask: Dark Knight - Ghosts with Bat Mask Outfit Attributes get an additional material multiplier on harvests that are initiated during nighttime hours on a universal Clumsy Valley running clock. All Loot Box rewards are multiplied by 1.10 if the user is harvesting at night.



Land

Clumsy Valley Land Plots are the center of resource generation in Clumsy Valley and placing a Clumsy Ghost on a Land Plot begins this process of resource generation. Clumsy Valley is made up of 10,000 total Land Plots and 9 different Biomes of varying rarity.



Meadows



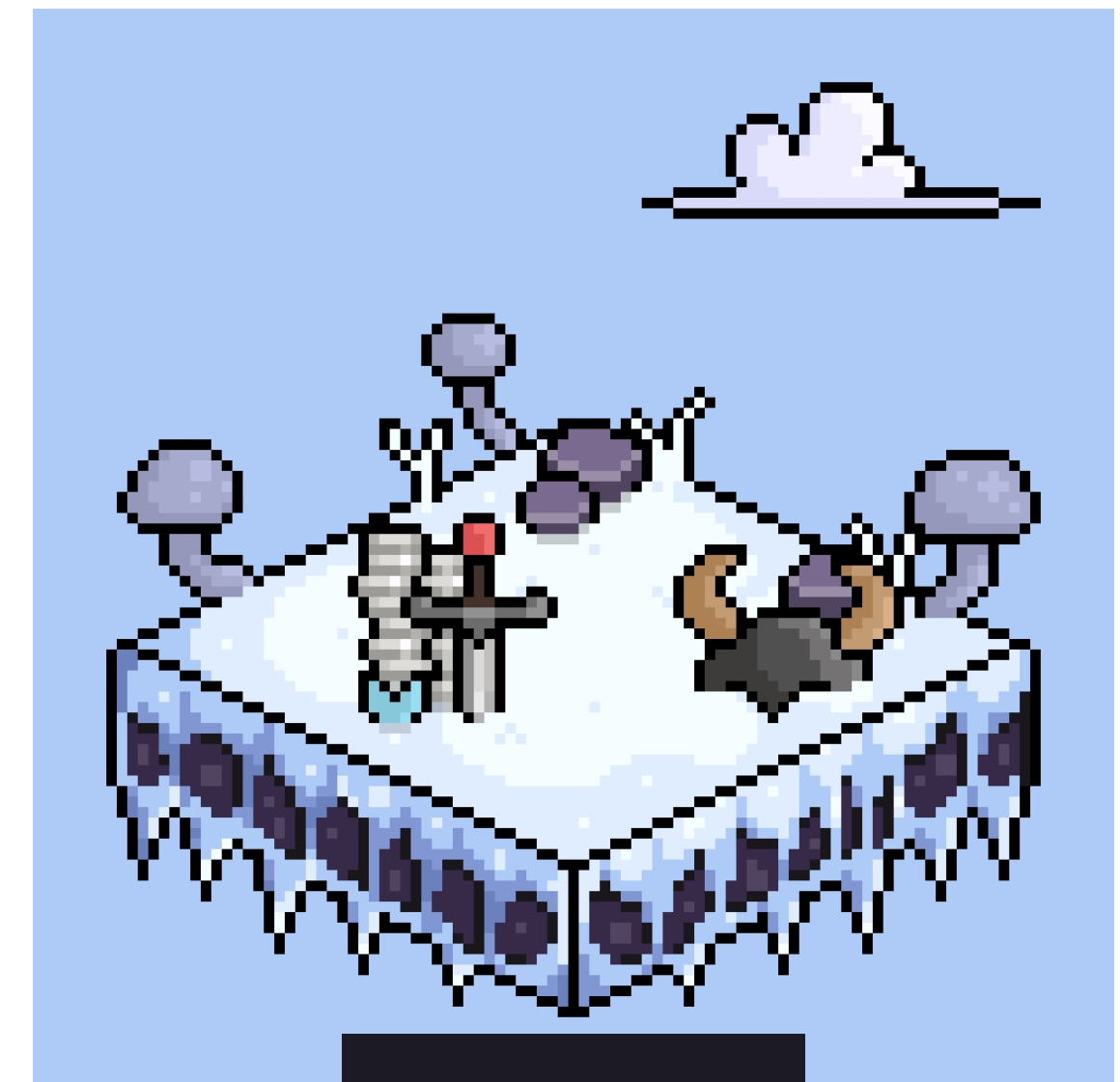
2500

Dunes



2000

Tundra



1500

Deadlands



1200

Toxic Swamps



1000

Scorched Earth



800

Twilight Forest



500

Cyber District



300

Alien



200

Each Land Plot has a dedicated Loot Table dependent on its Biome that dictates what type of resources it can generate. Every farmable resource is assigned a rarity, Loot Roll Ranges, and a Power Level. Rarer resources have higher Power Levels. Below is an example of a Loot Table.

Meadows

*Resources TBD. These are just examples.

Materials	Rarity	Resource Roll Range	Quantity Roll Ranges	Power Level
Wood	75%	1-75	0 Items = 1-20 1 Item = 21-50 2 Items = 51-80 3 Items - 81-100	1
Mushroom	25%	76-100	0 Items = 1-20 1 Item = 21-60 2 Items = 61-90 3 Items - 91-100	10

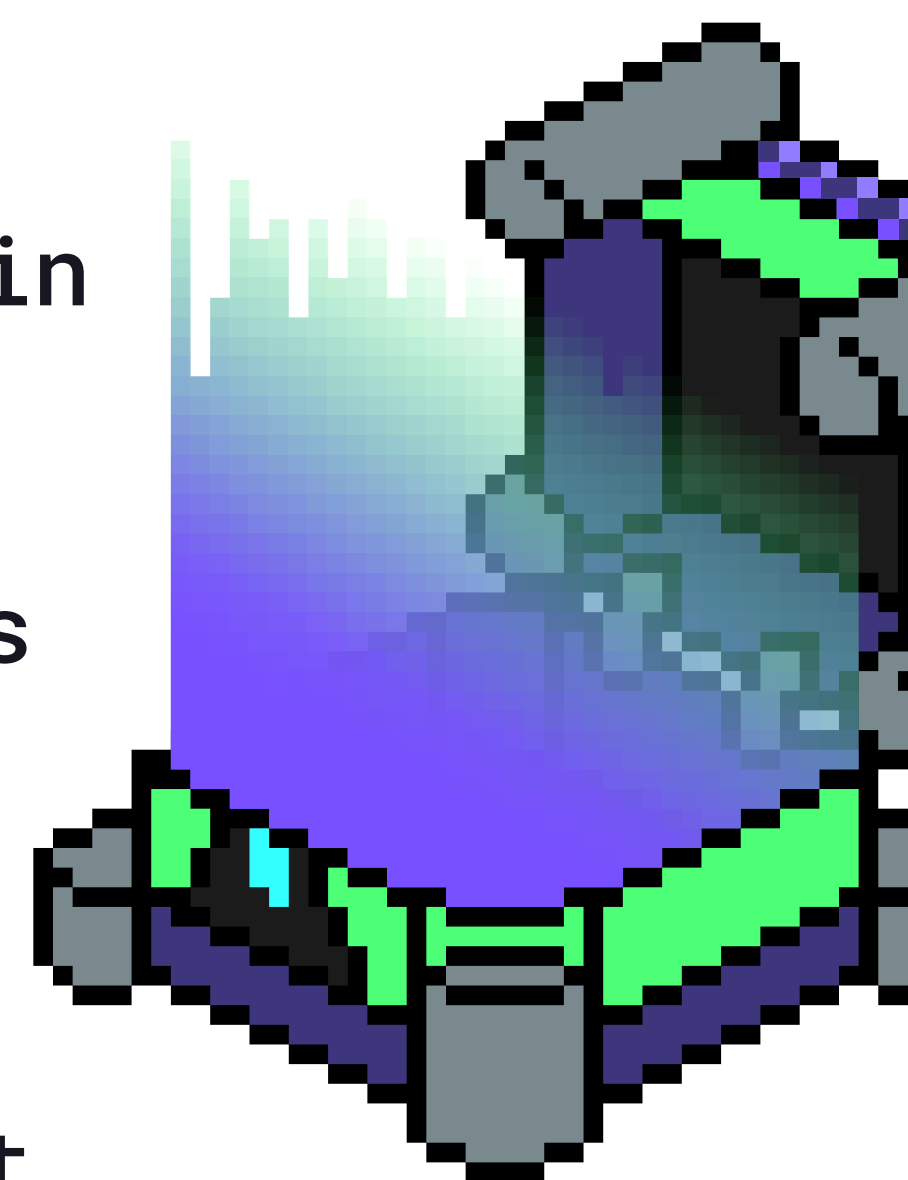
The Loot Roll is the mechanism that determines which and how many resources are farmed during a farming cycle. The algorithm that drives the Loot Roll is dependent on the Land Plot’s Loot Table and the Farming Stats of the Ghost farming the Plot. The Loot Roll occurs at the end of each farming cycle and a Treasure Chest containing the farming rewards determined by the Loot Roll will be placed on the Land Plot. Interaction with the Treasure Chest from the user will reveal what the rewards are and automatically transfer them to the user’s Clumsy Valley Inventory stored in the Clumsy Valley Database.

If a Ghost is removed from a Land Plot with an unopened Treasure Chest, the Treasure Chest will be opened automatically.

If a Land Plot with an unopened Treasure Chest is removed from the Valley completely (Land Plot NFT removed from the connected wallet) the unopened Treasure Chest will be opened automatically.

Loot Rolls

A Loot Roll is an event where a number is randomly generated between 1 and 100. At the end of each farming cycle, X sets of 2 types of Loot Rolls are automatically performed to determine what kind and quantity of resources are awarded to the farmer in a Treasure Chest. The 1st Loot Roll in the set is known as the Resource Loot Roll and the 2nd Loot Roll in the set is known as the Quantity Roll.



Resource Roll: The Resource Roll is a Loot Roll from 1-100 that determines which resource is awarded to the farmer. All resources in a Land Plot's Loot Table are given a Resource Roll range. The range that the result of the Resource Roll falls into is the resource that is awarded to the farmer's Treasure Chest. In the Meadows Loot Table example shown above, If the result of the resource roll is 63, the resource awarded is Wood.

Quantity Roll: The Quantity Roll is a Loot Roll from 1-100 that determines what quantity of the selected resource is awarded to the farmer. All resources in a Land Plot's Loot Table are given a Quantity Roll range. The range that the result of the Quantity Roll falls into is the quantity of the resource awarded to the farmer. Continuing with the same Meadows example, If the result of the quantity roll is 58, 2 Wood Logs are awarded to the farmer

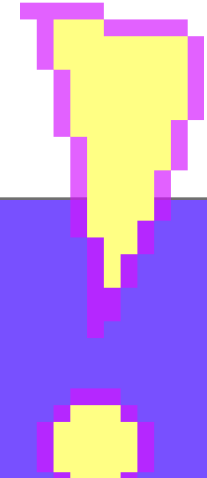
Farming Cycle Evolution

The number of Farming Cycles will always be tracked for every Land Plot. The more a player farms from a Land Plot, the higher that Land Plot's Farming Cycle (FC) Level gets. The FC Level of any Land Plot will always be viewable in either the Clumsy Valley App or directly on the Land Plot SVG NFT. This is because Clumsy Valley Land Plots are Smart NFTs that connect to the Clumsy Valley Backend. Every time a player harvests resources from a Land Plot, the change in FC level is registered within the NFT.

With an increasing FC Level, players will see various upgrades/advantages/buffs in Clumsy Valley. The dynamic FC Level also lives with the Land Plot NFT. It doesn't matter if someone sells, trades, or moves a Land Plot to another wallet, it will always maintain the most recent FC Level.

FC Upgrades/perks will be given in the following Tiers:

Tier	Farming Cycle
0	0
1	1-9
2	10-29
3	30-49
4	50-99
5	100+



With farming cycles ranging anywhere from 3-7 days it could take 10 months or almost 2 years to obtain a Tier 5 Land Plot.

Upkeep

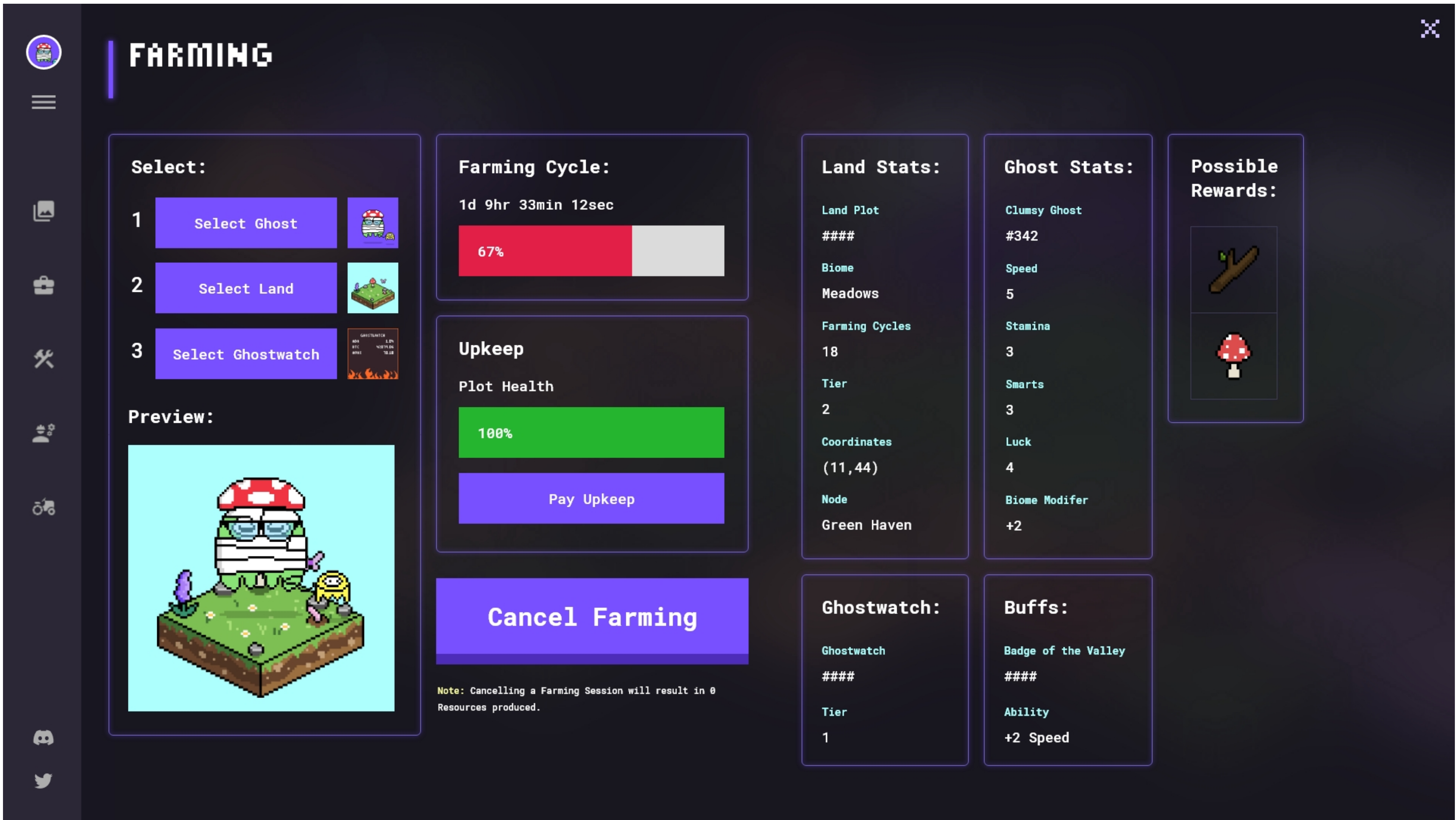
At the end of each Farming Cycle, the farmed Land Plot loses health at a rate proportional to the farming Ghost's Smarts Stat. The health levels of Land Plots are viewable in the Valley Farming Interface. When the health of a Land Plot reaches 0, the player must apply upkeep to restore its health in order to continue farming. Upkeep can be applied to the Land Plot by using Upkeep Tickets. Upkeep tickets can be earned in a variety of ways including farming, quests, or weekly rewards.

The only way to bypass health loss on Land Plots is to utilize Ghostwatch. If players apply a Ghostwatch to a Land Plot when farming, it will eliminate health loss on the selected Land Plot for the farming cycles where the Ghostwatch is active. Ghostwatches cannot restore health to a Land Plot in any way, they only prevent health loss during farming. Higher Tier Ghostwatches will eliminate health loss on multiple plots of land.

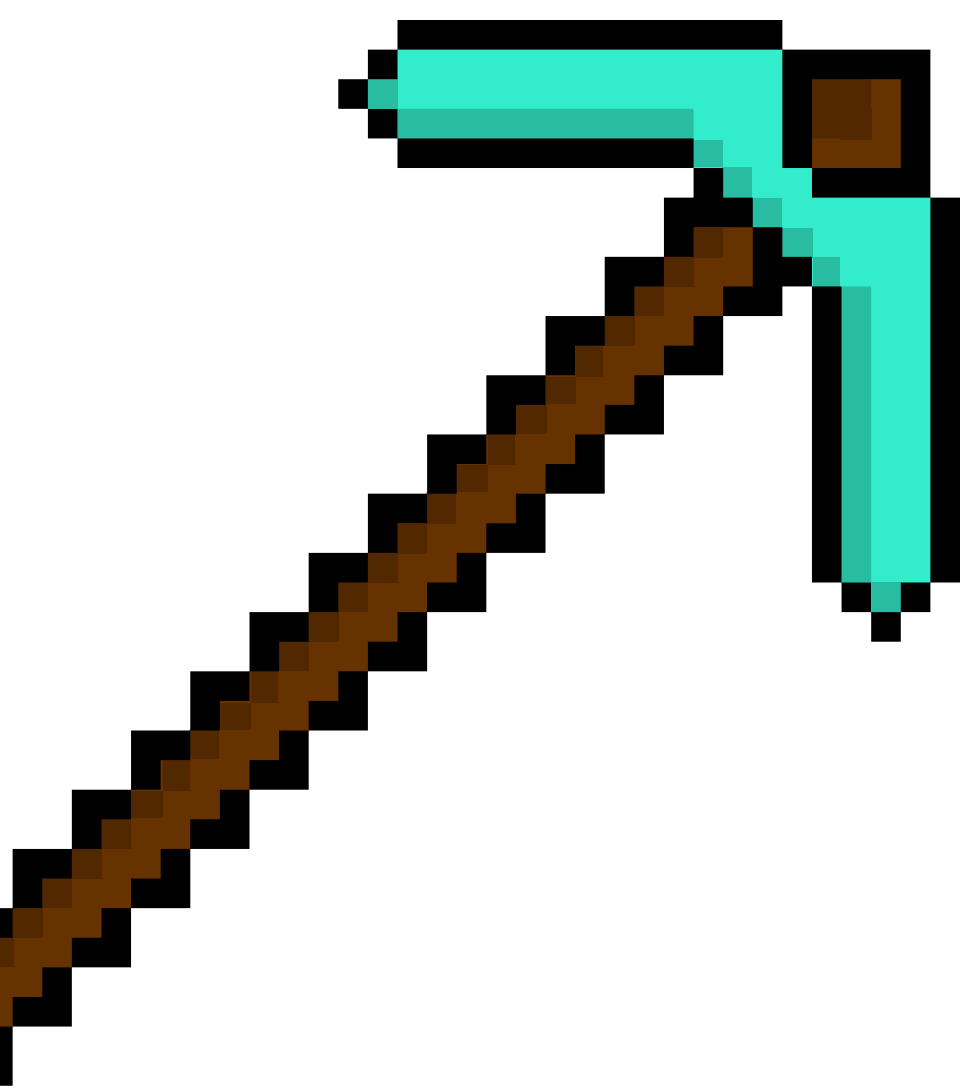
<div><div>Tier 1 Ghostwatch:</div><div><div><div>GHOSTWATCH</div><div>ADA0.36</div><div>BTC21701.62</div><div>ETH1525.18</div></div><div><div>R.I.P</div><div>ghosts</div></div></div><div><div>Eliminates upkeep requirements on 1 Land Plot</div></div></div>	<div><div>Tier 2 Ghostwatch:</div><div><div><div>GHOSTWATCH</div><div>ADA0.36</div><div>DOT6.21</div><div>MATIC1.27</div><div>BNB307.04</div></div><div><div>R.I.P</div><div>ghosts</div></div></div><div><div>Eliminates upkeep requirements on 3 Land Plots</div></div></div>	<div><div>Tier 3 Ghostwatch:</div><div><div><div>GHOSTWATCH</div><div>ADA0.36</div><div>ETH1525.18</div><div>SOL20.76</div><div>BNB307.04</div><div>AVAX17.98</div></div><div><div>R.I.P</div><div>ghosts</div></div></div><div><div>Eliminates upkeep requirements on 9 Land Plots</div></div></div>
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Farming UI Overview

*Design subject to change.



The Farming UI Screen is designed to be simple and straightforward. In order to build a Farming Session, click the buttons in the top left to select a Clumsy Ghost, a Land Plot, and an optional Ghostwatch. The UI will auto populate the farming cycle length, Land Stats, Ghost Stats, Ghostwatch information, any active buffs from Badges of the Valley, and the possible resources that can be farmed from the chosen Land Plot. The UI also shows the Health level of the Land Plot and an option to pay upkeep tickets to restore health to the Plot. When the cycle is initiated, a new option to Cancel the Farming Cycle appears. If a Farming Cycle is canceled, no Treasure Chest is generated and the player receives 0 resources. A Farming Cycle must be completed in full to receive any resources. When the Farming Cycle is complete, an option to Claim the Treasure Chest will appear.



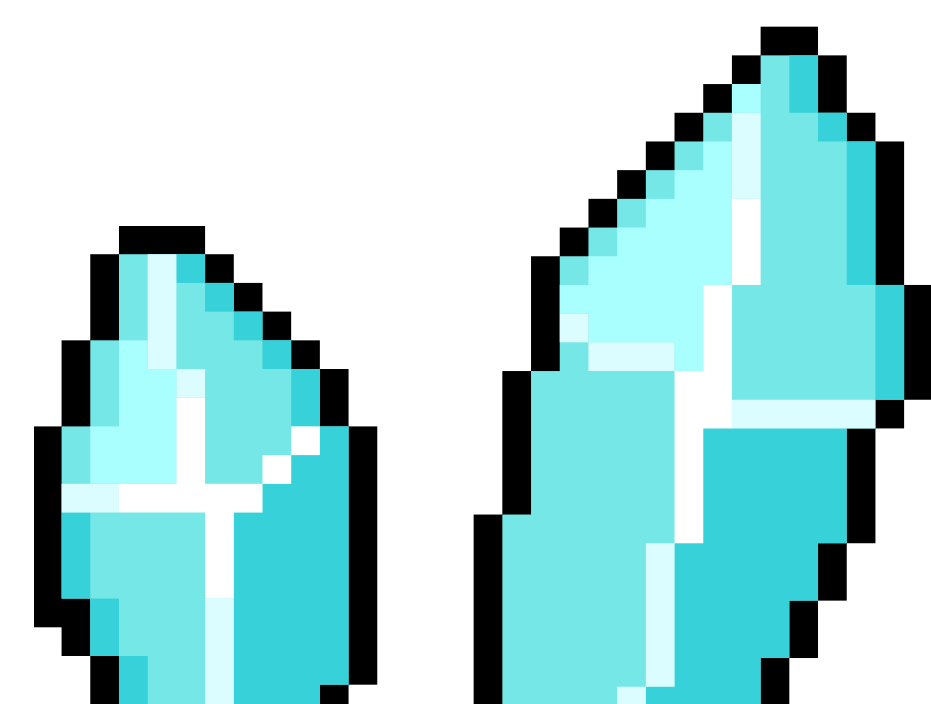
When farming sessions are built in the Farming UI and the Farming Cycle is initiated, the Clumsy Valley Interactive Map will be updated. Players will see Ghosts hovering atop Land Plots and can open the Farming UI View of any Plot. There will be an additional UI Screen for viewing all active Farming and Crafting Sessions.

Crafting

Crafting is an integral part of the Clumsy Valley gaming experience, allowing players a mechanic to utilize the resources they farm from their land plots to create a variety of custom game items and NFTs. Whether it be for personal game use or to contribute to their nodes, crafting provides players with the ability to take control of their in-game resources and bring their creative vision to life.

The crafting system in Clumsy Valley is intuitive and user-friendly, allowing players to explore their creativity and bring ideas to life with ease. With a vast array of resources available to farm, the possibilities for crafting are endless.

This section of the whitepaper will cover the Crafting Game Mechanic in depth. Topics covered include an overview of crafting, Ghosts' effects on crafting, blueprints, the crafting UI, power level tiers, craftable NFTs, and more.



In order to craft, players must use a Clumsy Ghost, Clumsy Valley farmed resources, a Crafting Blueprint, and the Crafting User Interface.

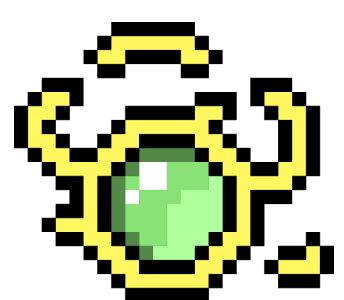
Clumsy Ghosts

Clumsy Ghost Stats and Biome Modifiers have major implications in the crafting process.



Speed: This stat determines the length of the crafting cycle, with higher speed resulting in shorter crafting cycles.

Crafting Cycle Lengths are identical to Farming Cycle Lengths, ranging from 3 days to 7 days. Each Speed Point above 1 is equal to 3 Hours and 20 Minutes (or 200 minutes) subtracted from the maximum Crafting length of 7 days. (168 hours or 10,080 minutes). Because 3 Days is a hard capped minimum Crafting cycle length, the maximum possible Speed is 30.



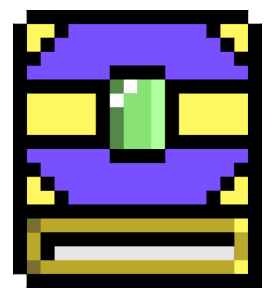
Stamina: This stat determines the number of resources players are able to use in a Crafting Session.

Blueprints dictate the recipe of a Craftable Item. Within each blueprint there are individual categories and an allowable quantity of resources allowed in each category, consistent across all blueprints of the same type. The amount of resources allowed in a crafting category above the quantity established by the Blueprint is proportional to the Stamina Stat of the Farming Ghost. Higher Stamina means a Ghost is allowed to use more resources within each Blueprint category.



Luck: This stat determines the Total Power Level Multiplier for the Craft, with higher Luck correlating to a higher Total Power Level Multiplier.

Crafted Items are given an ability/buff dependent on the overall Power Level of the items used in a craft. All possible abilities/buffs are organized into Tiers, with more powerful abilities/buffs in higher Tiers. The higher the overall Power Level of the craft, the higher chances of crafting an item with a Higher Tier ability/buff. The crafting Ghost's Luck Stat adds an additional multiplier to the overall Power Level. This means Luckier Ghosts (Higher Luck Stat) are more likely to craft an item with a higher Tier ability/buff.



Smarts: This stat determines the amount of XP earned on Craft, with higher Smarts correlating to more XP earned crafting.

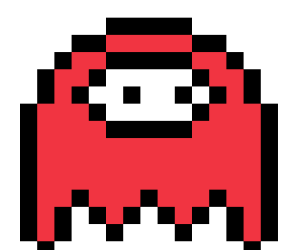
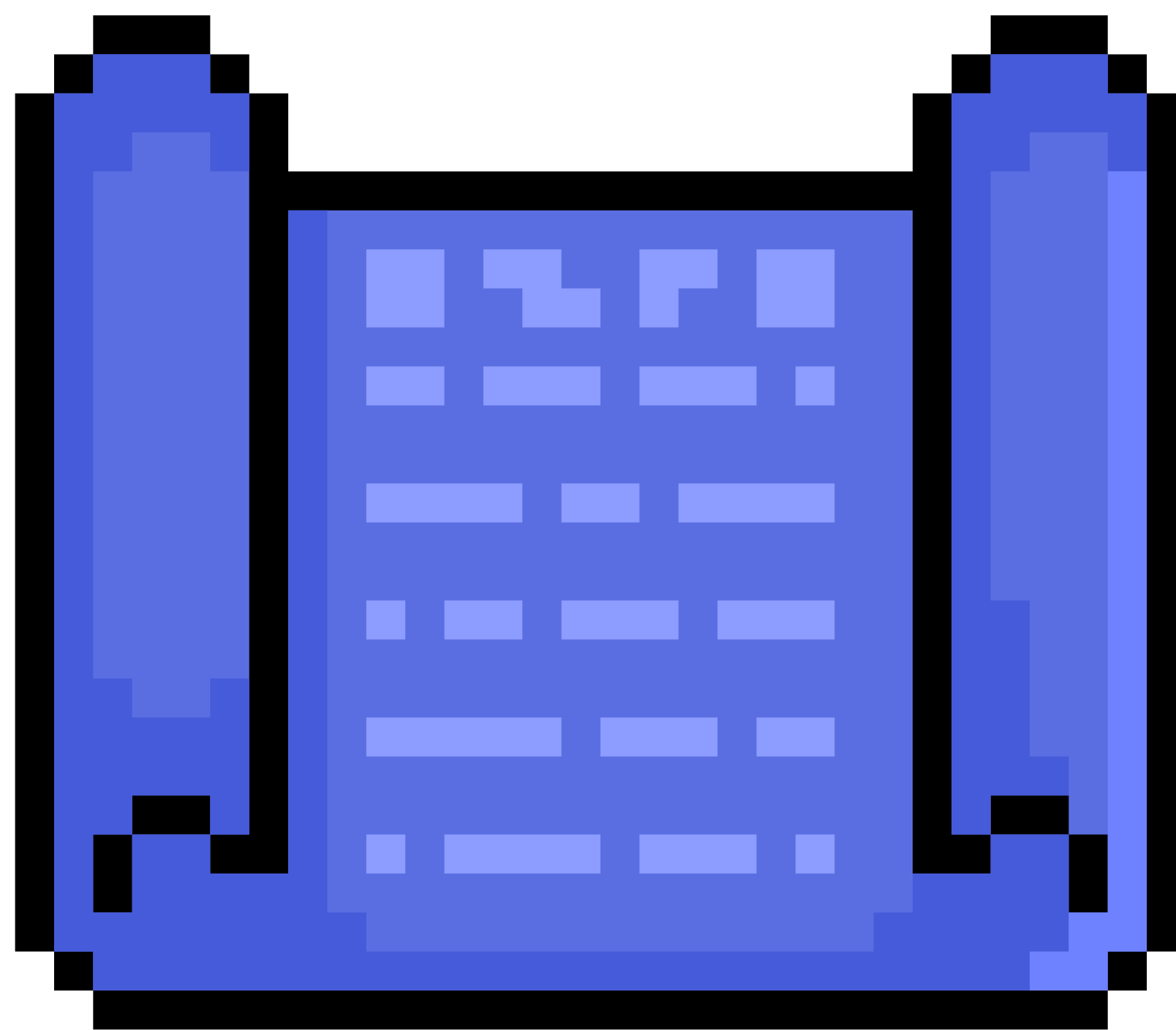
Experience Points (XP) are a very powerful mechanic in Clumsy Valley. XP Points can be spent unlocking features, upgrading abilities, buying Blueprints, unlocking quests, and much more. Earning XP in a consistent way will become a massive strategic advantage for advancing in Clumsy Valley. The amount of XP awarded to a player per craft is proportional to the Smarts stat of the crafting Ghost. Higher Smarts correlates to more earned XP.

Biome Modifiers: Biome modifiers add a blanket multiplier to all 4 Crafting Stats when crafting from specific Biomes on a per crafting category basis.



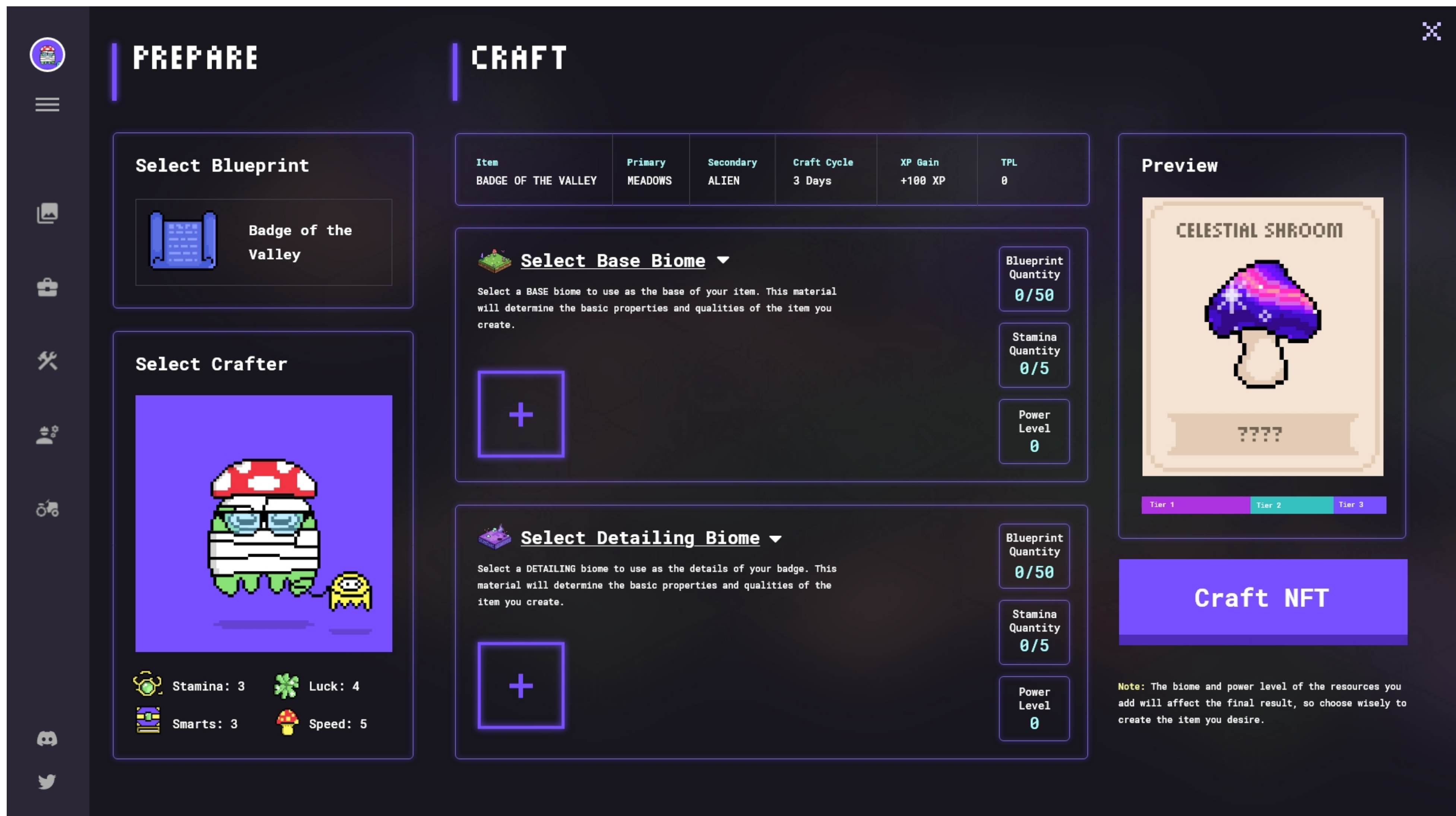
Blueprints

Blueprints determine the resource requirements for crafting any item. Blueprints can be earned in many different ways including receiving them in farming Treasure Chests, as quest rewards, as node rewards, as airdrops, purchased with XP, or winning them in battle. A Blueprint is the fundamental requirement to crafting. Each craftable item has its own Blueprint that provides crafters with everything they need to know to craft the item. Blueprints can be selected in the Clumsy Valley Crafting UI during the crafting process to initiate a crafting cycle.



Crafting UI

*Design subject to change.



The left side of the screen includes 2 required options, Select Blueprint and Select Crafter. Clicking Select Blueprint opens the player's Blueprint inventory where any Blueprint can be selected to begin building a crafting session. Clicking Select Crafter opens the player's available Ghost inventory where any Ghost can be selected for the crafting session. Once a Blueprint and a Clumsy Ghost have been selected, the UI auto populates the proper Blueprint recipe and Crafting Stat modifications such as Crafting Cycle Length and XP earned during the Craft.

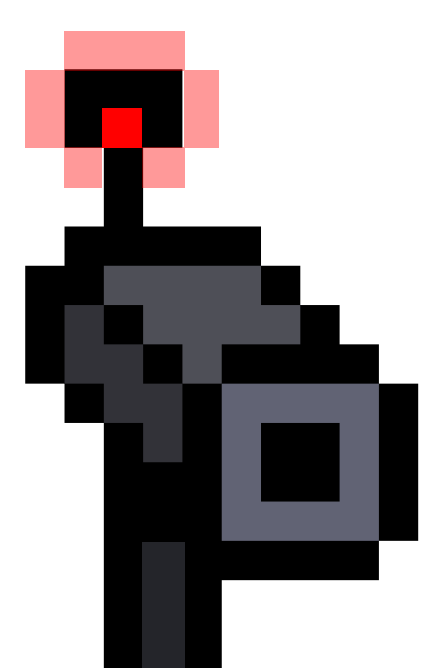
Each Blueprint recipe comes with a set of crafting categories unique to the type of craftable item. The categories ultimately make up the metadata of the crafted item. For Badges of the Valley there are 2 categories, 1 for the Base of the Badge and 1 for the Detailing of the Badge.

For more complex craftable items like Battle Robots there could be multiple categories such as Head, Chest, Legs, Arms, Back, Weapon, Shield, CPU, and so on. For each category, a Biome must be selected. Only resources of the selected Biome are allowed to be entered in each category.

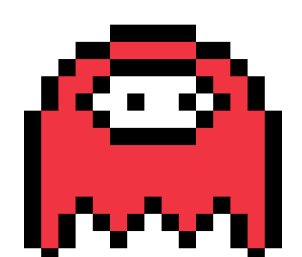
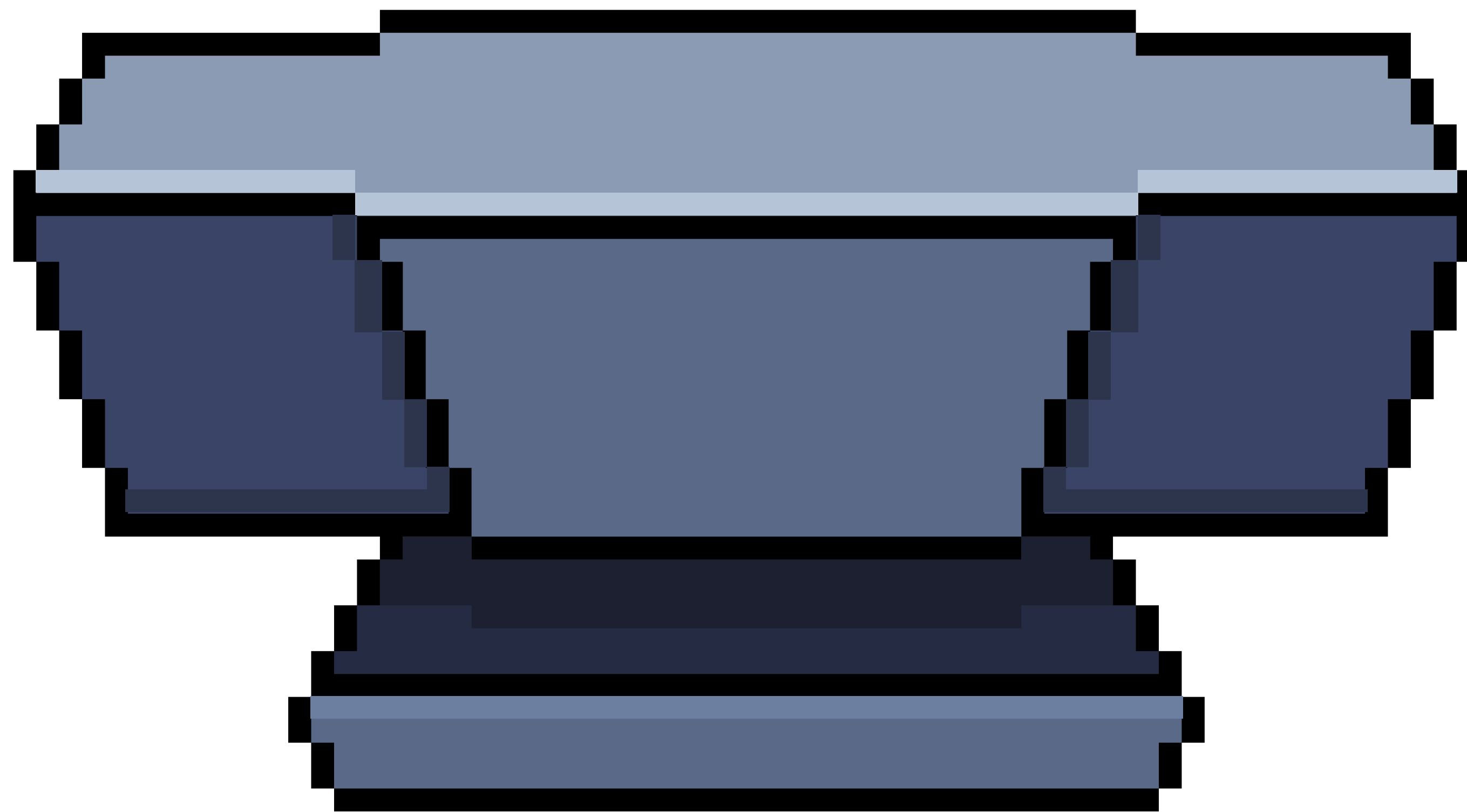
After a Biome is selected for a category, players can click the Plus sign buttons to add resources. Clicking these buttons opens their inventory of resources from the selected Biome. Players must fill the crafting category with the quantity of resources dictated by the Blueprint recipe. If the Base category requires 50 resources, players must fill the category with no less than 50 resources. A higher Stamina Stat is the only way a player can add more resources than the quantity dictated by the Blueprint recipe.

Because each individual resource has its own Power Level, the Crafting UI sums the power levels of all the resources loaded into all categories to determine the ability/buff of the crafted item.

All crafted items will have an ability/buff. For example, when crafting a Badge of the Valley, a random buff such as "+1 Speed" will be assigned to the Badge when crafted. When that Badge is activated in a Farming or Crafting Session the +1 Speed buff will be taken into effect. All possible buffs for a given craftable item will be organized into Luck Tiers, with more powerful buffs being in higher Tiers. For example, +1 Speed may be a Tier 1 buff, +2 Speed a Tier 2 Buff, and +3 Speed a Tier 3 buff. The Speed boost is just 1 example of 1 Type of Buff. Others include the ability to farm special resources, a boost in the chance of achieving a crafting super success, and more.



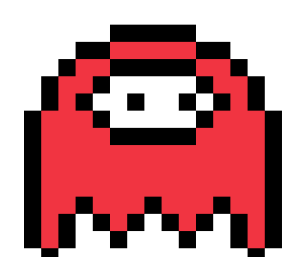
The Total Power Level (TPL) is equal to the sum of the Power Levels of all the resources loaded into the crafting session times the Total Power Level Multiplier (from the Luck Stat of the crafting Ghost). TPL determines the chances of crafting an item in any of the 3 Luck Tiers. Low TPL correlates with a higher chance of crafting a low Tier item. Higher TPL correlates with a higher chance of crafting a high Tier item. The odds can be viewed directly below the Crafting Preview on the right side of the Crafting UI before the Crafting Cycle is initiated.



Craftables and Game Seasons

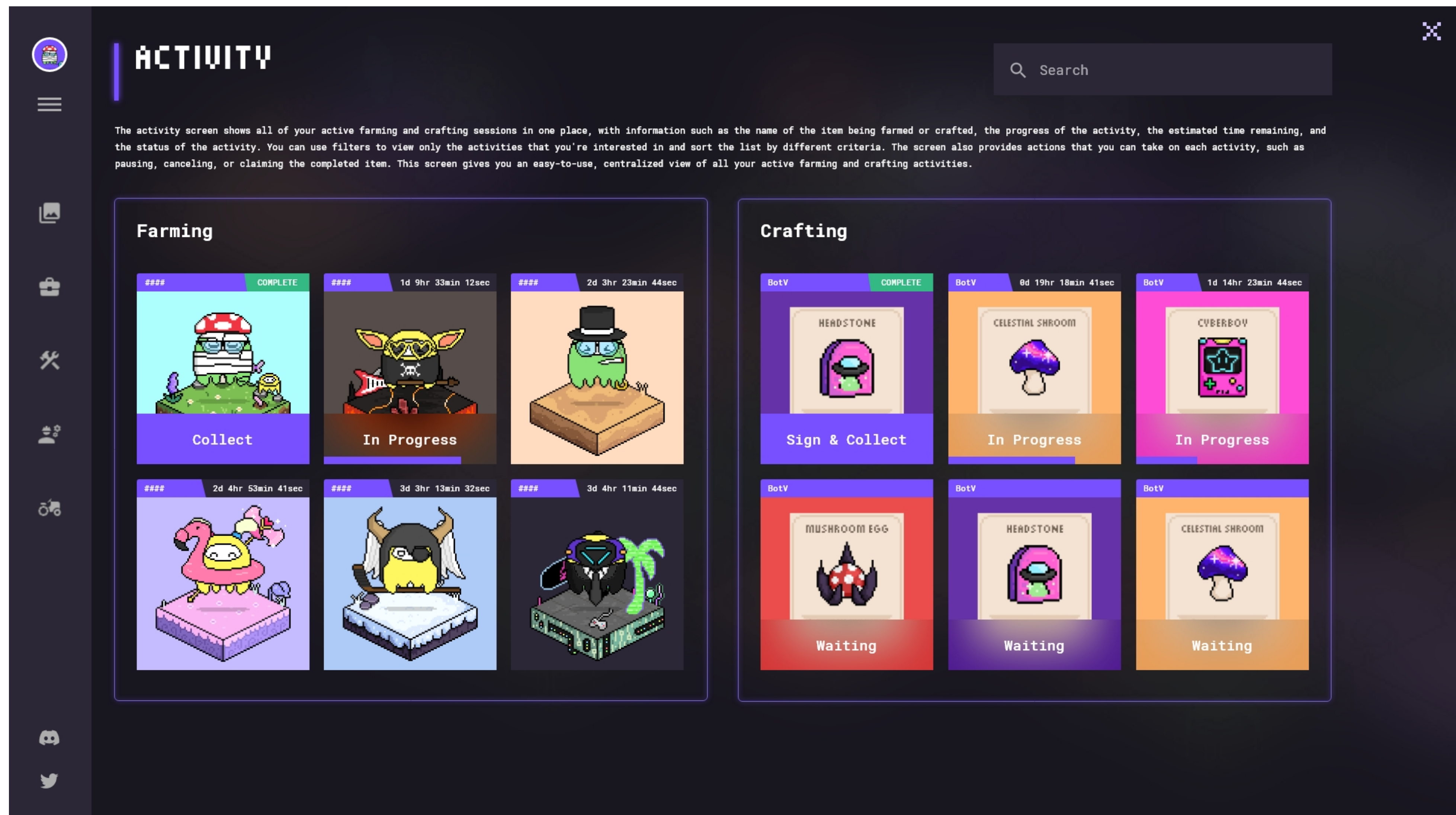
Badges of the Valley are the 1st ever craftable NFTs in Clumsy Valley and the center of Season 1. They are simple proof of concept items that pack a punch of utility. Crafted with 2 Crafting Categories (Base and Detailing) there are 81 unique Base/Detailing combinations along with dozens of unique abilities. Badges can be activated on a player's account to provide special buffs across all areas of the game. Future Seasons will feature brand new craftable NFT collections and brand new game mechanics including the Battle Robots.

Each Season will be tied in closely with Clumsy Valley Lore and will see drastic changes to the Landscape of the Valley. This means new maps, new resources, new quests, new lore, new nodes and node structures, and more.



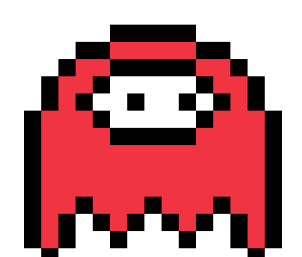
Activity Page UI

*Design subject to change.

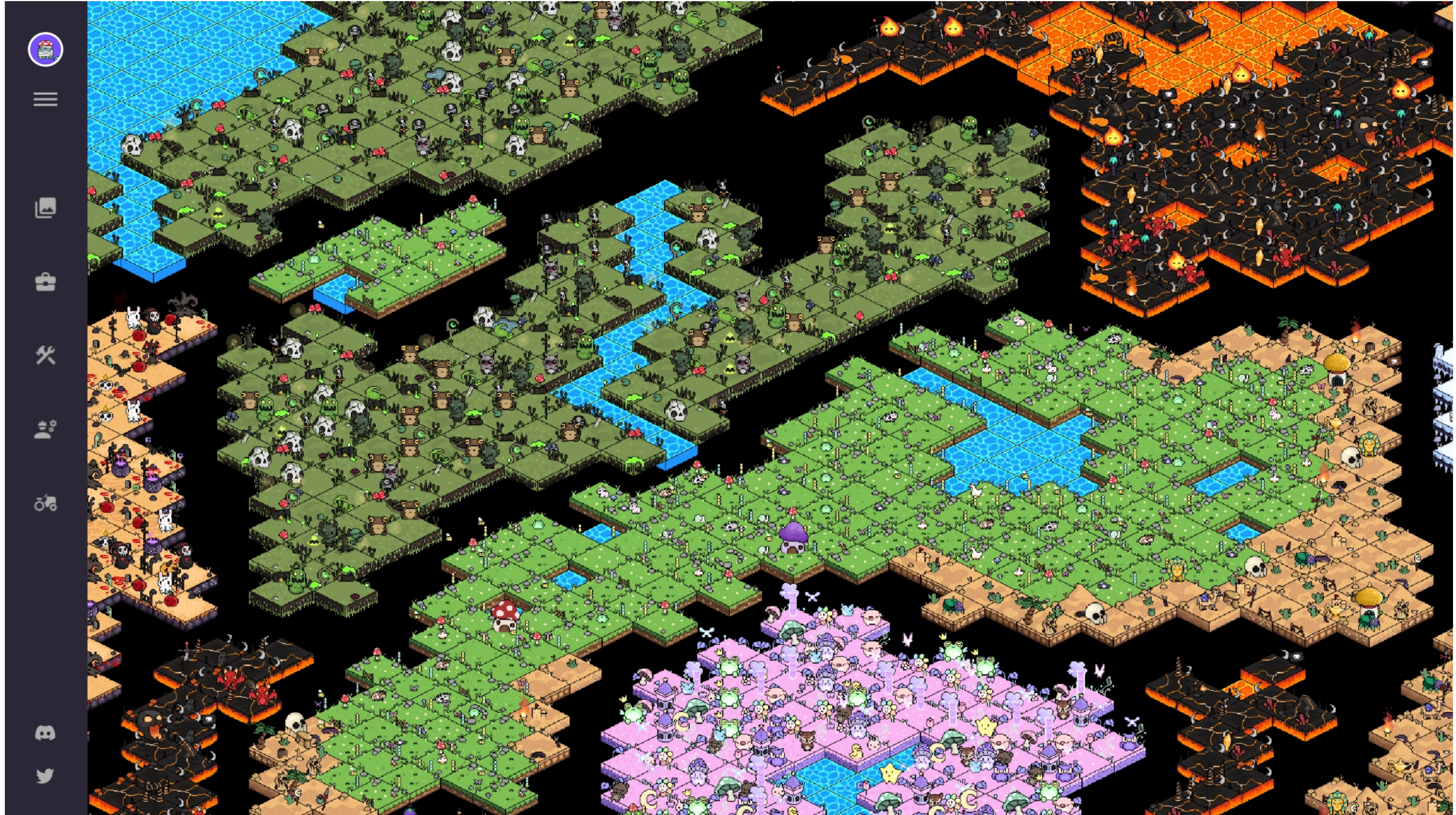


Players can view all active Farming and Crafting Sessions from the Activity page, including how much time is left in each session. Completed Sessions are automatically filtered to the top of the list.

Clicking on any Session will open the Farming or Crafting interface for that Session. This UI is great for players to plan out their farming strategy, view their active collection, or simply check on the status of their farmers or crafters. There are opportunities for many upgrades to this UI including advanced filtering, options to make changes to a session on the fly, and more.

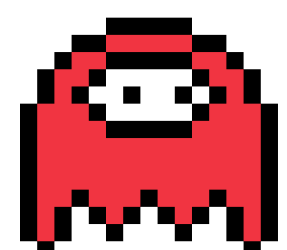


Interactive Map

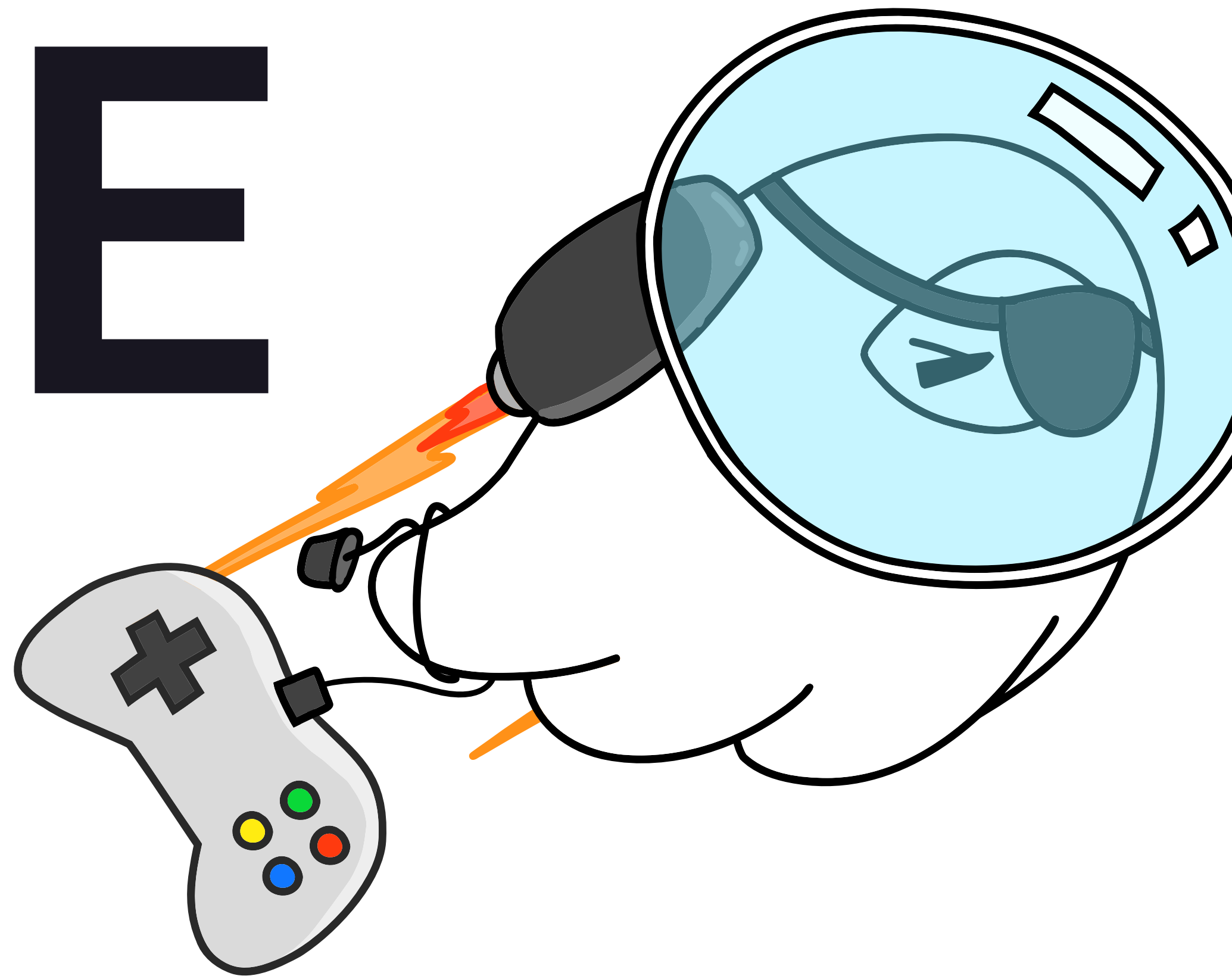


All 10,000 Clumsy Valley Land Plots are displayed on the Clumsy Valley Interactive Map that players can explore by scrolling, zooming, and selecting Land Plots to view more information. Land Plots in active farming sessions will have Farming Ghosts floating atop them, bringing the Valley to life. Future points of focus including Node centers, a Battle Arena, and more will also be accessible via the Interactive Map.

The Valley's landscape changes with every game season, resulting in new Land Plot coordinates and different Land arrangements. These changes are reflected in the Land Plot Smart NFTs and are driven by the Valley's evolving lore. As a result, players must adjust their strategies with each season.



FUTURE GAME DEVELOP- MENTS



XP Mechanic

The Experience Points (XP) Game Mechanic is one of the most important mechanics in all of Clumsy Valley as it shapes individual progression within the game. A player starting off with a fresh account will not have all features readily available. In order to unlock portions of the Valley, a player must participate in the available mechanics and earn XP that can be spent to progress the storyline and unlock features.

XP can be earned in the following ways:

Farming: Farmers have a chance at earning XP in Treasure Chests awarded at the end of a farming cycle. XP won't be awarded every farming cycle and will have its own dedicated Loot Roll. Quantities will be random.

Crafting: Every successful craft will result in an XP award proportional to the farming Ghost's Smarts Level.

Daily or Weekly Rewards: Clumsy Valley will feature Daily or Weekly Tasks where players can participate and earn XP.

Community Events: Clumsy Studios will hold community events where players can be rewarded XP for use on the Clumsy Valley Platform.

Quest Rewards: Completing Quests will reward players with XP. Completing full sections of the Questing Diary will also result in XP rewards.

Node Rewards: Node upgrades will distribute XP to Node participants that donated resources/items to help upgrade the node.

Season Based Leaderboard Rankings: At the end of each season, Leaderboard winners will be eligible for XP rewards.

Battles: Earn XP by battling other players, battling NPC bosses, or going on battle raids.



XP can be spent in the following ways

Farming: Spend XP to unlock new farmable resources, upgrade new farming features, purchase farming related items, and more.

Crafting: Spend XP to unlock new Blueprints, new crafting features, purchase crafting related items, and more.

Community Events: Spend or wager XP in community events to compete against other community members.

Quests: Spend XP to unlock new Questing paths, purchase Quest related items, and more.

Nodes: Spend XP on Node unlocks, Node related items, Node voting, and more.

Battles: Spend XP unlocking new Bosses or Raids, upgrading Dynamic Robot NFTs, deconstructing and rebuilding existing Robot NFTs, purchasing battle related items, and more.



Quests



Quests are another important component of Clumsy Valley and provide players a goal oriented game mechanic with an opportunity to unlock great rewards. Clumsy Valley players will have access to a Questing Diary that lays out a series of Quests to accomplish. Some Quests will be available from the start, others will need to be unlocked by completing Quest prerequisites or by spending XP.

In the initial Clumsy Valley Game Seasons, Quests will be mostly Farming and Crafted Related.

Note that some quests will be accomplished rather quickly while others will require multiple farming or crafting cycles to accomplish. Each Season will also see Questing Leaderboards where Players that accomplish the most Quests will be rewarded with XP, resources, or even rare Blueprints for crafting accomplishment based NFTs.

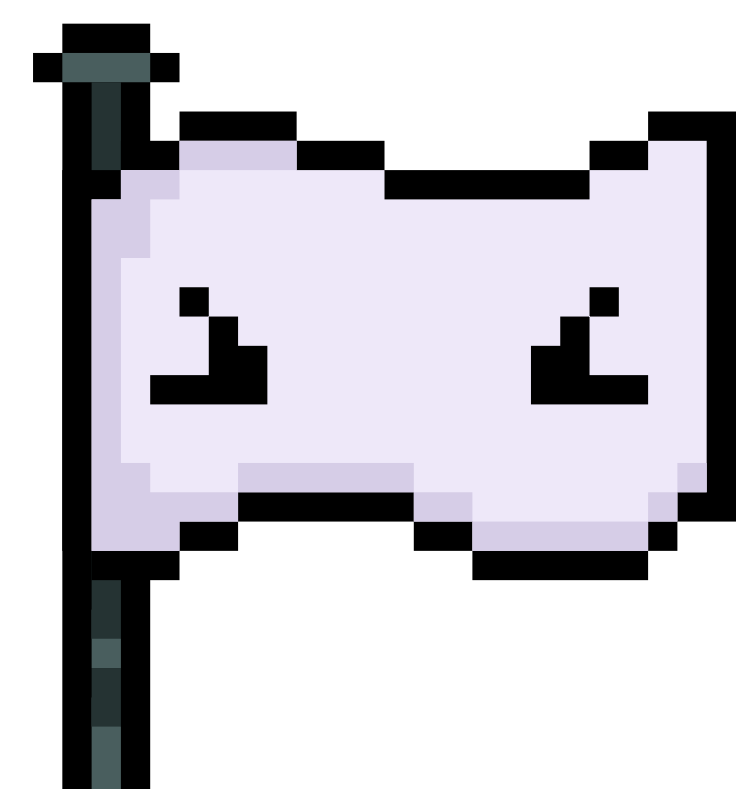
In future Clumsy Valley Game Seasons, particularly Seasons where Robot Battles are live, quests will become increasingly difficult and will involve more game mechanics such as battling. This also means the rewards will be that much more powerful.

Node System (name still subject to change)

The Clumsy Valley Node System acts as a Clan/Guild/Group Game Mechanic. Players will have representation in Nodes depending on the Location of their Land Plots. Because Clumsy Valley has a dynamic landscape, Node allegiance could change season to season. The main function of a node is to provide the Land Plots within the Node with unique benefits, advantages, farmable resources, blueprints, and more. During the initial Clumsy Valley Seasons, Node perks will be mostly Farming and Crafting related. In later seasons where Questing and Battle are more prominent, Nodes will begin to distribute more Quests and Battles related Node perks. In order to unlock these Node perks, players within each node must work together to donate enough resources, items, or XP to upgrade the Node. Each Node upgrade comes with massive rewards to the Node dwellers.

Structure

The Clumsy Valley World Map will be split up into 9 geographical Nodes (regions). Nodes will be made up of Land Plots of all Biomes, but each Node is themed around 1 of the 9 Biomes. At the center of each Node lies a Central Megastructure that acts as the Node Capital or HQ. The Megastructure is a work of art, matching the Biome of the Node's theme, and all the other Land Plots of varying Biomes surround the Capital. The Central Megastructure is home to only 5 Land Plots, the 5 Special Land Plots of that Biome. Below is an example of a Node:



Node 1: The Green Haven **Theme:** Meadows

Land Plots: 5 Meadows Special Land Plots + 1106 Land Plots of all Biomes

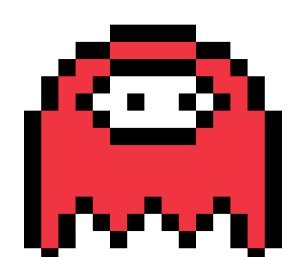
Name of the Central Megastructure/Capital/HQ: Eden's Garden

Name of the 5 Special Meadows Land Plots Located in Eden's Garden: The Keepers of Eden

Each Node, its central megastructure, and its group of 5 Special Land Plots is rich with history and lore. The owners of all the Land Plots within the Node donate resources, items, and XP to the Node to upgrade it. The Node Donation User Interface can be reached by clicking on the Node's Central Megastructure.

The owners of the 5 Special Land Plots are Leaders of that respective Node. They will collect a donation tax, awarded to them in the form of a Special Treasure Chest, and will have a weighted vote in directing the upgrades of the Node. Node progression will also be tracked on the Node Leaderboards, and the winning Nodes of each season will be heavily rewarded. It's up to the all the Node Dwellers led by their Special Plot owners to progress their Node and unlock the Node Perks available to them.

Nodes act as a very important resource sink for Clumsy Valley. Players will be incentivized to donate their resources to unlock special perks and rewards. This is an important mechanic that maintains resource balance and prevents dilution in the Valley.



Conclusion

Although not all the Gaming Mechanics will be ready on launch, they have all been specifically designed to correlate to one another, resulting in a well balanced and complete game loop. Because of the nature of a passive experience, it is important that there is always something for players to accomplish in the Valley. This means a player should be able to accomplish something in 1 game mechanic, and continue with that accomplishment in any of the other 5 game mechanics. Below is a web/flow diagram depicting the full Clumsy Valley Game Loop.

