



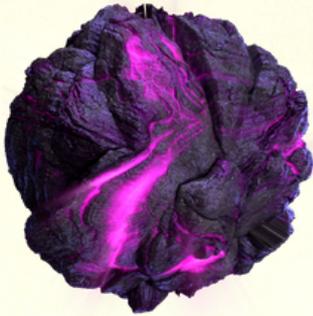
REINCARNATION

Whitepaper

Version 1.0.5

Prepared by
Yin Yang Games

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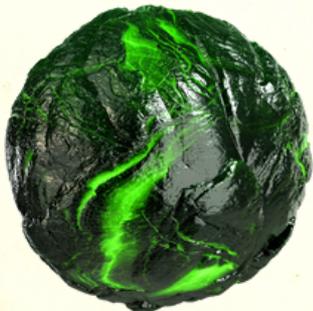
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Introduction

Reincarnation is an NFT based, play and earn, rogue-like, turn-based RPG card game on the Binance Smart Chain Network. Its goal is to create a blockchain game that is not merely a decentralized finance model like its competitors, but also a sustainable and engaging medieval/fantastic themed gameplay experience. Players can earn income by participating in the ecosystem and contributing to it. Collect resources, battle monsters, and craft NFTs for your character using the materials you obtained in Metaverse to earn tokens or climb the Reincarnation Dungeon's steps with your pals to restore equilibrium to the Reincarnation metaverse while constructing your battle deck.

Lore

"The new cycle is only 13 weeks away from completion. Opposing spirits whispered new keys. Signs of light and darkness spread throughout the sky and the earth. The spirits have identified their new keys.

Or their new victims..."

Once engaged in an endless war, these spirits have been returning harmoniously for 3,300 years in the void they were trapped in. The 12 monks who were given eternal life have protected these two souls for 3,300 years in their temples built with superhuman powers, and kept the wisdom bestowed upon them by their endless meditations to prevent the destabilization. Some called them gods, some were bigots, useless, greedy creatures who only cared about themselves. But no one on earth was aware of their secrets.

And they have been forgotten over time... Void is now a pyramid surrounded by purple skies and lightning, where all living things are afraid to approach.

Most of the "once upon a time" disappeared. Because none of those who remember them live anymore...

Void would pick it's keys once every 106 years. Each cycle meant the new "7" victim. Babies who were taken from their families without question, heroes who took hundreds of lives in battlefields, old men on their deathbeds... 7 "any" people, no matter who he or she is or what hero he or she's been. Thirteen weeks before each cycle, the sky would be reshaped and the eclipse would begin. The stars would gather over these seven people as if they were guiding them. "The sign" would start to shine on the bodies of 7 different people, just like the birthmark. It's impossible to hide, to escape.

These seven people, voluntarily or forced, should have reached the Void in 13 weeks. No one's ever returned...

Reincarnation Collections

There are 115 unique 3D character models from 3 different human tribes and 16 unique NPC's which are playing critical role on Reincarnation lore. Human collection will have 8000 NFT characters with randomly generated stats which will be categorized in 6 different rarity levels.

Konija	Main City where Royals and most of the people in earth lives in
Forkmound	Forest city looks like where exiles & wildlings lives.
Void Bane	Promised powers from Void but deceived and corrupted

Rarity & Quantity

- Ancient (x80)
- Legendary (x240)
- Epic (x480)
- Rare (x800)
- Uncommon (x2400)
- Common (x4000)

*Along with active players and lore, more races and tribes will be added to Reincarnation.

Classes

- Warrior
- Mage
- Rogue
- Paladin

** With the release of Reincarnation Co-op, more Classes will be added to the game.

*** Players can choose their class regardless of the rarity or tribe of the character they have.





Weapons

In Reincarnation, there are 12 different types of weaponry. Despite the fact that some weapons are better suited to certain classes, players can use any weapon type.

- Two Handed Sword
- One Handed Sword
- Off-Hand Shield
- One Handed Axe
- Two Handed Axe
- Staff
- Orb
- Book
- Dagger
- Kama
- One Handed Mace
- Hand Claw



Armors

Plate, leather, cloth, and mail are the four types of armor available. The sort of armor you wear is decided on your class.

Class	Armor Type
Warrior	Plate
Mage	Cloth
Rogue	Leather
Paladin	Plate

Character Improvement

Reincarnation has an MMORPG-style character development, despite the fact that there are six rarity tiers for characters. Wearing heavy armor, equipping better weapons, or simply playing and leveling up your character are all ways to empower your character.

Gameplay

Reincarnation's main goal is to build a long-lasting medieval/fantastic metaverse full with thematic original games that will grow with the help of its active community and dedicated team. The key to a successful game, we believe, is a vibrant and active community. As a result, our objective is to involve our community in the story's creation and to give back as much as possible to the community.

Play and Earn

Despite the fact that we are considering a variety of revenue methods, most players will be focused on "Play and Earn" throughout their experiences. For our players, there are three main game mechanics. To keep the community lively and provide variety to our gamers, we plan to make adjustments to the income methods.

1- Player vs Environment (PvE)

Each player begins the game by assembling a deck with a minimum of 10 different NFT cards. The many foes and obstacles that the players encounter along the route provide them with additional cards. The aim is to defeat the monsters they encounter by devising a strategy as they travel through the map. According to the cards in his/her hand, the player must devise an appropriate assault or defense strategy and put it into practice.

Players receive varying awards or power gains depending on how far they travel across the map at the end of the game.

This mechanic will only appear in the main game of Reincarnation; it will not appear in the Reincarnation Lite game.

Earnings	Spending
Token	Dungeon entrance fee as item (key)
Special In-Game Items	Time
Character Experience	

2- Professions

Every profession has its own version of the NFT tool. Any occupation can be used to gain experience for the player. When a player has accumulated enough experience, s/he can pay an upgrade fee to enhance their NFT tool.

- Each profession has its own level and reward system.
- NFT tools lose durability as they are used.
- Player can gain durability by paying repair fee.

Professions consists of 2 parts as Gathering and Crafting.

2.1- Gathering

There are 3 gathering professions in Reincarnation; mining, herbalism, exploring. Some key notes for the Gathering System:

- Player can choose the duration of gather.
- Player loses energy according to gathering duration.
- Player can't use his/her character during gathering
- Player gains rewards according to gathering duration and profession level.

Earnings	Spending
NFT Resources	Durability
Non NFT Resources	Time
	Energy

Gathering Professions:

Mining: Send your character to mines, farm ores and special stones.

Herbalism: Send your character to gather herbs.

Exploring: Send your character to wild to look for crystals

Resources:

- Crystals - Exploring
- Herbs - Herbalism
- Ores - Mining



2.2- Crafting

There are 3 crafting professions in Reincarnation. Players craft NFT items with resources that s/he farmed or bought from the marketplace. Some key notes for Crafting System:

- There is a crafting duration and cost for each NFT.
- Player can unlock new recipes by leveling up or drop new recipes from adventure mode.

Earnings and Expenses of Crafting system:

Earnings	Spending
Tradable NFTs providing boosts/upgrades for characters	Cost of Crafting (Token)
	Materials
	Recipes
	Durability

Crafting Professions:

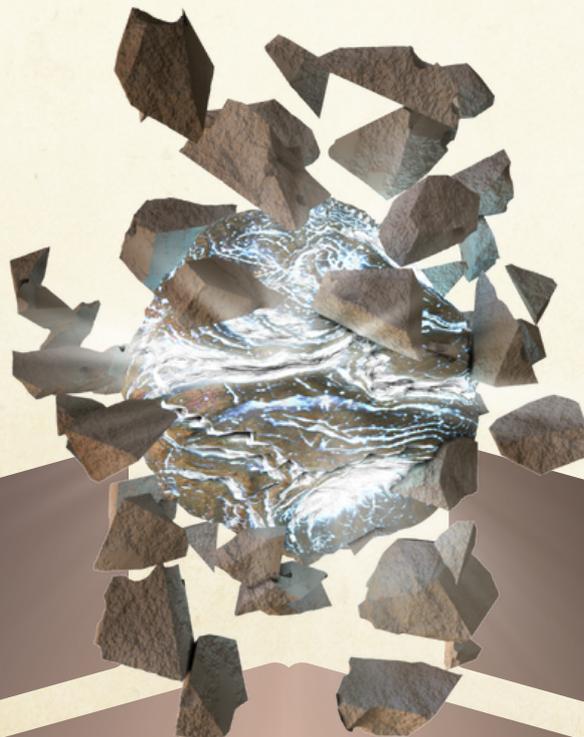
Jewelcrafting : Forge new elemental runes . Related with mining.

Alchemy : Become an alchemist, craft potions. Related with herbalism

Enchanting: Craft charms, use them for temporary buffs for weapons, armors, characters. Related with exploring.

Craftable Items:

- Runes
- Potions
- Enchants



3- Reincarnation Lite Adventure Mode

Reincarnation Lite is an Idle Play to Earn game that enables players to level and prepare their characters for Reincarnation Play and Earn game. Players can send their characters on quests to fight enemies and earn token rewards.

Some key notes for the Adventure Mode:

- Players can't choose the duration and difficulty of the quest.
- Quests will appear randomly to the player.
- Quests will reset at a certain time.
- Rewards and difficulties of quests will be in balance with your character's equipment level.
- If a player's health drops to zero during a quest, the quest will be cancelled and the player will not earn any reward.
- Players can't use his/her character while questing.

Mint Price	Rarity	Estimated ROI (months)
100\$	Common	5,2
100\$	Uncommon	3,5
100\$	Rare	2,4
100\$	Epic	1,8
100\$	Legendary	1,3
100\$	Ancient	0,7

Marketplace

The market is the core of this game. The goal is to turn the market in the game into a commodity market. Because each profession has its leveling mechanism, some players in a given profession will be better than others. Character development and progress will be diverse because of the various classes, weapons, and armors available. This will encourage players to trade in the marketplace since a player will have assets that s/he doesn't need or lack some assets that s/he can't farm as effective as other players.

Roadmap

Q4 2022

- Reincarnation Human Collection NFT Catalog Sale
- \$RNC Token Launch
- \$RNC Token Seed / Private Sale
- NFT Staking
- \$RNC Token IDO

Q1 2023

- Reincarnation Phase 1 - Beta for Whitelist
- Reincarnation Phase 1 - Public Beta
- \$RNC Token Listing
- Marketplace

Q2 2023

- Reincarnation Phase 2 - Beta for Whitelist
- Reincarnation Phase 2 - Public Beta
- Reincarnation 2nd Gen Collection

Q3 2023

- Reincarnation Launch
- Introducing new races in Reincarnation
- Reincarnation Merchandise

Q4 2023

- Reincarnation 3rd Gen Collection
- Reincarnation Co-op Public Beta
- Reincarnation Co-op Launch



Team

İlker Onur Kaya

General Manager



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Naji Alfar

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Concept Artist



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Doruk Özdemir

Unity Dev.



Batuhan Ersoy

Game Developer



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Operations Manager



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Jr. Game Designer



Alper Çetin

3D Artist



Mert İshak Kılıç

Jr. Game Developer



Nursedada Öncel

Jr. Game Developer



Kıvanç Nadir

Sound Designer



Ledeyna Deniz Kolgu

Concept Artist



Ömer Anaç

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Merve Özgöçer

Game Design



Emre Bozkurt

Game Designer

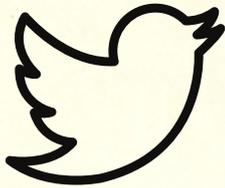


Ecem Çavlan

UX/UI Designer



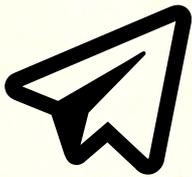
Social Media



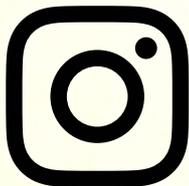
@reincarnationft



@reincarnationgame



t.me/reincarnationgame



@reincarnationgame





REINCARNATION

Tokenomics

Version 1.0.3

Prepared by
Yin Yang Games

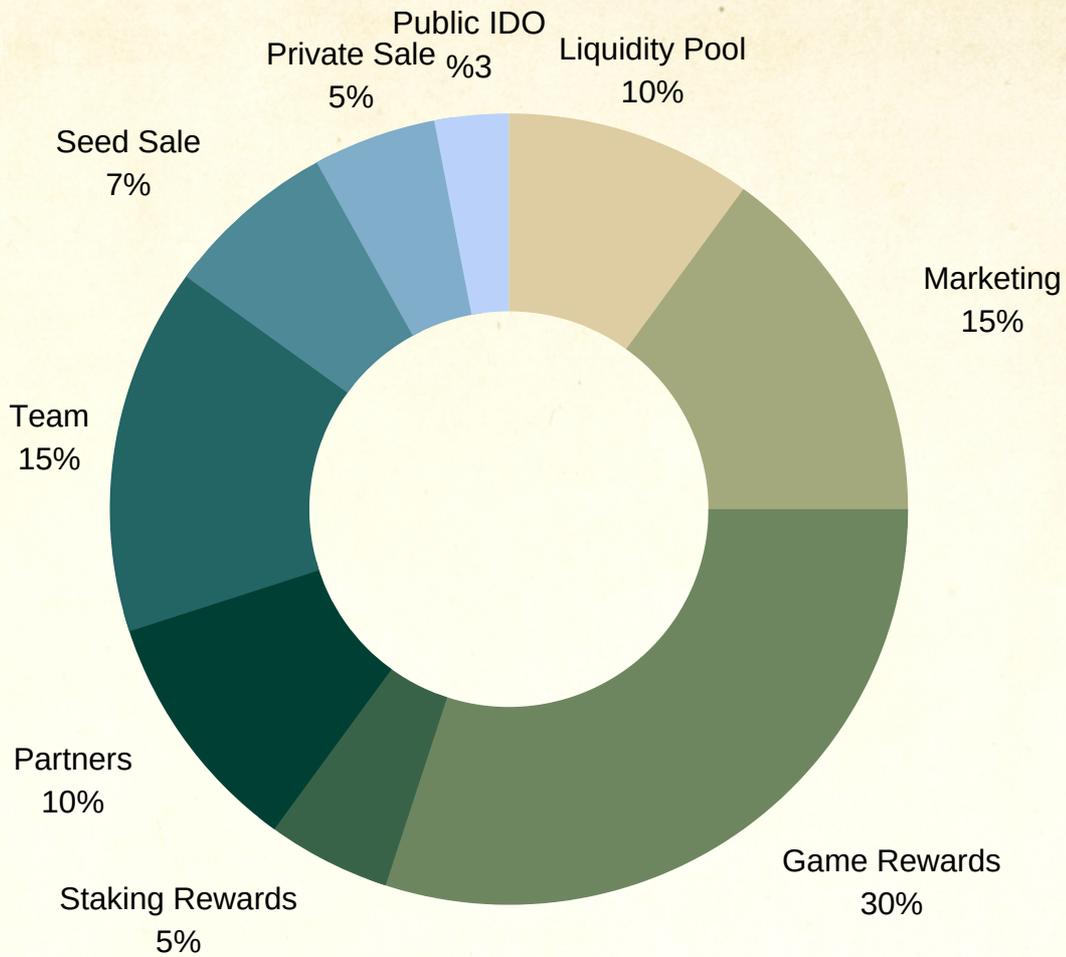
Token Ecosystem

Reincarnation token is a BEP-20 governance token, based on Binance Smart Chain, which is one of the fastest and most easily accessible smart contract platforms. \$RNC holders can use their tokens to stake with attractive annual percentage rates, play the game, and participate in key governance votes.

Tokenomics

Percentage	Allocation	Token Amount
3,00%	Public IDO	30.000.000
5,00%	Private Sale	50.000.000
7,00%	Seed Sale	70.000.000
15,00%	Team	150.000.000
10,00%	Partners	100.000.000
5,00%	Staking Rewards	50.000.000
30,00%	Game Rewards	300.000.000
15,00%	Marketing	150.000.000
10,00%	Liquidity Pool	100.000.000
100,00%	Total Token:	1.000.000.000





Vesting

Allocation	TGE %	Vesting
Public IDO	10%	Linear vesting for 3 months
Private Sale	8%	3 months cliff & Linear vesting for 18 months
Seed Sale	5%	3 month cliff & Linear vesting for 18 months
Team	0%	1 year cliff & Linear vesting for 24 months
Partners	0%	1 year cliff & Linear vesting for 24 months
Marketing	5%	3 months cliff & linear vesting for 18 months
Liquidity	20%	20%TGE & Linear vesting for 5 months

Initial Market Cap	\$288.000
Initial Token Supply	38.000.000

Token Mechanics

Access to Reincarnation Metaverse: Player spend \$RNC in order to;

- Character Level Up
- Crafting
- In-game Market
- Boosters/Potions
- Item Repair
- Item Upgrade

Deflationary & Sustainable Model: 10% of \$RNC revenues will be burnt, 30% of it will be recycled to Game Reward. After game reward pool is halved, 80% of revenue will be recycled back to game reward pool and 10% of \$RNC will be burnt to increase sustainability and %10 percent will be used for Charity.

Staking: Players will receive weekly \$RNC token airdrops for unlisted characters in proportion with character's rarity. Players can't claim their \$RNC until Reincarnation Lite game is launched.

Foundation: 50% of \$RNC token revenues will be used for further development of Reincarnation universe including marketing, security, diversity, charity.

Use of Revenue

%	Use of Fund
35%	Development
10%	Burned
10%	Marketing & Operation
5%	Legal & Company Structure
30%	Game Reward Pool
10%	Charity

Stake Reward Distribution

Holders will receive weekly \$RNC Airdrops per each unlisted character. Only Exclusive Human Holders will receive stake rewards.

Rarity	Weekly Drop
Common	TBD
Un-common	TBD
Rare	TBD
Epic	TBD
Legendary	TBD
Ancient	TBD

Some key notes for stake rewards:

- You will not receive an airdrop if your NFT is listed in marketplace.
- Player's can't claim their \$RNC until Reincarnation Lite Launches.
- There will be monthly claim limits for \$RNC that come from NFT Staking.
- Player's can't claim their \$RNC until Reincarnation Lite Launches.
- Reward multiplier will be halved when 25% of tokens in the game reward pool are distributed.
- Please note that staking in Reincarnation is not the main source of income. It is an additional mechanics to encourage early investors and hodlers.

Rarity	Price	Estimated ROI (months)
Common	TBD	TBD
Uncommon	TBD	TBD
Rare	TBD	TBD
Epic	TBD	TBD
Legendary	TBD	TBD
Ancient	TBD	TBD