CHRONICLES
OF WARCRAFT

A web3 game based on Token Economy 3.0

Project White Paper

Table of Contents：

Chronicles Of Warcraft Synopsis

In the year 2137 AD, the planet Blue Star is experiencing a rapid depletion of its primal energy, while the Savage Continent has discovered and harnessed a vast amount of crystal energy due to fluctuations in the galactic energy waves. The Blue Star United Committee decides to send the protagonist, Renn, along with three legendary creatures possessing superpowers - the White Bear, Crystal Wolf, and Swift Falcon - through a wormhole to the Savage Continent to survive and acquire crystal resources.

The Savage Continent is inhabited by various monstrous creatures guarding the high-energy crystal mines. It consists of diverse terrains, such as ice fields, volcanoes, deserts, primeval forests, and thousands of towering islands. The crystal veins intertwine beneath these terrains, and the powerful fluctuations in galactic energy waves distort the crystal mines, increasing the combat capabilities of the guardian monsters. Over thousands of years of natural evolution, the Savage Continent has become a land dominated by high-energy crystal mines and guardian monsters (Rock Beast, Savage Dragon), with four unknown guardian monsters guarding each direction.

The high-energy crystal mines are the coveted perfect energy source for Blue Star. Due to the rules of the galaxy, the warriors and divine creatures arriving on the Savage Continent can only assume their initial forms and rely on local resources to grow until their hidden abilities and ultimate powers are awakened. With the help of the protagonist NEO, they continuously obtain energy from the Savage

Continent and eventually have the ability to transmit advanced technology and divine creatures to the continent through the wormhole. The arriving warriors and divine creatures must integrate into the Savage Continent, learn to utilize local resources, gradually awaken their primal energy levels and hidden skills from their original states. And thus, the story of "The Chronicles of Exotic Beasts" begins...

Introduction

Chronicles Of Warcraft Exotic Beasts is a blockchain game that revolves around the theme of a beast tribe community. It explores the social, economic, and combat lives of the primordial divine creatures and guardian monsters, with a focus on building a sustainable Web3.0 economic system within the metaverse. The game is divided into three stages:

Era of Arrival: During this phase, players engage in activities such as nurturing, breeding, reproduction, and training of their creatures, as well as managing resources.

Dark Night Era: In this stage, players participate in battles and upgrades with their monsters, manage resources, and compete against the five ultimate monsters.

Era of Godslaying: Players wage war against monster legions, construct and transport resource ecosystems, and unlock the Spirit World Monument.

Exotic Beasts aims to provide an immersive gaming experience within the blockchain gaming realm, focusing on the unique dynamics of the beast tribe community and offering various gameplay features and challenges for players to

enjoy.

To provide motivation.

Chronicles Of Warcraft After its arrival, the GameFi economy will receive widespread acclaim, becoming the game and profit-generating tool for the majority of players. With the initial intention of "play and earn," players will experience a resurgence of the blockchain wealth trend. Market data shows that GameFi is the fastest-growing sector in the past two years and is the ideal crypto investment activity for regular gamers.

Chronicles Of Warcraft We are committed to introducing the latest and most powerful crypto economics as the growth engine for GameFi. This involves combining excellent market mechanisms, economic models that ignite player interest, and thrilling developmental combat mechanisms to achieve sustainable growth in the game's economy. By doing so, we aim to provide players with even greater value in return.

Consensus

Chronicles Of Warcraft Chain Game is a web3 game that is currently the most promising and aligns with players' ideals. Here, speculation is rejected, but players are strongly encouraged to focus on earning money through "play-to-earn" mechanisms.Chronicles Of Warcraft Game encourages players to manage their own territories, forge alliances with comrades or partners, and fight side by side, while cultivating unique and powerful mythical creatures. Throughout the process of building families and territories, all investments and shared tasks bring

generous rewards.Chronicles Of Warcraft Chain Game does not encourage speculation.

Chronicles Of Warcraft Chain Game It is both highly entertaining and safe to play., Chronicles Of Warcraft It represents the interests of game players., In the era of Web3.0, it fosters the creation of ownership Chronicles Of Warcraft The era of Web3.0 enables game players to achieve glory and accumulate substantial wealth.

Chronicles Of Warcraft Creation

•Register an Future DAO account.

Log in to the official Future DAO website: FutureDAO.io, click on 'Create Project,' enter the invitation code, and proceed to register as an FUTURE DAO member.

•Redeem character NFT.

Click on "Redeem Mint", link your wallet, pay 150 USDT, and redeem the character NFT.

•Obtain a character NFT mystery box.

After the launch of the NFT marketplace in Chronicles Of Warcraft , the character NFT mystery box can be used to unlock game characters of different rarities. Once the game is live, all functionalities of Chronicles Of Warcraft can be accessed through the character NFT.

•Acquire COW tokens.

If players successfully redeem NFTs, the contract will reward the corresponding amount of COW tokens based on the real-time price of $COW in the rocket pool to the player's contract address. The price formula for COW tokens before their

launch is: Price = x + y * n, where Price represents the real-time price of COW tokens, x is the initial price = 0.1 USDT, y is the constant increment per COW token = 0.000017 USDT, and n is the quantity of mystery box NFTs sold.

•COW Token Issuance Rules

According to the redemption time of the treasure chest rewards, COW tokens will be released linearly following the "T+1 rule" with a cycle of 120 days.

•COW Rocket Pool

The COW Rocket Pool can be considered as the LP reserve pool for COW before its launch on Swap. For every treasure chest reward sold at a value of $150, $100 multiplied by the coefficient K is split into USDT and $COW, which are added to the $COW Rocket Pool. According to the contract, when the coefficient K is greater than 0.5, the value of USDT added to the LP pool is guaranteed to be greater than the value of $COW. In this sense, every successful redemption of the treasure chest reward inevitably leads to an increase in the price of $COW in the Rocket Pool and an increase in the depth of the pool.

The COW Rocket Pool is not strictly a Swap trading pool. Therefore, it does not support $COW trading functionality. It only supports one-way addition of LP and players selling $COW to obtain USDT, a process that is irreversible. After the COW token launches on Swap, the treasure chest rewards will continue to add LP and repurchase $COW.

The game begins

You can learn about it in this chapter Chronicles Of Warcraft The gameplay and

story of the game.Chronicles Of Warcraft Everything revolves around "Obsidian". It is all about competing for more Obsidian, including territory management, building construction, character and divine beast cultivation, PVE/PVP battles, as well as the rise of families and tribes. "Obsidian" is Chronicles Of Warcraft As the primary source of energy in the game, Obsidian Stones serve as the value anchor for all gameplay actions of the players, representing their worth as descendants.

The Divine Beast of Creation

The Primordial Divine Beasts are not only companions of the players but also the main force behind generating "Obsidian" and engaging in battles within the game. If "Obsidian" is considered the ultimate creation of the Beast Chronicles, then the Primordial Divine Beasts are the core units responsible for producing "Obsidian." In the early versions, three first-generation Primordial Divine Beasts will be released. Subsequently, more first-generation divine beasts will be unleashed, and it is anticipated that there will eventually be a total of 108 first-generation divine beasts.

•Basic attributes

Each divine beast has four basic attributes: HP, ATK, collection score, and collection power.

•Rarity

Due to different rarities, divine beasts are divided into five levels: common, premium, rare, epic, and legendary, totaling five rarities.

•Elemental attribute

There are 10 elemental attributes and 14 divine beast attributes, which are

released in three stages. Each divine beast can have 1 to 3 elemental attributes.

In the first stage, the released divine beast attributes are: Fire Spirit, Wind Spirit, Earth Spirit, Wood Spirit, Water Spirit.

In the second stage, the added divine beast attributes are: Gold Master, Primordial Force, Guardian, Light Element.

In the third stage, the added divine beast attributes are: Legendary, Celestial Master, Earth Saint, and Ancient.

The elemental attributes have a restraining relationship with each other, such as water restraining fire, fire restraining wind, wind restraining earth, and earth restraining water. This restraining relationship is also reflected in the attributes of divine beasts.

•Battle skills

The primordial divine beasts of different elements can learn skills corresponding to their respective attributes, such as fire-based attacks, plant-based attacks, strong wind attacks, and so on.

•level

Each primordial divine beast has corresponding level attributes and can be upgraded by feeding them synthesized grains to enhance their base attributes. Every 10 levels, the divine beast advances to a new tier. Players need to construct tier-upgrading buildings based on the elemental attributes in order to promote their divine beasts.

•Ascension

1\The initial star rating for primordial divine beasts is 0 stars, and the highest rating is 4 stars.

2\Two divine beasts of the same star rating can be combined to form a higher star rating divine beast.

3\The forms of divine beasts include: Cute Beast - Monster Beast - Divine Beast - Transformed Form.

Breeding Cave

•Breeding methods

In the breeding facility, you can select a Primordial Beast and randomly generate a Divine Egg based on its attributes. By placing the Divine Egg in the incubation nest, the corresponding Divine Beast can be hatched. It is worth noting that breeding has a cooldown period, and only Divine Beasts that are not in cooldown can be bred.

•Breeding rules

The Divine Egg is randomly generated based on the attributes of the parent Primordial Beast. For example, if the father has the attribute of "Wood" and the mother has the attribute of "Water," three types of Primordial Beasts may be produced: "Water" attribute, "Wood" attribute, and "Wood + Water" attribute. It is important to note that incompatible attributes cannot be bred during the breeding process. For example, the attribute of "Fire" and the attribute of "Wood" cannot be bred together.

The breeding process requires a certain amount of time, which is determined by the individual Primordial Beast. If players wish to shorten the breeding time, they can choose to spend "Obsidian" to instantly complete the breeding process.

•Breeding Types

Breeding types are categorized into "Regular Breeding" and "Limited-Time Breeding". Limited-Time Beasts can only be bred and obtained during specific event periods.

•Breeding Cave Upgrades

After upgrading the Breeding Cave, players can breed more rare beasts. The maximum level for the Hatchery is 6. Game players have the option to purchase another Breeding Cave to have an additional breeding space.

Beast Pen

The Monster Habitat serves as both a housing facility for the beasts and a production unit for "Soul Crystals".

•Construct

Players can spend "Soul Crystals" to purchase Monster Habitats and then spend a certain amount of time building them after selecting an empty space. There are ten types of Monster Habitats corresponding to ten elemental attributes. Each type of Monster Habitat can be built up to a maximum of 23 units.

•Level Up

The Monster Habitat has a total of four levels, and each upgrade allows for the accommodation of one additional Legendary Monster. Upgrading the Monster Habitat requires the player's character to reach a certain level. While the Monster Habitat is in the upgrading state, other actions cannot be performed. The remaining upgrade time will be displayed, and players also have the option to spend the corresponding "Soul Crystals" for instant upgrades.

•Function

The Monster Habitat features the ability to view Legendary Monsters, allowing you to access detailed information about them and perform actions such as feeding and training. Additionally, the Monster Habitat serves as a means to collect "Soul Crystals" which are used for various purposes in the game. The efficiency of collecting Soul Crystals is determined by the collecting ability of the Legendary Monsters housed in the habitat.

•Durability

When the Legendary Monsters continue to collect "Soul Crystals," the durability of the Monster Habitat decreases. This will affect the collection efficiency. For example, when the durability is at 100%, the collection rate is unaffected. However, when the durability drops to 80%, the collection efficiency also becomes 80%, meaning that 20% of the crystals are discarded. To avoid losses, players need to use "Soul Crystals" to repair the Monster Habitat.

•other

The completed animal enclosure can be moved to other empty spaces by long-pressing on the enclosure to enter the move mode. The animal enclosure cannot be sold or stored.

Grain Field

The grain field is a resource production unit. In the early versions of the game "Beast Chronicles", it was primarily used to produce synthesized grains for upgrading mythical creatures.

•Construct

Players can spend "Obsidian" to purchase grain fields in the store. After selecting an empty plot of land, they will need to wait for a certain amount of time for the construction to complete. Each player can build up to a maximum of 8 grain fields

•Level Up

The grain field has 4 levels, and each level unlocks 4 types of synthesized grains. As the level increases, the time required to produce grains becomes longer, but it also yields more grains. It is worth noting that upgrading the grain field requires the player's character to reach a certain level in the game. When the grain field is in the upgrading state by consuming the corresponding "Obsidian", other

operations cannot be performed. The remaining upgrade time will be displayed, and players can also spend the corresponding "Obsidian" to instantly upgrade it.

•The main functions.

After players spend "Obsidian" to start planting synthesized grains in the grain field, the field will enter a planting state and no other operations can be performed. Players can spend "Obsidian" to instantly complete the planting process. Once the grains are planted, players can click on the harvest icon to obtain the corresponding synthesized grains.

•Synthesized grain trading

The game supports players selling their surplus synthesized grains to other players through the "trading market".

•other

1\The grain field can be stored in the backpack.

2\It can be moved to another empty space by long-pressing the grain field.

Battle System

In the game "Beast Chronicles," the early versions featured the Genesis Beast NFTs, which were responsible for battles. In the later versions, character NFTs were added to take part in battles as well.

•Battle gameplay.

The gameplay of 3v3 PVE/PVP battles with divine beast NFTs. The player's team of divine beasts engages in battles on the battlefield, using "basic attacks" or "skill attacks" to defeat all enemy monsters and emerge victorious in the game.

•Battle controls.

Each divine beast possesses a speed attribute, and once its speed value reaches 100, it can initiate an attack. Firstly, the player must choose between using a "basic attack" or a "skill attack". After making the selection, the player needs to choose

the target of the attack. When using a skill attack, the player also needs to select the timing for releasing the skill in order to obtain additional skill effects. The timing is represented by a charging bar. To facilitate player progression, all actions are categorized into "automatic mode" and "manual mode".

•charging bar

Three colors: white, red, green.

1\White: Normal damage.

2\Red: Damage reduced by 0.7 times.

3\Green: Skill damage increased by 1.2 times.

PVE level

•level system

The game features hundreds of levels for players to challenge, and upon successfully completing a level, they progress to the next one. Each level requires players to consume their in-game stamina or energy.

•level types

1\Normal Level: The treasure chest in this type of level will only drop "Obsidian" and character experience. These levels cannot be challenged again.

2\Boss Level: In addition to dropping "Obsidian" and character experience, the treasure chest will also unlock a divine beast corresponding to the boss. Game players can repeatedly challenge this type of level. The divine beast will definitely drop when the player first clears the Boss level. However, when repeatedly challenging the same level, it will be a probability drop.

3\Challenge Level: The treasure chest will drop "Obsidian", character experience, and divine beast skill books. The skill book will definitely drop when the player first clears the level. However, when repeatedly challenging the same level, it will be a probability drop.

4\Mineral Level: There is a chance for "Obsidian Buildings" to drop.

PVP League

•competition format

Before the competition, players need to configure their defense and attack teams. They will earn trophies and battle points by battling against other players' defense teams. For each victory, players will earn 1 trophy and 10 battle points. In case of defeat, they will lose 1 trophy but still earn 10 battle points. Before each battle, players will have 5 opponents with similar divine beast power to choose from. A new batch of opponents will be automatically refreshed every 60 minutes, but players can spend additional "Obsidian" to refresh them in advance.

•trophy

Player ranking and promotion, obtaining exclusive ranking rewards.

•battle points

To unlock milestone rewards. Each league lasts for 7 days, and after 7 days, the scores and rankings reset, and season rewards are distributed. Each season will have elements related to the tournament theme. Players who participate using corresponding elemental divine beasts will receive exclusive elemental attribute bonuses.

•battle rewards

1\Trophy Ranking Rewards:

·The top 3 players will receive a unique season divine beast.

·The top 10 players will receive a substantial amount of "COW" as a reward.

·Players ranked 11-60 will receive a small amount of "COW".

·The top 60 players will receive their avatars and titles based on their rankings.

2\Battle Points Rewards: For every 100 battle points earned, players will receive a points reward, with a maximum limit of 5000 points. Points can be exchanged for

corresponding level treasure chests. Treasure chests can contain synthesized grains, luminous crystals, "COW", season titles, season avatars, skills, and normal divine beasts, among other rewards. The higher the level of the treasure chest, the higher the probability of obtaining rare items.

Tokenomics

The token economy model is the soul of GameFi. Unfortunately, prior to the launch of Beast Chronicles, the token economy design in the GameFi market was not satisfactory, which was also the fundamental reason for the lack of vitality in many games. Beast Chronicles has decided to make a change. We have introduced concepts such as native growth curve and reverse game theory in the token economy design, aiming to achieve player-driven sustainable growth in Beast Chronicles and allow players to ultimately earn profits from playing the game. We believe that this kind of economic model will inject more vitality into the game and enhance its sustainability.

COW TOKEN

The COW token is the governance token of Beast Chronicles, with a total circulation of 1 billion. Through the process of tax destruction, the total supply will eventually be reduced to 10 million. These tokens are utilized to incentivize game players, asset holders, and other stakeholders, as well as to facilitate governance and decision-making within the project. This means that individuals holding COW tokens can participate in governance decisions, such as voting or proposing initiatives. Additionally, COW tokens can be used to reward active players, provide benefits to the community members, and foster a healthy development of the game economy. Through these incentive measures, we aim to establish a positive and collaborative gaming ecosystem.

•Token allocation

The COW tokens are initially issued through treasure chest rewards, and the issuance quantity and duration depend on player growth and market conditions.

COW token distribution is as follows:

Foundation Treasury: 10%

Private Sales: 6%

Team: 10%

Player Incentives: 50%

Community Rewards: 13%

Airdrop: 10%

Advisors/Partners: 1%

•Token Use Cases

1.The COW token is used as an anchor for the value of in-game assets.

The game "Chronicles Of Warcraft " has two tokens, namely $COW and $COC. During the gameplay, the COW token is used to anchor the value of game assets, and can be used for trading and leasing NFT assets such as game characters, divine beasts, land, and islands.

2.The COW token is used for airdrop rewards.

The airdrop of COW tokens aims to incentivize players to hold assets in the Yishi game. The airdrop program will continue for a long time. Each type of asset corresponds to a specific number of "airdrop points." The "hash rate model" is used to determine the amount of $COW tokens per period for each game account.

3.The COW token is used as a reward for game tournaments.

In the Yishi game tournament prize pool, the COW tokens are used as rewards, with 70% allocated for rewarding players and 30% for sponsor rewards or token burn purposes.

4.Staking and earnings.

We support $COW holders to stake COW tokens and earn $COW rewards from the $COW staking pool. Additionally, they will enjoy special discounts, promotions, and exclusive rewards from the Yishi game.

5.The COW token is used for the governance of the game DAO.

In Beast Chronicles, COW token holders are allowed to participate in the governance of the game DAO and acquire voting power by staking $COW. Voting influencers can initiate proposals resembling equity rights by burning $COW. However, this process will not happen overnight. Over time, the following governance features may be designed:

·The product selection and iteration of Beast Chronicles include:

·Setting rewards for sponsoring events

·Proposals related to advertising in Beast Chronicles

·Game optimization plans

·Governance of Beast Chronicles

·Optimization of token incentives in Beast Chronicles

COC TOKEN

COC tokens are the native tokens of the Beast Chronicles game, with unlimited supply, and will be minted by players through in-game actions. During the gameplay, COC tokens will be burned through player actions such as building, exchanging items, and upgrading. The COC token utilizes a "pre-production value" algorithm to balance inflation and deflation of the currency.

•Token allocation.

Pre-mining: 5%, used for market value management.

Rewards: 10%, used for game promotion incentives.

Earned from gameplay: 85%, used for game rewards.

•Token acquisition.

Exchanging $COC with "Obsidian" tokens.

Obtaining $COC from treasure chests (random amount).

Earning $COC through activities.

Purchasing $COC with CEX tokens.

Receiving $COC through airdrops (special events).

•Application examples

Paying building fees (animal pens, grain fields).

Upgrading buildings.

Purchasing grain, acceleration cards, stamina potions, skins, clothing sets, activity packs, special items, etc.

Paying for the upkeep of divine beasts.

Paying for production, hatching, and upgrading acceleration fees, monthly tickets.

Paying for environmental improvement costs.

Purchasing premium expansion tools.

Non-Fungible Tokens

In the game "Beast Chronicles",the related NFT assets include character NFTs, divine beast NFTs, land NFTs, special item NFTs, and special NFTs. It supports players to use $COW tokens to exchange, trade, and lease various NFT assets on the NFT marketplace.

Non-Fungible Token Assets
•character NFT

In the early versions of "Beast Chronicles", 10-character NFTs will be released, and more NFTs will be generated using 3D modeling technology in the future. As the game updates, over 50 prototype character NFTs will eventually be created. In the first phase, a million character NFT mystery boxes will be released on the market, and game players will obtain character NFTs of different rarity levels. NFTs with

higher rarity provide greater combat bonuses to the beasts in the game. Additionally, players have the chance to obtain character NFTs when opening advanced boxes. The specific quantity of character NFTs placed in this method will be determined by the game population algorithm.

•divine beast NFT

In"Beast Chronicles", the divine beasts NFTs serve as the direct production units of "Obsidian" . Divine beasts can assist players in collecting "Obsidian" directly through divine beast NFTs. In both PVE and PVP, players can also collect "Obsidian" through different quantities of treasure boxes. Divine beast NFTs are primarily obtained through breeding. Additionally, a small number of divine beast NFTs can also be obtained as drops from treasure boxes.

•item NFT

"Beast Chronicles" has the potential for deep expansion, and various corresponding item NFTs will be released at different stages of the game. For example, the Acceleration Potion NFT will be released during the Twilight Crystal Battle phase according to the game plan, defined as a one-time consumable. There are many similar scenarios in "Yi Shou Zhi". Additionally, "Yi Shou Zhi" will also release a limited quantity of special NFTs to recognize contributions or provide special privileges.

•land NFT

In "Beast Chronicles" land NFTs include:

·Territory NFTs, which allow players to manage their own territories and set tax rates.

·Island NFTs, which allow players to establish homes, buildings, and other in-game resources.

·Private Land NFTs, which allow players to build game resources on private land.

"Beast Chronicles" provides a marketplace for NFTs, where land NFTs can be transferred from one player to another.

Non-Patented Unified Token Market

NFTs are a fundamental component of Chronicles Of Warcraft " Players need to continuously upgrade these components to make them more valuable and bring sustainable returns.

The NFT market is where players can trade, sell, and auction their NFTs. By seeking out NFTs with potential investment value, players can increase their worth or enhance their gaming and earning capabilities. The NFT market supports players in retrieving asset types and browsing transaction records, which are executed and recorded by smart contracts in a decentralized ledger, mitigating any risks between buyers and sellers.

earn while playing

To some extent, earning money while playing will always be the goal for players participating in blockchain games. In the early versions of "Chronicles Of Warcraft " the play-to-earn model includes collecting "Twilight Crystals," opening chests, selling NFTs, earning rewards from activities, airdrops, and staking pool rewards. As the game versions iterate, more play-to-earn models will be released in the future.

•game assets

In "Yi Shou Zhi," there are two types of game assets: decentralized assets and in-game assets.

•decentralized assets

1\The COW token is anchored to the Cow Coin with in the game, with a 1:1 exchange ratio.

2\The COC token is anchored to the game's Crystal of Celestials, with a 1:1 exchange ratio.

3\NFTs are anchored to private land, characters, mythical creatures, special items, and more within the game.

game assets

1\Grains: These are produced by the Grain Field as game resources to provide upgrade energy for mythical creatures.

2\Stamina Potion: This can be obtained by opening treasure chests to restore stamina.

3\Items: These are used to enable specific game mechanics or permissions.

play-to-earn model

Fully leveraging the economic potential of "Chronicles Of Warcraft "" and generating income through the implementation of COW, COC, and NFT.

•Gathering Obsidian Crystals.

Game players can construct animal enclosures and place mythical creatures in them to collect moon crystals. The collection efficiency is influenced by the collecting ability of the mythical creatures.

•Open the treasure chest.

Treasure chests can be obtained through PvE/PvP battles or by participating in events. These chests can contain various rewards such as moon crystals, character experience, stamina potions, NFTs, special items, and more. (Nothing is impossible!)

•Selling NFTs.

Game players can sell their NFTs on the NFT market to make a profit.

•Activity rewards.

Players who reach the activity invitation level can participate in qualifying matches and earn rewards by purchasing monthly event cards.

•Airdrop rewards.

Players who hold assets in the game "Chronicles Of Warcraft " can earn COW or COC rewards based on "airdrop points".

•Staking rewards.

Game players can stake NFTs or COW to earn staking rewards.

community channel

The community serves as an interactive platform for participants in the "Chronicles Of Warcraft " ecosystem.

•Discord：https://discord.gg/exXJ6DETfh

•Telegram：https://t.me/ChroniclesOfWarcraft

Activity

You can stay updated on the latest public activities within the community through the activity channel. To stay informed about the community's latest public activities, please join our Discord server.

Support

If you need technical assistance, please join the "Chronicles Of Warcraft " Discord server and visit the #support #channel to seek help.

•Website Support

www.chroniclesofWarcraft .com

•Email support

game@chroniclesofWarcraft .com

Smart Contract

COW：0xF30aabD8cBB8E1d827a79b4354868914040Ec155

COC：0x6Fd731121D27cDE36d583878BFEE80586D66c6E3

COW·layer2

COW·Layer2 is a parallel chain based on EVM, providing the underlying

infrastructure for "Beast Chronicles" and subsequent COW·Web3.0. In the chronicles of Warcraft 3.0 stage, there are plans to launch COW·Layer2, and the community

looks forward to your participation in completing it together!

COW·Web3.0

COW·Web3.0 is the inevitable destination of "Beast Chronicles" development and also the early sprout of Web3.0 games. In the "Beast Chronicles" 3.0 stage, COW·DAO will launch the ultimate game proposal and introduce a Web3 gaming ecosystem based on "Beast Chronicles". Stay tuned for more updates!

official link

Apart from the official links below, there are no other information dissemination channels for "Beast Chronicles"

Official website：

https://chroniclesofWarcraft.com

Official Twitter：

https://twitter.com/CowGamefi

Official social media：
https://medium.com/@ChroniclesOfWarcraft