

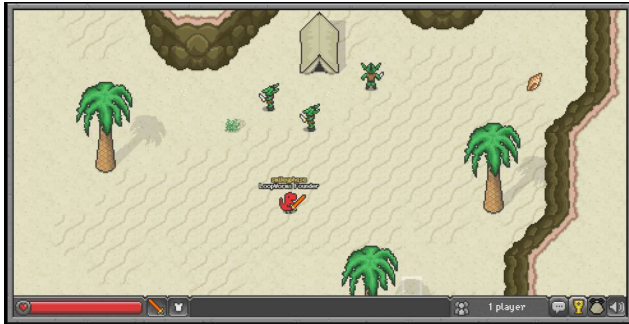


LOOPER LANDS

One day... a LoopWorm began to burrow into a second layer of the blockchain... and found the LooperLands Metaverse! It was so much fun, he called all his friends, and they went to the second layer together... where all sorts of adventures take place.s

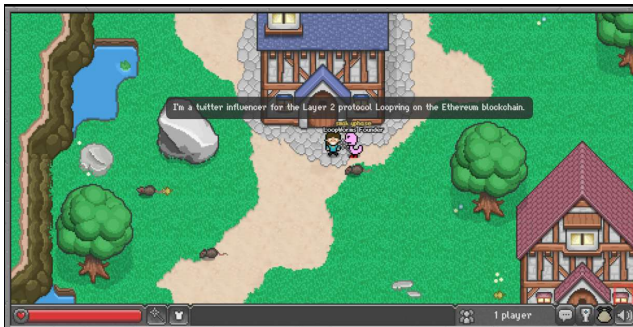
Introduction

LooperLands is a pixel RPG MMO metaverse for Loopring L2. It is a world where all holders of Loopring L2 projects can come together using their favourite artists' pixel avatars and weapons, in co-op PvE quests and PvP multiplayer games. These include in-metaverse events, such as boss raids, LFG (Looking For Group) meetups, Colosseum arenas, and more.



1-LooperLands Game Screen

LooperLands has a number of L2 NPCs, such as Ordinary Adam and BStrat, and will increasingly reflect the culture and community of Loopring L2. This is a world to celebrate NFTs and L2 creations, with the focus on maintaining commercial viability with content and community-based moderation.



2-Visiting familiar personalities as NPCs



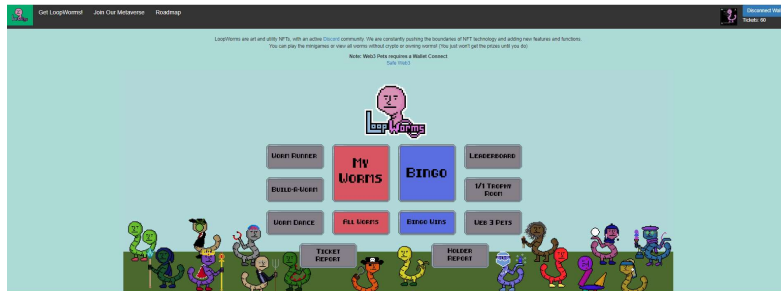
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LooperLands is designed to offer in-game use cases for NFT technology, and as such, will continue to expand to offer functionality:

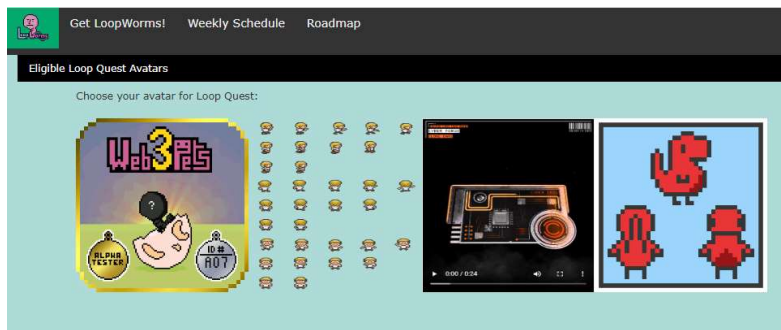
- Token gating
- Asset-based avatars with integrated armour stats
- Avatar experience increases damage and attack (Premium 1/1 Avatars ONLY)
- Asset-based weapons
- Transactable save games
- In-game airdrops with Red Packets
- In-game links to social media (Discord and Twitter)
- In-game links to creator marketplaces

Technology

LoopWorms.io uses a trustless architecture - we only take public-facing wallet addresses and never unlock. We check asset ownership asynchronously against the blockchain, rather than wallets. We update from the blockchain every 30 minutes. As a result, it takes 30-45 minutes for an asset to appear in-game, but there is no risk to users, as we are incapable of transacting. Once connected, LooperLands users' assets are presented in a Looper Picker, and they are able to enter the game immediately.



3-LoopWorms Website - <https://loopworms.io>



4-Looper picker - choose from any owned avatar assets



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LooperLands is a HTML5 client/server browser-based game and works on desktop and mobile (modern browsers).

Gameplay

Once a Looper has been selected, users will appear in a random location in the LooperLands main town, often near NPCs. The interface supports touch on mobile, as well as mouse, with keyboard (WASD) in progress. Users can move their Looper anywhere on the screen, other than objects, and can click or tap to interact. Interactions can pick up objects like health potions, engage dialog with a NPC, open chests, or attack. Users can select their inventory icon to change among their item assets (to wield different weapons). Users can enable/disable volume and sound. Users can select their quests in progress (with optional in-game Tweets for achievements). The game will also indicate the number of concurrent players in the world, as well as recent volume. There is a health bar, displaying the user's current health levels, which can flash when they have a powerup, such as brief invulnerability.



5-PvP Arena, with power-ups and monsters

Users appear in game with their ENS or short wallet address if no ENS is available, as well as a title bound to their wallet, reflecting in-game status/achievements.

Once in game, a brief tutorial screen appears to orient users about the interface, and then users are left to explore the world, which may have other players wandering and questing concurrently. Other players will appear as their Loopers, with ENS and equipped items.



6-How to play for first time users

Dialog is possible with in-game chat, which is not logged or retained, and will disappear in seconds, and works on desktop and mobile.



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7-Challenging monsters and puzzles to solve solo or with a group

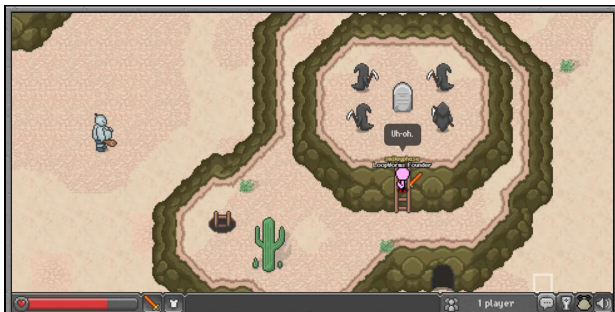
Players will interact with NPCs to obtain items and quests and may be invited to in-game events hosted by LooperLands or other Creators with in-game assets.

Quests involve simple killing 'X' number of creatures, to entering specific map areas, to talking to specific NPCs, to a variety of other in-game achievements.



8-Quest achievements are integrated with Twitter

The world is populated with creatures of increasing difficulty, as the user moves through the map to different areas, such as the town, beach, forest, desert, caves, mountains, and volcano. Some creatures wander with random movement and may attack an unwitting user. Difficulty scales with level and items, which are being kept to a careful balance of play. Users are encouraged to form parties and develop multiplayer strategies - drawing aggro and flanking is a good way for a party to take on a bigger foe, for example.



9-Increasing challenges and difficulties for players

Character progress is tied to 1/1 Premium Loopers, which advance in level as they defeat more monsters, with a scalable ranking system based on median levels, to maintain play balance. In-game



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assets, such as weapons will enhance player stats, however the most powerful item will be balanced against the level system to ensure player effort is enough to keep parity in-game. Item stats will be randomized when generated and dropped and will sit in ranges of quality. Reports will be available for potential traders, as these are in-game stats, not NFT metadata traits.



10-Asset-based items, such as this sword can be selected in-game

The game itself involves a simple storyline where the L2 heroes must band together to defeat the great skeleton king and save the LooperLands town of Loopring L2 friends. However, due to the metaverse nature of our game, creators will be adding their own maps/worlds, accessible from the LooperLands town as portals, with NPC avatars inviting/informing about the world. This creates the possibilities of infinite stories, styles, and communities within the larger LooperLands metaverse.



11-A player descends to a dungeon, to find some treasure



12-The villain of this chapter, the Skeleton King



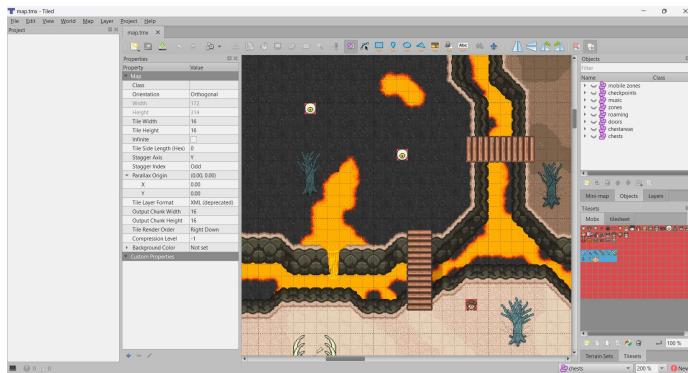
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Maps are creator-built, using the Tiled Map Editor and base maps we supply from the project. These will include the default sprites and assets from BrowserQuest under the CC 3.0 license, as well as assets created by LoopWorms and other L2 creators, available for use under the terms of the User Generated Content (UGC) in our Terms and Conditions. Creators can build entire worlds and storylines, using the functionality of Tiled, and these worlds will be connected to the main LoooperLands world by portals.

These are premium experiences and will require ownership (in wallet) of a premium Loooper of the creator, although any can be used to enter and play in that world/map. Creators will be responsible for creating, maintaining, and updating their worlds, and LoopWorms and the L2 community of skilled Tiled editors will provide support to help creators realize their metaverse imagination, within the context of LoooperLands game mechanics.

These allow things such as:

- Quests, with item and task blocking – make single player PvE or multiplayer PvE
- NPCs with dialog, including links to social media, marketplaces, and red packets
- Optional PvP mode



13-Tiled Map Editor - <https://www.mapeditor.org/>

Maps are offered on a subscription basis, with first/last month paid in advance, and then a month-by-month subscription, with 30 days cancellation notice. The cost is TBA.



NFTs

Assets in-game are based on NFTs. These represent avatars (Loopers) and items. Premium Loopers are typically 1/1, and are tied to a transactable save game. Some avatars, such as the Cyber Crew G9/G10 metaverse assets, are not unique, and as a result, do not have the same experience as premium avatars. There is a Free-to-Play avatar asset as well, which will be released shortly after open alpha.

All in-game asset-based rewards are distributed via Red Packets, and will require a Looping Wallet to obtain. They can be transferred to the player's wallet with their Looper, if it is not the same wallet.

Premium 1/1 Looper:

- Airdrops via red-packets in-game
- Access to creator metaverse world (any owned avatar may be used)
- Access to PvP token gated arena
- Game Progress Saved

Premium Looper (conversion kit):

- Airdrops via red-packets in-game
- Access to creator metaverse world (any owned avatar may be used)
- Access to PvP token gated arena

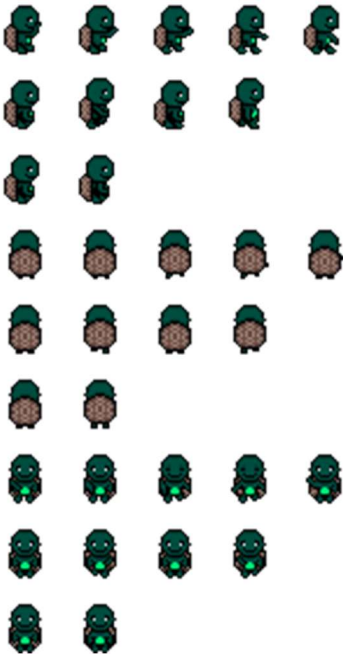
Free To Play (tester):

- Access to the LooperLands map
- Ability to play main quests in Coop PvE
- Ability to use NFT assets such as weapons
- No advancement through experience or quests
- No PvP



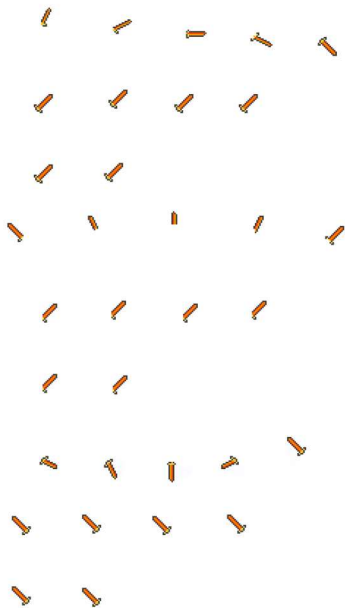
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Example Looper:



14-Sample Looper from NFTurtles

Example Item:



15-Sample in-game weapon



Tokenomics

There are no native tokens for games. This is designed by creators for creators, and there are no plans for any pay-to-win or tokenization model.

We will be offering crafting items for in-game rewards, but these items will be available within the game for Premium Loopers with access to Red Packets. There will be a royalty associated with these items, which may be traded directly or exchanged on any marketplace.

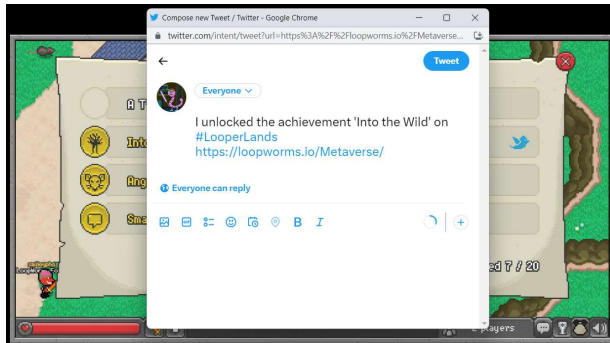
Rewards

The rewards for playing are primarily for fun, community, and obtaining creator-supplied airdrops via red packets for achievements/events in-game. LoopWorms may or may not supply NFT prizing via red packets in-world, however creators will be responsible for supplying and maintaining their own. All are advised to provide assets with no significant scarcity, until red packets can be generated as 1:1 to prevent social media posting. As such, they should have no significant value.

Players can celebrate in-game achievements with titles under their ENS, as well as special in-game assets they may purchase or be awarded by the creators for events they organize in or out of game.

We have integrated our LoopWorms Discord's LooperLands channel, and so game notifications are provided, such as player logins as well as their deaths/cause. Additional notifications are coming.

In-game achievements can be Tweeted with a button, so players can share their milestones.



16-Tweet in-game

This metaverse is based around the Looping L2 culture of creators that has formed over the last years and will increasingly reflect that. It is a tool for ongoing engagement by creators who can meet their players in-game, create events for players to meet, create inter-project competitions, and more.



Team

Smileyphase: An experienced systems integrator, with a passion for emerging technologies, Smileyphase is the lead architect/developer of LoopWorms.io, a passion project he developed with Kofit to create use cases for NFT technology around short engagement community gaming.

Discord: Smileyphase#3490

Twitter: @SmileyphaseLW

Reddit: u/Smileyphase

Email: burtteep@gmail.com

Kofit: Lead artist and LoopWorms visionary, pixel art and digital marketing

Discord: Kofit#7612

Twitter: @LoopWorms

Reddit: u/i_am_kofit

Balks/Hamster: Full stack developer and primary developer/architect on LooperLands.

Discord: Balks#7741

Twitter: @balkshamster

Email: balkshamster@proton.me

Peteszah: Community Growth and marketing head

Discord: Peteszah#0171

Twitter: @shortdestroyers

Reddit: u/Peteszahh

LooperLands:

Discord: <https://discord.gg/rTJRCc6j3t> (LoopWorms Discord, LooperLands Channel)

Twitter: @LooperLands

Reddit: [/r/loopierlands/](https://www.reddit.com/r/loopierlands/)



Collaborations

The following projects have either already created or are creating assets now, which are in-game. More projects are being added daily. In addition, we have integrated Cyber Crew G9/G10 assets, with commercial rights as owners of those assets, and written consent of Cyber Crew. We have an onboarding process that allows us to add assets in minutes, and educate creators to make game-ready sprite-sheets and maps.

- LoopWorms - @LoopWorms @SmileyphaseLW, @balkshamster, <https://loopexchange.art/collection/loopworms>
- Sage/ParableNFTs - @ParableNFTs, <https://loopexchange.art/collection/dragonsjourney>
- Vancleefen - @VanCleefen, <https://nft.gamestop.com/collection/NFTurtlesOriginals>
- Kaubonbon - @Kaubonbon2, <https://loopexchange.art/collection/pixelweapons>
- Dankclops - @Dankclops, <https://nft.gamestop.com/collection/Dankclops>
- Gordiart - @gordi_artist, <https://loopexchange.art/collection/ens-swords>
- Bobby Loops - @Nfinit3Music, <https://loopexchange.art/collection/dumbmoney>
- Short Destroyers - @shortdestroyers, <https://loopexchange.art/collection/shortdestroyers>
- Chibitches - @destroyeroracle, <https://loopexchange.art/collection/chibitches>
- Rooster69 - @apeonuranus, <https://loopexchange.art/collection/rooster69>
- Dz0us - @siwalsundb44908, <https://nft.gamestop.com/collection/ds0uz>
- Pixales - @pixales_nft, <https://loopexchange.art/collection/pixales-ob-zero>
- Wolfies - <https://loopexchange.art/collection/wolfies>
- GME Wizard @GmeWizard, <https://loopexchange.art/collection/gmewizard>
- Loffy Llama @loffyllama, <https://nft.gamestop.com/collection/multiverseofloffyllama>
- Robits, @NFTRobits, <https://loopexchange.art/collection/robits2>
- Geel, @0xgeel, <https://loopexchange.art/collection/calcium-crew>
- Premium Brown Boy, @PremiumBrownBoy, <https://nft.gamestop.com/collection/special-premo-heads>
- Artwhite, @ArtWhite_, <https://loopexchange.art/collection/ghostcats>
- Izitnu, @_izitnu_, <https://loopexchange.art/collection/super-loop-bros>
- DOSE NFT, @DOSE_NFTs, <https://nft.gamestop.com/user/DOSE>
- Birds, @Birds_looping, <https://loopexchange.art/collection/0x2ed987bb0f043cf19b96a4cb9790c11c32dc3023>
- Quickosss, @Quickosss, <https://loopexchange.art/collection/daddy-pastel-apes>
- Hero Headz, @herohedz, <https://nft.gamestop.com/collection/herohedzogcollective>
- Moon Bases, @TopoSocietyNFT @archaag1, <https://loopexchange.art/collection/moonbasesplots>



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In addition to collaborating projects, we are using the likenesses or IP of key individuals, and more being added, with express written consent:

- BStrat515 - @bstrat515
- Ordinary Adam - @Ordinary_Adam
- Vince Suarez - @onevincesuarez
- Hey Domoshi - @heydomoshi
- Turntmanjimi - @theobewhoturnz
- YaBoyNancy - @YaBoyNancy



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Roadmap

May 2023 - Open call to Loopring L2 Creators

May 2023 - Closed Alpha: L2 Creators and 2 holders each, Alpha Testers

May 2023 - Closed Alpha: Web3 Pets holders get access to Alpha Loopers at early-adopter mint cost -
>THIS IS OUR CURRENT STATUS AS OF JUNE 2, 2023

Early June 2023 - Open Alpha: Loopers on marketplaces

Late June 2023 - Open Alpha: In-Game Items as assets and In-Game Red Packets for marketplace
Loopers

July 2023 - Beta: New maps from creators- full stories and worlds, all accessible through the Loop Quest
LoopWorms town portals

<https://loopworms.io/Roadmap/Roadmap.html>