

1. MAVERICK

Maverick is an NFT based game that gives you the opportunity to train, develop and manage your own surfer to ride the greatest waves around the world while competing against other players worldwide with the objective of becoming the greatest surfer of the blockchain and meanwhile earn some ADA in the process!

Everyone loves to see and ride beautiful waves in dreamed locations, but now, with Maverick, you are able to do it from any point in the world.

Maverick will run exclusively on the Cardano blockchain, where surfers will be bought, trained and traded between the players. Meanwhile, the locations will be owned by people too, landowners will have to manage the beaches creating and marketing tournaments in order to earn prices and ADA!

2. SURFERS, BOARDS AND WAVES.

All surfers will have their own unique set of stats which will determine the performance of the surfer in every wave:

- Paddling Ability: The ability to get the wave in an advantageous position, some waves will be harder to catch than others, in case of a bad paddle there is a chance you might miss some waves or fall while catching them.
- Agility: Determines how agile the surfer is once he stands in the board. How easily will he stand or fall.
- Creativity: Determines the variety of tricks a surfer is able to perform on the waves.
- Skill: The level that the surfer is able to execute the tricks and tubes on the wave.
- Endurance: How the surfer maintains stamina through the tournament.

All boards will also have unique stats. Effectiveness will vary depending on the waves they ride and the surfer that rides the board:

- Manageability: How easily the surfer manages the board.
- Speed: Level of speed of the board, which will be key for riding some kind of waves, especially quick and big ones.
- Acrobatics: How prone is the board to execute tricks properly.
- Stability: How stable is the board once the surfer is standing on it.

The waves will also be different depending on the location where the tournaments take place, waves will be based on real life locations and will have similar characteristics than the waves that actually shape in these beaches.

Some waves will be much harder to catch than others, and only elite surfers with good stats will be able to surf them correctly, tournaments in such locations will handle greater rewards.

3. TRAINING

Some abilities will be up to development depending on the full potential of each character, which will be random and unique for each surfer.

Therefore, even though if the stats of a surfer are not great at first, don't panic, the tables can change in the future if the training planning is correctly executed. The bigger the potential in the stats, the faster the surfer will develop their skills.

All the training will take place on the surf ranch and the in-game token will be key for the development of the surfer.

4. GAME MECHANICS

- Pre-Game

There will be a wide range of tournaments divided by tiers of difficulty and by beach location. All the tournaments will take place in beaches that appear on the background of each Surfer CNFT.

There will be:

- Standard tournaments, which will be running nonstop as far as there are a minimum of 5 surfers in the lobby. Rewards will vary depending on location, as some of them will be held in higher regard than others.
- Private tournaments, land owners will arrange and decide everything regarding organization, length and depth of tournament and rewards for winners. These tournaments will be limited.

- Game (Standard tournaments)

The tournaments will consist in a 5 to 7 surfers competition, where they will enter the tournament after paying a small amount of ADA and where 85% of the pot will be distributed between the winner and the surfer that reaches the second best score. The remaining 15% will be used for maintenance and for development of the game as well as to hand out seasonal prizes for the surfers with the most points when the season comes to an end.

All surfers in the tournaments will take a grand total of 3 waves, where each wave will be evaluated on a scale from 0 to 10, the final score will be an average of all 3 waves. Each wave duration will differ depending on location and type, average surfing time will be around 10-20 seconds per wave.

- Post-Game

After the tournament, winners will receive their prizes in ADA, the average of their score will determine the position in which they finish the tournament.

Their score will make them scale on the general world rankings, no matter the position they finished at. This means that, even if the surfer finished last in the tournament but the average scores were high, it will affect positively their general ranking position.

- Surfing simulation

The tournament outcome will depend on many factors: the surfers abilities, the boards characteristics and how well they both bend together.

Waves will also be a huge component, which will differ depending on the location. Some waves will be easier to ride with a certain board, which will be better used by a certain surfer, this way, everything in the game is connected and important.

To learn how your surfer responds in different locations and with different boards will be part of the journey of you and your characters. Of course, there will be an aleatory component that, as in surfing, will make everything more exciting.

5. WIPEOUT SURFER DROP

The wipeout collection drop will consist in a 24-hour open sale subject to a minimum of 6.5K buys and a maximum of 15K. Everyone will be able to mint as many units as desired, the minting price will be 65 ADA and will include a surfer NFT will be random and unique in appearance as well as stat wise.

The surfers will appear accompanied by a board and a background beach, the board will be totally exchangeable once the game starts and the background beach represents the origin of the surfer, where the standard stats will evolve by a multiplier, yet to arrange. There will be a total of 5 different beaches in the wipeout collection drop background, being some locations rarer than others.

The purpose of a 24-hour open mint is that the traffic will not be as condensed and the blockchain will work with ease through the whole process.

It's very important to ensure to never use an exchange to attempt the purchase of the NFTs by sending ADA. The supported wallets recommended to make the transaction are Daedalus, Yoroi, Nami, Typhoon or Eternl.

Rarity charts will be delivered soon after the drop.

Once the wipeout collection drop ends, the locations that accompany the surfers will never again go for sale, making them a once in a lifetime opportunity. (editado)

6. WIPEOUT BOARD DROP

Exactly 15 days after the wipeout surfer drop the boards will go for sale with the same method: a 24 hour open mint subjected to a minimum 6K purchases and to a maximum of 15K.

The price for the boards will be 18 ADA and only the surfer owners will be able to mint the boards.

Remember to take your surfers out of smart contracts before the snapshot which will occur 24 hours before the drop.

6. LAND DROP

After the wipeout collection drop, all 5 beaches that will appear on the backgrounds of the surfers NFTs will go on sale.

The beaches will each be separated in 1K parcels, where the majority owner will be in charge of managing the beach with the council of all the land owners. There will be chats and lobbies created by Maverick in order to make communication simpler for landowners.

As mentioned before, there will be a limited number of private tournaments per year.

In these beaches, owners will be able to create special tournaments with special prices for participants. Land owners will gain a share of the profit that the tournaments generate. It will be the owner's job to promote the tournaments in order for more surfers to subscribe to their tournaments. Surfers will also have a limited amount of these special tournaments where they will be able to sign in, therefore, the owners must be creative with their beaches as far as the event preparation to attract the best talents and the majority of the public.

The possibilities are endless with these events, live concerts, parties, etc...

The price and dates of these special tournaments will be set by the organizers (land owners).

Future beaches will go on sale as well when the surfer drop is finished.

7. FUTURE DROPS

Future drops will serve the purpose of the community to grow. All future drops will be absolutely unique and will have some special attributes to the drop itself. Future drops will not consist on an open 24-hour mint.

There will be a closed number of surfers and boards minted per drop with only one common background at a time. The beaches that appear on the drops will never be minted again, therefore, native surfers from those locations will only be available on its corresponding drop.

8. TRADING

Every Maverick NFT, whether it is a board, a surfer or a piece of land of these beaches, will be tradable between the whole community.

All these trades will take place firstly in different CNFT marketplaces but as the project develops, a Maverick exclusive marketplace will be developed where all transactions will be secure and smooth.

9. MAVERICK DApp

In order to achieve fluidity, operability and compatibility amongst different software, the Maverick app will be available soon after the land drops.

In the app everything will work with the one click policy, where players will be able to buy, swap and sell their surfers, boards and lands with ease, to make it as user friendly as possible. Smart contracts will be one of the first requirements for the app, to ensure safety and quickness of all transactions made in it.

The testing of this app will be the team biggest concern, in order to assure the best possible experience.