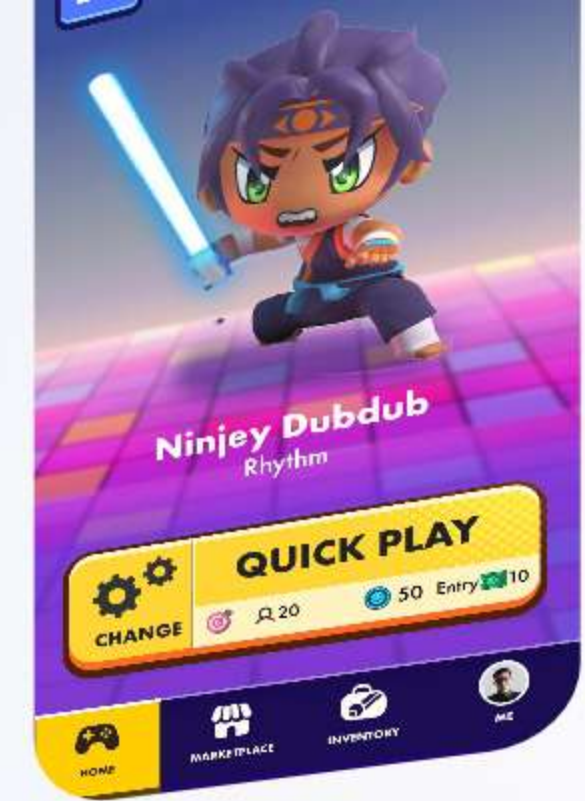


joyride

Super Champs Litepaper

2023



SUPER CHAMPS

Super Champs Universe (SCU) is an animated world with a motley mix of young athletes – from far-flung places like Brontokyo, Nimbleton, Wispwood and Zomberg. Each has been specially selected to attend the prestigious Super Champs Academy where they hone their athletic skills and fledgling superpowers... even as they try to make sense of life, love and what it means to be super.

You'll meet the Super Champ heroes in a series of web3-enabled mobile games and media, reaching across film, television, social media, graphic novels and more.

Racket Rampage is the first mobile game in the SCU – an action-RPG with solo and PvP game modes, tournaments, quests, and extensive upgrade and gear systems that let players greatly increase the power and looks of their NFT Tennis Champ heroes. Developed by Joyride Games, a seasoned mobile games company with industry veterans from Disney, EA, and other top organizations.

We introduced a limited mint of Genesis Racket Rampage NFTs last March, which sold out in less than a minute. To date, only Genesis holders have been admitted into the game, which is currently in closed beta on TestNet. Racket Rampage NFTs can be found on [OpenSea](#), [LooksRare](#), [Rarible](#), and [Magic Eden](#).



Super Champs Momentum

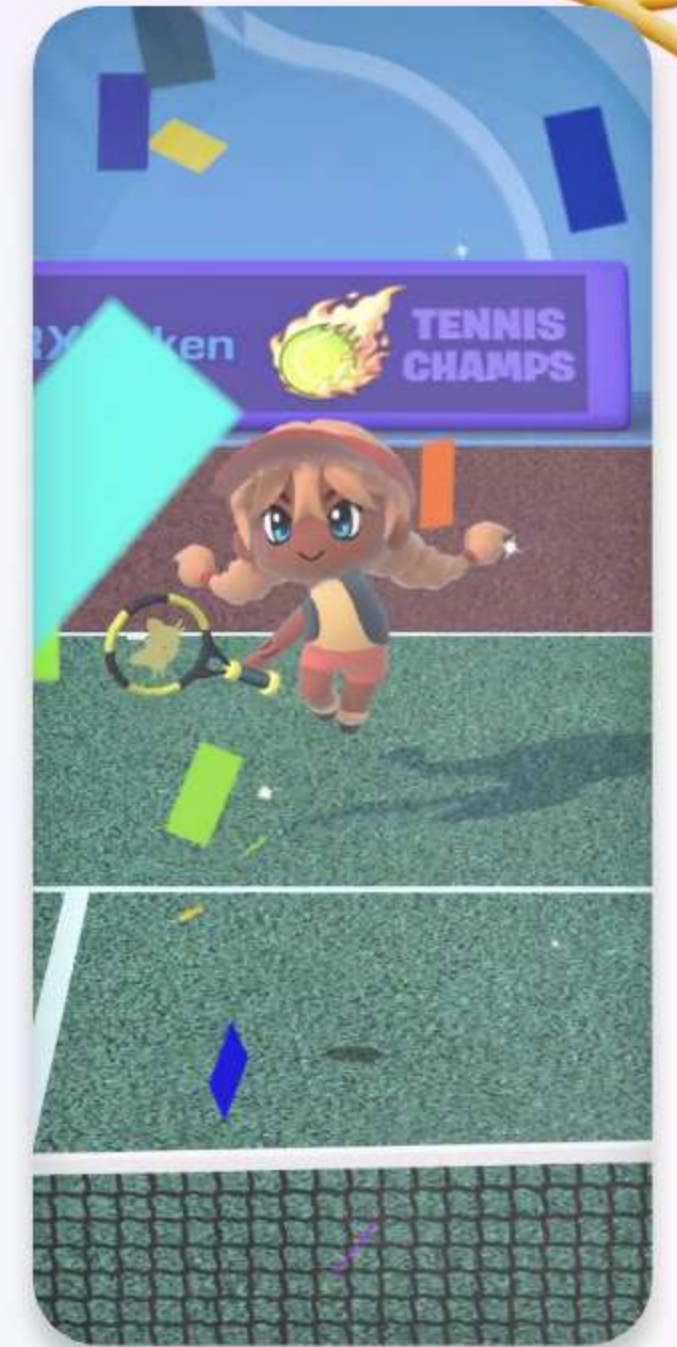
Racket Rampage as the first chapter of the Super Champs Universe is already up and running, with the mobile game fueled by steady feedback from the community. Below is a snapshot of the project's journey to date... and what's coming next.



Gameplay

At its heart, the **Racket Rampage** mobile game is an action RPG game featuring Super Champs playing tennis, combining swipe skills with powerful gear to gain an edge over opponents.

Champs are at the crux of the game. You'll want to own a Champ of every playstyle to max out your options. Equip your Champ with kickass gear – ideally, a completed “set,” fully upgraded and Legendary! Then take your Champ into contests and tournaments to reap sweet rewards.



Core Game Loop



Racket Rampage Heroes

Each Champ that you own has specific attributes that give it a unique identity and determine its gameplay behaviors, determined by character type, rarity, visual traits, play style class and associated performance stats. Each of these has its own impact on gameplay. So let's break it down.

Character Types

Champs come in 16 adorable character types of varying rarity, visual identity and personalities. Just a few examples: Hippy, Agent, Shark, Dino, Angel, Cyborg. All Champs are rendered in a distinctive chibi style that is equal parts adorable and whackazoid demon-spawn.



Play Style

Each Champ that you own has specific attributes that give it a unique identity and Four different play styles provide a good range of skills and strategies to master:



1. Baseline

has the strongest rally performance and lowest agility of the four categories



2. Server

has strongest serve and highest likelihood of “crit” (faster shots), but has lowest stamina



3. Pusher

has strongest stamina and lowest rally performance of the group



4. Balanced

has mid-range performance across all play styles



Racket Rampage Stats

Each Champ play style comes with a default set of stats. Whether you're all about slamming aces or being the fastest Pusher on the court, you can tweak and tune to your heart's delight with upgrades, gear choices, sets and play style multipliers.

There are loads of stats to optimize and master; but the five big ones are:

- 

Stamina
A Champ's overall endurance. Increasing this stat will allow a champ to move around for longer periods of time without slowing down.
- 

Agility
A Champ's overall speed and acceleration; the ability to reposition and move faster on the court.
- 

Serve
Increasing this stat allows a champ to hit the ball farther and faster when serving at the start of a rally.
- 

Rally
A Champ's ability to hit and return the ball faster and more accurately during a rally.
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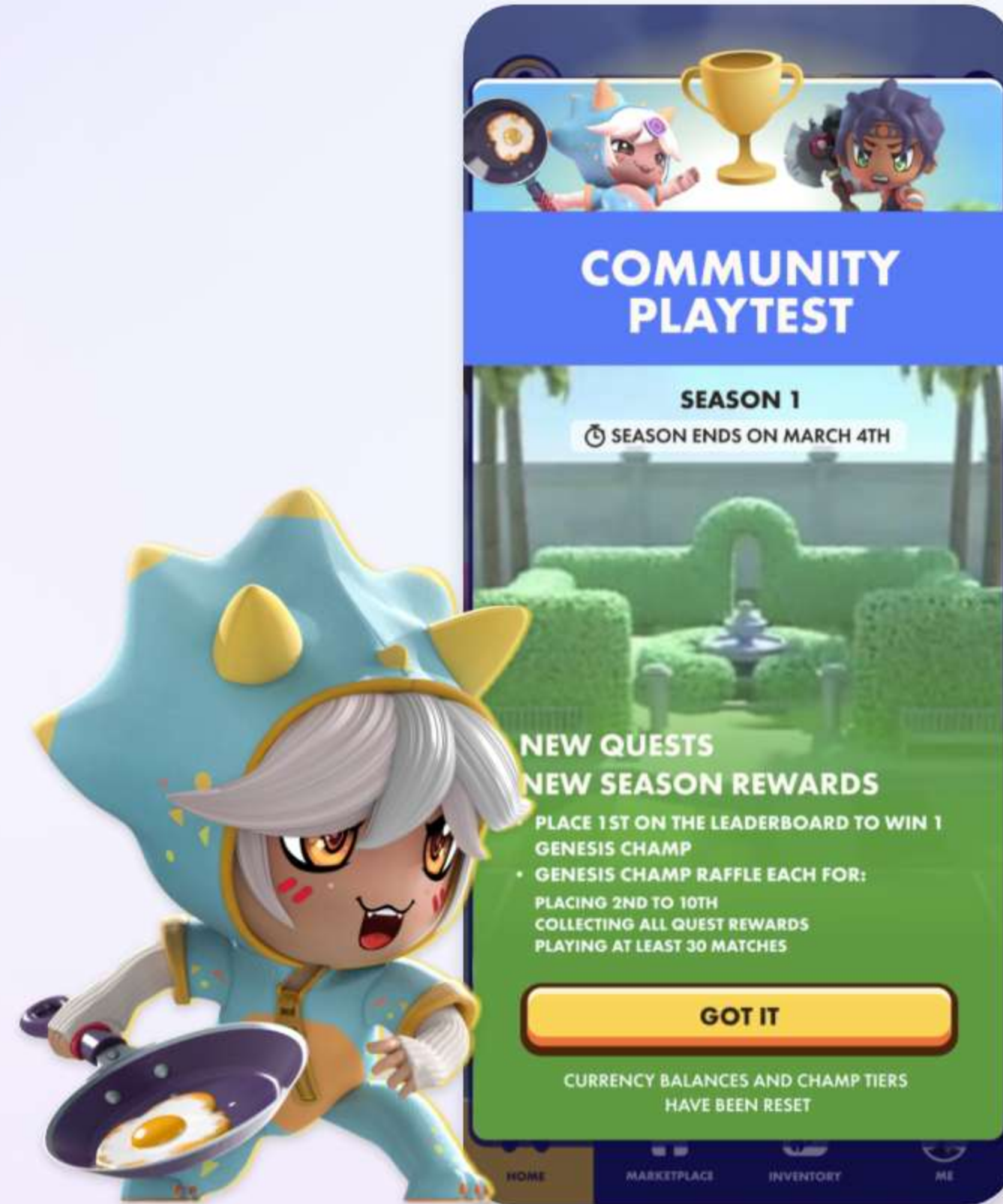
Crit
A champ's ability to perform critical hits, boosting the speed and accuracy of the shot.



Seasons

Every few weeks, a new Season kicks off in Racket Rampage. The tournament leaderboards reset. Gear is refreshed and re-tuned. And the game world comes to life with new quests, game modes and themed visuals throughout. Themes like the Brontokyo Classic – set in a Jurassic-meets-anime arena, or the Grass Masters Cup, where grass courts and summer collections call for soft-court strategies.

Each Season gives players a chance to craft new strategies, make a new run at the leaderboards, and deck out their Champs in chic and powerful new gear.



Game Modes

There's no one way to play Racket Rampage – you'll find game modes that let you compete, collect, explore and socialize. Customize your Champ and gear for the game mode you want to play – for example, consider using a baseliner Champ for clay courts, and a serve-and-volley Champ for hardcourts. If you enter the Push-O-Rama Tournament (Pusher Champs only), you might want to gear up with the best “agility” gear you can find. Game modes and events vary every season. The current modes are:

Practice

Hone your shots practicing with the help of a bottomless ball-machine.

Bullseye 1v1 and Solo

Bullseye game modes challenge you with a variety of moving targets and increasing risk-reward dynamics; can be played solo or asynchronously against an opponent.

Bullseye Free-for-All (FFA)

4 or more players compete asynchronously for a prize pool (usually tokens). Prizes are awarded for top scores; the prize pool changes based on the number of competitors.

PvP Real-time Competition

1v1 competitions against auto-matched players of similar skill level. Single match, standard tennis scoring.



Recruitment

One of the coolest things about owning a Champ is the ability to recruit more Champs. Each new Champ gives you a shot at a new play style, new strategies, new visual and functional rarity – more ways to upgrade the NFT game assets that you own. Here's what you need to recruit a new Champ:

A Champ NFT

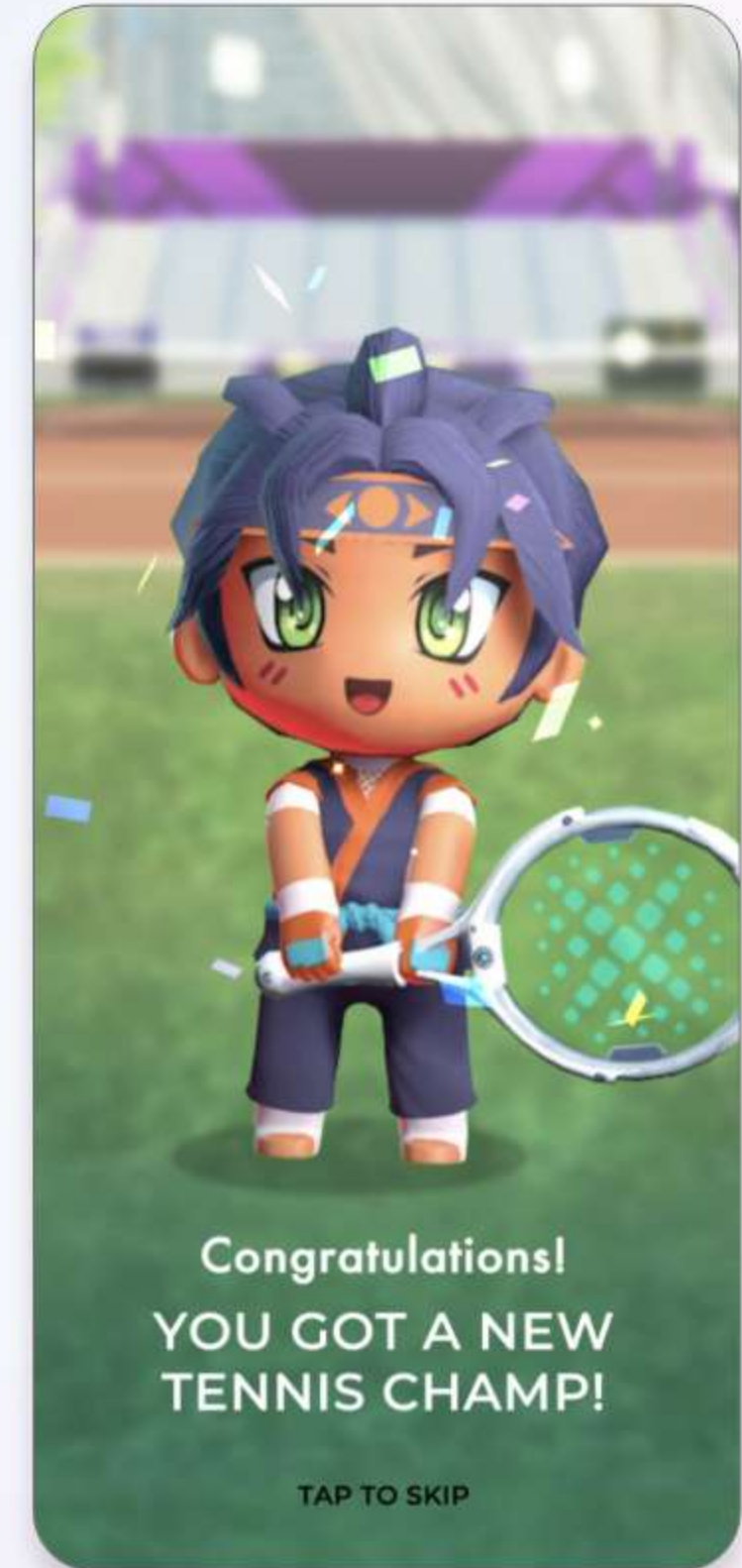
with an available recruiting slot; these slots open up as Champs are upgraded.

A Recruit Pass

which can be earned as in-game reward or via NFT drop.

A Number of Tokens

that varies with each Recruit slot.



Gear

All Champs can be equipped with gear that amp your hero's in-game performance and look.

Gear enables competitive RPG strategies, personalization and collection. It also provides a way to increase a Champ's value both in the game and the NFT marketplace. For initial release, each Champ is able to equip 4 pieces of gear: a racket, headware, an outfit and matching footwear selections. Just like the Champs themselves, Gear comes in a range of play styles, rarities and grades. One major difference though: most gear starts its life as a reward for gameplay, a "non-NFT" that can be upgraded to increase its power, and then minted as an NFT. The ultimate show of status and power? Your Champ equipped with a complete set of Legendary gear matched to your hero's playstyle.



Racket



Headware



Outfit



Footwear



Game Ecosystem

The Racket Rampage mobile game provides a familiar RPG game design enhanced by the benefits of a web3 economy – specifically, the ability to fully own your heroes and other NFT game content. The game's core loop is pretty simple: spend tickets (which recharge over time) to access high-reward game modes. Win matches and complete quests to level-up and upgrade your Champ, which earns you gear, game currency, tokens, unlocks and abilities. As you play contests and complete quests, you'll gradually build up your Champ's stats and powers, earning access to new types of gear, new game modes and more... making your Champ more and more valuable as you play. You'll earn the ability to recruit additional Champs – which you also own – giving you access to even more game experiences.



About Us

Joyride is led by gamers. We've built games at studios like Disney, RockYou, Electronic Arts, Zynga and Kiwi. Our games have been played by more than a billion people.

Racket Rampage has given us the chance to build the game we've always wanted to play – a game where players can actually own the characters and other cool stuff that they've earned and become attached to. The line between our digital life and our “real” life is as thin as ever, and we want to help make those digital parts of our life as real and lasting as anything else. We love that as we build more of the Super Champs Universe, our digital characters and gear can be used across the other games, worlds and stories that the Super Champs Universe will become.

This is the beginning of the player-owner era in gaming, and it's about time.



Disclaimer

Nothing in this white paper should be construed as financial advice or the promise of any specific product or business outcome. Joyride's Tennis Champs is an experimental web3 game, and comes with all the risks and uncertainty of blazing new trails across business and technology. All elements of this project are ever-evolving and subject to change based on learnings from the marketplace, community, and other factors.

