

CRYTTER

CRYTTER WHITEPAPER

DARK FANTASY · SOLANA DEVNET BETA

Public edition v2 · A dark-fantasy beast-collecting game on Solana

Public edition layout · wording locked to public_v2 Markdown

> **Devnet beta.** Crytter is in beta on Solana devnet. It is not final. Features, odds, and numbers may change, and beta progress may be reset. Nothing in Crytter has real-money value: beasts, packs, Essence, and Shards cannot be bought for, sold for, or exchanged into money.

> **Entertainment only.** Crytter is a game played for fun. Nothing in the game pays out money, and no beast, pack, item, Essence, or Shard is a financial product. This document is for information only and is not an offer, a solicitation, or financial, legal, or tax advice.

Key facts

ITEM	DETAIL
Project	Crytter, a dark-fantasy beast-collecting game
Blockchain	Solana (devnet beta); wallet signature is used to sign in
Status	Devnet beta, not final
In-game currencies	Essence and Shards: free, in-game only, cannot be bought or cashed out
Rulebook	The Crytter Codex (public edition)
Contact	cryttercrypto@gmail.com

1. Summary

Crytter is a beast-collecting game set in the Wild, a broken world of rusted gates, drowned vaults, and blazing peaks. Players, called Keepers, rip packs to call beasts across five tiers: Feral, Predator, Mythic, Titan, and the secret Voidborn. They train beasts in Dens, send them into battle (one-on-one in the beta; teams of three are planned), breed them to hatch new ones, and compete in free tournaments for titles and bragging rights.

- **Free to play.** Every system runs on Essence, a free in-game currency that cannot be bought or cashed out.
- **Transparent odds.** Every pack shows its odds and pity before it opens.
- **No payouts.** Training grants experience only. Tournaments are free to enter and award cosmetics and titles only.
- **Gentle on collections.** Breeding never destroys the parent beasts.

2. Vision

The beasts are awake. The record is open.

Crytter is built around one moment: the second before a pack tears open, when anything could be inside. Around that moment sits a game with real depth, a roster of beasts with their own legends, and a world dark enough to feel dangerous.

PILLAR	WHAT IT MEANS IN PRACTICE
The rip is the heart	Pack opening is fast, dramatic, and fair. Results are decided on the server the instant a pack is opened; the reveal plays back what is already written.
A world worth returning to	Fifteen beasts with full lore, five zones to conquer, bosses, seasons, and a living Codex.
Fair by design	Published odds, visible pity counters, verifiable randomness, and daily caps.
Free means free	Every system is reached with Essence alone.
Entertainment, not finance	No token rewards, no prize pots, no promises. Crytter is a game.

3. The Game

The full rules live in the Crytter Codex. This section is the overview.

3.1 The core loop

1. Rip packs with Essence.
2. Collect beasts across five tiers; duplicates become Shards.
3. Train beasts in Training Dens to level them up.
4. Battle the Wild, clear quests, and enter tournaments.
5. Breed and craft to complete the collection.
6. Return for daily quests and daily Essence, and rip again.

3.2 Tiers and base odds

TIER	BEASTS	STAT BUDGET	BASE ODDS PER CARD
Feral (T1)	ChainTiger, EmberBear, MemeApe, PackDog, WalletWhale	100	75%
Predator (T2)	VenomViper, CrocCode, ApexAnt	115	20%
Mythic (T3)	StarStalker, VoidVortex	130	4.45%
Titan (T4)	AetherFury, TokenTitan, MythManticore	150	0.55%
Voidborn (T5, secret)	NodeNomad, CryptoCosmic	175	0%

Voidborn are sealed: during the beta they appear at 0% in every pack, so players cannot obtain them. They cannot be bred, hatched, or crafted, and NPCs that field them can never be captured, won, or received. Each beast has one of five elements (Fire, Nature, Tide, Void, Aether), four stats (HP, ATK, DEF, SPD), and one or two moves. Tier never changes; beasts grow through levels, two evolutions (Awakened at level 15, Apex at level 30), and Star ranks bought with Shards.

3.3 Packs, odds, and pity

PACK	BEASTS	COST	NOTES
Starter	5	Free, one per wallet	Includes at least one Mythic; Mythic max (no Titan or Voidborn)
Basic	5	150 Essence	At least one Predator or higher
Elite	5	450 Essence	Fifth beast is Mythic or higher

There is no free daily pack. Packs are opened with Essence (or free entry where offered). Odds and pity thresholds are the same however you open a pack. Pity is counted separately for each way you open packs. Pity applies to Basic and Elite Packs: a Mythic or better within 10 packs and a Titan or better within 50, per account. Voidborn has no pity.

Effective odds (RC `gp/rc1` @ `209e89282044affbfdb151df40d0ca7c8c32a0fe`)

oddsKey `96a47caf1ca0c028eb87403f0d56074bbbc4606c530ef30d0f31710e3479a27f`

Effective rate **per card** (%):

PACK	FERAL	PREDATOR	MYTHIC	TITAN	VOIDBORN
Starter	59.513	20.104	20.383	0	0
Basic	69.974	23.718	5.482	0.825	0
Elite	60	16	21.357	2.643	0

Chance **per pack** (pack contains at least one) (%):

PACK	FERAL	PREDATOR	MYTHIC	TITAN	VOIDBORN
Starter	100	100	100	0	0
Basic	100	100	29.009	4.096	0
Elite	100	100	100	12.955	0

There is no free daily pack. Packs are opened with Essence (or free entry where offered). Odds and pity thresholds are the same however you open a pack. Pity is counted separately for each way you open packs.

3.4 Training, battle, and breeding

- **Training.** A beast in a Training Den gains XP over time (130 XP per hour; feeding Shards adds 10 XP per Shard) and cannot battle while it trains. Training produces experience only.
- **Battle.** Turn-based and resolved on the server. The beta has one-on-one battles on a world map of five zones; each later zone opens when the previous zone's boss is beaten and the Keeper reaches level 4, 7, 10, or 13. Battle wins give the beast 25 XP and 10 Essence, for up to 8 rewarded wins a day; losses give 5 XP. One-on-one PvP challenges have no stakes and share the same daily caps.
- **Tournaments (planned).** Free to enter. Prizes are cosmetics and titles only, never tokens or cash, and never from entries.
- **Breeding.** Two same-tier beasts at level 10+ and an Essence fee: 70% same-tier hatch, 5% mutation to the next tier, 25% failed hatch. The parents are never destroyed. Titans cannot mutate into Voidborn.
- **Guilds and seasons (planned).** Guilds of up to 30 share raid bosses and banners, with no shared treasuries. Seasons bring new packs and cosmetics; beasts carry over.

4. The Game Economy

Crytter has two in-game currencies that exist only inside the game. Neither can be bought, sold, transferred, traded, or withdrawn.

CURRENCY	COMES FROM	SPENT ON
Essence	Daily login, quests, battle wins	Packs, breeding fees, cosmetics, a rented 4th Den slot, renames
Shards	Duplicate beasts	Crafting chosen beasts, Star upgrades

4.1 Essence sources and caps (beta)

SOURCE	ESSENCE	CAP
Daily login	Daily login Essence: +30 once a day.	Once a day
Daily quests	10 each	3 a day
Battle wins	10 each	8 rewarded wins a day
Weekly quest	150	Once a week; counts toward the daily cap
Total caps	—	at most 1,400 a week (200 a day)

Spent Essence and Shards are removed from the game. Rewards, amounts, and limits may change during the beta. Any example of how much Essence a player can collect is an illustration, not a promise.

5. Tokens and the Game

Any future token will have its own separate disclosure. Nothing in the game pays out a token. A Solana wallet is used only to sign in by message signature; Crytter never asks for your seed phrase.

6. Fairness, Security, and Technology

- Odds, pity rules, and each player's pity counts are shown before every pack opens.
- Rolls happen on the server, never in the browser, and every roll is logged.
- Before each season, a hash of the season's random seed is published; afterward the seed is revealed so any roll can be checked.
- Rate limits (10 pack opens per minute), a captcha after 100 actions, one Starter Pack per wallet, and device and IP checks.
- An append-only ledger records every Essence, Shard, and beast change and is reconciled daily.
- Beasts live in your Crytter account. They are not minted on-chain and cannot be traded between players.

7. Roadmap

The roadmap is a sequence, not a schedule. No dates are given, and every phase may change.

PHASE	WHAT SHIPS
Phase 0: The Forge	Art for all 15 beasts; economy configuration; the Codex, Whitepaper, and FAQ; website; testing on Solana devnet
Phase 1: The Rip	Wallet sign-in; Starter, Basic, and Elite Packs; published odds and pity; collection; Shards and crafting; daily login and quests; fairness page
Phase 2: The Dens	Training Dens, levels, evolutions, Stars, Keeper Levels
Phase 3: The Wild	Longer PvE ladders across five zones; free tournaments
Phase 4: The Hatchery	Breeding and mutations
Phase 5: The Pack	Guilds, raid bosses, friendly PvP, seasonal ranked ladders

8. Risks

RISK	DESCRIPTION
Beta risk	The game is in devnet beta. Beta progress, including beasts and pity counts, may be reset.
Game data risk	Beasts, Essence, and Shards live on Crytter servers. Outages, bugs, or rollbacks for abuse can affect them.
Change risk	Every figure may be tuned. Features may change, be delayed, or be removed. The project could be paused or ended.
Wallet risk	Wallets and third-party services can fail. Lost keys and mistaken transactions cannot be reversed.
Regulatory risk	Rules on randomized game items vary by place. Features may be limited or switched off in some places.
Impersonation risk	Scammers may copy the name or art. Use only links from official Crytter channels.

9. Disclaimers

Entertainment only. Crytter is a game. Nothing in the game pays out money or has real-money value.

No offer. This document is not an offer to sell or a solicitation to buy anything, and it is not financial, legal, or tax advice.

No promises. No feature, figure, timeline, or outcome described here is promised. All figures may change.

Your responsibility. Crytter is for players 18 and older and is not available in every location. You are responsible for following the laws where you live.

Terms control. Use of Crytter is governed by the Crytter Terms of Use. If this document conflicts with the Terms, the Terms control.

Contact: cryttercrypto@gmail.com

The record is open.