

THE APOCALYPTICS



ROADMAP



Introduction

The Apocalyptics NFT collection, is a multifaceted project. Our vision is to create a fun, creative and valuable NFT collection. Our goal is to incorporate our post-apocalyptic collection into an online PvP NFT gaming dApp, for everyone to enjoy. Our main storyline circulates around a fictitious post-apocalyptic era, brought about by a world-shattering meteorite that collided on the Australian continent wiping it out completely. Along with the massive loss of life, natural disasters took root claiming even more lives. From Tsunamis, to earthquakes, to forest fires, the world went dark, into chaos and depravity. To make things even worse, rogue nations declared war on one another in a desperate attempt to capture valuable resources which in this case was fresh drinking water and arable lands for agricultural purposes as well as livestock rearing. This is where The Apocalyptics story begins, years after a nuclear war breaks out by those rogue nations. A few humans survive mainly on the South American continent. The Andes is the location for our story because it has one of the world's longest mountain ranges, with its varied terrain that encompasses glaciers, volcanoes, grassland, desert, lakes, and forests. Being on the other side of the world thousands of miles away from the Meteorite's ground zero, the Andes had the highest survival rate, hence the reasoning behind our base Terrain cards. Only a small percentage of human life remains and the



few who are still alive are struggling to survive due to radiation, mutants, and the lack of food in the wasteland.

Strategy

We have been proactive in creating awareness within the Wax blockchain community, be it on a one-to-one basis with our brand base, or through several social media outlets. We continually strive to develop and improve our collection, by commissioning professional illustrators and by overseeing and implementing stringent quality controls.



Who are the founders?

Jarrett - **Illustration's Manager/ Quality control**

Tobias - **Community Manager/ Quality control**

Felix - **Social media manager/ Quality control**

Silver - **Web Developer/ Project Manager/ Quality control**

Why are we involved?

Jarrett

“With my entrepreneur attitude, passion for collecting NFTs, and love for the post-apocalyptic theme, founding The Apocalypitics was inevitable. I had the idea to create a post apocalyptic themed NFT card game but didn't know where to start so naturally I approached friends in the community”.

Silver

“I first came across the word NFT sometime around March 2021. After researching it thoroughly, and successfully embedding a meta-verse geo-location into the Ethereum blockchain by way of an NFT, I became so excited with its potential. Meanwhile, well established members of that same Metaverse, had created their first NFT card collection. I obviously joined their discord server and became an avid collector. I had a deep-rooted desire to create my own collection, I just didn't know what at the time. Then along came my friend Tobias (an NFT collector), now Co-Founder colleague, and asked if I was interested in joining a small team (also friends and NFT collectors) hoping to create their own unique NFT collection. I agreed without hesitation, and the rest is history as they say”.

Tobias

"I have always been a fan of the idea of an apocalypse and have enjoyed watching movies about it and enjoyed playing games with an apocalyptic theme. As an avid NFT collector the opportunity to start a collection like this was impassable".

Felix

"Collecting NFTs and spending time in discord communities is a hobby of mine. When I was approached by a group of friends wanting to begin their own collection, naturally I was onboard".

Group statement

"We the founders, are all genuine guys that absolutely love this project. With passion and a can-do attitude, we answered the call of a new challenge and a new project. We know where we want to take our project, and we are excited to see where this project leads us!"

Card types

- 1. TERRAINS.**
- 2. MUTANTS.**
- 3. CHARACTERS.**
- 4. STRUCTURES.**
- 5. SPECIALS.**



26th of June 2021, 4 pm UTC the Terrains dropped!



Wasteland



Radiated Jungle



Mountains



Death Falls



Swamp

Terrains are used to set the battlefield. Each character and mutant will be tied to different Terrains, where they are stronger.



14th August 2021, 3 pm UTC the Mutants dropped!

- 1. Mantis Blatta (Mantis Cockroach) -**
- 2. Effluxus Homo (The Radiation Man) -**
- 3. Immanemque bufo (Giant Toad) -**
- 4. Mutationem Simiae (Ape Mutation) -**
- 5. Polypus Hominem (Octopus Man) -**



They are in-game companions, that will be used to assist Characters.



30th September 2021, 5 pm UTC the Characters dropped!

- 1. ACE - Lone survivor in the Wasteland.**
- 2. SMOKE - Lone survivor in the mountains.**
- 3. CAPTAIN - Leader of a tribe in the swamp.**
- 4. Tank - Leader of a tribe at the waterfall.**
- 5. DOC - Doctor of a tribe in the jungle.**



These make up your team. Each character has their own attacks, specials, and summoning abilities.



30th October 2021, 5 pm UTC Structures dropped!

- 1. DEATHCRAWL SALOON - Wasteland**
- 2. TREEHOUSE - Jungle**
- 3. SWAMP HUTS - Swamp**
- 4. BOAT - Waterfall**
- 5. CABIN - Mountains**



Structures will be played in the battlefield to give you an edge against your opponent.



December 2021: Specials

1. NUKE
2. BUNKER
3. MED KIT
4. VEHICLE
5. Element (APOC)

Each special will have its own unique ability from healing yourself to damaging everyone on the playing field, these cards need to be used strategically.



Nov - Dec 2021: Staking, APOC (Apocalypseium)!

APOC (Apocalypseium) is the token that we will use in our upcoming game. Our complete collection will be Stakeable for APOC (excluding promos).



Stake Weight Guide:

Ultimate Coin	1125
APOC Barrel	500
Mythic	225
Legendary	45
Epic	20
Rare	8
Uncommon	4
Common	1



Q1-2022: The Apocalyptic Game! (Beta)

Funds from the mutants, characters, and structures will be used to create the online 2D PvP dApp game.

to play your special attack.



Game DECK

- 16 TERRAINS
- 4 CHARACTERS
- 3 SPECIALS
- 4 MUTANTS
- 4 STRUCTURES



*Rules

1. Turns are played in **Days per day. Both opponents may draw 1 terrain from their shuffled Deck, and attach it to a character, may use 1 character attack, use 1 structure card, and use 1 special.
2. Characters start in play and are always in play until killed and sent to the graveyard.
3. 1st in-game **day, player draws 3 terrains, then 1 terrain every **day after. Terrains are stacked on your character. After your character has 1 terrain on him/her, you may use your normal attack. After 3 Terrains are stacked on him/her, you may use your "special move", which then moves 2 Terrains back into your shuffled terrain deck.
4. To use a Mutant companion, you must unlock it with the "Apoc" special, or purchase with APOC token.



Character Stats

Name	Health Points	Attack/Hit Points	Special Move
Ace	1000	150hp	Triple shot with a 75% accuracy of each shot (450 if all 3 shots hit)
Captain	1000	150hp	Counter enemy attack, hits normal attack, plus enemy attack
Tank	1300	Hits every opponent for 30hp	Shields all allies for 100HP
Doc	800	100hp	Heals all allies 300 or revives one character to half health
Smoke	1000	100hp	



Mutant Stats

Name	Health Points	Attack/Hit Points
Gorilla	200	Attacks alongside your character. Hits 100hp/turn.
Homo-Effluxus	200	Attacks alongside character. Hits 100hp/turn.
Polypus Hominem	250	Protects - absorbs half of enemy attacks on players until killed.
Immanemque Bufo	300	Ooze - makes enemies stick in place. increasing the chance of a critical hit.
Mantis Blatta	150	Distracts enemies until killed. increases odds of dodging the enemies.



Structure Stats

Name	Attribute
Boat	Grants a safe day of no attacks
Saloon	Disorients opponent for 2 days
Cabin	Heals players overnight
Swamp Huts	Easily defends attacks (only takes 25% of enemy attack damage)
Treehouse	Provides camouflage (enemy attack only has a 25% chance of hitting)



Specials

1. **Nuke** damages every player on the enemy team 200hp. Has radiation effect on both team of 50hp per turn for 3 turns.
2. **Supply crates** offer a 50/50 chance, that either heals all your characters 250 health or adds 75HP damage to each character's attack for 5 turns.
3. **Vehicle** evades enemy's attack if played in the same ****day** (unless a nuke was dropped then evades radiation effect) and allows you to search your deck for a terrain to add to any character.
4. **Med kit** heals entire team 150HP or revives one character to 400HP.
5. An **Apoc shard** can be used to summon a mutant, or **APOC** tokens can be used in its stead.

* **Applicable to change.** Be sure to drop any game rule suggestions you may have, in our discord server.

** **Day = turn not literal days**

*** **Coin Legend**



Completed.



In progress.



Planned but not started.



NeftyBlocks



ATOMICHUB

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