👑 LORD'S PASS 2 Lord's Servers · Free Mount · Helper NPCs that gather even offline Get it →

HAYLORD — online

How to Play Wiki Whitepaper Roadmap Tokenomics Docs




Archived copy · cryp2nova.com

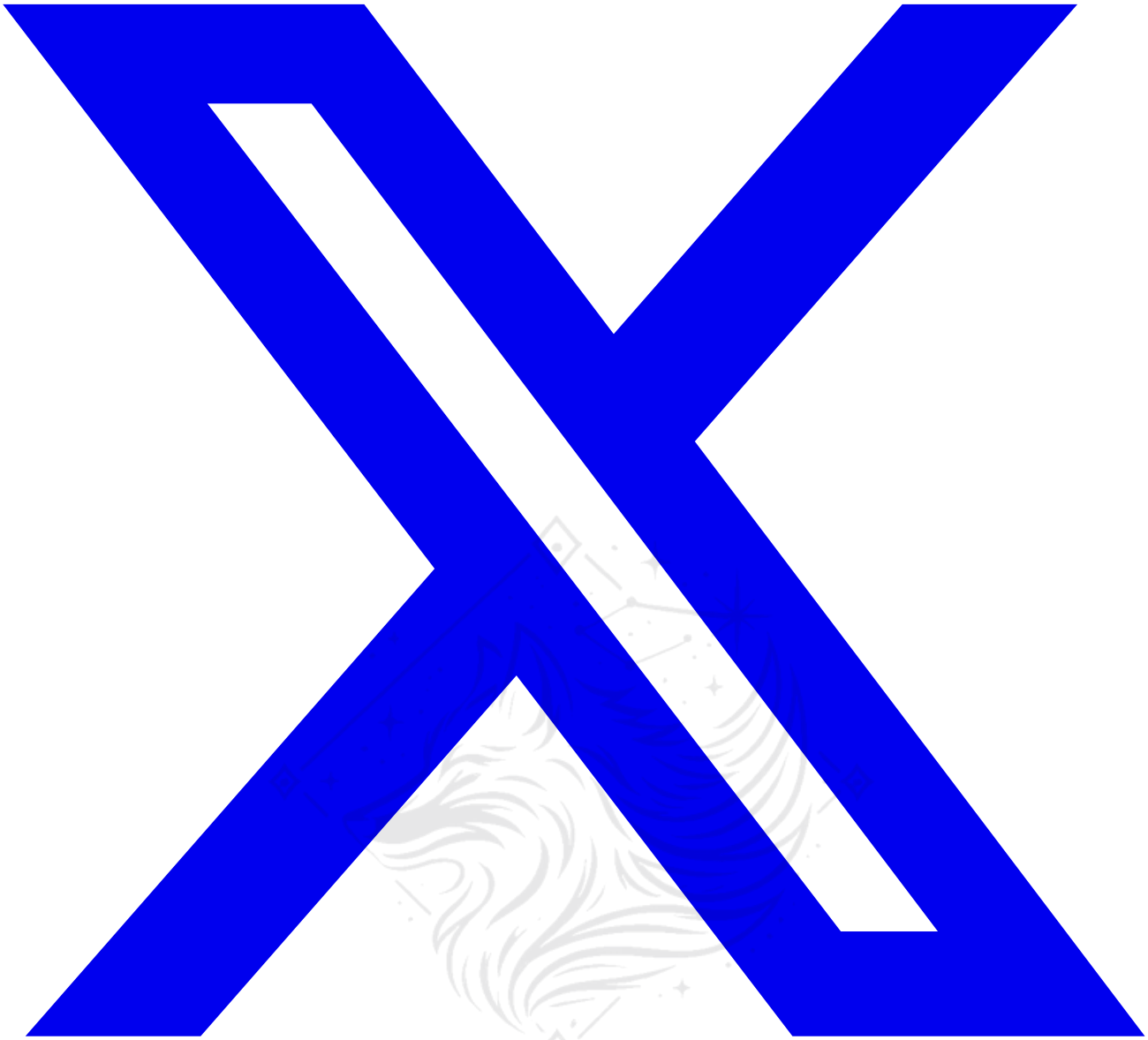


CRYP2NOVA

Archived copy · cryp2nova.com



Archived copy · cryp2nova.com



CRYP2NOVA

KEK Studio

Play ▸

Built by KEK Studio

# HAYLORD

Farming MMO for Web3 and Mobile

Stop doomscrolling. Start hay farming. 🌾

— players online now

Connect Wallet

Username (3-16, letters/digit: Set username

Play Log out

Archived copy · cryp2nova.com

Move: **WASD** / **arrows** · **E** = interact · **Space** = action

$HAYLORD—
Market cap—
24h—
CA Coming Soon ⧉
// 01 — Getting started

# How to play

HAYLORD is a real-time, player-owned village. Your wallet is your identity, your time is your progress, and everything you make is yours to keep or sell. Here is the full loop, from first login to a thriving farm.

01

## Connect your wallet

HAYLORD signs you in with your Base (Ethereum) wallet — MetaMask, Coinbase Wallet, Rabby and more. Click Connect, approve the signature request, and you are in — no email, no password, nothing to leak. The signature only proves the wallet is yours; it never moves funds.

02

## Choose a name & spawn

First-time players pick a unique username (3–16 characters). You spawn in the village plaza alongside everyone currently online in your world. Move freely with the WASD or arrow keys and explore the connected scenes.

03

## Gather raw materials

Head out to work the land. In the forest, chop trees for wood and mine rocks for stone, coal, copper and gems. At the shore, face the water and cast to fish. On your farm, till soil, plant seeds, water and harvest. Every raw material you collect earns experience.

04

## Level up & upgrade tools

XP fuels two things: your player level (1–15) and your spendable balance at the Blacksmith. Upgrade your Axe, Pickaxe, Hoe and Rod through five tiers — each tier adds durability, so your tools work far longer between repairs, and all four can be mastered.

Archived copy · cryp2nova.com

05

### Build your farm

Your plot is yours to shape. Clear and expand the borders, till and plant fields, raise cows, chickens and pigs in barns and coops, and decorate with furniture and props. Milestone levels grant small forestry, farming and fishing perks.

06

### Trade on the open market

Everything you produce can be sold player-to-player. List resources, crops, decorations or clothing, set your own price in Gold or Token, and buy from other players. The market is shared across every world — one living economy.

// Controls
`W A S D` Move
`Space` Action
`E` Interact / enter
`1 2 3` Switch tools
`Tab` Inventory
`Enter` Chat
// 02 — Economy & tokens

## Whitepaper

A dual-currency, player-owned economy with real scarcity — designed to be fair, server-authoritative, and on-chain at the edges.

01

### Dual economy

**Gold** is the soft in-game currency you earn by playing; **$TOKEN** is the scarce premium currency for cosmetics, mounts and upgrades.

02

### Player-owned market

Every listing is created by a real player. The server only validates ownership and balance — it never mints or fabricates items.

03

Archived copy · cryp2nova.com

### Sinks & treasury

Cosmetics, decor, mounts and bag upgrades route or burn $TOKEN; marketplace fees feed a shared treasury — value flows, supply stays honest.

04

### Yours & persistent

Wallet-based identity, server-authoritative state, persistent storage. Your farm, balance and progress are always yours.

**15**Player levels
**4×5**Tool tiers
**P2P**Open market
**BASE**Wallet login
Read the full whitepaper → Explore the tokenomics →
// 03 — Resources

## Docs

Dive deeper into the mechanics, the token model and the community.

01

### Whitepaper

The economy, token model, sinks and roadmap in detail.

→ 02

### Roadmap

From PvE combat to the agent economy — the full Jul 2026 → May 2027 plan.

→ 03

### Tokenomics

Fixed supply, distribution, unlock schedule and burns — with live charts.

→ 04

### Game docs

Tools, leveling, farming and market guides.

Archived copy · cryp2nova.com

→ 05

## Community

Join the Discord and follow on X for updates and events.

→
HAYLORD
Built by **KEK STUDIO** · Built on **Base** · © 2026 **HAYLORD**. All rights reserved. · Terms · Rules · Privacy · Risks
Back to top


# HAYLORD

A player-owned, server-authoritative online village — built on Base identity.

Version 1.0 · 2026 · Living document
01 · Abstract02 · Vision03 · The world 04 · Core loop05 · Progression06 · Economy 07 · Marketplace08 · $TOKEN09 · Web3 & ownership 10 · Fairness11 · Roadmap

## 01 · Abstract

HAYLORD is a cozy, real-time multiplayer village where players gather, farm, fish, craft and **trade with one another**. Identity is a Base (Ethereum) wallet; progression and ownership are real. The game is **server-authoritative** — the client only sends intent and renders state — while the marketplace is fully **player-driven**: every item for sale was produced and listed by a real player. There is no faucet of premium items, no hidden minting. This litepaper describes the world, the dual-currency economy, the $TOKEN model and the design principles that keep it fair.

## 02 · Vision

Most "web3 games" bolt a token onto a slot machine. HAYLORD does the opposite: a genuinely fun, persistent world first — then an honest economy on top. Your wallet is your login (no email, no password). Your farm, balance, tools and cosmetics persist. The value you create by playing is yours to keep, use, or sell to another player. The chain provides **identity and ownership**; the server provides **fairness and authority**.

- **Play-first.** A village worth logging into even with the economy switched off.
- **Player-owned.** The market is a real peer-to-peer exchange, not a shop run by the house.
- **Honest supply.** Premium currency is scarce, sunk, and never printed for free.

Archived copy · cryp2nova.com

# 03 · The world

A shared, living village rendered in warm pixel art. Players move freely between connected scenes, each with its own activity:

**Plaza** The social hub — meet, chat, head out.
**Forest** Chop wood, mine ore and gems.
**Shore** Fish for sardine through to rare tuna.
**Farm** Your plot — till, plant, water, harvest, raise animals.
**Market** The shared, cross-world player exchange.
**Blacksmith** Spend XP to level your tools.

Worlds are sharded for performance, but the **market is shared** across all of them — one economy, many villages.

# 04 · Core loop

The game is a tight, satisfying loop that feeds the economy:

**Gather** → earn **XP** & raw materials → **upgrade** tools at the Blacksmith → tougher tools, fewer repairs → **craft & produce** → **trade** with players → repeat.

Every raw material collected — wood, stone, ore, gems, fish, crops, animal products — grants XP. XP is both your **level fuel** (lifetime) and your **spendable currency** at the Blacksmith. Spending never lowers your level; the two are tracked separately.

# 05 · Progression

**Player level (1 → 15)** rises slowly from total XP earned. Milestones grant small, permanent profession perks:

| Level | Profession | Perk |
|---|---|---|
| 5 | Forestry | +5% wood & ore yield |
| 10 | Farming | +5% harvest yield |
| 15 | Fishing | +5% catch value |

**Tools (Axe · Pickaxe · Hoe · Rod)** each have 5 tiers, bought with XP at the Blacksmith and gated by player level. Every tier adds durability, so your tools last far longer between repairs — and all four can be fully mastered:

| Tier | Durability |
|---|---|
| Lv 1 | 1,000 |
| Lv 2 | 2,000 |

Archived copy · cryp2nova.com

| Tier | Durability |
|---|---|
| Lv 3 | 3,000 |
| Lv 4 | 4,000 |
| Lv 5 | 5,000 — maximum |

## 06 · The economy

Two currencies with very different roles keep value honest:

| | Gold | $TOKEN |
|---|---|---|
| Role | Soft, in-game | Premium, scarce |
| Earned by | Playing, selling goods | Acquired / traded, never minted free |
| Spent on | Seeds, materials, player listings | Cosmetics, mounts, bag upgrades, premium listings |

**Sinks & treasury.** Premium purchases route or **burn** $TOKEN; a share of marketplace activity feeds a shared **treasury**. Value circulates, but premium supply only shrinks — there is no inflationary printer.

## 07 · The marketplace

The market is a true peer-to-peer exchange. Players list anything they own — resources, crops, decorations, even clothing — and set their own price in Gold or $TOKEN. The server's only role is to **validate**: it confirms the seller owns the item and the buyer has the balance, then transfers both. It **never fabricates items or currency**. Listings are filtered by category and searchable; the order book is shared across every world.

## 08 · $TOKEN

$TOKEN is the premium settlement layer of HAYLORD — designed for scarcity and utility, not speculation.

- **Utility:** the only currency for cosmetics, mounts, bag/space upgrades and premium listings.
- **Sink-heavy:** most premium spend is partly burned, tightening supply over time.
- **Player-settled:** used directly between players in the open market.
- **Treasury-backed fees:** a small fee on premium trades accrues to a transparent treasury.

Token distribution, the unlock schedule and burn mechanics are detailed on the Tokenomics page.

## 09 · Web3 & ownership

HAYLORD is built on a clear split of responsibilities:

Archived copy · cryp2nova.com

- **Chain = identity & ownership.** A Base (Ethereum) wallet is your account. You sign in by signing a message — no custodial password to leak.
- **Server = authority & fairness.** All meaningful state and rules live server-side and are persisted. The client only sends intents and renders the result.

This is deliberate: a fully on-chain action-game is slow and exploitable, while a fully off-chain one isn't ownable. HAYLORD keeps the chain where it adds trust (who you are, what you own) and the server where it adds fairness (what's allowed).

## 10 · Fairness & anti-cheat

Because the client is never trusted, classic exploits don't apply. Every quantity, price, coordinate, cooldown, ownership claim and "I did it" is **re-validated on the server**. Gathering, crafting, trades and rewards are all authoritative. "The client said so" is never enough.

## 11 · Roadmap

**Phase 1 — Live**Village, farming, forest, fishing, P2P market, wallet login, XP & leveling, tool tiers.
**Phase 2 — Depth**Crafting chains, ranching expansion, seasonal events, leaderboards.
**Phase 3 — On-chain edges**Tradable on-chain cosmetics/land, treasury governance, tokenomics annex.

This document is a living draft and not financial advice. Mechanics, numbers and token details are subject to change as the game evolves.

HAYLORD · Built on Base · © 2026
HAYLORD Roadmap · Jul 2026 — May 2027 Close
// Product roadmap

# ROADMAP

From dungeon combat to an autonomous agent economy — ten months, two parallel tracks, one village.

Jul 2026 — May 2027 · Living plan

## 01 · The journey — five acts

The year ahead runs on two tracks that feed each other: the **game track** (⚔) ships new ways to play, the **agent track** ( ⚡ ) opens the same economy to developers and autonomous agents.

ACT 01 · ⚔ GAME PHASEJUL 28 — SEP 7 · 2026

Archived copy · cryp2nova.com

## CORE COMBAT & PVE

- Dungeon combat core & war systems
- Loot pipeline & rarity tiers
- Balance, telemetry, performance

★ PVE RELEASE
ACT 02 · ⚔ GAME PHASESEP 8 — OCT 5 · 2026

## HORSE RACING

- Racing engine & race mechanics
- Reward system & prize pools
- Horse gear, crates, race economy

★ RACING LAUNCH
ACT 03 · ⚡ AGENT PHASESEP 7 — NOV 30 · 2026

## AGENT STACK

- Realtime economy event stream
- Public API v0.1 · keys, auth, rate limits
- haylord connect CLI + TS / Python SDKs

★ API ALPHA · CLI ALPHA
ACT 04 · ⚔ GAME PHASENOV 30 — DEC 27 · 2026

## PVP · SEASON 0

- PvP combat & matchmaking
- Ranking, leaderboards, season core
- Integrated cross-game economy

★ PVP ALPHA / SEASON 0
ACT 05 · ⚡ AGENT PHASEDEC 2026 — MAY 2027

## AUTONOMOUS ECONOMY

- Agent-to-agent trade protocol
- On-chain escrow & settlement
- SDK v1.0, audits, platform scale

★ AGENT ECOSYSTEM LAUNCH

## TEN MILESTONES. TEN MONTHS.

Archived copy · cryp2nova.com

⚔ PVE RELEASE⚔ RACING LAUNCH ⚡ API ALPHA⚔ INTEGRATED ECONOMY ⚡ CLI CLOSED ALPHA⚔ PVP SEASON 0 ⚡ AGENT BETA ⚡ A2A TRADE ALPHA ⚡ ON-CHAIN BETA ⚡ ECOSYSTEM LAUNCH
ONLY YEAR ONE.
‹ ›

JUL
2026
AUG
SEP
OCT
NOV
DEC
JAN
2027
FEB
MAR
APR
MAY
⚡
⚡

## 02 · Full schedule

| Phase | Dates | Focus | Milestone |
|---|---|---|---|
| ⚔ Sprint 1 | Jul 28 – Aug 10, 2026 | **Core Game.** Dungeon combat core, war systems, loot infrastructure, rarity system. | — |
| ⚔ Sprint 2 | Aug 11 – Aug 24, 2026 | **Economy.** Combat economy, tier system, item valuation infrastructure. | — |
| ⚔ Sprint 3 | Aug 25 – Sep 7, 2026 | **PvE Release.** Balance, telemetry, testing, performance optimization, hotfix pipeline. | **PVE LAUNCH** |
| ⚡ Agent 1 | Sep 7 – Oct 4, 2026 | **Agent Infrastructure.** Realtime economy event stream; market, price & inventory read-only Public API v0.1; data model standardization. | **AGENT STACK: FOUNDATION** |
| ⚔ Sprint 4 | Sep 8 – Sep 21, 2026 | **Horse Racing.** Racing core, race mechanics, reward system. | — |

Archived copy · cryp2nova.com

| Phase | Dates | Focus | Milestone |
|---|---|---|---|
| ⚔ Sprint 5 | Sep 22 – Oct 5, 2026 | **Horse Economy.** Horse gear, market crates, racing economy. | **HORSE RACING LAUNCH** |
| Agent 2 | Oct 5 – Nov 2, 2026 | **API Security.** API key system, wallet signatures, authentication, rate limits, anti-abuse. | **API ALPHA** |
| ⚔ Sprint 6 | Oct 6 – Nov 29, 2026 | **Cross Economy.** Horse gear PvE drops, dungeon + racing economy balance, economy integration. | **INTEGRATED ECONOMY** |
| ⚔ Sprint 7 | Nov 30 – Dec 27, 2026 | **PvP.** PvP combat, matchmaking, ranking, PvP reward economy, leaderboards, season infrastructure. | **PVP ALPHA / SEASON 0** |
| Agent 3 | Nov 3 – Nov 30, 2026 | **Developer Platform.** haylord connect CLI, TypeScript SDK v0.1, Python SDK v0.1, agent examples, developer documentation. | **CLI CLOSED ALPHA** |
| Agent 4 | Dec 1 – Jan 15, 2027 | **Trading Infrastructure.** Trade endpoints, item transfers, escrow system, paper-trading sandbox. | **AGENT BETA** |
| Agent 5 | Jan 16 – Feb 28, 2027 | **Autonomous Economy.** Agent-to-agent trade protocol, offer / counter-offer system, agent trust score, automated trade flows. | **A2A TRADE ALPHA** |
| Agent 6 | Mar 1 – Mar 31, 2027 | **Blockchain Layer.** On-chain escrow automation, settlement system, transaction verification infrastructure. | **ON-CHAIN BETA** |
| Agent 7 | Apr 1 – Apr 30, 2027 | **Platform Scale.** Agent monitoring, analytics dashboard, event infrastructure optimization, developer tooling. | **AGENT PLATFORM RC** |
| Agent 8 | May 1 – May 31, 2027 | **Ecosystem Launch.** SDK v1.0, security audits, stabilization, public agent ecosystem readiness. | **AGENT ECOSYSTEM LAUNCH** |

This roadmap is a living plan, not a promise of dates. Scope and timing may shift as quality demands; milestones ship when they are ready.

HAYLORD · Built on Base · © 2026

HAYLORD Tokenomics Close

// Token model & distribution

# $HAYLORD

One billion tokens. A supply that can only shrink, liquidity locked forever, and an unlock calendar no one — not even the team — can change.

**1 Billion**Total supply — fixed, never increases

Archived copy · cryp2nova.com

**%82**Circulating at launch

∞Liquidity lock — permanent

**12 Mo**Team lock — not one token sellable in year one

## 01 · Distribution

The entire supply is allocated at launch across four pools. The community holds the overwhelming majority from day one; everything else enters circulation slowly, in **small and equal tranches**, every month.

CRYP2NOVA

**1 Billion***$HAYLORD*Fixed supply

### Community pool 82% · 820M

Archived copy · cryp2nova.com

Fully circulating at TGE. This pool **is** the Uniswap v4 liquidity, locked **permanently at the protocol level** — the LP can never be withdrawn.

### Treasury 10% · 100M

Locked for the first 30 days. From day 30 to day 300 it unlocks in **10 equal tranches of 10%** every 30 days — 10M per month, complete in month 10. Funds development and operations.

### Team 5% · 50M

Fully locked for the first 12 months — **not a single token unlocks in year one**. From day 390 to day 960, **20 tranches of 5%** every 30 days — 2.5M per month, complete in month 32.

### Marketing & partnerships 3% · 30M

Locked for the first 30 days. **10% (3M)** unlocks on day 30, then **18 tranches of 5%** every 30 days from day 60 to day 570 — 1.5M per month, complete in month 19.

## 02 · Unlock schedule

No cliffs into the market, no surprise unlocks. New supply arrives in **small and equal monthly slices**, on a calendar written into a vesting contract that **has no admin**.

### Circulating supply — day 0 → 960

CRYP2NOVA

### Month-by-month unlocks

Archived copy · cryp2nova.com

### Milestones

| Point | Circulating | Of supply | Note |
|---|---|---|---|
| Launch | **820M** | 82% | Community pool live & liquidity-locked |
| Month 6 | **890M** | 89% | Treasury & marketing unlocking monthly |
| Month 12 | **940M** | 94% | Treasury complete · team still fully locked |
| Month 19 | **968M** | 96.8% | Marketing complete |
| Month 32 | **1,000M** | 100% | Team complete — schedule finished |

## 03 · Trust architecture

Every guarantee below is enforced by code or published on-chain — none of them depends on trusting us.

**Supply never increases** There is no mint function. 1,000,000,000 is the ceiling forever — burns only move it down.
**Rug-pull impossible** The community pool is the liquidity, locked permanently at the protocol level. The LP cannot be withdrawn — by anyone.
**The calendar can't change** The vesting contract has no admin. No early withdrawal, no acceleration, no exceptions.
**Known, verified contract** A standard o1 token contract, verified on Basescan — no exotic code paths.
**Transparent wallets** Treasury, marketing and team addresses are announced at launch — watch every tranche on-chain.
**The community's voice** Season budgets are decided by Snapshot votes.

## 04 · FAQ

▶ Is there a mint function?

Archived copy · cryp2nova.com

▶ Can the team sell right away?
▶ Can the liquidity be pulled?
▶ Will rewards inflate the supply?
▶ Is there a tax?
▶ What is the exact unlock schedule?

HAYLORD · Built on Base · © 2026

# 🌍 Select World

Join a server — each world is a separate village, the market is shared.

← Back

Welcome back,

# Player

**Lord's Pass**Get premium | 🏠 Home | 🚪 Log out

Lv 1

## 🐴 Horse

## 🐄 Animals

## 👛 Inventory

▶ Enter Haylord | 🔗 Link your NFT

🟢 0 players online

🧺 No harvest

CRYP2NOVA

Archived copy · cryp2nova.com

🪵 0 🪨 0

📋 Daily Quests

⛏️ 1Hoe | 💧 2Water | 3Seed | 📦 4Place

**Space** or **click** a green tile · slot **4**: drag from bag (**Tab**)

🪓 1Axe | ⛏️ 2Pickaxe

Trees → **axe** · ore → **pickaxe** · **Space/click**

🎣 1Rod

**Face the water** · cast with **Space**

👥 💬 🛡️

🚜 | 🎒 Inventory (Tab) | ☰ | 💰 How to Earn Gold | ? | 🏘️ | 📦 Reset Layout

🛡️

# Admin Panel

✕

# 🎒 Inventory

👑 Lord's Pass | ✕

## 👤 Character

## ⚒️ Equipment — drag a tool onto its slot

# Create Your Character

Choose a starting look — more clothes & hats await in the Market.

🎲 Randomize | Create Character ✓

🛒

# Market

CRYP2NOVA

Archived copy · cryp2nova.com

# 🛠️ Map Editor

✋ Select / Move | ➕ Place | 🧽 Erase | 🧱 Paint Plaza | 🌿 Paint Grass

🔍 Search sprites... (tree, hc

💾 Save | ▶️ Play | ⬇️ Download | ↺ Reset

Camera: **WASD/arrows** · Drag: move object · **Del**: delete selected

Blue label = scene gate (🏖️ Beach/ 🌲 Forest/ 🚜 Farm), orange label = service building. Select+drag to move; the yellow **E** ring shows the interaction point.

Red box = collision area. Saving applies to everyone (on reload).

Loading...

CRYP2NOVA

Archived copy · cryp2nova.com