REDPILL TEAM

Whitepaper 1.30
revised on April 23, 2024

ScapesMania

Games in Your Portfolio

Top #1

Winner of the BNB Grant 2023

New Game from AAA Web3 Developer

Metaverse/ Gaming/ NFT Category

Overall Rating

BNB CHAIN

Audited by BlockSAFU

KYC by SOLIDProof



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What is ScapesMania?

ScapesMania is a project created for two distinct audiences: **Web3** enthusiasts and **Web2** casual gamers. The goal is to provide **Web3** enthusiasts with the opportunity to benefit and influence the development of games that are played by a massive casual gaming audience.

According to our research, the massive audience of **Web2** players has a lot of potential in terms of the project growth. That is why one of our goals is to create a fun and engaging casual game that players not familiar with cryptocurrencies can enjoy. So what about **Web3**?

Large gaming corporations dominate the rights to the biggest games on the market to meet their objectives without giving players ways to influence development. ScapesMania brings power and control back to the players. This could be one of the main features for **Web3** enthusiasts.

The Play-To-Earn market is currently facing challenges, and even large titles are experiencing a decline in both user base and economic flows. Gamers are not interested in tokens, while crypto entrepreneurs are not typically interested in games. As a result, economic flows do not function properly.

ScapesMania is a solution that satisfies both markets. Through the power of blockchain crowdfunding, we are creating games that attract **Web2** gamers while also allowing **Web3** enthusiasts to influence the development and benefit from its success.

Web3 Audience & Business Model

In ScapesMania **Web3** enthusiasts get a unique opportunity to influence the process of $MANIA ecosystem development through DAO Governance, get rewards from the in-games events, activities and other mechanics.

Our goal with ScapesMania is to give **Web3** audience what they have been missing in the Play-2-Earn model - a transparent and functioning system to shape the development and receive rewards, while focusing solely on the crypto side of the project.

Web2 Audience & Business Model

ScapesMania aims to attract and retain a massive thriving **Web2** audience by providing them with an engaging and colorful casual game they can play without the need to interact with the Web3 aspect of the project.

Our market research shows that most **Web2** players are not interested in interacting with cryptocurrencies or trade and just want a fun game to play, and to that side of our audience ScapesMania will be just that - an engaging casual experience they can play just like any other game, with familiar mechanics and monetization techniques. This creates a very low barrier of entry which positively impacts long-term retention and user acquisition.

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Why ScapesMania is NOT Play-to-Earn

The Play-to-Earn (P2E) market is facing significant challenges, which can be observed even in the largest projects, as they have lost a portion of their market volumes and transactions over the past year, due to players losing interest and spending significantly less time playing.

We have identified several reasons for this decline, such as **pyramid schemes** when early adopters get all the benefits, and those who come later risk losing large amounts of funds.

Moreover, there's a huge **disconnect between projects and target audiences**. Crypto enthusiasts are interested in generating returms and not really interested in gaming, while Web2 players are not interested in crypto and just want a great game to play.

In summary, the P2E market is facing significant challenges, no project has found solutions to these problems which results in players and token holders dropping out.

ScapesMania is different at its core. We are building a sustainable project that can attract and retain a massive audience without relying on hype or pyramidic schemes.

Play-2-Earn is dead



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Play-to-Earn Games Market Analysis

Market

At the beginning of **2022**, the market cap for GameFi tokens was estimated at **$27 billion**. However, this number dropped to **$3.3 billion** by the end of the same year, a staggering x10 drop in valuation.

Users

The number of players decreased from **30.1 million** (January 2022) to **6.2 million** (March 2023).

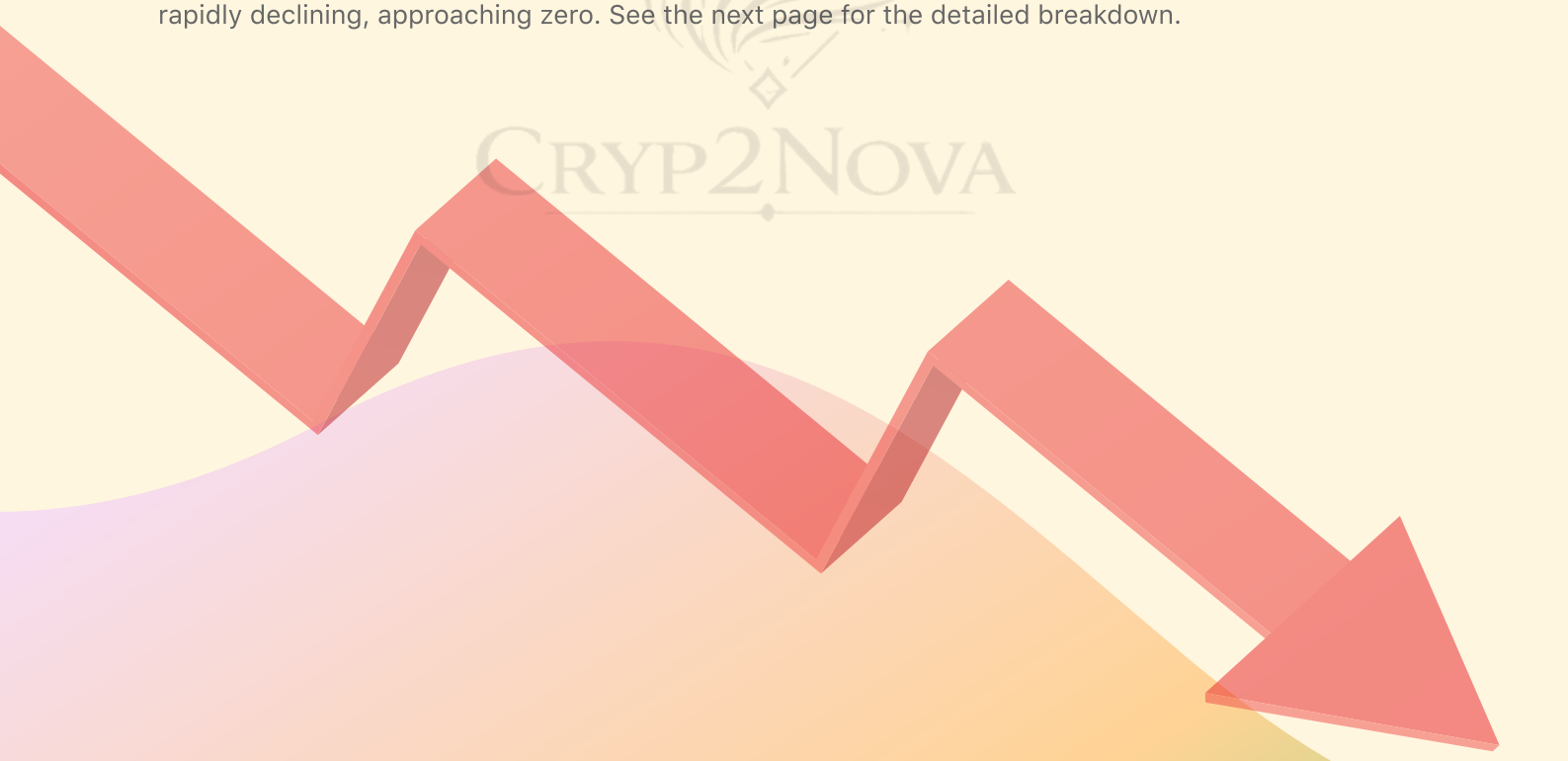
P2E games downloads rapidly declined in the second half of 2022, from **46 million** to **29 million**, according to **Sensor Tower's State of Mobile Gaming report 2023**.

These numbers are catastrophically low and show that players are rapidly losing interest in the P2E segment.

In-game spending

The monthly volume of GameFi transactions declined severely, going from **$3.1 billion** in January **2022** to **$80 million** in December **2022**, a **97%** drop.

Even the biggest Play-to-Earn projects are losing their attractiveness. DAU and MAU rates are rapidly declining, approaching zero. See the next page for the detailed breakdown.



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Project	Metrics	November 2021	October 2022	January 2023	March 2023
Axie Infinity	Daily Active Users	486K	<20K	<15K	<10K
	Token's Trading Volume	2B	182M	93M	81M
	Daily number of Transactions	455K	<87K	<50K	<40K
		January 2022	**October 2022**	**January 2023**	**March 2023**
The Sandbox	Daily Active Users	3.5K+	<1K	<300	<260
	Token's Trading Volume	85B	5.26B	8.64B	4.3B
	Daily number of Transactions	3K+	<600	<150	<80
		April 2022	**October 2022**	**January 2023**	**March 2023**
Pegaxy	Daily Active Users	1.3K+	<800	<200	<50
	Token's Trading Volume	222M	52K	5K	3.8K
	Daily number of Transactions	8K	<200	<30	<10
		November 2021	**October 2022**	**January 2023**	**March 2023**
Splinterlands	Daily Active Users	405K	<183K	<210K	<90K
	Token's Trading Volume	445K	49K	28.9K	40K
	Daily number of Transactions	3M	<1.7K	<2.1K	<900

* see page 37 for links to sources

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Casual Games Market Opportunity

On the contrary, the casual gaming market has been experiencing consistent growth over the past years, and this trend is expected to continue into the future, promising opportunities for new projects.

The market size for Web2 casual games is in the billions, and the number of players in this sector is rapidly increasing. Additionally, casual games generate significant economic flows, particularly through in-app purchases and advertising. Overall, the casual gaming market represents a lucrative opportunity for token holders looking in a long-term prospective.

More than just Casual. Meet Hybridcasual!

Hybridcasual is the emerging product model that combines Hypercasual core mechanics with retention and monetization strategies of Casual games. This segment of the market is on the rise and will continue growing in the coming years.

According to **Sensor Tower's State of Mobile Gaming report 2023** Hybridcasual games reached **5.1 billion downloads** and **generated $1.4 billion in 2022**.

ScapesMania is built as a Hybridcasual project, combining quick and easy-to-learn hypercasual mini-games, as well as mechanics and retention strategies of casual games. This allows us to broaden our target audience even more.



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Casual Games Market Analysis

Market

As of **2022**, the market size for casual games has reached an impressive **$17.05 billion**, and it is projected to grow even further to **$24.71 billion** by **2026**. This is in stark contrast to the P2E market, which had a market size of only **$1 billion** in **2022**.

Users

The number of casual gamers has also been increasing rapidly, with an estimated **2.5 billion** casual players in **2022**.

Economic Flows

In addition to its impressive market size and player base, the casual gaming market is also generating significant economic flows through in-app purchases (IAP) and advertising. In 2022, the casual gaming market generated **$8.84 billion** through IAP and **$8.08 billion** through advertising.

Here is a table showcasing the statistics of the casual top games:

Game Title	Total Revenue	Daily Active Users 2022	Number of Installs
Candy Crush Saga	$1.5 billion	43 million	3 billion+
Gardenscapes	$3 billion	22 million	700 million+
Homescapes	$2.5 billion	20 million	500 million+
Coin Master	$3 billion	13 million	200 million+
Royal Match	$600 million	200 thousand	70 million+

* see page 37 for links to sources

We have conducted thorough market research and are creating ScapesMania based on the practices and features of market-leading projects.

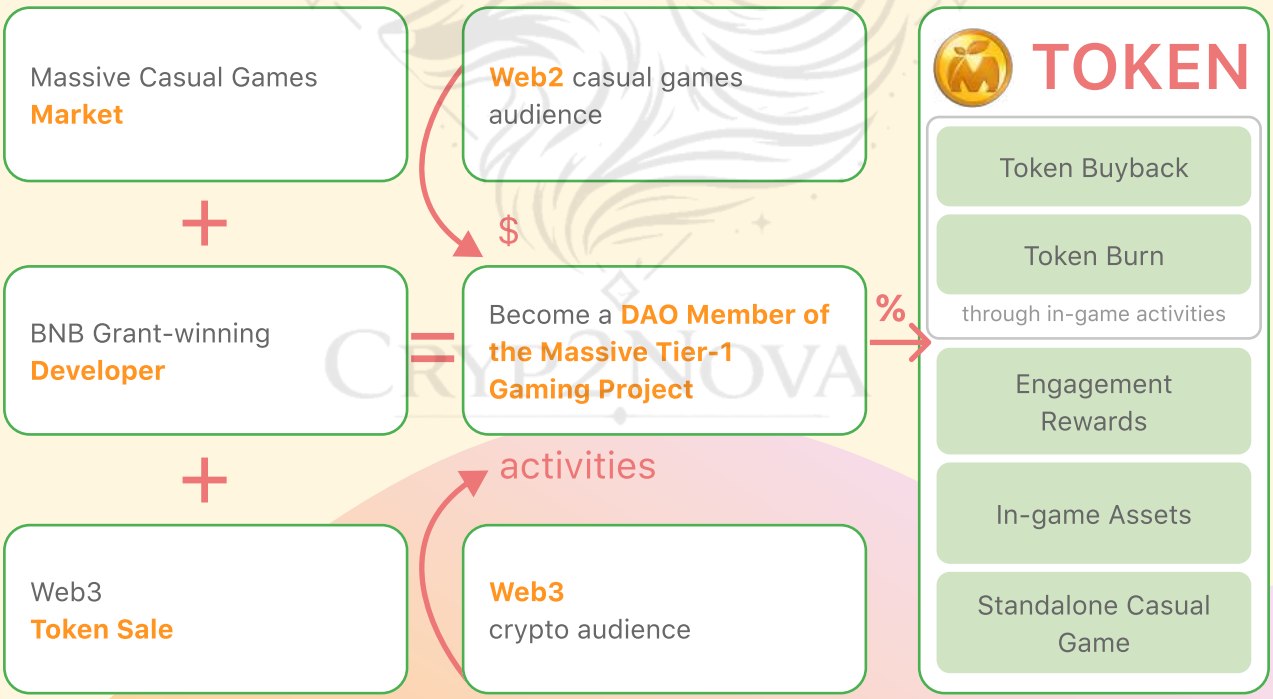
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Solution

ScapesMania is a game built for the Web2 casual games audience first, but with the help of Web3 we want to give players and crypto enthusiasts the ability to benefit from the game and participate in the development process.

Business Model

Project business model is based on the combined power and flexibility of Web3 and the massive audience of Web2 casual games, which creates a unique opportunity to build an innovative and attractive project that can top the market.



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Token Utility & Opportunities for Token Holders

$MANIA token is utilized in various ways, such as

DAO Governance

After the initial stages, ScapesMania will be gradually turned into a Decentralized Autonomous Organization (DAO) managed by the community.

Token Buyback & Burn

Once the project is launched and the economic flows are fully operational, the $MANIA token buyback and burn are going to be implemented through in-games activities.

Engagement Rewards

Community members have several opportunities to get tokens by engaging in various activities. Regular community activities and giveaways geared toward the Web3 audience can provide opportunities for holders. Additionally, in-game activities such as tournaments, events, and other events can result in token rewards.



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In-game Assets

Players in the community can use $MANIA to buy in-game assets such as NFTs and turn their decorative objects into NFTs and export them from the game. This feature allows players who enjoy collecting and trading rare items to have even more opportunities to do so.

Ecosystem Currency

$MANIA token can be used in various projects, outside of ScapesMania, to create a foundation for expanding the market presence by adding new games into the ecosystem.

Disclaimer

For the avoidance of doubt owning $MANIA tokens does not create any ownership rights in ScapesMania, Mania Entertainment Limited or Red Pill Company.

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DAO Governance

ScapesMania will be gradually turned into a Decentralized Autonomous Organization (DAO) managed by the community. This gives token holders the opportunity to take part in the decision-making process.

As DAO members, token holders can influence the development process of ScapesMania and the ecosystem as a whole.

DAO members will have the ability to:

- **Vote on issuing funds from the DAO Grant to develop new games**
- **Vote on adding New Features to existing games**
- **Participate in quarterly events to provide feedback**

With ScapesMania our goal is to give back the power to players and crypto enthusiasts.



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Key Advantages

- Huge Web2 Casual Gaming Audience
- Benefits for Web3 Enthusiasts from the Massive High-Potential Market
- Reward Program for Token Holders
- DAO Governance Participation in the Development
- Tier-1 BNB Grant Winning Developer
- Blockchain, GameDev, and Art In-house teams
- AI Content Generator & In-Game AI Assistant
- Engaging Mechanics & Setting Based on Market Research
- Well-Established Game Economy with a Wide Range of Economic Flows
- App Store & Google Play Presence
- Rapid Implementation based on Ready-made Solutions
- $MANIA Ecosystem: a unique opportunity to add new projects



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Game Concept & Setting

ScapesMania is a casual game where Web2 players can enjoy an interesting story, engaging mini-games, and customization of their houses and gardens.

Players have a small plot of land near the town, whose inhabitants adore beauty. Every inhabitant has a unique story, but they all share their love for decorating and strive to turn their homes into magnificent and splendid works of art.

Over the course of the game players will learn more about the town and its folks, will decorate their houses and land, and participate in the local contest to become the best creator.

ScapesMania is created in the vibrant setting of Casual Art that will certainly appeal to the mass audience.

Game Features

- **Land Customization** - Players use various tools to decorate and improve their homes and land.
- **Mini-Games** - Play engaging mini-games (such as match-3) to win resources and unlock new decorations and story bits.
- **Story** - The town and its residents have their unique stories and secrets to uncover.
- **Reputation** - Players complete personal errands for the townsfolk to improve relationships with them and unlock new story bits and gameplay features.
- **Daily Quests and Achievements** - Players complete long-term and short-term activities to get rewards.
- **Competitions** - Players participate in small daily competitions or major seasonal tournaments to win unique rewards.
- **Social Interactions** - Players participate in the clan system, create groups to help each other and complete seasonal activities.
- **Regular Events** - Players participate in regular seasonal events that add new mechanics (Merge, Match-2, Pathfinding) to create additional sources of monetization and boost retention.









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Economic Flows

The in-game economy is based on well-established casual monetization mechanics:

- **Players Pay for Energy** - Allows players to start playing.
- **Players Pay for Boosters** - Allows players to simplify certain in-game tasks:
  - Starters - Picked before starting a level, players can buy them in packs or get as additional items in offers.
  - Finishers - Used at the end of each level to avoid defeat, such as additional turns.
- **Players Pay for Timer Reduction** - Allows players to reduce the time needed for certain tasks.
- **Players Pay for Decorative Items** - Players can buy unique objects and decorate their house or land with them:
  - Direct Purchases - Items available only through the in-game store, can be bought using the in-game currency.
  - Indirect Purchases - Unique items available as rewards for quests or events, stimulate players to buy boosters, watch ads and keep coming back to the game.
- **Promotional Events** - Various events that boost player engagement and purchases.
- **Players Pay for Season Passes** - Players can buy a season pass to a certain event that unlock unique additional rewards for beating quests in the event.
- **Advertising Flows** - Advertising Networks pay for ads watched by users, and players receive in-game bonuses for watching the ads.
- **Premium Accounts -** Players can buy a monthly Premium subscription to avoid seeing ads and receive in-game bonuses.

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Tokenomics

Token Allocation

The below table illustrates the distribution of tokens across various categories:

	Token Allocation %	Token Allocation Amount
Presale	30	1 200 000 000
Public sale (on top launchpads)	2	80 000 000
Liquidity	10	400 000 000
Rewards	8	320 000 000
Staking/Game Development	10	400 000 000
Advisors	1	40 000 000
Ambassador Program	1	40 000 000
Team	3	120 000 000
Marketing	5	200 000 000
Reserve/ New Games DAO Grant	30	1 200 000 000
Totals	**100**	**4 000 000 000**

Public Sale is going to take place on Launchpad platforms, such as RedKite, Poolz, Roseon, Seedify, True PNL.

See the full version



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Token Sales Stages

The following table shows stages for token sales:

Sale Stages	Price starts from (USDT)	Discount uo to, %	Token Amount min.	per Stage min. (USDT)
Whitelist Stage	0,0020	99,00	12 500 000	25 000
Early Birds Stage	0,0020	83,00	87 500 000	175 000
Presale Stage 1	0,0025	75,00	120 000 000	300 000
Presale Stage 2	0,0030	70,00	250 000 000	750 000
Presale Stage 3	0,0040	60,00	187 500 000	750 000
Presale Stage 4	0,0050	50,00	200 000 000	1 000 000
Presale Stage 5	0,0060	40,00	150 000 000	900 000
Presale Stage 6	0,0075	25,00	100 000 000	750 000
Presale Stage 7	0,0080	20,00	62 500 000	500 000
Presale Last Stage	0,0085	15,00	30 000 000	255 000
Public sale	0,0090	10,00	80 000 000	720 000
Total min.			**1 280 000 000**	**6 125 000**
Listing price	**0,0100**			

*If token holders vote positively, an additional presale stage will be launched.



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Additional Presale Stage

Within the $MANIA token, we plan to expand our game offerings beyond casual titles to include popular genres like battlers and strategies. However, this will require additional funding and development will only commence if the majority of our community (more than 2/3 of token holders) vote in favor of it.

If the vote is positive, we will launch an additional Presale stage to gather the necessary funds for the new game development.

The voting will be based on the following trustable principles:

- **Only wallets that participated in the presale are allowed to vote**
- **We respect large capital holders and they will enjoy discounts, however, we support DEX principals, which means that 1 wallet will have only 1 vote**
- **The voting will be announced on social networks**
- **The voting will be time-limited (no more than 5 days)**

Bonus Program

Customers who purchase tokens amounting to 100 USDT or more will receive a bonus percentage of tokens corresponding to the amount they have acquired. The greater their purchase amount, the higher their bonus percentage.

Amount in USDT	Bonus, % in $MANIA Tokens
100	+5%
250	+6%
500	+7%
1 000	+10%
2 500	+12%
5 000	+15%
10 000	+20%
25 000	+22%
50 000	+25%



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Referral Program

Token holders can share their unique referral links and receive a bonus in $MANIA or stablecoins for every successful purchase made through the link.

Amount (USDT equivalent)	Bonus, %
≤ 1 000	5%
1 001 - 5 000	7%
5 001 - 10 000	10%
10 001 - 25 000	12%
25 001 - 50 000	13%
50 001 - 100 000	14%
≥ 100 001	15%

Token Management Plan

- Limited numbers of tokens and circulating NFTs
- Increasing usability by expanding holders portfolio with new projects
- Well-balanced tokenomics with cliff and vesting
- TGE on the best market conditions
- Listing on DEXs and CEXs
- Paid ads on crypto trackers



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Roadmap

Our dynamic roadmap will be updated regularly, getting new upgrades as our project grows.



Project Phase 1

- Market Research
- Project Concept
- Team Formation
- Tokenomics & Vesting
- Whitepaper v.1 Release
- Project Website Release
- Smart Contract Deployment
- Legal Procedures

Project Phase 2

- MVP Development
- Smart Contract Audit
- Token Presale Launch
- Community Building
- Community Events Launch
- Giveaway & Airdrops Launch

Project Phase 3

- PR & Influencer Marketing Launch
- Crypto Trackers Listing
- Collaborations & Partnerships
- Token Presale Completion
- TGE & DEX LIsting

Project Phase 4

- Core Gameplay Development
- Meta Gameplay Development
- Game Alpha Release
- DAO Governance Event

Project Phase 5

- Game Beta Release
- In-Game Events
- In-Game Quests
- In-Game User Progression
- Clan System
- Social In-Game Functions
- DAO Governance Event based on Community Feedback

Project Phase 6

- Global Launch Release
- Casual Players Acquisition

Project Expansion & Scaling:

- New Mini Games Development
- Audience Expansion
- Economic Flows Tuning
- Performance Metrics Improvement (CPI, ROAS, MAU, DAU, ARPU, LTV, ROI, ROMI, Retention and others)

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We also plan to have the continuous support of ScapesMania after its global launch through a LiveOps cycle, which is a crucial part of building a growing project.

According to **Sensor Tower's State of Mobile Gaming report 2023** LiveOps is a must-have for making a high-potential product. On average a project with LiveOps can potentially perform better than a game without LiveOps.

Project Phase 6 and Beyond

We have ambitious plans for ScapesMania after the Global Launch to expand the game's market presence and support its growth.

During the **LiveOps Management Cycle**, we plan to focus on:

- **Audience Expansion**
- **Economic Flows Tuning**
- **Performance Metrics Improvement (DAU, ARPU, LTV, Retention, CPI, ROI, and others)**

To achieve our goals we will continue to iterate, improve and update the game. Here are the things you will see in ScapesMania beyond the Global Launch:

- **Expanding the Game's World - Continuing the main story, introducing new characters and new story bits for the existing ones**
- **Expanding Clan System Functionality - New features, tournaments, and more**
- **Expanding the Events System - New unique events, improvements and optimization of the existing ones**
- **New Content - New customization assets and more**
- **Personal Offers - Development and implementation of the system of offers tailored to the specific needs of each player**
- **Configuration and Polishing - Improving all in-game systems based on community feedback and data from statistics.**

We also plan to work on different games that will be built off of the success of ScapesMania and with the help and support of $MANIA token holders.

We have created a marketing strategy tailored to the casual audience and we are certain in our ability to attract and retain new players.

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Business Plan

Listed below are three projected development scenarios.

Name	Bad	Normal	Good
ARPU	$1,5	$3,0	$6,0
CPI	$1,0	$1,5	$2,0
Downloads (1 year after release)	1 000 000	2 000 000	10 000 000
Retention D7	5%	10%	15%
Annual results (from 2024 onward)	$1 500 000	$6 000 000	$60 000 000
BuyBack and Burn through in-game activities	$500 000	$2 000 000	$20 000 000

Listed below are three projected development scenarios.

Note: The scenarios are not guaranteed and are subject to change depending on the state of the market or development.



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Marketing Strategy

The marketing strategy is crucial to ensuring the success of any project, and therefore it is essential to have a comprehensive approach.

Our target audience includes both crypto enthusiasts (Web3) and casual game players (Web2), so we will utilize a range of communication channels to reach them. This will allow us to benefit from both markets and it will positively affect our metrics, such as CPI, ROAS, MAU, DAU, ARPU, LTV, ROI, ROMI, Retention, and others) and more.

Traffic Sources:

- Social Networks
- Mass Media
- Influencer Marketing
- Communities
- Partners
- Events
- E-mail Marketing
- ASO Marketing
- Paid Ads (Google Ads, Meta Ads)
- CPA Networks
- Video Networks
- Push Notifications

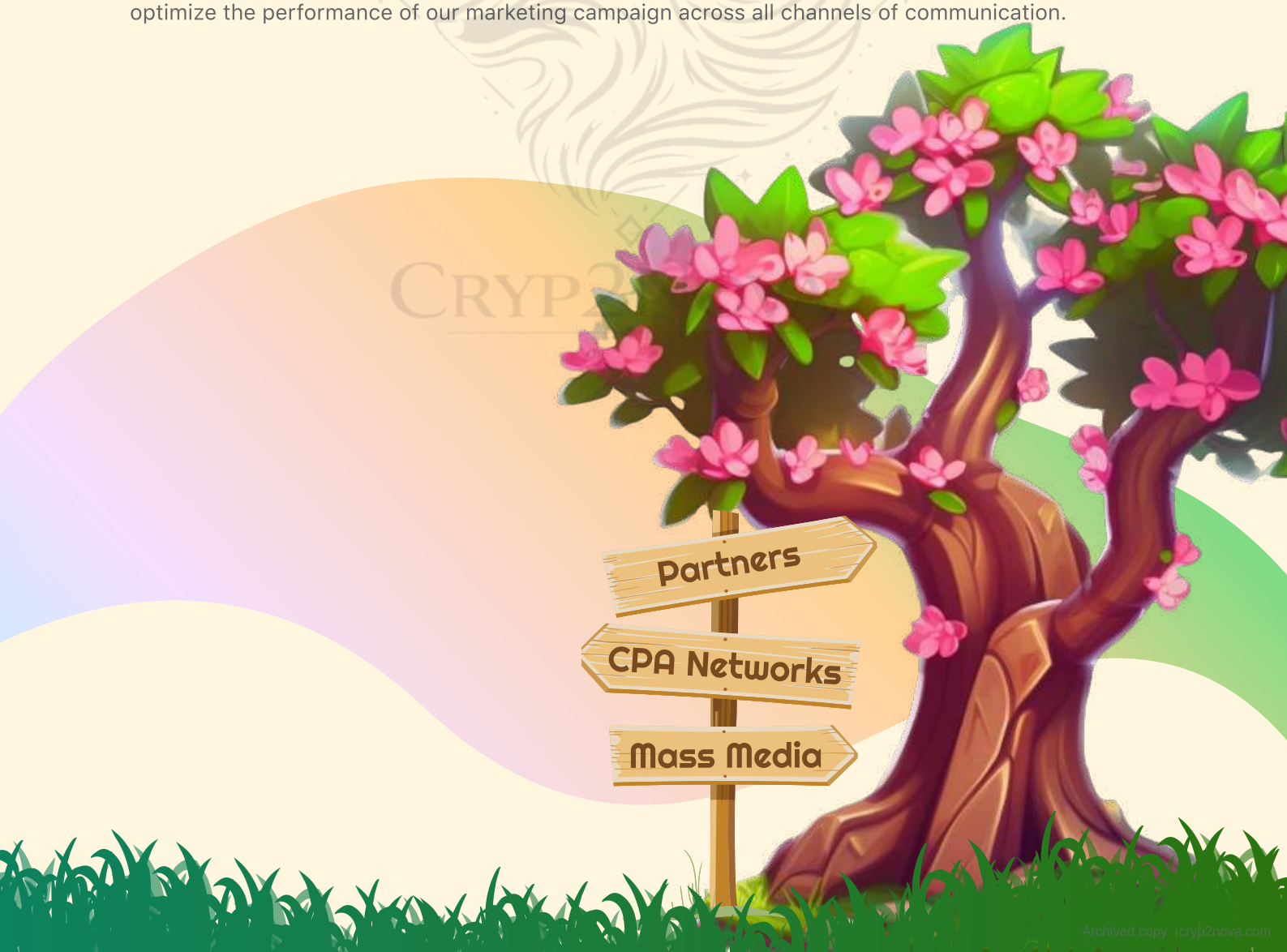


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To ensure high-performance levels of our marketing campaign, we will incorporate a variety of activities and content:

- Posts and Long Reads
- Articles
- Explanation and Deep Dive Videos
- AMA Sessions
- Draws for Token Holders
- Referral Program
- Airdrops
- Community Events: Gleams, Giveaways, Contests and Other Types of Entertaining Content
- In-game Events

We believe that it is important to clearly define our project's unique selling proposition (USP) and messaging to effectively communicate the value of our project to our target audience. In addition, we will prioritize building a strong community around our project by encouraging engagement and participation through various interactive content. We will also utilize data and analytics to track and optimize the performance of our marketing campaign across all channels of communication.



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Our Team

The legality of our company have being **proved by** strict KYC process, provided by **SOLIDProof**



Sven

CHIEF EXECUTIVE OFFICER



Juli

HEAD OF MARKETING



Anna

PRODUCT DESIGNER



Daniel

PROJECT MANAGER



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Developer

ScapesMania is developed from the ground up by REDPILL TEAM - a full-cycle blockchain and software solutions company with extensive experience in game development. Recently the studio received a BNB Grant in the Metaverse/Gaming category and took the second overall place out of 351 blockchain-based projects.

To create our products we combine talents from Game Design, Blockchain, and Art Direction.

Unity
Spring
Microsoft Playfab
Nginx
Unreal Engine
Node.js
Amazon Web Services
Java
Postgre SQL
C
C#
C++
Java Script
Type Script
Apache Ignite
Hibernate
Elastic Search
Redis
Akka



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AI Assistant

We utilize the latest technology in the development of ScapesMania and plan to introduce an in-game assistant powered by modern state-of-the-art generative AI (such as ChatGPT). With complete knowledge of the game, the assistant will be able to help players to familiarize themselves with the game, answer questions and give advice on how to overcome challenges or progress in the game.



Hi! I am your AI assistant!

I can help you with any questions that arise during the game. Reach out to me if you encounter any difficulties - and we will solve them together.

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ScapesMania & Beyond

We do not plan to stop at ScapesMania. To create a sustainable ecosystem we plan to create additional games that utilize the same $MANIA token.

Token holders get the ability to vote on the development of new games through DAO governance. We reserved the additional funds for the development of new projects and built the numbers into our tokenomics.

The expansion of $MANIA capabilities is crucial because:

- **It minimizes the risks**
- **Increases $MANIA's audience**
- **Creates a portfolio of games that share the same token**
- **Allows to quickly capitalize on emerging trends**
- **Increases the project's LifeTime**
- **Minimizes cost and time for development**
- **Utilizes our experience on different products**

So, why is this important? A portfolio of games that appeal to different target audiences within the same $MANIA ecosystem minimizes risks for token holders. This way, if one game underperforms due to market circumstances, the whole portfolio continues to grow and be sustainable.
Video Game market as a whole will be growing and by tapping into different sectors of this market, we will create a bulletproof ecosystem that will continue to be successful.

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How does it work:

- **Our team analyzes the market and community feedback and offers a game concept for voting to token holders**
- **Token holders vote whether they want to see the project added to the $MANIA portfolio**
- **If the voting results are positive, the development process begins**



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Our team has already analyzed the market to define high-potential and growing niches for brand-new projects within the $MANIA ecosystem.

With ScapesMania and other projects in the ecosystem, we aim to fix the most crucial issues of the Web3 gaming market, such as:

- **Prioritization of reward mechanisms over fun and engaging gameplay**
- **High barrier of entry that requires purchasing expensive NFTs and enables tactics like NFT breeding**
- **The need for technical knowledge of Web3 to start playing**

ScapesMania sidesteps these problems entirely. We focus on creating entertaining gameplay first, Free-to-play model creates a low barrier of entry and players don't need to know anything about Web3, they can simply download the game and play it the same as any other Web2 casual title.



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MVP

A demo version of ScapesMania is already available on GET IT ON Google Play and Coming soon App Store

This is a work-in-progress build and we continue to improve it and add new features.



Security

Our experienced development team, with a track record of successful project launches, has coded Scapesmania. We have high standards for quality and security, and we use modern and certified Web3 tools.

We are proud to announce that our smart contract has already undergone a comprehensive audit by the industry-leading security-ranking company, **BlockSAFU**.

Additionally, we are currently in the process of being audited by Hacken. We will provide updates on our social media channels regarding the completion of this audit.

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Disclaimer

The ownership of any tokens, or any other cryptographic or other digital assets, issued by the Mania Entertainment Limited (referred to as “the Company”)(“$MANIA Tokens”) does not represent any participation in Mania Entertainment Limited nor any rights of payment, remuneration, profit distribution or money reward of any kind. This document has been prepared in good faith to provide a comprehensive overview of the ScapesMania Project and $MANIA Tokens sale and is for information purposes only. This Whitepaper is for informational purposes only. The Company does not guarantee the accuracy of or the conclusions reached in this Whitepaper, and this Whitepaper is provided "as is". This Whitepaper does not make and expressly disclaims all representations and warranties, express, implied, statutory or otherwise, including, but not limited to: (i) warranties of merchantability, fitness for a particular purpose, suitability, usage, title or non-infringement; (ii) that the contents of this Whitepaper are free from error; and (iii) that such contents will not infringe third-party rights. The Company shall have no liability for damages of any kind arising out of the use, reference to, or reliance on this Whitepaper or any of the content contained herein, even if advised of the possibility of such damages.

This Whitepaper, and any information disclosed herein, is intended solely for (potential) users. This Whitepaper provides a summary of the main features of the ScapesMania Project. This Whitepaper does not purport to contain all the information that a prospective user may require.

In consideration of the Company providing this Whitepaper to the user, the user acknowledges that the contents of this Whitepaper are confidential to the Company and the user agrees not to disclose, distribute or permit to be communicated verbally, directly or indirectly or otherwise, or to otherwise publish the contents of this Whitepaper except with the prior written consent of the Company.

No transfer of ownership or any intellectual property will occur with participation in the ScapesMania Project or with owning $MANIA Tokens. Any intellectual property which originates from or is developed by the Company shall remain in the exclusive ownership of the Company. Intellectual property includes, without limitation, trademark, design, patent, and other proprietary rights (whether registered or not).

With the development the concept or implementation of ScapesMania Project may be amended or modified in the following. Please also note that ScapesMania Project itself may be redesigned or otherwise revised in future, if that would be required for any material reasons (including, but not limited to: commercial considerations, technical possibilities, or the need to ensure compliance with any (existing or future) applicable laws and regulations, or any other material reasons). $MANIA Tokens are not intended to constitute securities in any jurisdiction.

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U.S. Persons, as defined in Regulation S under the U.S. Securities Act of 1933, as amended (the "U.S. Securities Act"), are prohibited from accessing this document and the ScapesMania Project website. Nothing in this document or ScapesMania Project website shall be deemed to constitute an offer, offer to sell, or the solicitation of an offer to buy, any securities in any U.S. jurisdiction. Each person accessing this document or ScapesMania Project website will be deemed to have understood and agreed that: (1) he is not a U.S. citizen and he is located outside of the U.S.; (2) any securities described herein have not been and will not be registered under the U.S. Securities Act or with any securities regulatory authority of any state or other jurisdiction of the United States, and may not be offered, sold or delivered within the United States or to, or for the account or benefit of, U.S. persons except pursuant to an exemption from, or in a transaction not subject to, the registration requirements of the U.S. Securities Act and applicable state securities laws.

RISK FACTORS, CONFLICTS OF INTEREST AND OTHER CONSIDERATIONS

This whitepaper taken by itself is not a contract or a contractual agreement of any kind, nor is it an invitation, solicitation or offer to invest in the token or acquire or use tokens in any way and with any expectation of profit. This document should not be construed as legal, tax or transaction advice and, if you acquire $MANIA Tokens, you will be required to make a representation to that effect. You should conduct your own due diligence before participating in the ScapesMania Project and consult a certified financial adviser if any terms of this documentation are not fully understood. In particular, you should inform yourself as to the legal requirements and tax consequences within the country of your citizenship, residence, domicile, and place of business with respect to the acquisition, holding, and disposal of $MANIA Tokens and any foreign exchange or other restrictions that may be relevant thereto.

Before acquiring any $MANIA Tokens, you should carefully consider various risk factors and conflicts of interest, as well as suitability requirements, restrictions on transfer of $MANIA Tokens, inability to exchange the Tokens, and various legal, tax and other considerations, all of which are discussed elsewhere in this document.
You should consider acquiring the $MANIA Tokens only if you are willing to undertake the risks involved. You should therefore bear in mind the following risk factors and conflicts of interest before purchasing Tokens:

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Operating History. The Company has little to no operating history and is therefore subject to all risks associated with being a new enterprise.

Limited Liquidity. An acquisition of $MANIA Tokens involves substantial restrictions on liquidity. There may be no market for the $MANIA Tokens, and no market is guaranteed to develop. Consequently, tokenholders may be unable to exchange or liquidate their $MANIA Tokens. Tokenholders may be unable to exchange their Tokens promptly in the event of an emergency or for any other reason. Although a Tokenholder may attempt to increase its liquidity by borrowing from a competent institution, the $MANIA Tokens may not readily be accepted as collateral for a loan. In addition, transfer of a Token as collateral or otherwise to achieve liquidity may result in tax consequences to the transferor.

Dependence Upon the Managers and Directors. The Company's success will depend on the management of the managers and directors and, in particular, on the skill and acumen of its staff. If some or all of the members or directors die, become disabled or otherwise cease to participate in the Company's business could be severely impaired. Tokenholders will not have any right or opportunity to participate in the management of the Company or to select or evaluate any of the Company's strategies. Although Company managers, directors and staff intend to devote significant time to the business of the Company, they will not devote all of their time.

The Company is also dependent upon its counterparties and the businesses that are not controlled by the Company and that provide services to the Company, including legal counsel and auditors. Errors are inherent in the business and operations of any business, and although the Company will adopt measures to prevent and detect errors by, and misconduct of, counterparties and service providers, and transact with counterparties and service providers it believes to be reliable, such measures may not be effective in all cases. Errors or misconduct could have a material adverse effect on the Company and the Token's value. In addition, absent a direct contractual relationship between the purchaser and the relevant service provider, no Tokenholder will have any contractual claim against any service provider for any reason related to its services to the Company.

Relation to Token's Value History. The history of the Token's market value may not be indicative of the Token's future value. The nature of, and risks associated with the Token may differ substantially from other cryptographic tokens on the market. There can be no assurance that the $MANIA Tokens will perform as well as other cryptographic tokens or that the Company will be able to avoid losses.

Opinions and Estimates. Opinions and estimates offered herein constitute the judgment of the Company and are subject to change, as are statements about market trends. This Whitepaper may include forward-looking statements that encompass statements beyond historical facts. It also incorporates projections, forecasts, and estimates which are speculative and based on specific

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assumptions. All opinions and estimates are based on assumptions, all of which are difficult to predict and many of which are beyond the Company's control. In addition, any calculations used to generate estimates were not prepared with a view towards compliance with any published guidelines. In preparing this document, the Company has relied upon and assumed, without independent verification, the accuracy and completeness of all information. The Company believes that the information provided herein is reliable; however, it does not warrant its accuracy or completeness.

Potential Conflicts of Interest. The Company and its affiliates and their respective directors, partners, members, officers, employees and agents may be subject to certain conflicts of interest.

Lack of Registration. The $MANIA Tokens have not been registered under the U.S. Securities Act or under the securities or "blue sky" laws of any state of the United States and, therefore, may be subject to transfer restrictions if deemed a security under the Securities Act or other applicable law. The $MANIA Tokens have not been registered under the laws of any non-U.S. jurisdiction and may be subject to restrictions on issuances and transfer under the laws of such jurisdictions. In connection with an acquisition of $MANIA Tokens, potential tokenholders must represent that they are acquiring the $MANIA Tokens for purposes of using on the Company's platform only and not with a view toward resale or distribution. The Company does not have any plans or has assumed any obligation to register these $MANIA Tokens. Accordingly, the Tokens may not be transferred without an opinion of counsel addressed to the Company that the transfer will not involve a violation of the registration requirements of the U.S. Securities Act. Ordinarily, this means that transfers will be restricted to instances of death, gift, or passage by operation of law. These restrictions on transfer are in addition to those found in the Articles of the U.S. Securities Act.

Virtual Assets Generally. The characteristics of virtual assets generally differ from those of traditional currencies, commodities or securities. Virtual assets are market-based: a virtual asset's value is determined by (and fluctuates often, according to) supply and demand factors, and the value that various market participants place on it through their mutual agreement, barter or transactions. Virtual assets are an evolving, relatively new product and technology. The methods whereby each virtual asset is created, secured, accessed and used may differ from one another. Different virtual assets may contain similar (or different) features.

Developing Regulatory Scheme. The regulatory regimes of virtual assets, blockchain technologies, and cryptocurrency exchanges are undeveloped, varies significantly among jurisdictions and are subject to significant uncertainty. It is possible that any jurisdiction may, in the near or distant future, adopt laws, regulations, policies or rules directly or indirectly affecting the blockchain network, generally, or restricting the right to acquire, own, hold, sell, convert, trade, or use virtual assets, or to exchange digital for other currency or other virtual assets. Any additional regulatory obligations

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may cause the Company to incur extraordinary, non-recurring expenses, and/or ongoing compliance expense, possibly affecting an acquisition of $MANIA Tokens in an adverse manner. If the Company determines not to comply with such regulatory requirements, the Company may be liquidated at a time that is disadvantageous to a tokenholder in the Company.

Cryptocurrencies not Guaranteed by Central Banks. Virtual assets that operate as a medium of exchange are not issued or guaranteed by any central bank or a national, supra-national or quasi-national organization, and there is no guarantee that such virtual assets may operate as a legal medium of exchange in any jurisdiction. In fact, certain jurisdictions have completely prohibited the usage of certain virtual assets in such jurisdiction.

Third Party Usage. As a relatively new product and technology, virtual assets are not yet widely adopted as a means of payment for goods and services. Banks and other established financial institutions may refuse to process funds for cryptocurrency transactions, process wire transfers to or from cryptocurrency exchanges, blockchain-related companies or service providers, or maintain accounts for persons or entities transacting in virtual assets.

Volatility. A principal risk in trading virtual assets is the rapid fluctuation of its market price of such assets. The value of the $MANIA Tokens may relate directly to the value of the virtual assets held in the Company and fluctuations in the price of virtual assets could adversely affect the net asset value of the Company. There is no guarantee that the Company will be able to achieve a better than average market price for its virtual assets or will purchase such virtual assets at the most favorable price available. The price of virtual assets achieved by the Company may be affected generally by a wide variety of complex and difficult to predict factors such as supply and demand; rewards and transaction fees for the recording of transactions on the applicable blockchain; availability and access to virtual currency service providers (such as payment processors), exchanges, miners or other blockchain users and market participants; security vulnerability; inflation levels; fiscal policy; interest rates and political, natural and economic events.

Irreversible Nature of Blockchain Transactions. Transactions involving cryptocurrencies and $MANIA Tokens that have been verified, and thus recorded as a block on the blockchain, generally cannot be undone. Even if the transaction turns out to have been in error, or due to theft of a user's virtual assets, the transaction is not reversible. The Company may be unable to replace missing virtual assets or seek reimbursement for any erroneous transfer or theft of virtual assets. To the extent that the Company is unable to seek redress for such action, error or theft, such loss could adversely affect an acquisition of $MANIA Tokens.

Theft or Loss. Hackers or malicious actors may launch attacks to steal, compromise, or secure virtual assets, such as by attacking the applicable blockchain network source code, exchange

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servers, third-party platforms, cold and hot storage locations or software, or virtual assets transaction history, or by other means. As the Company increases in size, it may become a more appealing target of hackers, malware, cyber-attacks or other security threats. At this time, there is no governmental, regulatory, investigative, or prosecutorial authority or mechanism through which to bring an action or complaint regarding missing or stolen virtual assets. Consequently, the Company may be unable to replace missing virtual assets or seek reimbursement for any theft, adversely affecting an acquisition of $MANIA Tokens.

Do not contribute any money that you can't afford to lose in the ScapesMania Project operated by Mania Entertainment Limited. Make sure you read and understand this document and TERMS AND CONDITIONS FOR PARTICIPATING in the ScapesMania Project (including all warnings regarding possible token value, technical, regulatory and any other risks; as well as all disclaimers contained therein), as will be published on our website https://scapesmania.io/TermsAndConditions.pdf (as they may be amended from time to time).

Please note that the information and content presented within this Whitepaper are subject to potential modifications or updates and should not be interpreted as a commitment, assurance, or guarantee made by the Company. Users are encouraged to regularly review this document for any changes or updates that may affect its accuracy or relevance. The management team holds the right to make changes as necessary to reflect evolving circumstances, industry standards, or improvements in information. By accessing or utilizing this Whitepaper, users acknowledge and accept the possibility of future alterations to its contents.

Should you have any questions regarding the ScapesMania Project, Mania Entertainment Limited or $MANIA Tokens, the contents of this document or the sale of Tokens, please, do not hesitate to contact support@scapesmania.io

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