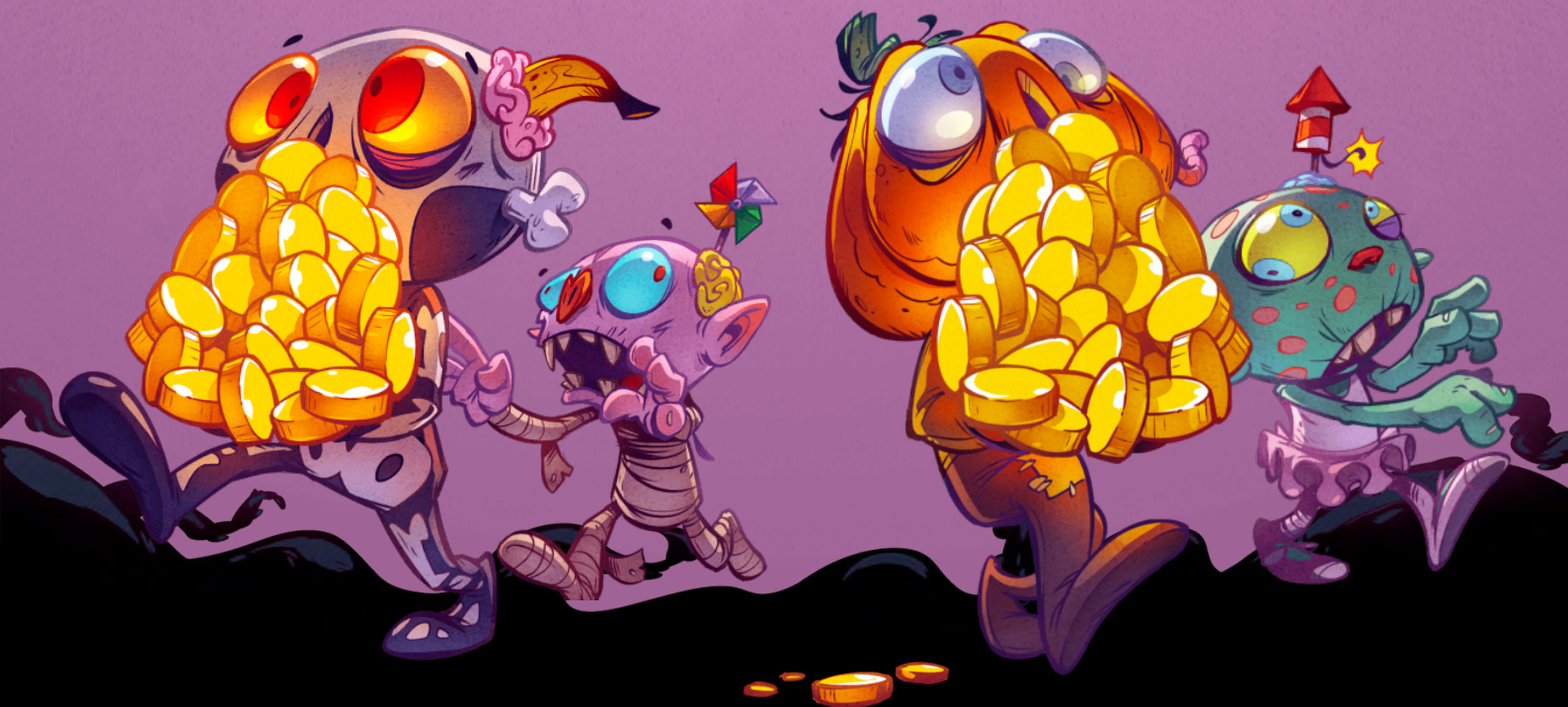


THE GOONIE CREW WHITEPAPER



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INTRODUCTION

The Goonie Crew is an upcoming Play to Earn deckbuilding game populated by gruesome creatures, Goonies, that you collect and lead to bloody battles all across their homeland, the Gutterlands.

If you own at least one Goonie NFT, you will aim to explore the map and raid crypts to earn loot and use it to upgrade your Goonies or your deck of cards. You will use this deck to battle scary looking crypt defenders (PvE) as well as prevent already owned crypts from being taken over or attack other players' crypts (PvP) to become the fiercest warrior in all the lands.

There will be many varied experiences for players of The Goonie Crew game. You will be able to battle progressively more challenging crypt defenders to earn ever more lavish loot for use in later battles. Other experiences will have you compete with other players using a mix of strategy, tactics, and luck to attain top rankings and earn spectacular rewards at the end of each season of gameplay.

You will choose from 9,081 unique Goonies with varying appearances and attributes. Each Goonie will have its own unique combination of traits and you will be able to build your decks around them to create a winning strategy and lay waste to your enemies.

COME AND JOIN THE GOONIES BLOODY BATTLE!

MISSION

To brighten up your days with a fun gaming experience, visually appealing characters and creative storytelling while giving you the ability to earn spectacular rewards.

VISION

To take over the Ethereum Universe and give the Goonie community a place where they can relax, hang out and enjoy themselves.



ROADMAP

1 Pre-Mint / Q1 2022

- Develop The Goonie Crew website, Roadmap V1.0 and Whitepaper V1.0.
- Build the strongest Goonie community ever!
- Run Goonie marketing campaigns across various platforms.
- Host Goonie NFT giveaways (dedicated and collaborative), run Goonie events on Twitter and Discord, and play fun Goonie games with community members.
- Build the Staking Dungeon where Goonies will labor day and night to earn \$GOONIE tokens for their owners.

2 Mint & Staking / Q1 & Q2 2022

- Launch the mint of 9,081 unique Goonie NFTs.
- Open Goonie staking and allow owners to start passively earning the \$GOONIE token.
- Begin the development of the Roadmap V2.0 and Whitepaper V2.0, showcasing the card gameplay system, incorporating community suggestions and additionally explaining \$GOONIE tokenomics.

3 Game Development / Q2 & Q3 2022

- Continue developing the Goonie Crew lore and storyline.
- Start the development of the Alpha version of The Goonie Crew game.
- Release the Goonie Roadmap V2.0 and Whitepaper V2.0.

4 Begin the Bloody Battle / Q3 & Q4 2022

- First airdrop for Goonie NFT holders (cards, items or weapons).
- First exclusive game card drop (only available for purchase with \$GOONIE).
- Launch pre-Alpha version of the game with crypt raiding and battle mode.
- Open the in-game shop and allow players to spend \$GOONIE.

5 First playing season and The Goonie DAO / Q1 & Q2 2023

- Second airdrop to Goonie NFT holders (surprise airdrop).
- Launch the Alpha version and the first playing season of The Goonie Crew game where our community can start battling against each other and fight to earn rewards.
- Launch The Goonie DAO.

6 Additional NFT drop / 2023

- Third airdrop to Goonie NFT holders (items and weapons).
- Launch the full version of the game and start the second playing season.
- Launch the mint of the second generation of The Goonie Crew NFTs.

GAME MECHANICS

In The Goonie Crew game, you will lead your unique Goonies to bloody battles all across their homeland, **the Gutterlands**, to become the right hand of their creator, the abhorrent and atrocious wizard Asmodan. In order to join the game, you will have to own at least one Goonie NFT.

Each member of the Goonie Crew is a unique creature with its own combination of 7 visual traits as well as health points. The first generation will consist of **9,081 Goonies** with varying combinations of backgrounds, heads, eyes, ears, noses, mouths, and brains. Additionally, you will be able to attach one item NFT (which will either be looted in-game, airdropped as a reward for holding a Goonie NFT, or bought in the secondary market) into the brains of each Goonie in order to boost one or more of its abilities.

In the Alpha version of the game, you will use your Goonies to **explore the map of the Gutterlands** and **attack crypts** to obtain loot. To start owning and raiding crypts for loot, you will have to fight off progressively more challenging crypt defenders (PvE) or other Goonies already owning the crypts (PvP).



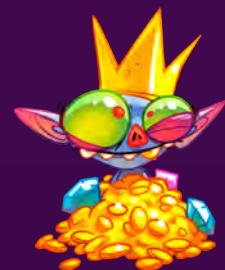
Mint



Train



Fight



Loot

The combat system will be performed as a **turn-based card game** and will be simple and easy to understand but at the same time provide a fun gameplay experience. You will use cards from your built deck to fight your opponent's (or NPC's) monsters that are guarding the crypt. In doing so, you will **a mix of strategy, tactics, and luck** to win fights.

By **owning and raiding crypts**, you will be rewarded with loot in the form of **\$GOONIE tokens, playing cards or other items**. Some of these cards and items will only be used in-game to upgrade Goonies or aid them in battle for a short amount of time. Others will come in forms of NFTs, bringing permanent value to you and you will also be able to trade them on secondary markets. On the other hand, \$GOONIE will be used in the in-game store or traded on a DEX.

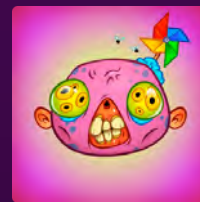
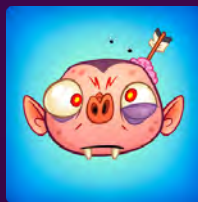
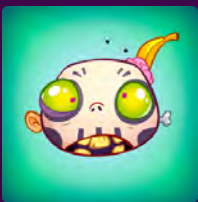
For any winning actions (such as defeating enemies, raiding crypts and obtaining \$GOONIE), you will receive **victory points** and be **featured on the game's leaderboard**. But be careful, a portion of these points will be lost when you spend your in-game earned \$GOONIE for purchases, so using a great strategy to reach those top leaderboard positions will be key!

The game will be played in **installments** or **playing seasons** (the duration of which will be predetermined before every season but could change from season to season). Players with the most victory points at the end of each season will earn spectacular rewards in the form of unique NFTs. After a playing season finishes, some Goonie and deck upgrades will reset and your quest to become **the Supreme Goonie** will commence once more.

GET YOUR VERY OWN GOONIE

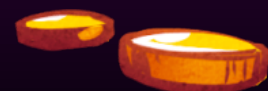
If you want to join the Goonies' bloody battle, you have to be a member of the Goonie Crew! This means that you have to own at least one of the 9,081 uniquely generated Goonie Crew NFTs (either by minting it or by purchasing it on the secondary market).

Each Goonie has a varying combination of **7 different visual traits**: background, head, eyes, ears, nose, mouth, and brains as well as its health points. Some traits will be common, others **epic** and a select few of them will be **legendary** and only present in very few Goonies. These attributes might even help you win battles.



Additionally, you will be able to stick one NFT item into the brains of your Goonies. There will be many items to choose from (some looted in-game, some airdropped as a reward for holding a Goonie NFT, some bought in the secondary market) and each item will boost one or more of your Goonie's cards or abilities.

Additionally, you will be able **to stick one NFT item into the brains of your Goonies**. There will be many items to choose from (some looted in-game, some airdropped as a reward for holding a Goonie NFT, some bought in the secondary market) and each item will **boost** one or more of your Goonie's cards or abilities.



STAKE YOUR GOONIE

Because we want to reward our community from the very beginning, you will have the option to send your Goonies to the Staking Dungeon and **stake them immediately after minting**. This will allow you to start passively earning the \$GOONIE token.

Staking a Goonie transfers it to The Goonie Crew contract, meaning that it will need to be unstaked before it can be resold on the secondary market. Once you request to unstake your Goonie, you will need to wait a specified amount of time (a cooldown period), so make sure to take that into account. You will be able to stake multiple Goonies to earn more \$GOONIE tokens.

\$GOONIE will be used for many different things. Firstly, it will be used to buy cards and upgrades for your Goonies that will boost them and help you travel the map faster, defeat your enemies with ease or gain additional in-game bonuses. Moreover, the token will be used to mint new characters in the Goonie Crew game once they join the bloody battle.

Lastly, \$GOONIE is an **ERC20** token so it has the ability to be listed on a DEX and can become not only an in-game asset, but a real world asset that you can trade or obtain to buy upgrades or new drops easily.

This staking mechanism means that initial holders are **instantly rewarded** even before the game is open to the public. But this is only the beginning and our team will continue to create additional value for our Goonie NFT as well as \$GOONIE token holders as time progresses.

\$GOONIE SUPPLY

The total supply, distribution and unlock periods are currently being planned out in close cooperation with our advisors. Future updates on the whitepaper will include detailed numbers and additional information on tokenomics.

EXPLORE THE GUTTERLANDS

The Gutterlands are the Goonies' hometown and also the battlefield where they fight their bloody battles. The land is enormous and full of **mysterious crypts** – some full of monsters, others already owned by Goonies.

You will start the game on the edge of the map and try to fight your way to the center. There, Asmodan's dwelling is located, meaning that the crypts holding **the biggest rewards** can also be found in the vicinity. This means that on the edges, you will be able to win battles without breaking a sweat, however the closer to the center you get, the bloodier their fights will be – but also the greater the rewards! Besides crypts, players will also be faced with various barriers or boosts when traveling the map. Some of them are:

OBSTACLES

You will often be faced by various hurdles that will force you to take more steps to reach your goal (water, trees, walls, fences, etc.).

PORTALS

When traveling through portals, you will be taken to a random position on the map (where another portal is located). Portals will be open for a limited amount of time, then they will move.

BATS

Bats will give you the ability to “fly” over any barrier on the map (fast travel). Bats will be located on a map for a limited amount of time, then they will move.



We will regularly develop new elements that will make traveling the Gutterlands more tedious and other elements that will make Goonies' lives easier for a short period of time.



Because of the nature of our development process these designs are not final and are subject to change as we get closer to the game's release.

Our team will continuously work on the graphical elements and overall UI for the full release of the game. We will show regular updates on our Discord and Twitter channels in order to gain feedback from you, members of our community.

RAID CRYPTS AND EARN LOOT

The map of the Gutterlands will feature three different types of crypts – **common**, **epic** and **legendary** – each more challenging to raid than the other. However, each will give players who own them more loot as well as amazing rewards.

COMMON CRYPTS

Graves of fallen soldiers with a simple tombstone and the smallest of rewards.

EPIC CRYPTS

Bigger crypts where knights and aristocrats were buried, each of them containing a small fortune.

LEGENDARY CRYPTS

Giant mausoleums reserved for only the most distinguished deceased, containing huge rewards fit for kings and queens.



When raiding crypts, you will either be able to loot **\$GOONIE**, **cards** or **other items**. Some of these items will only be available for one-time use in the game itself (lasting for either a couple of turns or the entire playing season), while others will be awarded in the form of NFTs and used to gain a permanent boost. These rare items will also be traded with other players in the secondary marketplace.

Additionally, rumor has it that when the armies of men first defeated Asmodan, they locked his Chieftains up in some of the most terrifying legendary crypts in the Gutterlands. The Goonie who manages to save a Chieftain will receive a **unique Goonie Chieftain NFT** as a reward at the end of that playing season.

INTERACTING WITH CRYPTS

Crypts you find on the map will either be **guarded** by one or more huge and ugly crypt defenders (NPCs) or **owned** by other Goonies (players).

If you think you are strong enough, you will be able to attack them and try to become the new rightful owner of the crypt. If you win the fight, you will start raiding the crypt and obtaining its rewards, but if you lose, you get beaten like the weakling you are and thrown out of the crypt. Who knows, you might even get stripped of some of your hard earned loot along the way.

Each crypt only has a limited amount of loot. After it is emptied, its ownership resets, its location moves, and players have to raid it again in order to own it. When a player takes over a crypt from another, they are guaranteed to get at least a portion of the loot (depending on the type of crypt) – even if it was almost entirely raided by its previous owner!

FIGHT MONSTERS (PvE) AND GOONIES (PvP)

The Goonie Crew game's fight system will be simple and performed as a **turn-based card game**. Your goal will be to either attack new crypts located on the map to own and start raiding them for loot or to defend already owned crypts from other Goonies trying to take them over. The victory condition will be to eliminate either the opposing crypt defenders (when attacking a crypt) or player-controlled Goonie (when attacking as well as defending a crypt).

ATTACKING A CRYPT

You will use cards from your deck to fight either the opposing crypt defenders or your opponent's monsters guarding their crypt. In order to play a card, you will use mana each turn as every action will have a mana cost. You will be able to play any number of cards in your hand as long as you have enough mana left.

Once you have either exhausted the cards in your hand or won't deem further action beneficial, you will be able to end your turn. When you end your turn, the remaining cards in your hand will be discarded and your remaining mana will be drained. After this, your opponent's monsters will play their turn. After all monsters have finished attacking, you will again play your turn. If and when you try to draw from an empty deck, the discard pile will be shuffled back into your deck.

The fight ends when either all defending monsters are defeated or you lose all your health.



DEFENDING A CRYPT

After owning a crypt, you will use cards from your deck to set up your defenses. When another player attacks your crypt, they will have to use their deck to fight your defenders in order to take control of your crypt.

PvE AND PvP

In the Alpha version of The Goonie Crew game, the PvE and PvP modes will be essentially the same – their only difference will be that NPCs defending the crypt will have randomly allocated cards depending on the type of crypt. This aspect will be upgraded in the future versions of the game, expanding PvP fights to include a more in-depth battle with additional items and upgrades.

COLLECT LOOT AND CHIEFTAINS, EARN POINTS AND REAP REWARDS

COLLECTING LOOT

After you successfully attack and **own an unexplored crypt**, you start raiding its loot.

If you successfully attack and take control of a previously owned crypt, you immediately strip your defeated enemy of a portion of their loot. After that, you start looting the crypt's reward from the beginning. The player who loses ownership of the crypt therefore gets to keep at least some of the loot they mined.

The amount of time needed for completely raiding the loot depends on the type of crypt (common crypts take less time to be fully raided than legendary crypts).

COLLECTING CHIEFTAINS

If you successfully attack, own, and completely raid a legendary crypt containing one of Asmodan's Chieftains, you will be rewarded with **a unique Chieftain NFT**. Each generation of Chieftains will have its **own unique style and traits**.

After a legendary crypt that previously contained a Chieftain is looted, the Chieftain will not re-emerge with it.

EARNING VICTORY POINTS

Each time you successfully attack and own a crypt, loot a predetermined portion of \$GOONIE or save one of Asmodan's Chieftains, you will be rewarded with **victory points**. The game will feature a leaderboard where every player will be able to see how their Goonies are doing in their quest to become **Asmodan's right hand**.

The exact amount of victory points earned for any of the above mentioned actions will be decided once **the first season of the game begins**. After the first season, the points system might change to reflect new game upgrades.

REAPING REWARDS

After each season, the **top three** ranked players will receive a spectacular reward in the form of a uniquely drawn **Supreme Goonie NFT**. Each generation of Supreme Goonies will have its own unique style and traits.

UPGRADE YOUR DECKS AND YOUR GOONIES

Players will be able to acquire new cards for their decks, items and boosters for their Goonies by using \$GOONIE tokens within a special in-game market called **The Saloon**.

However, these purchases come with an additional price. By spending the tokens you looted in-game, you will **lose victory points** on that season's leaderboard proportional to the amount of points gained by earning those coins (for example, if you gain 10 points for earning 1000 \$GOONIE, you will lose 10 points for spending 1000 \$GOONIE). This mechanic will put **an additional layer of strategy** into the game as players will have to decide how many victory points they are willing to sacrifice to make their Goonies stronger.

To make the game as interesting as possible as well as fair for new players, **some upgrades will be reset at the end of every playing season**.

MAKE YOUR GLORY KNOWN!

You will be given a special **Trophy Room** where all the statistics of your battles will be presented. There, you and others will be able to see how many crypt defenders and other Goonies you have defeated, how many crypts you have raided, how many \$GOONIE looted etc. This will give you an additional layer of "leveling up" as you will be able to see your statistics and compare them to all other The Goonie Crew game players.

You will be able to see their achievements from the ongoing season of gameplay as well as all-time achievements and share them on social media to show the world just how fierce you are.



FULL RELEASE GRAPHICS AND SOUND

The Goonie Crew game will have a unique style developed by **Blaž Porenta**, the illustrator behind the renowned mobile game Swamp Attack. The game will be visually appealing and colorful but will feature bloody and gruesome cartoonish fight and death animations drawing inspiration from the likes of viral sensation Happy Tree Friends.



ANIMATIONS

Visually attractive animations will be added to the game to improve the gameplay experience and make it as fun as possible for players. Special care will be given to fight animations. Each death scene will be animated taking into account the ability and item used for the fatality.

As game development progresses, additional animations will be added to make the fighting scenes even more bloody and gruesome.

SOUND

Music and sound effects will be added to enhance the gameplay experience. This will include ability and item sound effects, death scene sounds and other effects for all actions in game. For example a monster appearing in a crypt will have its own unique sound effect which will differ in styles.

AGILE DEVELOPMENT AND FUTURE FEATURES

We are developing The Goonie Crew Game with a lean and agile process that prioritizes the continuous delivery of working software which can be tested to continuously upgrade the gameplay experience. In doing so, we will regularly **turn to our community** on **social media** and use their feedback in the development of the game's features. This will allow us to facilitate a customer-centric development process, whilst maximizing the creation of valuable and usable software.

The following chapters show some of the objectives that we plan to focus on in future versions of the game. Please note that due to the nature of our building process and the future inclusion of our community these lists are not final and are all subject to change as we advance through development.

CARDS, ITEMS AND WEAPONS

In future versions of The Goonie Crew game, several new types of cards, items and weapons will be added as potential loot in crypts or airdropped rewards for Goonie NFT holders. These items and weapons will be used to enhance Goonies in battle, give them boosts when traveling the map or will even be featured in the form of NFTs and will be sold on the secondary marketplace.

ADDITIONAL BATTLE FEATURES

We will continue developing the combat system, focusing especially on the PvP mode. This way we will give players the opportunity to fight longer and more in-depth battles or duel their friends outside crypts and upgrade their gameplay experience.

STORY MODE

We will also continue developing The Goonie Universe, giving more depth to the story and including PvE story mode to the gameplay. Quests will be added, new characters developed and included and a potential mint of human knight NFTs could be added in the future.

TEAM



NINJA

Known in the Goonie Crew as The Artist. A magician with a paintbrush whose skills are envied even by Asmodan himself. Without him, the Gutterlands would be just a gray spot on the map and our story would end before it ever began.



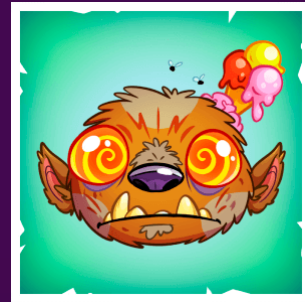
PUFF

A Goonie of many words and Asmodan's chief scribe. His task is to make sure our tales of courage and bravery reach far and wide.



SNOW

The only Goonie who can truly direct the entire Goonie Crew and get them from point A to point B. By using a whip, if needed.



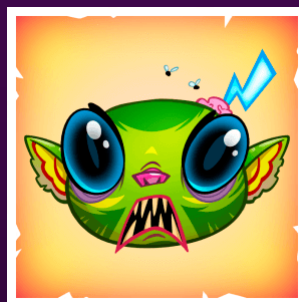
ALPHA

The Goonie General with years of experience in tactical intelligence. Every one of our strategies is planned and coordinated under his watchful eye.



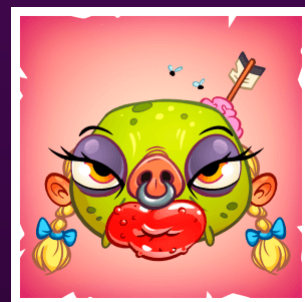
MAD SCIENTIST

Supposedly, he was the first Goonie in the Gutterlands to own a computer. Learned how to code before he could speak.



LIGHTNING

A Goonie of all trades. Need help in battle? There he is. Need to raid some loot? He'll do it for you. Need a front-end developer? Say no more. All you have to do is call.



TINKER

Thanks to her, battle strategies and plans for world domination have never looked as fabulous as they do in the Goonie Crew.



JOIN THE BLOODY BATTLE!

World domination isn't easy and the Goonies can't do it by themselves. Join them and help them rule the Ethereum Universe!

Follow the Goonie Crew on Twitter and join the discussion of Discord!