

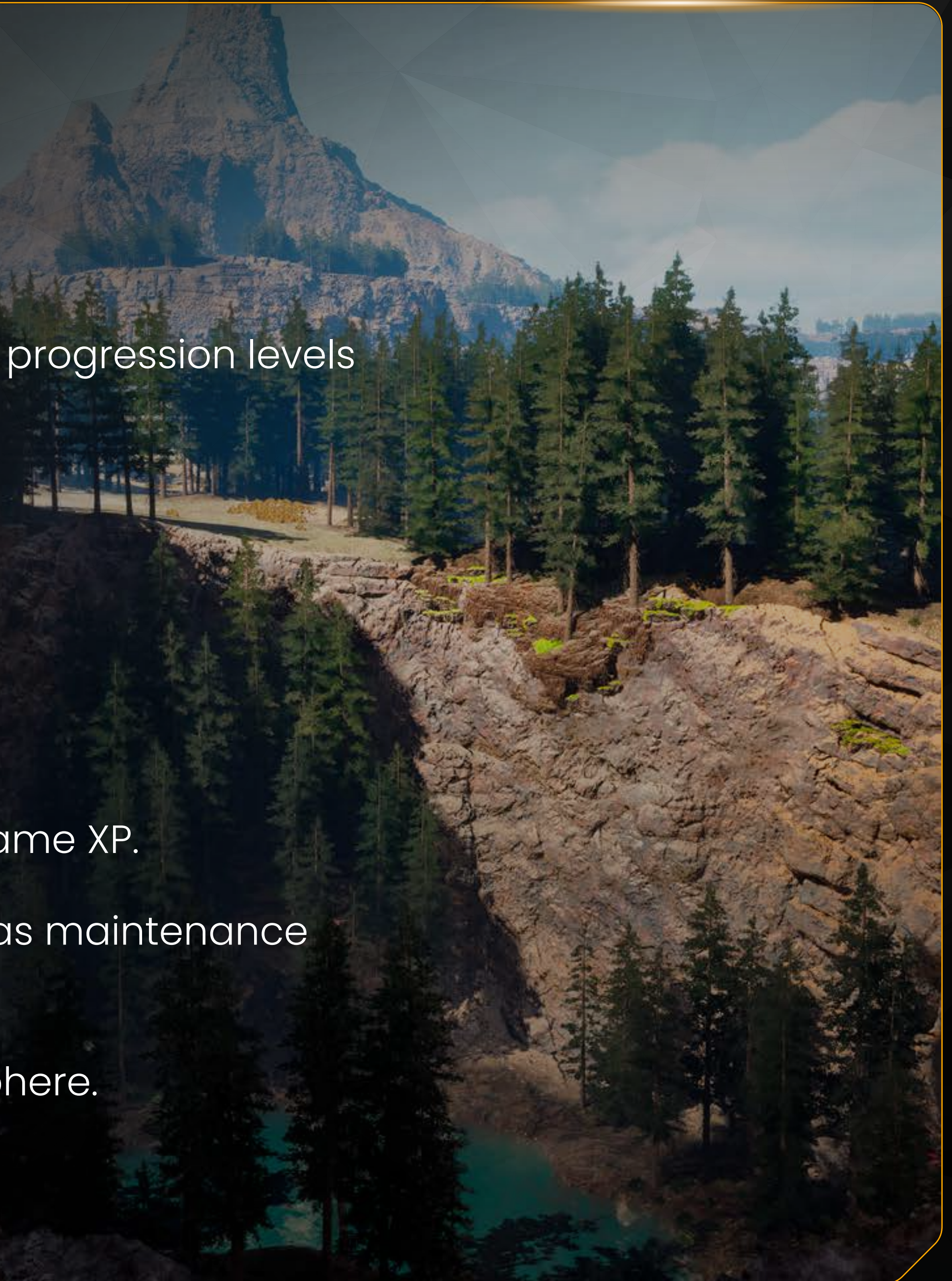


LAND PLOT UTILITY + REWARDS | JUNE 20 2024

CORNUCOPIAS

PLAYER AND PLOT XP + LEVELS

- 1 **Players** and **Land Plots** have both Seasonal and Progression levels.
- 2 Seasonal levels reset to 0 at the start of each new season, while the progression levels continue to increase over time.
- 3 Both **Players** and **Land Plots** earn XP, increasing their season & progression levels when XP milestones are achieved.
- 4 **Land Plot** levels have a maximum level of 100 per season.
- 5 **Player** levels have no maximum level per season.
- 6 When players earn XP on a land plot, that land plot also earns the same XP.
- 7 The landowner can earn XP for their land by performing tasks such as maintenance or doing upgrades to objects on their land plot.
- 8 The seasonal land level will play a part in the land plots Influence Sphere.



XP MULTIPLIER SYSTEM

- 1 Promotes balanced and engaging gameplay with higher XP boosts at lower land levels and for rarer land plots.
- 2 Both the player and the land plot receive the same XP boost, maintaining consistency and fairness.
- 3 Players continue to earn XP on max-level land plots, but without the XP boost. This ensures a balanced and engaging progression for all participants.
- 4 The multipliers can be increased e.g. a player is wearing specialized clothing, or completing tasks with skill or accuracy.

LAND LEVEL	COMMON LAND PLOT XP MULTIPLIER*	UNCOMMON LAND PLOT XP MULTIPLIER*	RARE LAND PLOT XP MULTIPLIER*	LEGENDARY LAND PLOT XP MULTIPLIER*	MYTHIC LAND PLOT XP MULTIPLIER*
0-19	2x	2.25x	2.5x	2.75x	3x
20-39	1.75x	2x	2.25x	2.5x	2.75x
40-59	1.5x	1.75x	2x	2.25x	2.5x
60-79	1.25x	1.5x	1.75x	2x	2.25x
80-99	1x	1.25x	1.5x	1.75x	2x
100	1x	1x	1x	1x	1x

* multipliers may change and can be temporarily increased by game events and/or players actions

LAND PLOTS + RARITY

SIZES Small, Medium, Large, Epic, Copias

RARITIES Common (50%), Uncommon (25%), Rare (15%), Legendary (7.5%), Mythic (2.5%)

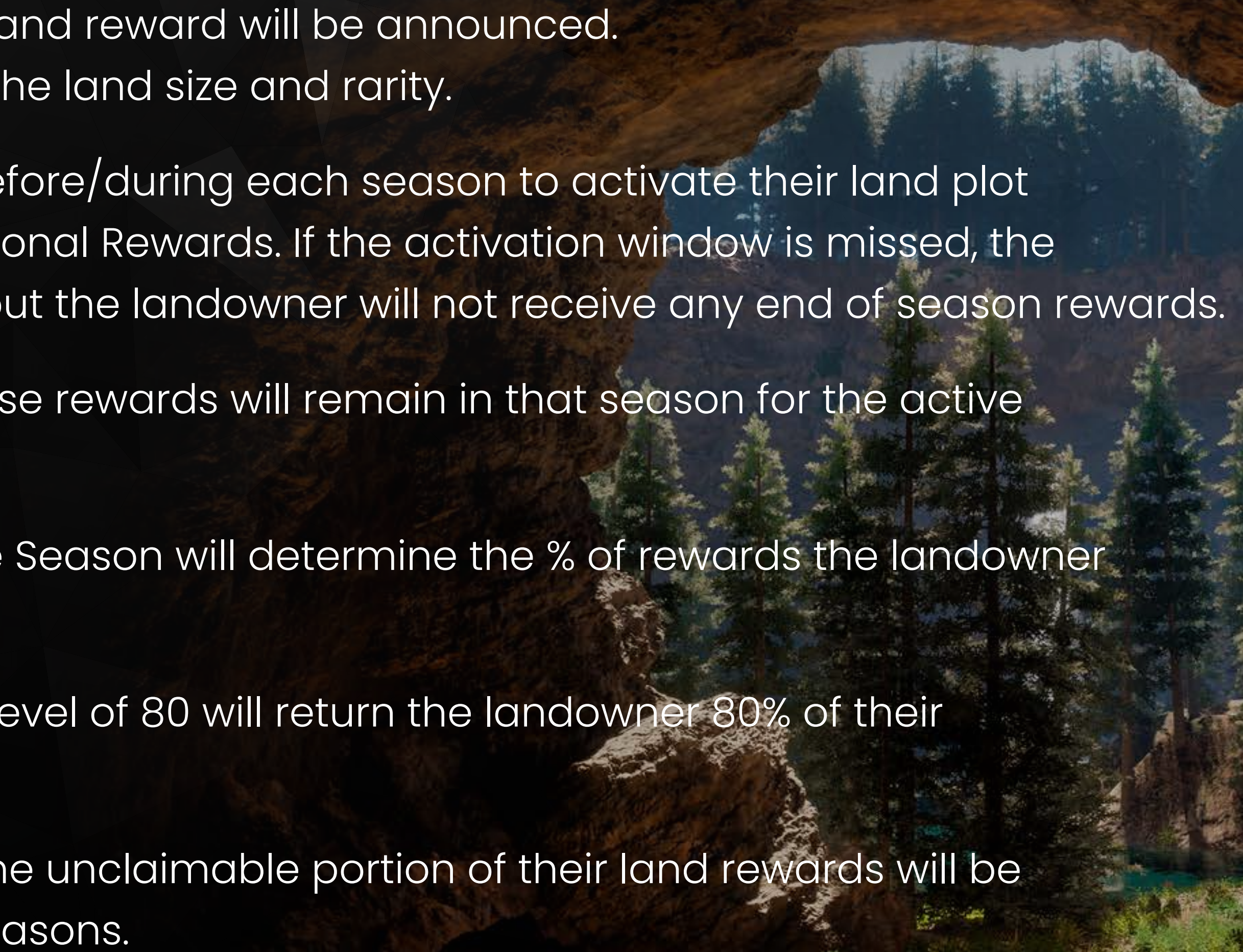


RARITY INFLUENCES

- 1 LAND RUSH EVENT** Higher rarities choose their land plots first.
- 2 AESTHETIC LOOK** Building aesthetics vary with rarity.
- 3 XP BOOSTS** Higher rarities receive greater XP boosts at certain land plot levels.
- 4 MAINTENANCE** Higher rarities require less maintenance for some items.
- 5 SEASONAL BOOSTS** Higher rarities receive raw materials and/or rarer spawns.
- 6 LAND REWARDS** Higher rarities are allocated larger % from the reward pools.

* this is our current planning for Land Plot Rarities - all are subject to change

SEASON REWARDS - LANDOWNERS

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- 1 At the start of each season, a fixed COPI land reward will be announced.
The base rewards will be determined by the land size and rarity.
 - 2 The landowner will have a limited time before/during each season to activate their land plot in order to be able to participate for Seasonal Rewards. If the activation window is missed, the land plot is still playable in-game for XP but the landowner will not receive any end of season rewards.
 - 3 If land plots are not activated in time, those rewards will remain in that season for the active and eligible land plots.
 - 4 The Land Level achieved at the End of the Season will determine the % of rewards the landowner will receive,
 - + for example a final season land plot level of 80 will return the landowner 80% of their allocated rewards.
 - 5 If a land plot does not achieve level 100 the unclaimable portion of their land rewards will be returned to the rewards pool for future seasons.

SEASON REWARDS - LANDOWNERS

- The Seasonal Land Plot Reward Pool total may change from season to season as more land becomes playable.
- Landowners may earn additional rewards from District v District rewards and for renting rooms/objects on their land.

LAND PLOT SIZE/TIER	QUANTITY (3X ZONES SOLD TO DATE)	REWARDS POOL
Small	10,800	Small Land Plot Rewards Pool
Medium	6,480	Medium Land Plot Rewards Pool
Large	4,320	Large Land Plot Rewards Pool
Epic	2,160	Epic Land Plot Rewards Pool
Copias	240	Copias Land Plot Rewards Pool
TOTAL	24,000 NFTs	16,000,000 COPI in year one

PHASE 1 . PRE-SEASON 1 . PREREQUISITES + REGISTRATION

- 1 The Land rewards rollout will begin in Q4 2024 at a date to be announced.
- 2 To be eligible for Pre-Season 1 Land rewards:
 - + Create a Cornucopias Player Account (if you do not already have one).
 - + Connect your wallet(s) that contain your Land NFT(s) to your player account.
 - + Verify your Land NFTs are valid in the player account UI.
 - + You must Activate your Land NFT even if you do not intend to choose a land plot in the Solace, Esperanza or Fortune Land Rush Events.
- 3 At the end of Pre-Season 1, land rewards will be shared amongst all of the Land owners that have activated their Land NFT(s).
- 4 Pre-Season 1 Land rewards will be subject to Land Plot Size Tier and rarity rewards as described in this document.
- 5 The reward pool allocations will be announced before the season starts.

* Pre-Season 1 may last up to 13 weeks

PHASE 2 . PRE-SEASON 2 . PERIOD ACTIVATION

- 1 To be eligible for Pre-Season 2 Land rewards:
 - + Register your Land NFT(s) (see phase 1).
 - + At set intervals you will be required to log into your Player Account and Activate your Land NFTs.
 - + The intervals may change over time and could be Monthly, Weekly or Daily.
- 2 At the end of Pre-Season 2 land rewards will be shared amongst all of the Land owners that have activated their Land NFT(s) during the activation periods.
- 3 Pre-Season 2 Land rewards will be subject to Land Plot Size Tier and rarity rewards as described in this document.
- 4 The reward pool allocations will be announced before the season starts.

* Pre-Season 2 may last up to 13 weeks

PHASE 3 . PRE-SEASON 3 + 4 . GAME PLAY REWARDS

- To be eligible for Season 3 + 4 Land rewards:
 - + Register your Land NFT(s) (see phase 1)
 - + Gameplay will determine Pre-Season 3 + 4 End-of-Season Land Plot Levels
- Pre-Season 3 + 4 land rewards will be subject to Land Plot Size Tier and rarity and the End-of-Season Land Plot Level as described in this document.
- The reward pool allocations will be announced before the season starts.

* Pre-Season 3 + 4 may last up to 13 weeks each