Fundamental Report - Metaverse

Prime Rating Report V1.1

Protocol: Crabada (CRA)
Category: GameFi
Version: 1
Date: 21/04/2022
Previous Report: /

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Season/competition: Metaverse Rate-athon

Scorecard

1. Value Proposition	Points
a) Novelty of the solution	12 / 15
b) Target market size	12 / 15
c) Product-market fit	9 / 15
Total Points - Value Proposition	**33 / 45**
2. Competitive moat	**Points**
a) Integrations & partnerships	3 / 10
b) Intellectual property	2 / 10
c) Infrastructure - security	9 / 10
d) Infrastructure - fees and ancillary infrastructure	6 / 10
e) Treasury management	6 / 10
Total Points - Value Proposition	**26 / 50**
3. Tokeneconomics	**Points**
a) Genesis token distribution	12 / 15
b) Purpose of the token	4 / 10
c) Ongoing token issuance / inflation	4 / 10
d) Value capture	2 / 10
e) Token liquidity	3 / 5
f) Extrinsic productivity	2 / 5

Total Points - Tokenomics	27 / 55
4. Team	**Points**
a) Credibility and reputation	4 / 10
b) Relevant experience	10 / 15
c) Thought leadership and public presence	6 / 10
d) Ability to foster a community and coordinate resources	14 / 15
Total Points - Team	**34 / 50**
5. Governance	**Points**
a) Extent of governance capabilities	2 / 10
b) Active governance contributors	0 / 5
c) Governance infrastructure robustness	1 / 10
d) Process and ease of use	0 / 5
Total Points - Governance	**3 / 30**
Total	**X / 230**

For gaming projects only:

6. In-game economy	Points
a) Ease of use / Onboarding	7 / 15
b) Sustainability of P2E or in-game economy	9 / 20
c) Utilisation of NFTs	15 / 15
Total Points - In-game economy	**31 / 50**
Total	**154 / 280**

1. Value Proposition

The "Value Proposition" section assesses the value a protocol delivers to its users. The rating is based on the size of the problem a protocol addresses and the product/market fit of the protocol's solution.

a) Novelty of the solution (15 points)

This score evaluates the novelty (uniqueness) of the protocol. Has the protocol introduced any innovations that help solve users' problems, either technical or organisational? Or has it just forked someone else's code?

Answer: Crabada is a decentralized P2E Idle game running on Avalanche. In the category of blockchain games (all blockchains) under the genre *Idle* over 50 projects with at least some social scorings applicable are listed (see excerpt):

#	Name	Genre	Blockchain	Device	Status	NFT	F2P	P2E
☆ 1	Binemon Binemon is a virtual pet NFT game	COLLECTIBLE IDLE RPG			LIVE	YES	NFT	NFT CRYPTO
☆ 2	Crabada Rediscover the prosperous ancient Kingdom, Crabada	AUTO-BATTLER BREEDING IDLE			LIVE	YES	NFT	NFT CRYPTO
☆ 3	Pizza Game Hire your chefs and cook some pizza and earn!	DEFI IDLE			LIVE	YES	NFT	CRYPTO
☆ 4	Worker Town Pixel art NFT workers that generate coins!	BREEDING DEFI IDLE			LIVE	YES	NFT	NFT CRYPTO
☆ 5	Mintopoly The free-to-play blockchain simulator!	CASUAL IDLE SIMULATION			LIVE	YES	YES	NFT CRYPTO
☆ 6	Tiny World TINY WORLD, HUGE ADVENTURE!	AUTO-BATTLER IDLE PVP			LIVE	YES	NFT	NFT CRYPTO
☆ 7	CryptoMines Mine ETERNAL, explore the galaxy, have fun.	COLLECTIBLE IDLE SCI-FI			LIVE	YES	NFT	NFT
☆ 8	Weed Gang Multi-player on-chain Defi strategy game!	BREEDING IDLE PVP			LIVE	YES	NFT	CRYPTO
☆ 9	Luna Rush Luna Rush is an idle RPG game based on blockchain	AUTO-BATTLER FIGHTING IDLE			LIVE	YES	NFT	NFT CRYPTO
☆ 10	HeroFi HeroFi is a mobile aRPG game in which players can	IDLE PVP RPG			LIVE	YES	YES	NFT CRYPTO

Source:
https://playtoearn.net/blockchaingames/All-Blockchain/Idle/Live/All-Device/All-NFT/All-PlayToEarn/All-FreeToPlay

Therefore from a game concept perspective the game idea itself is not novel and was previously already utilized numerous times. What makes Crabada unique from a technical perspective though are the standards it tries to set regarding autarky and scalability. While most of the games in this category utilize semi-decentralized and sustainable blockchains such as BNB, Crabada is using Avalanches C Chain and is currently developing its own subnet especially designed to meet the needs of the Crabada ecosystem. This sets the games capabilities over a long-term perspective apart from its challengers in this genre. Additionally the idle game mode marks the ecosystems starting point with a

battle and farming mode following (see roadmap). Crabada can be seen more like a game hosting ecosystem which utilizes its NFT assets (Crabadas / ARC-721) . In conclusion it can be said that Crabada is setting new standards when it comes to technical developments with its blockchain choice and dedicated subnet approach. This appeals in direct comparison with games like Axie Infinity which is maintaining an own Ethereum side-chain (Ronin) to be a much more modern & scalable approach. A point deduction is given because the subnet migration is still ongoing and the game is still comparably young and needs to show off its sustainability and infrastructure scalability over <1Year.

Score: 12

b) Target market size (15 points)

The target market size evaluates the current and future size of the problem a protocol aims to solve. While the term Metaverse is all-encompassing, what is the target market size for the relevant sector? For example, NFT games are trying to disrupt the traditional gaming industry, which is reported to be worth roughly $175 billion.

Answer: On the highest level the theoretical market size Crabada is targeting is the global games market with $180 bln valuation as of 2021.

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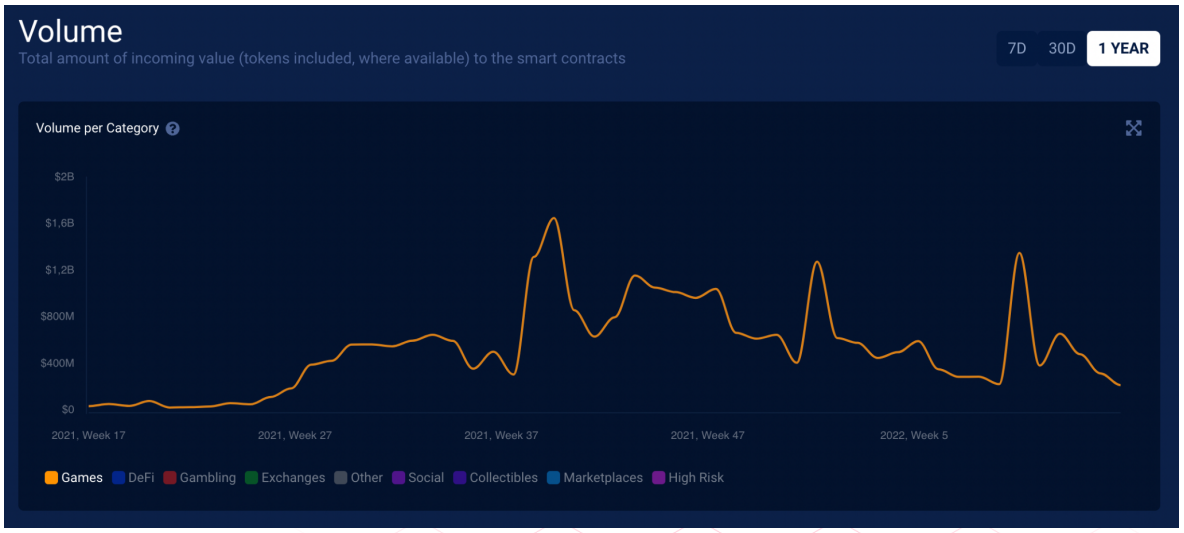
The specific Blockchain Gaming market cap sits currently at ~$25 bln leaving a lot of upside potential untouched due to the current bearish market sentiment. But the blockchain gaming market still has to show off long term sustainability beyond one successfull year (2021). The current total amount of value moved by smart contract interaction in the category Games is still highly volatile as the following graphic shows:



Source: https://dappradar.com/industry-overview

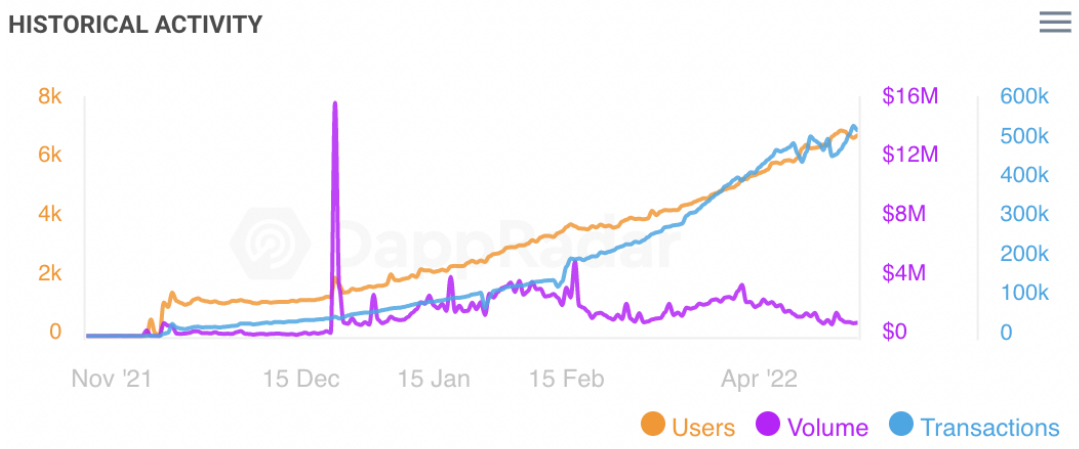
With Crabadas step by step game mode plan starting with an idle game (live) followed by a battle game (release in May 22 announced) and a farming game mode on top, it is in a good position to serve multiple crypto gamers in the long run. Since the current blockchain games categories daily $ volume is derived from around 1.2mln users it leaves a lot of room to scale with the multiple game mode approach.

Score: 12

c) Product-market fit (15 points)

Product-market fit evaluates the degree to which a protocol satisfies market demand in their specific sector. How many users does a protocol have? What is the trading or transaction volume on a platform? Is there growth on both the buy and sell side of the market? Is the protocol targeting the right product segment at all?

Answer: Crababa shows healthy growth metrics. Considering its early stage and with only the idle game live for now, the protocol already has around ~7k active users, over 500k transactions (24h) as well as ~$945k volume (24h)

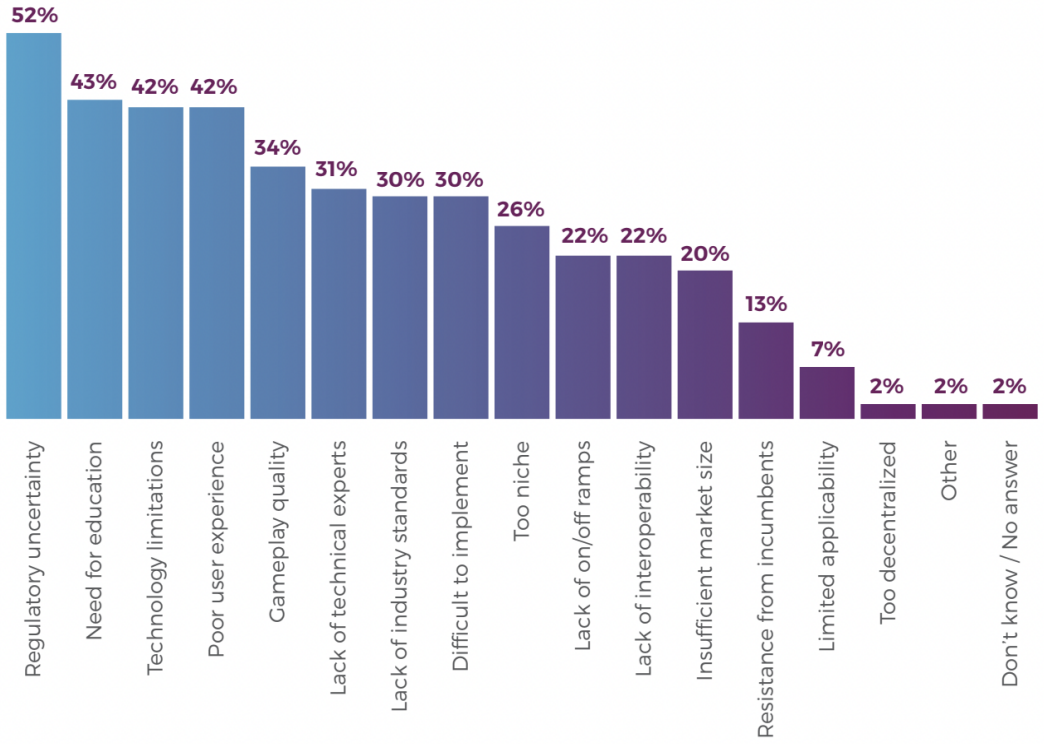


Source: https://dappradar.com/avalanche/games/crabada

This makes Crabada a Top 30 blockchain game. By especially tackling one of the main pain points of most blockchain games, the technology limitations (mostly referring to scalability), inherited by the infrastructure choice, Crabada is in a good spot, to even outrun one of its main competitors Axie Infinity in the long run (user and transaction count is decreasing since beginning of this year) (see also 3c)).

In the following graphic the results of a survey, which listed the main pain points for the blockchain games sector are presented where respondents had the option to select more than one answer. 42% of the respondents replied that technology limitations are one the main challenges which need to be overcome.

Industry Challenges



Source: https://drive.google.com/file/d/1MdTf09m-1INEuilLa-mfpsZHVylj_zbu/view

Score: 9

2. Competitive moat

The "Competitiveness" section looks at a protocol's competitive moat in the space and its unforkable assets. This includes integrations and partnerships, intellectual property, the underlying infrastructure being used, and treasury management.

a) Integrations & partnerships (10 points)

Due to crypto's open-source nature, the code of most protocols can easily be forked. This score represents one piece of unforkable value. Some indicators are the number of applications built on top of the protocol (vertical integration) and other entities integrating the protocol's services (horizontal integration).

Answer: In it's current state Crabada represents the P2E game with the most traction on Avalanche. This resulted in partnerships with other Avalanche based games such as Pizza Game or Avaxtars.

		CATEGORY	BALANCE	USERS	VOLUME	ACTIVITY
1	**Crabada** Avalanche	Games	$282,86M	6,84k +1.90%	$927,15k	
2	**Pizza Game** Avalanche	Games	$21,07	1,41k +2.47%	$58,21k	
3	**Avaxtars** Avalanche	Games	$1,37	72 -40.98%	$543,04	
4	**CryptoBlades**	Games	$0	58 +65.71%	$0	
5	**TaleCraft** Avalanche	Games	$108,6k	19 -5.00%	$33,26	
6	**Yield Hunt** Avalanche	Games	$4,12	6 -25.00%	$0	
7	**Avax Wolf Game** Avalanche	Games	$47,71	4 –	$0	

Source: https://dappradar.com/rankings/protocol/avalanche/category/games

With Lucky Draws (Crabadas weekly lottery tool running on the protocol) an efficient lever for forging partnerships is given by including some NFTs of partner projects in the weekly lottery pools. Additionally by announcing its own subnet beginning of this year the protocol is in the position to hold one of the top spots in the category P2E games on Avalanche and beyond due to its enormous scalability. The protocol remains forkable from a technical point of view however the needed effort as well as momentum for a clone makes it highly unlikely, since the main argument for forking (gas fees) is already addressed by Crabada. On the other hand these partnerships have to be considered less impactful on the protocol side of Crabada, as they mainly function as strategic/marketing partnerships. They do not foster vertical integration and are most likely more one-sided from a beneficial aspect (receiving assets for the lottery vs. traction/reputation through partnership badge with Crabada for the partnering project). Furthermore they are for now only established within the Avalanche ecosystem and only between games.

Score: 3

b) Intellectual property (10 points)

Intellectual property is and will continue to be a crucial part of the metaverse. This score considers if a project, for example, developed a unique IP that creates a sustainable competitive moat around it or, as an alternative, secured IP through agreements with outside parties.

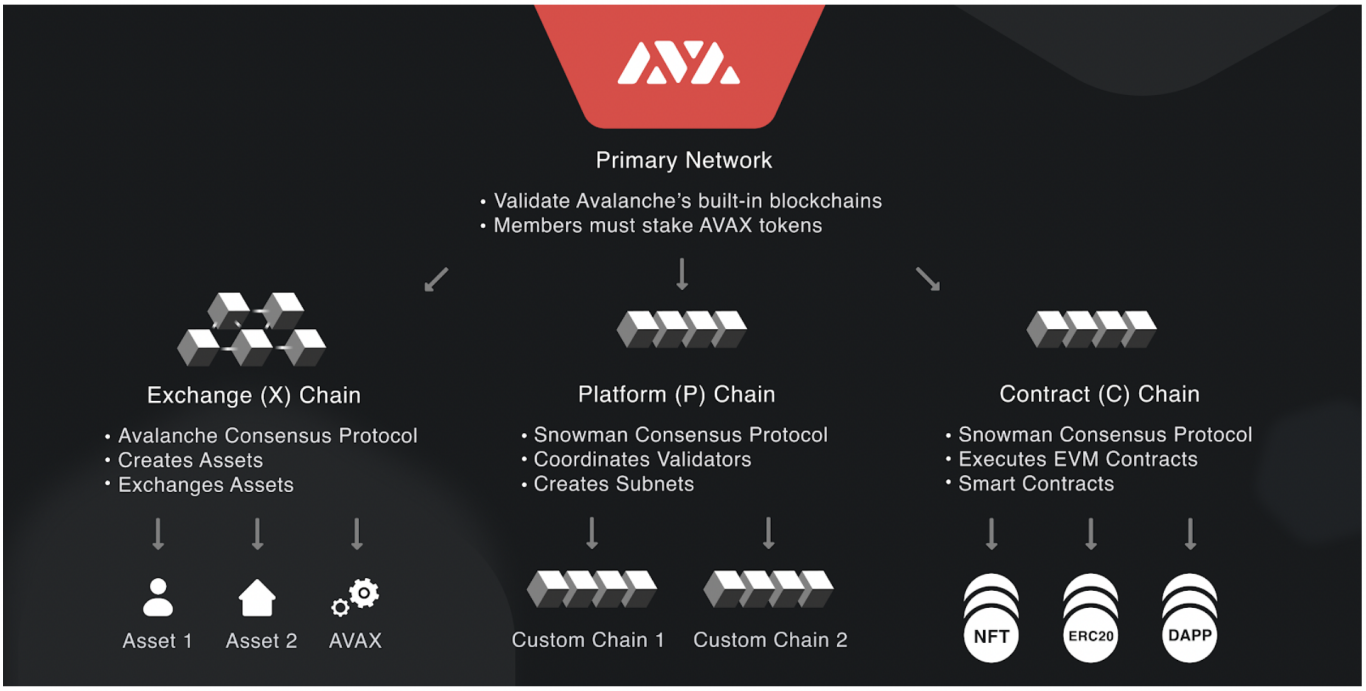
Answer: There are some componentes in the Crabada ecosystem which represent unique IP. One is the story telling respectively the lore and game stats of Crabada. The second are the Crabadas (NFT assets) with all their unique traits themselves. Nonetheless the project is still in its early stages and its hard to evaluate the IP around Crabada since no licensing deals are available.

Score: 2

c) Infrastructure - security (10 points)

Metaverse projects make all kinds of choices when it comes to infrastructure. Some build their own solutions, whether Ethereum side-chains or a new blockchain entirely, and some deploy to an existing sidechain or a level 1 blockchain. These decisions have significant trade-offs across security, maintenance, ease of use, costs and scalability, etc. This score assesses specifically the security of the chosen infrastructure solution.

Answer: Crabada is running on Avalanche a highly scalable Layer Zero protocol. The idle game is implemented on the C Chain of Avalanche.



Source: https://docs.avax.network/build/tutorials/platform/subnets/#subnets=

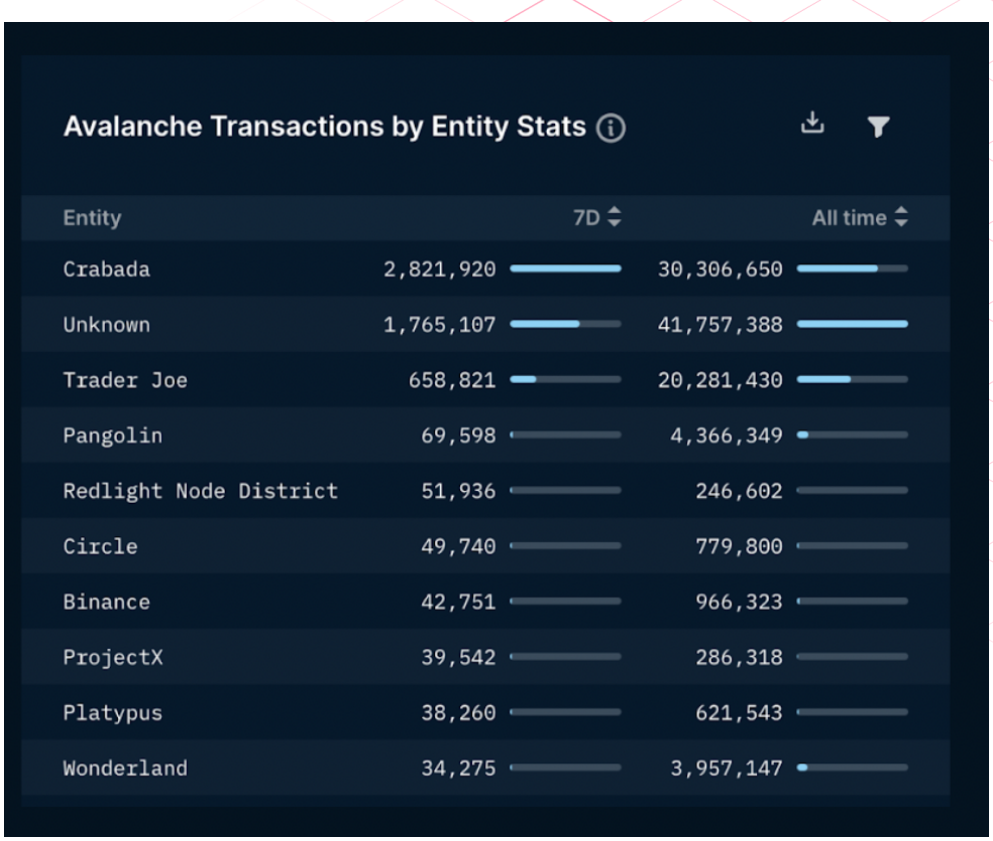
Currently a migration of the game from a Subnet EVM towards a dedicated subnet EVM (swimmer network) for Crabada is ongoing. On the C Chain the game and sale contracts are audited by Verichains. Overall Avalanche appears to be a fitting infrastructure choice for Crabada since it brings the needed scalability component (~4500 tps) with strong security guarantees (above 51% network standard of industry).

Score: 9

d) Infrastructure - fees and ancillary infrastructure (10 points)

The section above assessed specifically the security of the chosen infrastructure solution. This score, however, looks at the other side of the scalability trilemma - fees and the ancillary infrastructure like bridges, wallets, etc.

Answer: Crabada was initially developed on the C Chain of Avalanche which made it out of the box a highly scalable game. It resulted in Crabada being the Dapp with the most transactions (>30mln) on Avalanche.



Avalanche Transactions by Entity Stats

Entity	7D	All time
Crabada	2,821,920	30,306,650
Unknown	1,765,107	41,757,388
Trader Joe	658,821	20,281,430
Pangolin	69,598	4,366,349
Redlight Node District	51,936	246,602
Circle	49,740	779,800
Binance	42,751	966,323
ProjectX	39,542	286,318
Platypus	38,260	621,543
Wonderland	34,275	3,957,147

Source:
https://www.nansen.ai/report/nansens-avalanche-quarterly-report-q1-2022?utm_source=linkedin&utm_medium=organic&utm_campaign=report_avalanche_q12022

Temporarily, Crabada took up 16% of the total gas fees on the Avalanche network (February 22) resulting in the need to reduce operational costs for its users. As a reaction the migration to its own subnet was initiated with TUS set as gas currency (see 2c)) targeting a ~85% operational cost reduction overall. This development shows that the Crabada

Team has put thought into the scalability debate and aims to reduce e.g. transaction fees significantly. However hurdles for the users remain. One is the obligatory usage of the metamask extension, where the Avalanche network has to be added manually and funds have to be bridged in some occasions. Another hurdle remains due to the fact that multiple tokens exist, which require different actions in-game to fully utilize them (e.g. CRA staking for CRAM, CRAM utilization for lottery etc.). The tradeability of the tokens mainly via Trader Joe (DEX) could also represent a challenge for new users.

Score: 6

e) Treasury management (10 points)

Treasury management refers to the project's management of its assets and balance sheet. How diversified is its treasury? If diversified, are the assets productive? For example, does the project own its liquidity? Are there procedures and plans in place for managing the treasury?

Answer: The four treasury addresses of Crabada are listed in their documentation:

Treasury

Main Treasury: 0x96DD95307295e2f72E6382Fc5130F1A8DB74042C

Breeding Fees: 0x4e57A39Cac2499aBeafd3698F7164eCBFde008eE

Marketplace Fees* : 0x49F6fC3f882e2Cd915E38bA377f8e977c11e0F66

Tavern Fees* : 0x2BA9033E49EC1aa030fA46DE6d6793983945497E

**Stores fee that accrue to Crabada from each platform transaction. TUS breeding fees are burnt.*

Source: https://docs.crabada.com/whitepaper/contracts#treasury

The main treasury holds mainly USDC/Trader Joe LP Token while the other treasury contracts managing the received fees from the game economy are only holding the assets in the respective fees currency (CRA/TUS). There are transaction logs listed which grant a quick overview over the treasury interactions but an overview of treasury procedures or plans for future asset diversification are missing. However the transparent listing as well as transaction logs and the diversification to at least one stable (USDC) make a good start also considering the early stage Crabada is in.

Score: 6

3. Token Economics

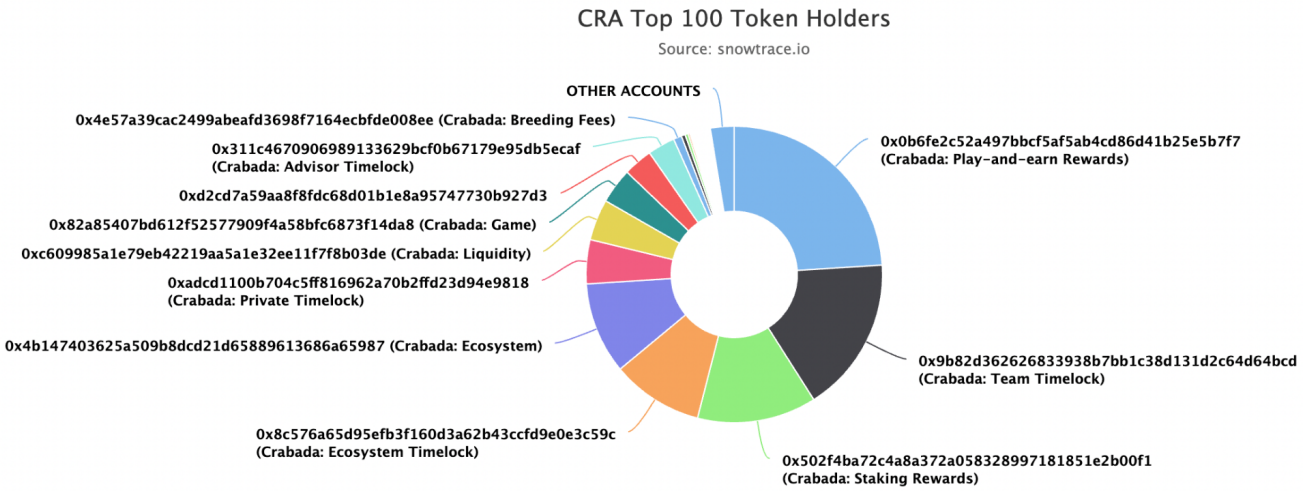
The "Token Economics" section assesses the function of a protocol's token. This includes the token distribution, its functionality, the ability of the token to incentivise desired behaviours and value capture potential.

a) Genesis token distribution (15 points)

Token distribution can be an indicator of a healthy protocol and, if done well, can improve coordination and alignment among different stakeholders. Was the initial distribution fair and balanced? Are the tokens distributed widely or is the ownership concentrated?

Answer: The native token of the project CRA is with over 20k holders very widely distributed. Initially 12% ($120mln CRA) of the total supply of $1bln CRA where given away in the private sale (6%) and community bootstrap event (6%).

The community bootstrap event was committed on two different platforms. $22.22mln CRA where sold on the Avalaunche platform with 90% allocation reservation for stakers of their native token (XAVA) and 10% reservation for validators of the Avalanche network. $37,777,778 CRA + remainder of unallocated CRA where distributed with a cap of $60k CRA per user on Crabadas native platform.



Source: https://snowtrace.io/token/tokenholderchart/0xa32608e873f9ddef944b24798db69d80bbb4d1ed

In the current distribution state only around 10% of the total token CRA token supply is circulating; the rest is still locked in contracts (advisors, team) and on the respective allocation contracts. It's important to notice at this point, that due to the sequential distribution approach of Crabada only $60mln CRA out of $300mln CRA allocated for P2E are distributed for the current Idle game. The rest ($120mln CRA each) will be distributed for the planned Battle and Farm Game. Coming to the allocation table and the rest of the time locks, the vesting of the team allocation is salient. Considering the size of the allocation (17%) which is nowadays in the standard range the vesting schedule seems rather short 2 years (6 months cliff, followed by quaterly release). Also with the observation which can be made at the current standing of the game when it comes to self sufficiency and governance capability (see section 5). Another unfavorable vesting is on the private sale allocation. 6% for 1 year vesting schedule (3month cliff, followed by quarterly release) gives more the impression of an early capital booster than a long-term strategic support. But all in all 68% of

the total CRA supply are allocated for the development of the game (ecosystem, P2E, staking, liquidity) which is normally a good premise.

Score: 12

b) Purpose of the token (10 points)

This score evaluates the purpose of a token in the project's ecosystem. For example, does it provide utility? Does it have governance rights attached to it or a built-in value capture mechanism?

Answer: Crabada makes use of multiple tokens with different purposes.

CRA (native token) of the ecosystem -> designed as a governance token, CRA can be obtained via playing the game during the incentive period or directly be bought on several exchanges (see section 3 e)). At the time of writing the envisaged governance utility is not implemented. CRA is one cost factor in the breeding process. CRA will additionally be used as the validators staking token on the upcoming subnet (swimmer network) of Crabada. The token has a total supply of $1bln CRA (capped).

TUS (in-game currency): is earned through the gameplay (mining, looting, lending) -> current idle game playing modes. In the swimmer network TUS will be the gas token. TUS tokens were listed on Trader Joe on the 13th of Nov 21 with a starting price of $0.002. Tokenomics on TUS are not released to date.

CRAM (additional reward coin): CRAM can be earned through staking CRA. They grant in-game benefits (team size) and access to exclusive perks (currently only a crab lottery -> Lucky Draw). There is no supply cap on CRAM.

Breeding Coins: were airdropped to CRA token holders for a one-time breeding event with 1:1 ratio to purchased CRA (capped at $60k Breeding coins per user). This event created the initial supply of 5,640 Crabada (craps). The tokens were non-tradeable/transferable and could only be used for this event.

Running a multi-coin setup for a project always bears the risk that tokenomics and incentives are not optimally aligned and in the worst case some tokens remain useless because the utility implementation is postponed. In the case of Crabada it could be argued that the initial breeding caused a slight misalignment of incentivisation because early adopters disproportionally benefited from purchasing CRA and in parallel got the option to obtain craps with their allocated breeding coins. Considering the time frame of only 16 days the event was hosted in and how the distribution was structured (whitelist distribution events were both wiped out in <10mins) and prices of CRA and TUS skyrocketed in the first days after launch CRA (~60x)/ TUS (~110x), created additional game cost imbalances. Furthermore the native token of the network (CRA) seems to be neglected from it's originally intended utility purpose to mirror governance functionality. Currently it is only serving as a staking vehicle for CRAM and as a breeding requirement (payment component) for breeding. TUS is used as the in-game currency but details beyond the occurring burn of TUS in the process of breeding, on how to e.g., potentially manage the inflationary character of TUS are still open. The necessity of creating an uncapped reward coin (CRAM) remains questionable too, considering the current use cases it holds. The dealing with designing and using tokens seems more rash than thoughtful in this case and will eventually complicate long-term maintenance of the game.

Score: 4

c) Ongoing token issuance / inflation (10 points)

Most tokens have built-in inflation. This section evaluates the purpose of that inflation. Is it justifiable? Does it help improve the coordination and alignment of incentives for the protocol? Does it incentivise positive-sum behaviour? Are the benefits flowing to all relevant stakeholders or just select groups?

Answer: Following, only CRA as the native protocol token is considered, as specific tokenomics on TUS and CRAM are missing.

At least ~62% of the total capped supply of CRA will fully circulate by February 2024 with the end of the vesting schedules of the advisors and team. The issuance model covers the distribution of the P2E allocation over the timespan of all three planned games (idle,battle,farm) but is missing information and documentation on the usage and distribution pattern of the ecosystem fund and liquidity allocations as well as on the duration and distribution rate of the staking rewards.

Score: 4

d) Value capture (10 points)

The ability to accrue value and consequently distribute it to stakeholders can be an effective coordination mechanism and deliver long-term benefits to a project.

Answer: Following, only CRA as the native protocol token is considered, as specific tokenomics on TUS and CRAM are missing.

No official concepts of value accrual for CRA are presented. It could be argued though, that CRA will eventually accrue value due to its fixed breeding cost (105 CRA) which is comparably high with respect to the total supply of CRA also in comparison to other games like Axie Infinity. But this assumption is tied to constant usage growth and remains unforeseeable as long as the P2E allocation reward boosts for each game (2x a 3 months are outstanding (battle and farm) and ecosystem fund related incentivation programs are not published as well as CRA staking rewards distribution is not clear.

Score: 2

e) Token liquidity (5 points)

Is the token widely available and is there sufficient liquidity to facilitate all protocol functionalities?

Answer: CRA is tradeable on the following exchanges:

PrimeRating

#	Exchange	Pair	Price	Spread	+2% Depth	-2% Depth	24h Volume	Volume %	Last Traded	Trust Score
1	Trader Joe	CRA/WAVAX Live Chart	€0.486541	0.6%	$88,306	$88,041	€790,380	84.15%	Recently	
2	Pangolin	CRA/WAVAX Live Chart	€0.487345	0.6%	$18,097	$18,043	€67,076	7.14%	Recently	
3	MEXC Global	CRA/USDT	€0.482761	1.8%	$761	$429	€78,328	8.34%	Recently	
4	CoinEx	CRA/USDT	€0.487155	0.7%	$90	$426	€9,925	1.06%	Recently	
5	Trader Joe	CRA/TUS Live Chart	€0.487227	0.01%	$0	$0	€73,161	7.79%	Recently	

Source: https://www.coingecko.com/en/coins/crabada

The token seems to be sufficiently liquid and can be traded on two main DEXes of Avalanche (Trader Joe and Pangolin) as well as on two centralized exchanges.

TUS is the most liquid token in the ecosystem but more limited with regard to available exchanges:

#	Exchange	Pair	Price	Spread	+2% Depth	-2% Depth	24h Volume	Volume %	Last Traded	Trust Score
1	Trader Joe	WAVAX/TUS Live Chart	€0.03478000	0.6%	$48,224	$48,079	€1,906,413	95.35%	Recently	
2	CoinEx	TUS/USDT	€0.03546851	2.33%	$13	$38	€10,682	0.53%	Recently	
3	Trader Joe	CRA/TUS Live Chart	€0.03516480	0.01%	$0	$0	€72,908	3.65%	Recently	
4	Trader Joe	CRAM/TUS Live Chart	€0.03517776	0.01%	$0	$0	€6,828	0.34%	Recently	

Source: https://www.coingecko.com/en/coins/treasure-under-sea

CRAM can only be traded on Trader Joe and shows signs of illiquidity (mainly due to its use cases CRAM is most likely being mainly utilized in-game rather than being traded on exchanges)

#	Exchange	Pair	Price	Spread	+2% Depth	-2% Depth	24h Volume	Volume %	Last Traded	Trust Score
1	Trader Joe	CRAM/TUS Live Chart	€0.088499	0.01%	$0	$0	€5,876	100.00%	Recently	

Source: https://www.coingecko.com/en/coins/crabada-amulet#markets

Score: 3

f) Extrinsic productivity (5 points)

Can the token be used outside of the project's ecosystem? For example, can it be used as collateral elsewhere, be staked for yield or rewards, etc.

Answer: To date CRA/TUS/CRAM can only be used outside of Crabadas ecosystem for Lping on Trader Joe and Pangolin (CRA/TUS).

Score: 2

4. Team

The “Team” section describes the quality of the team behind the protocol. The current version of Prime Rating favours teams that are publicly identifiable. In the case of an anon team, the track record of the specific anons involved can be taken into account.

a) Credibility and reputation (10 points)

Are the identities of the core team public? In the case of anon team members, do they have a track record or reputation in the crypto space?

Answer: There is a dedicated team page on their gitbook containing short bios of every team member (generalized).

Additionally some team members including 2/4 co-founders maintain a twitter profile:

Oxtender (Co-Founder): https://twitter.com/oxtender

Fuji (Co-Founder): https://twitter.com/Fuji102x

Jessie Morii(Creative Lead): https://twitter.com/JessieMorii

Shinigummy (Marketing Lead): https://twitter.com/0xShinigummy

H0lyTamag0 (Community & Growth): https://twitter.com/h0lytamag0x

The listed twitter account of the content and design strategist is not anymore existing -> https://twitter.com/0xTailSoup

The information publicly available is limited and claims or career steps are not verifiable.

Score: 4

b) Relevant experience? (15 points)

Does the team have a track record of execution? Have individual team members built a product or a business before? Does the team have the necessary skills? For example, if a project is making a game, do they have a game developer?

Answer: There is no verifiable track record of execution publicly available. But apparently on paper a good role/experience combination is in place which also shows effects in the current traction Crabada is having on Avalanche and the recognition it receives.Some experience can definitely be identified on the marketing side, proven through the reach the project already has (twitter,discord, medium), but the marketing strategy still leaves a lot of potential untouched by not forging meaningful partnerships, also outside of the Avalanache ecosystem. From a technical standpoint the Crabada Team has proven through the development of an own subnet on Avalanche and successfully maintaining one of the live game modes (idle) that it’s capable of developing a P2E blockchain environment. But from a web3 strategic perspective Crabada could improve. It’s still relatively complicated for a new

user to start with the game (see 2d)) and the multi-coin setup is not well designed from a tokenomics perspective (see 3b) and 6b)).

Score: 10

c) Thought leadership and public presence (10 points)

To what extent do the protocol contributors participate in the public debate around the metaverse? Are the team members giving presentations, sharing their thoughts and opinions, and do they help raise the industry's collective intelligence?

Answer: There is a YouTube Channel of Crabada available, e.g., including one recent AMA session as well as a presentation of Crabada at Avalanche Summit. In January this year Crabada was also present at the Metacast podcast series. The team occasionally participates in public debate, but mostly within the context of the Crabada game itself.

Score: 6

d) Ability to foster a community and coordinate resources (15 points)

How effective is the team at attracting and coordinating resources for the benefit of the protocol? Do they manage the community well, fostering a welcoming and positive environment? Does the community represent the project well externally?

Answer: The team has definitely created a game which attracts a lot of crypto native players. This is reflected in the ~12k Discord members, ~50k twitter followers and 7k active users of Crabada. Furthermore the project could already establish some partnerships within the Avalanche ecosystem. With a successful $1.68 mln fundraise (private + community boot strap) the project has also attracted sufficient initial funding. At the time of writing Crabada is the leading game on Avalanche. In January this year, Crab Radio opened its gate, serving as a native information channel for the Crab community.

Score: 14

5. Governance

The "Governance" section evaluates all aspects of the protocol's governance, from infrastructure to processes and distribution of governance power.

a) Extent of governance capabilities (10 points)

Distributed governance should allow token holders to participate in the governance process. How much influence does the current governance process have when everything works as intended? What parts of the protocol does governance touch? Who can put forward a vote, and are there any limits or requirements (number of tokens, only the team can queue votes up, etc.)?

Answer: While CRA is declared as a governance token within the Crabada ecosystem there is no governance functionality enabled to date. However a canny board exists to gather community feedback on the project and a game feedback channel is placed on Discord.

Score: 2

b) Active governance contributors (5 points)

Governance is time-consuming, and governance apathy is a common problem in most democratic systems, including crypto. Therefore, it's essential to have a sufficient number of community members allocate resources to the governance process of the protocol. How many individuals participate in the debate around the protocol? How active are voters? Is delegation enabled?

Answer: The core team is controlling the whole projects development. There is no channelled protocol debate existent so far.

Score: 0

c) Governance infrastructure robustness (10 points)

Robust infrastructure relates to how well the technology, software, and models used by the protocol's governance withstand actual use cases. Does the protocol have a reliable voting mechanism? How robust is the governance process, and does it facilitate good governance? Are the votes binding, or do they function solely as signals to the team?

Answer: As mentioned already in 5a) there is a non-active governance token (CRA) in the ecosystem. The protocol has no voting infrastructure to date however first voting options on raised feedbacks in the form of a canny feedback board are available however they have no weight and only serve as an orientation for the core team currently.

Score: 1

d) Process and ease of use (5 points)

This score is based on the documentation and process for governance. More specifically, how easy it is to participate in governance. Does the protocol have a formal governance process? Is sufficient documentation available? Is there a basic framework to establish social consensus? Are there channels dedicated to governance debate?

Answer: The protocol does not have a formalised governance process nor any rudimental documentation on governance published.

Score: 0

6. Gaming Specific - In-game Economy

Gaming is and will continue to be an essential part of the metaverse. One of the benefits of NFT gaming and blockchain technology more broadly is authentic verifiable digital ownership. For games, that enables the creation of open in-game economies. However, these economies need to be well balanced through token economics and token design. The “Gaming” section focuses on the analysis of in-game economies and their sustainability.

a) Ease of use / Onboarding (15 points)

Gaming projects are introducing crypto to a lot of people in a short space of time. How easy is it for players to get to grips with the game, token economics, and onboard funds from the traditional financial system? Can the game be played on mobile, PC (browser or install) or both?

Answer: In the whitepaper is a detailed game guide for the idle game, which is also linked on the website of Crabada. The idle game is fully playable in a browser with an installed metamask extension (with adjusted Avalanche network configuration). The guide is comprising everything which is needed - from setup and funding to game mechanics and components as well as game modes. Crabada is also playable in a lite version on mobile. Also for this option a separate guide is available. A dedicated fiat-on-ramp does not exist, it’s mainly facilitated/ recommended to go via the DEX Trader Joe for purchase of CRA/TUS in the gaming guide. This could be a challenge for completely new crypto users in addition to the requirement to use a metamask wallet. In conclusion the gameplay/start is overall sufficiently documented but the usage requirements are not encouraging new players with no crypto experience.

Score: 7

b) Sustainability of P2E or in-game economy (20 points)

This section scores the sustainability of the in-game economy. Does it rely on the ever-increasing growth to sustain the ecosystem? Are there multiple levers the team can pull to balance the economy?

Answer: While the documentation on the game growth and in-game economy is relatively sparse the Crabada community has published several games strategies as well as game analytics themselves. One great example is P2E Analytics which offers insights on the game economy. To summarize the current challenges the idle game is facing from an economical perspective is the alignment and inflation management of its multi token environment. While $CRA still remains an alientated token (no governance functionality attached), at its best representing the protocols value. The burn rate of $TUS as the future gas currency of Crabadas subnet is still not foreseeable as long as the migration is not finished. In conclusion, three main factors as also stated in one thread on twitter are essential for the sustainability and improvement of the game economy - constant player growth, lower gas fees as well as a better user experience. A lot of hope rests on the shoulders of the announced dedicated subnet (swimmer network), which will bring lower gas fees, eventually introduce an effective inflationary countermeasure for $TUS and bring better user experience. Additionally it is speculated that the Battle Game released on swimmer network (second game mode on Crabada) will help to further nurture user growth through scholarship enablement and balance Crab/TUS holder ratios. But until there are no details about the rewards structure for the Battle game available the economy will highly likely stay volatile and inflationary.

Score: 9

c) Utilisation of NFTs (15 points)

NFTs are the fundamental building block of NFT gaming projects and enable open and transparent in-game economies. Can everything in the game be owned by players (Land, Character, Items) as an NFT, or is it limited? Once owned, can items be traded freely?

Answer: The NFTs of the game, the Crabada NFT assets (ARC-721) on which the game is based on are freely tradeable on the native marketplace of Crabada and also on secondary NFT marketplaces like NFTrade with all variations (stage, type, class). The owners of the NFTs are in full control of their assets.

Score: 15

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