

Conquer, rule, and become the ultimate lord!

War – Economy – Politics – Diplomacy

White Paper Version 0.2

Abstract

Blockchain games are here to stay. A new trend of blockchain-enabled game releases has just begun and will continue to grow rapidly in coming years as the technology keeps improving. The global gaming industry is predicted to reach 143 billion USD by 2020, but many issues in the current gaming industry still need to be resolved.

Modern games tend to be fully centralized by their developers and publishers. This in itself is not a bad thing. Game designers need to fully control the worlds they create to standardize the rules and gameplay for players. But with the recent rise in mercenary monetization practices, server shutdowns, exploit bugs, and unlimited asset supplies, it is becoming clear that there is a strong demand in the market for games that are decentralized and more transparent.

Decentralization finally gives players ownership of the games they play. Corporations will no longer be able to unfairly shut down servers, alter code, or change the rules at will. Players will have true authorship and help shape in-game worlds according to the rules set in place during contract deployment. If the community wants to change a feature of the game, it will be able to create consensus and effect the change—all for the good of the game.

Popular products have already emerged from the decentralized game development movement. CRYPTOKITTIES came out in December 2017 and took the world by storm, proving that collectible assets and incentivized trading had a bright future in the gaming industry. Nearly one year later, the market is now flooded with knock-off concepts that have transformed everything from digital puppies to celebrities into crypto assets, but is that all there is to it?

This myriad of knock-off games may seem promising, but they have a variety of flaws: subpar game design, slow transaction times, and a lack of real-time multi-input blockchain compatibility. The BLOCKLORDS team is confident that with right the mix of technical ability, solid testing, and a willingness to solve problems in creative ways, we can create a new kind of blockchain-enabled game with strategic depth and fun gameplay.

Our mission is to create a world where players can control commanders, fight battles, manage economies, and engage in a complex set of political and hierarchal systems. Players will create new content and be in charge of how the game world is administered and co-created. Read on to find out how the BLOCKLORDS team plans to do it.

Motivation

The lust for power has always been an intrinsic part of humanity. It may not be the prettiest aspect of our species, but few can deny its effect on society. Thankfully, many games have been played throughout our history to fulfill that lust in a harmless way. Starting with ancient strategic board games such as chess and go, we have worked our way up to more complex world conquest board games such as RISK and AXIS & ALLIES. But this was only the beginning.

With the advent of video games, we have seen this genre evolve into something quite spectacular. Examples include real-time strategy games like AGE OF EMPIRES and empire building turn-based strategy games like the CIVILIZATION series. Grand strategy games take this concept even further by putting players at the helm of highly complex nations, empowering players to make countless decisions—both on micro and macro levels—to achieve global hegemony. The HEARTS OF IRON and TOTAL WAR games are prime examples of this popular genre.

As avid fans of the genre, and with experience developing strategy games, the BLOCKLORDS team quickly understood the potential effect strategy games could have on the nascent blockchain gaming industry. Strategy gamers are more comfortable playing with numbers and stats, and rely less on graphics and flashy animations. They are highly interested in the use of economy and diplomacy, as well as resource management and tactical battles.

An early stage idea for a game started to form: a game with simple gameplay mechanics, but widely complex strategic, economic, and diplomatic options. In this game, players would have to seize power if they wanted it, not only from their enemies, but also from their friends. Those who controlled territory would be able to profit directly.

By taking the experience we had with strategy games, and combining it with our passion for blockchain, we continued working on this idea. We envisioned a game with unique heroes, rare assets, in-game tax payments and fun battles. This idea slowly morphed into BLOCKLORDS. In the summer of 2018, we decided to take part in the NEO.GAME contest and submitted a demo. Our gamble was rewarded as we received the “Best Blockchain Game” award.

The Product

BLOCKLORDS takes gamers to a medieval time when power was determined through strength, cunning and the ability to use your wealth against others. Players will be thrown into the dark ages and must do whatever it takes to survive. Build a strong army, amass rare items, conquer cities and become the most respected player on the map!

HEROES

- When starting the game, each player will get to choose one of three completely randomized heroes. The player can choose his/her favorite option. Once a commander is selected, that character will be created on the blockchain along with the unique name, stats, and starting items. Now the game begins!



Choose between three randomized heroes.

HERO STATISTICS

- When a hero is created, he will be assigned a number of statistics that will determine the progress of the hero as time passes, these statistics are as follows:
    1. **LEADERSHIP**: Determines number of troops under hero’s command.
    2. **INTELLIGENCE**: Determines the troop recovery rate.
    3. **STRENGTH**: Determines the damage dealt to enemy troops during battles.
    4. **DEFENSE**: Determines ability to withstand enemy attacks.
    5. **SPEED**: Determines ability to deal damage and how fast hero can travel on world map.
    6. **TROOPS**: Determines the overall health and fighting condition of your army.



A preview of the hero profile page, including items, stats and hero appearance.

ITEMS

- Heroes are equipped with items that will increase their stats and change their appearance. Each item will bring a stat boost to a particular attribute. These items will also be stored on blockchain as digital assets.
    1. **HELMET**: Increases Leadership.
    2. **ARMOR**: Increases Defense.
    3. **GREAVES**: Increases Speed.
    4. **SHIELD**: Increases Defense.
    5. **WEAPON**: Increases Strength.

ITEM CREATION

Because this is a blockchain game, and assets should remain scarce, there will be a limited supply of created items with varying degrees of quality. Here are the ways new items will be created:

- **New Player Items:** These are the items created along with a new commander. Generally, these items will be of low quality and not unique. Though weak at start, these items can be strengthened through combat.
- **After Battles:** A randomized loot drop system will release items based on the total number of battles fought in the BLOCKLORDS universe. For every 100 battles fought between players, one item will be awarded to one winner. These items will be of medium quality and generally more valuable than starting items.
- **The Forge:** The Forge is where players will be able to recycle old items and resources to turn them into high-level items. These items will be quite rare and consume a large amount of resources.
- **Limited Edition Items:** These items will be unique and given out as rewards during special events.

MARKETPLACE

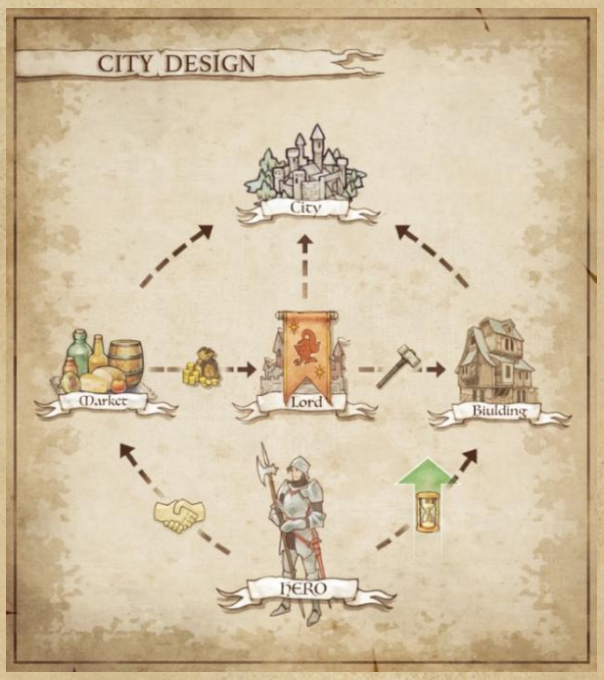
- Items can be bought or sold by visiting city marketplaces. Every city on the BLOCKLORDS map will have a marketplace. Sellers will set the starting price of the item they choose to sell and how fast the price declines in Dutch auction fashion. When a sale is made, a small fee will be sent to the city lord and to the developer. This fee will be clearly stated before every trade is initiated so that player can make an informed decision.



A preview of the world marketplace, where players will see all items currently on sale.

CITIES

- The world map will be filled with minor and major cities that can be occupied through attacking its lord. Whoever conquers a city will have full control over the city, setting its defenses and collecting taxes.



Cities will offer several activities for Lords and visitors.

STRONGHOLDS

- In addition to cities that will be controlled by the strongest players, the map will also be full of strongholds, which grant resources to whoever holds it. The two different types of strongholds will be FARMS and MINES.



A closer look at the campaign map adorned with cities and strongholds.

BATTLE MECHANICS

- Battles will put heroes against each other in a face-off, where the DMG and TROOP stats play the most important part. There will also be a randomized element at play, as well as a bonus for the defending army.



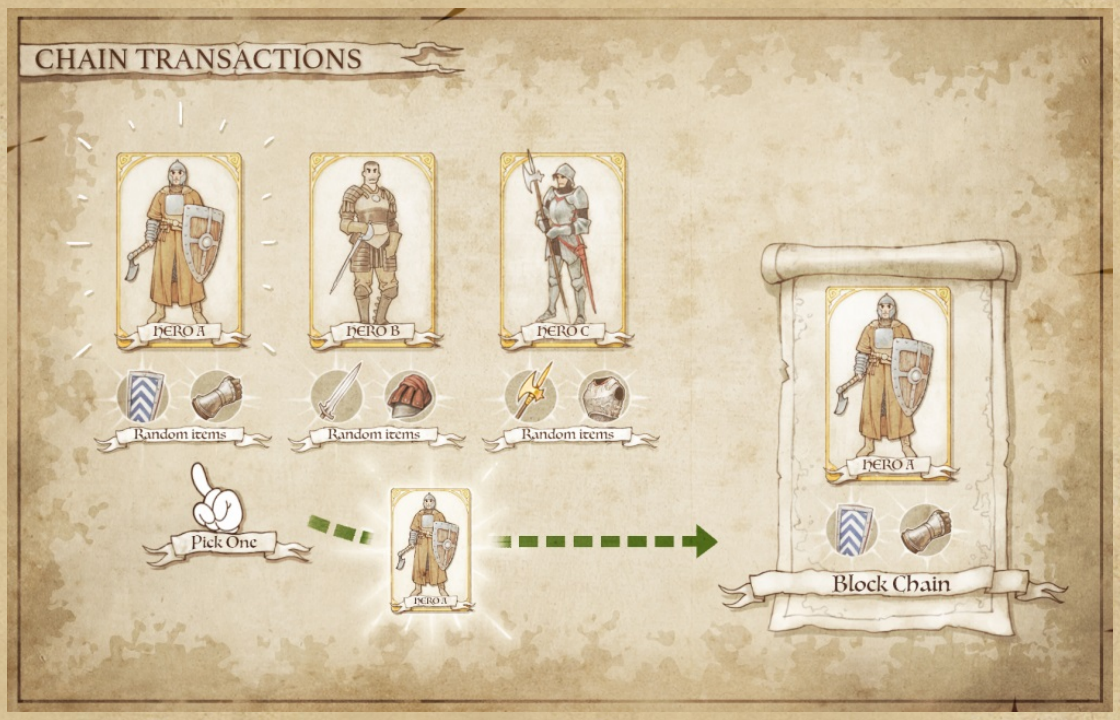
Hero stats, items and troop count will determine battle outcome.

Smart Contracts

BLOCKLORDS uses the NEO smart contract platform to ensure that digital assets are unique and to make transactions immutable. Here is a brief overview of what each smart contract in BLOCKLORDS will do:

HERO CREATION CONTRACT

This contract will create the hero player has selected as a non-fungible token, along with information such as name, appearance and statistics. Players will be given an option between 3 randomized heroes at first, but only when the player selects the hero will it actually initiate a transaction and store it to the wallet on the blockchain.



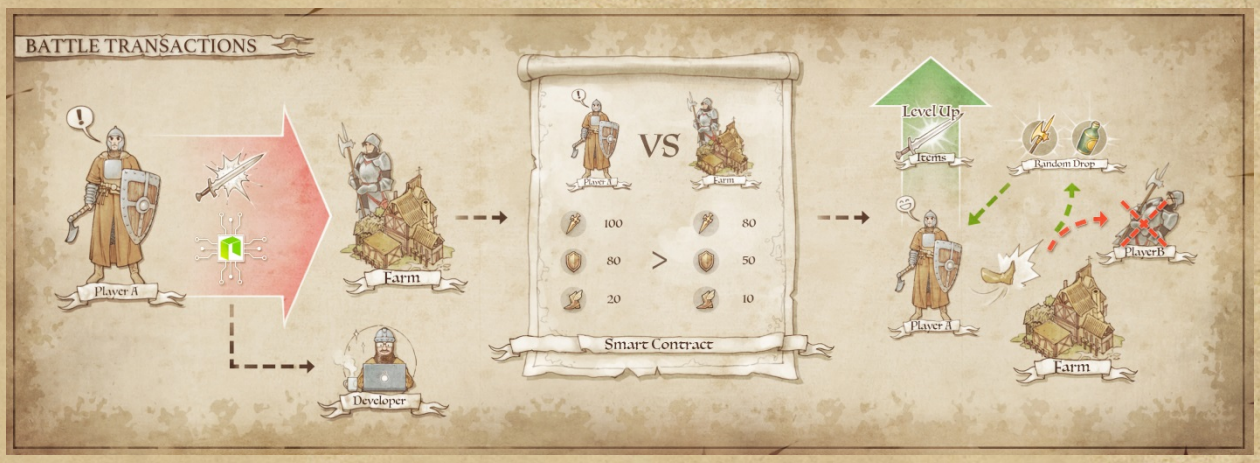
The selected hero will be stored on the blockchain only after it is selected.

ITEM CONTRACT

The item contract will be called when new items are being created. This contract will store information about the item, such as name, appearance and statistics.

BATTLE CONTRACT

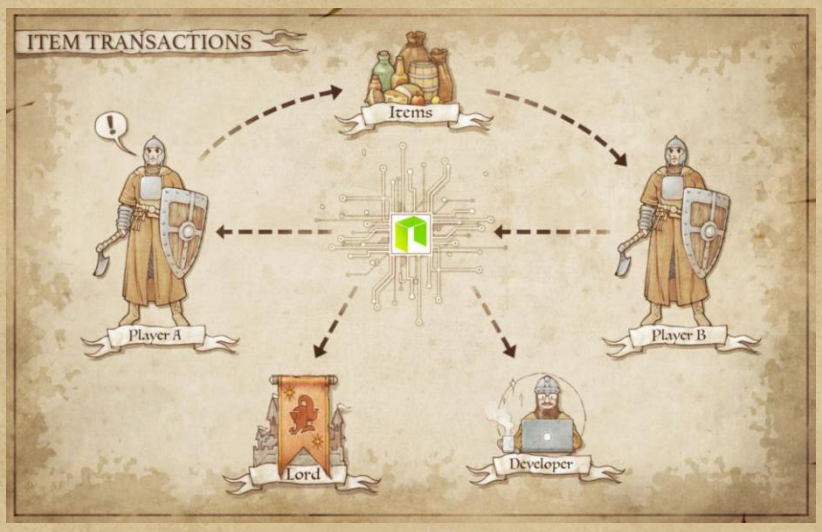
When battles are initiated by one player, the attacker will have to pay a small transaction fee. The smart contract will then calculate the winner of the battle and issue out the rewards (Item or resource depending on battle type).



This flowchart shows the sequence of a stronghold battle where the attacker is successful.

MARKETPLACE CONTRACT

When players visit a city, they will be able to sell or buy items in the marketplace. Once an item is purchased, the smart contract will send the GAS to the seller, deducting the Lord tax and developer fee and automatically sending them to the appropriate wallets. The moment the contract is invoked, the buyer will receive the purchased item.



The smart contract will automatically send funds and assets to the intended wallet.

The Business

A successful team needs to be able to execute tasks in a timely manner, test their product thoroughly, and implement new solutions for increasingly complex tasks. Here is how we plan to make BLOCKLORDS a reality:

REVENUE MODEL

The BLOCKLORDS team believes in creating a sustainable revenue model for its games rather than relying on dishonest monetization practices (common with f2p games) or wildly fluctuating small market cap token prices. This ensures a continued standard of quality for BLOCKLORDS and any future projects.
Fees will be collected at certain key points where blockchain interaction is required. Hero creation, a crucial aspect of

the game, will be one of the bigger fees of the game. Other revenue will be generated from the marketplace, item creation, political coups, and war declarations. Fee structures will be tested and reiterated multiple times during the beta process in order to achieve the appropriate balance. We also plan to hold special events with unique items as rewards, and will always aim to be as transparent as possible about the strength of these special items.

TROLL GAMES

The team behind BLOCKLORDS consists of experienced game industry professionals who began experimenting with blockchain technology in 2017. An international mix of programmers, designers, artists and producers, they decided to start their own company after several successful releases in more corporate environments. Focused on creating high-quality games at low budget, TROLL GAMES has decided to make BLOCKLORDS their first game to market.

COMMUNITY PRESENCE

Strategy gamers are dedicated players who often frequent forums and want to get really deep with the games they are playing. We plan to cater to this audience by being involved with our community from the get-go, encourage interaction between the devs and the gamers and listening attentively to their suggestions. Our aim with the initial release of the game is to get 1,000 truly dedicated users. We are confident that if we can keep this core audience happy, we will have no issues scaling to a wider audience through word of mouth as the game improves.

NEO.GAME BLOCKCHAIN COMPETITION

The BLOCKLORDS team is honored to have received the prize for Best Blockchain Usage at the NEO.GAME competition. The financial reward will be put to good use as we continue developing the project and prepare for a release on the BLA CAT platform in late 2018. This will give us crucial data as we prep for a global launch.



INTER-BLOCKCHAIN GAMING

We believe that the future of blockchain and gaming both cannot be contained within closed systems. In order for blockchain to truly blossom and gain mass adoption, DAPPS need to be able to communicate and interact with different blockchains. Our goal is to first develop the project on the NEO protocol, but to then focus our energy on connecting it to other blockchains. Our objective is to be connected to 3 major protocols within 2 years.

ROAD MAP



CONCLUSION

BLOCKLORDS will attempt to do something few games have ever done. It will create a digital universe inspired by medieval times and put its development and fate completely in the hands of its players. With countless choices, players will be able to truly role-play in this medieval world, amass power, and become the ultimate lord.

This is only the first step in our blockchain game development strategy. We will use rigorous testing to develop the ultimate strategy blockchain game and create a product that will revolutionize the genre and usher in a new era of gaming. Those who join us on this journey will be rewarded with a great game, and perhaps even great riches!