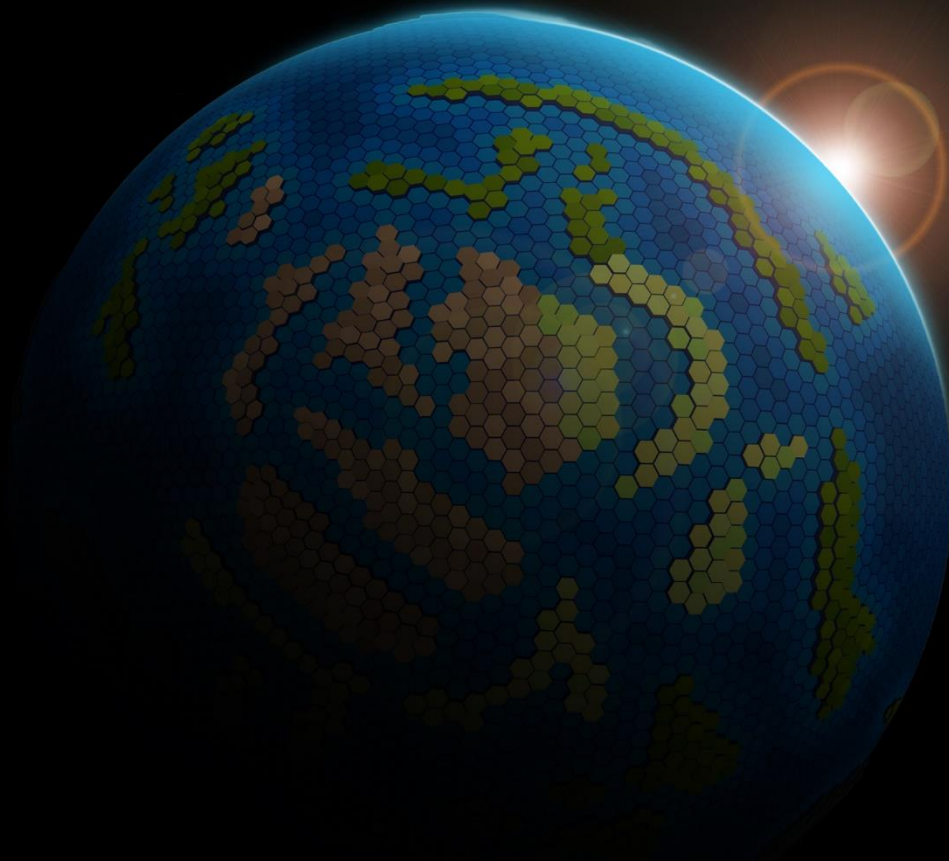


CRYPTO PIONEERS



WHITE PAPER

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INTRODUCTION

Built on



CryptoPioneers is a massively multiplayer economic strategy game. As veteran game developers we're designing this game to be a dynamic, extensible, player driven world where players can set their own goals and find their own personal route to success.

We have an ambitious vision for the game and we intend to develop it continuously in close partnership with our players. We hope you will put on your Pioneer shoes and join us on this exciting journey.

GAMEPLAY

SETTING

In CryptoPioneers, your journey begins on planet Cryptopeia, a newly formed world, untouched and unsettled by humanity. Cryptopeia was designed for our exploitation and it's up to you to discover all that this world contains.

As a Pioneer, you have been dispatched to this world to establish a new colony. However, you aren't the only one looking to position themselves as a powerful and influential leader on Cryptopeia. You'll need to work together with the other Pioneers to acquire the technologies and resources to ensure the colony's survival. But there can only be one Pioneer to be the first to uncover all the mysteries that Cryptopeia contains beneath its surface.

Will you be the one to rise above the rest? Will you lead the colony to reach the pinnacle of achievement, leaving behind the bonds of the planet to explore what else may be hidden amongst the stars?

ROLES

When playing CryptoPioneers you will adopt one of two primary roles. These roles aren't a formal part of the game and are not exclusive; any player can adopt either or even both at the same time. The roles merely represent actions a player can undertake within the game, where they can perform those actions and what benefits they get from doing so. The two roles are settler and prospector.

What is a settler?

A settler is any player who owns an island. Settlers form the backbone of the game and their focus is developing and improving their island in ways that will unlock plots and make it attractive to potential prospectors. The more a settler improves their island the more successful they will be in attracting prospectors.

Benefits to being a settler

Settlers have access to some gameplay that prospectors do not: they are able to settle regions on their island and in so doing control which plots are unlocked. By settling more and more regions they can extend their reach and make more of their island available for prospectors. In return settlers receive 50% of the initial sale price for every plot that is sold on their island. Further to this they receive a 15% commission on all gathering and prospecting transactions that take place on plots belonging to their island.

What is a prospector?

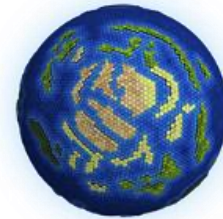
A prospector is any player who plays the game without owning an island. To be a prospector you only need to own one plot. Prospectors are focused on discovering and exploiting usable resources as well as finding rare and valuable artefacts. Once they have extracted resources they can trade them with other players, use them to construct buildings to improve their prospecting or hold them for later use.

Benefits to being a prospector

Prospectors are more nomadic than settlers. They can have a stake in as many islands as they wish in an attempt to strike it rich. Prospectors get to keep all the resources and artefacts that they find.

WORLD

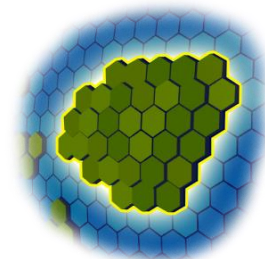
Crypto Pioneers is played on a world called Cryptopeia. In the beginning Cryptopeia is completely untouched and waiting to be discovered and developed by intrepid pioneers. The world represents the top level play area in which the game is played and is split up into six continents. The world draws inspiration from Earth and contains diverse biomes that impact directly on gameplay.



Cryptopeia is made up of six large continents: Bitcoinia, Etheria, Altera, Memosa, Koinia and Pioneeria. Continents are sometimes further divided into island chains called atolls.

ISLANDS

Islands are one of the two basic building blocks of the game. Each island is represented as an ERC721 token that gives the buyer permanent ownership over the island. Every island on the world has been handcrafted by our artists and not generically created. As such each island represents a bespoke and beautiful proposition for potential owners.



A single island. One of 165 that make up Cryptopeia

Benefits to owning an island

Owning an island allows the owner to settle regions and gradually unlock the plots on their island. Unlocking plots allows those plots to be sold. The owner receives 50% of the initial plot sale price. In addition the owner of an island will receive a 15% commission on all gathering and prospecting transactions that take place on their island.

Biome

Biomes are the large scale habitats that make up the world. Most islands belong to one biome but very large islands may cross two or even three biomes. The biomes of Cryptopeia closely match those found on Earth in distribution and relative area with some being much rarer than others. There are six biomes on Cryptopeia.

In order of increasing rarity these are:



Taiga



Tropical



Desert



Polar



Tundra



Savannah

Biomes have a big impact on gameplay. They strongly influence the effectiveness of different kinds of prospecting both positively and negatively. They also influence what kind of resources can be found on islands and the chances of finding them.

How to acquire an island

All islands appear grey on the world initially, indicating that they are locked and not yet released. There are 165 islands in total at the beginning with a hard limit of 200. This means there will never be more than 200 islands available. A new island will be released every day and auctioned off to the highest bidder over a defined period of time. The auction starting price for an island will be determined at the time of release but will gradually increase with each island release, thus benefiting early buyers.

Trading islands

After the initial auction of an island, players have the freedom to sell their island on to another player through the in-game marketplace.

Founding islands

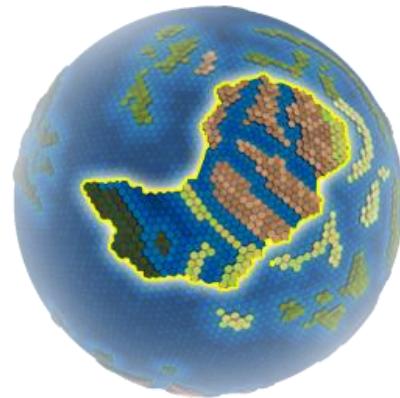
Each continent in the game has a founding island. The founding island is the first island ever released for that continent. Founding islands come with a custom made one of a kind founding monument that immortalises the first buyer of that island irrespective of whether they later sell the island to someone else.

Capital islands

Each continent in the game has a capital island. The capital island is the most influential island for that continent and each one comes with a custom made capital monument. Owning a capital island also entitles the owner to count their continent holdings as double their usual size for the purposes of calculating their share of the continent wealth fund thus increasing their share of the fund.

ISLAND ATOLLS

Some islands are grouped into chains or atolls. These atolls represent a group of interlinked islands.



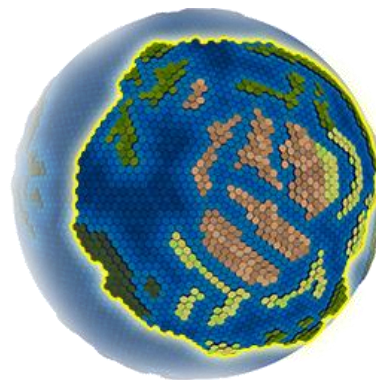
The Bitcoin atoll

Benefits to owning an atoll

4% of each gathering and prospecting transaction that takes place on an atoll gets placed into an atoll bounty fund. The bounty fund can be claimed at any time by a player who owns the entire atoll. If there is no owner then this bounty continues to accumulate.

CONTINENTS

A continent is a large group of islands. There are six within the game. Each continent has a founding island and a capital island as previously described.



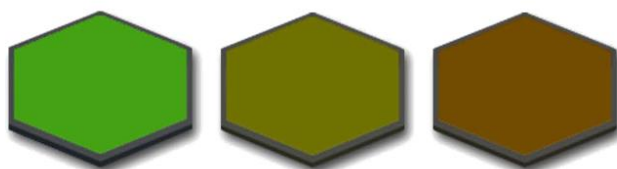
The Bitcoin continent

Benefits to owning a continent

4% of each gathering and prospecting transaction that takes place on a continent (excluding initial plot sales) gets placed into a continent wealth fund. The continent wealth fund accumulates for a period of 30 days. After 30 days any player that owns an island on the continent can claim their share of the fund. Every owner on the continent receives a share in proportion to the size of their holding on the continent (counted as hexes owned divided by total number of hexes on the continent).

PLOTS

Islands are split into a variable number of hexagonal plots depending on the size of the island. A plot represents a discrete parcel of land that can be used by a prospector. Each plot is represented by an ERC721 token guaranteeing permanent ownership of the plot once bought. After a player has bought a plot then the plot can be used in a number of ways.



Benefits to owning a plot

Owning a plot gives the player the right to gather, prospect and build. Further details on these are given in their own section below.

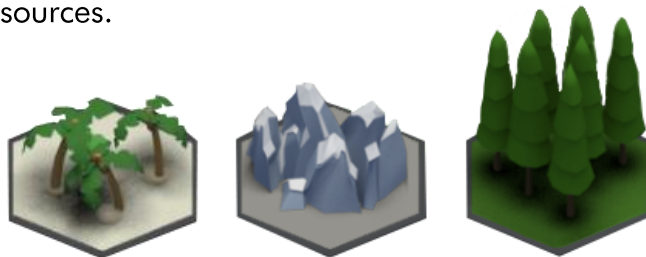
Regions

Plots are grouped together into regions. Each region consists of 19 plots and is represented by a single hex in the world view. Regions are used to control what plots are unlocked and available for sale. Initially an island owner can select one region to settle and this will have its plots unlocked. Additional regions can be unlocked by settling them as explained under Settling.



Terrain

Each plot has a terrain type (e.g. grass, woods, forest). The terrain type affects what buildings can be built on the plot, what resources can be found and how likely they are to be found. Prospectors will need to experiment to learn which terrain types are best for which resources.



How to acquire a plot

Initially all plots on an island are locked. Only plots within a settled region can be bought and sold. Unlocked regions will be clearly marked on the island map. As an island owner settles more regions, then more and more plots on their island will become unlocked. The initial sale price of plots on an island is fixed and decided by the island owner subject to a minimum of 0.02 ETH per plot and a maximum of 0.05 ETH per plot. Plots are sold on a first come, first serve basis.

Trading plots

After the initial sale of a plot, players have the freedom to sell their plot on to another player through the in-game marketplace.

RESOURCES

Resources are materials that are used by players throughout the game to settle, build, trade or collect. Resources are required for most operations within the game. Resources are implemented as ERC20 tokens with their total supply determined according to the resource's scarcity.

Resource classes

There are many classes of resources and players will need to explore and experiment to discover all the resource classes that can be found. The first two resource classes that are immediately available and useful are Wood and Stone. Beyond these two there are many more to find.



Resource scarcity

Within each class of resource there are many types of resource that vary in how scarce they are (e.g. two types of Wood are Pine and Oak). Common types have almost unlimited supply and are easy to come across, whereas more scarce types have a finite world supply and are much harder to find.

Trading resources

Resources can be traded with other players using the in-game marketplace. See the section on Trading for more information.

ARTEFACTS

Artefacts are unique valuable items that can be found while prospecting. These can be anything from giant gemstones to archaeological treasures from past civilisations. These items are one of a kind and are implemented as ERC721 tokens.

Benefits to finding artefacts

Artefacts are very rare and hence valuable in their own right. In addition to this there are a number of ancient or alien artefacts that, if owned, give the player access to build technology that nobody else can. This access only exists as long as the player owns a particular artefact.

Trading artefacts

Artefacts can be traded with other players using the in-game marketplace. See the section on Trading for more information.

SETTLING

Settling is performed by island owners and is the method by which new regions are settled and their plots become unlocked.

Benefits to settling

Settling allows an island owner to unlock regions beyond the first region. This gives them access to more plots which can be sold and used by other players for gathering and prospecting.

How to settle

Initially only a single region on each island is settled. This represents the first settlers setting up on the island. To settle more regions certain conditions need to be met:

- All currently settled regions must have 75% of their plots sold
- The region must be adjacent to an already settled region

If these conditions are met then the region can be settled by selecting the region and paying the required cost in resources.

GATHERING

Gathering is the process of acquiring resources that naturally occur on the surface of the planet. This includes logging trees for wood and quarrying for stone. Gathering can always be done on any plot you own that does not have a building on it. It is cheap but inefficient.

Benefits to gathering

Gathering is the most basic method of acquiring resources. It doesn't require any initial investment and is available as soon as you have bought a plot. What resources you can gather and how successfully depends on many factors including biome and plot terrain. You will need to experiment to find which plots are best for finding different kinds of resources.

How to gather

A plot continually produces resources and a player can collect these whenever they want. The process of collecting resources costs 0.001 ETH and can only be done a maximum of once per 24 hours.

PROSPECTING

Prospecting refers to the process of extracting any kind of resource in a more focused way than gathering. This could be mining, drilling, logging, farming or even generating energy.

Benefits to prospecting

Prospecting gives the player access to resources classes that are not available through gathering alone. In addition prospecting can be used to extract known resource classes more efficiently. What resources you can uncover and how successfully will depend on many factors including biome and plot terrain.

How to prospect

Prospecting works in exactly the same way as gathering except that a building is required to be able to do it. Collecting resources from prospecting has a variable cost depending on the kind of prospecting that is being done.

BUILDING

Buildings are permanent man made constructs that can be built on island plots. Only one building can be built per plot that you own. At first there will only be one class of building available which is mines. Other classes will be added as the game progresses.

BUILDING CLASSES

Mines

Mines are used to extract resources from under the ground. There are different kinds of mines that can be built depending on what kind of resources the player wants to mine for. Like all buildings, mines can be upgraded in a number of ways to increase their effectiveness.



How to build

Buildings are constructed from resources. The exact resource requirements to construct a particular building will depend on the kind of building. As long as you have the required resources and an available plot you can construct a new building by performing the required transaction.

Upgrading buildings

All buildings can be upgraded to make them more effective or to specialise them. There are many different requirements for upgrading a particular building.

New buildings

New classes of buildings and upgrades will continually be made available to allow players to expand and explore more of the world.



TRADING

Trading is one of the foundations of CryptoPioneers. To make trading quick and easy, all in-game items can be exchanged between players through an in-game marketplace. This includes islands, plots, resources and artefacts.

The marketplace will allow sellers to list their items, determine what sales method they'd like to use and set the desired price. Sales methods will include auctions, fixed price and make-an-offer. As a buyer you'll be able to search the marketplace for the items you want and then buy them. As a seller you'll be able to dispose of excess resources that you have spent the time and energy acquiring.

ACHIEVEMENTS



There will be an innovative blockchain based achievements system that rewards players who meet certain in-game criteria with unique badges.

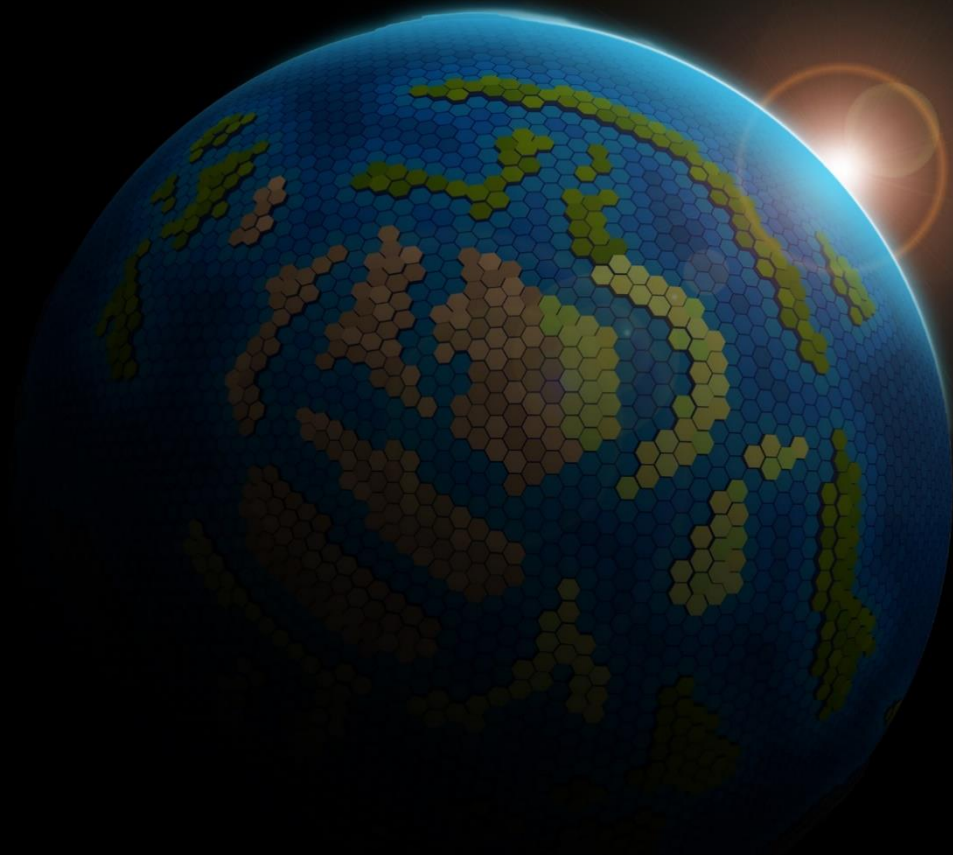
Achievements will be things like owning an entire continent or an entire atoll. As these achievements are ERC721 tokens they will have value and be tradeable should a player desire. Badges will also have a generation number that will indicate how many other players attained that achievement before you did.

Badges will be displayed on players' profiles for everyone to see.

Disclaimer:

This document is a work-in-progress and is provided for informational purposes only. The information contained in this document accurately describes the vision we have for CryptoPioneers but the specifics may be subject to change. All percentages and cost values are intended to be representative only and could change before the final release of a given feature.

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