



A Medieval Grand Strategy Game

War – Economy – Politics – Diplomacy

White Paper Version 2.0

Background

BLOCKLORDS is a medieval strategy game that began its development in 2018. Inspired by the evolution of blockchain technology, which made it possible for players to directly own and monetize their in-game assets through smart contracts, the team behind BLOCKLORDS founded ARCTIC SEASCAPE and began developing games.

With little more than a game design document and a lot of good ideas, the team began developing prototypes for what would become BLOCKLORDS. The core idea was clear, they wanted to make a strategy game that would let players create medieval heroes on the blockchain, earn and upgrade unique items through battles, trade these items inside cities for cryptocurrency, and finally be able to conquer those cities in order to earn taxes on all sales in-game.

NEO.GAME & TRON ACCELERATOR AWARDS

The BLOCKLORDS team submitted demos of the game to several competitions, winning awards from NEO and from TRON. This gave the team the capital it needed to start developing the game full-time. Aside from the much-needed seed capital, the competition awards also gave the team confidence in the project they were working on and showed that a strategy game designed around blockchain concept was something that users could take a big interest in.



TRON VERSION

The TRON version of BLOCKLORDS was released in April 2019 and quickly attracted interested users. Hundreds of heroes have been created so far, thousands of battles fought, an entire generation of items dropped out, and 75K transactions have been triggered on the smart contract to this day. The game drew attention from blockchain gaming media and the TRON network itself, leading to a partnership between TRON ARCADE and BLOCKLORDS in July.

BLOCKLORDS TRON Smart Contract Address: TN7GsEoXWy82kSAWAmeR7BWxf4UoqcXxoD

NEO VERSION

The NEO version of BLOCKLORDS was released in June 2019. The game drew an early dedicated following, and reached close to 100 users in its first month. The team received plenty of technical support from the NEO Global Development group and a close collaboration formed helped get the game released as smoothly as possible with support for the O3 wallet. The NEO community really stepped up and has provided great feedback about the game.

BLOCKLORDS NEO Smart Contract Address: d8516c5a4b8edd8ca21475f63757e6518ca819e2

BLOCKLORDS GAMEPLAY

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. The following features were included in the original launch of BLOCKLORDS in 2019 and is the core of the game.

HERO CREATION

- When starting the game, each player will get to choose one of three randomized heroes. 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!



HERO STATS

- 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:
 - LEADERSHIP:** Determines number of troops under hero's command.
 - INTELLIGENCE:** Determines the troop recovery rate.
 - STRENGTH:** Determines the damage dealt to enemy troops during battles.
 - DEFENSE:** Determines ability to withstand enemy attacks.
 - SPEED:** Determines the amount of attacks the hero can land each battle.
 - TROOPS:** Determines the overall health and fighting condition of your army.

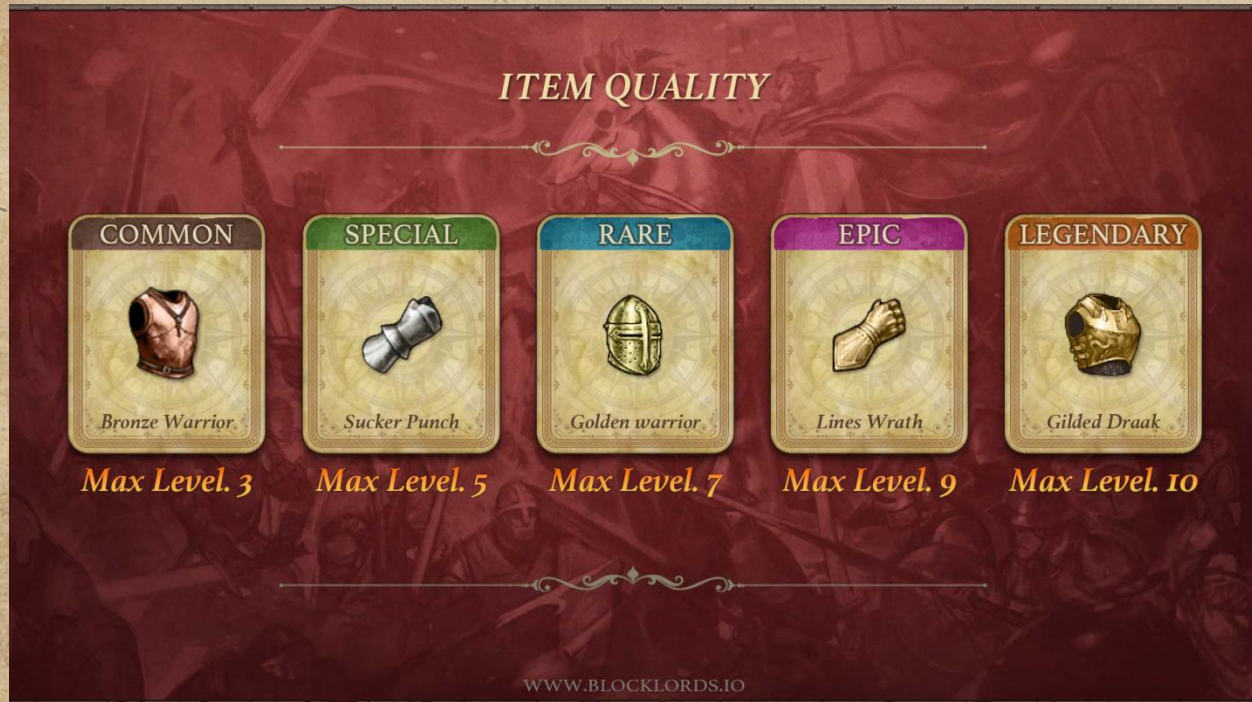
ITEMS

- 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.
 - HELMET:** Increases Intelligence.
 - ARMOR:** Increases Leadership.
 - GAUNTLETS:** Increases Speed.
 - SHIELD:** Increases Defense.
 - WEAPON:** Increases Strength

ITEM QUALITY

- Item stats will mainly be determined through quality. Each quality will be represented with a different color and have a different stat range.

1. **Common:** No color. Between 1 and 3 stat points.
2. **Special:** Green color. Between 2 and 5 stat points.
3. **Rare:** Blue color. Between 4 and 7 stat points.
4. **Epic:** Purple color. Between 6 and 8 stat points. .
5. **Legendary:** Orange color. Between 8 and 10 stat points.



ITEM LEVELS

Though item quality cannot improve, players will be able to increase item stats by using them during bandit battles. Each bandit battle will increase item EXP of one equipped item (selected randomly). Each item level increase will boost the item stat by one point. Item max level depends on the item quality.

- **Common:** Maximum 3 levels.
- **Special:** Maximum 5 levels.
- **Rare:** Maximum 7 levels.
- **Epic:** Maximum 9 levels
- **Legendary:** Maximum 10 levels.

GENERATION

Items will be minted in batches to ensure a limited supply. A total of 4 generations of items will be created:

- **Generation 0:** 5,000 Hero Creation items (common) + 5,000 Stronghold drop items (special - Legendary) + Limited Edition Items (special events)
- **Generation 1:** 25,000 Hero Creation Items (common) + 10,000 Stronghold items (Special-Rare) + 5,000 Forge Items (Epic-Legendary) + Limited Edition Items (special events)
- **Generation 2:** 50,000 hero creation items (common) + 20,000 Stronghold/Nation System + 10,000 Forge + Limited Edition items (special events)
- **Generation 3:** 100,000 hero creation items (common) + 50,000 Stronghold/Nation/Dynasty Systems + 20,000 Forge + Limited Edition items (special events)

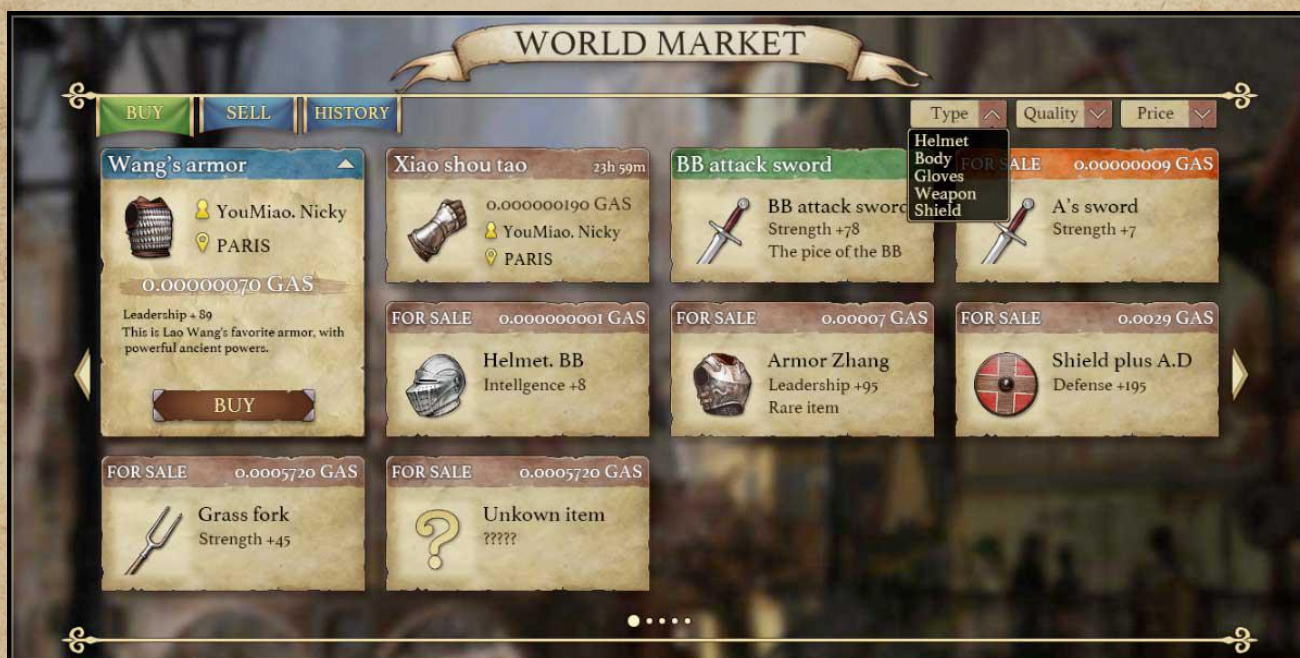
OBTAINING ITEMS

Here are the ways new items will be given out to players:

- **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.
- **Strongholds:** A randomized loot drop system will release items to one player currently occupying a Stronghold approximately each 40 minutes (depending on block speed).
- **Limited Edition Items:** These items will be unique and given out as rewards during special events. They can also be dropped out from forge/strongholds or sold during sales.

MARKETPLACE

- Items can be bought or sold by visiting city marketplaces. Every city on the BLOCKLORDS map will have a marketplace with a limited amount of item slots. Sellers will set the sale price and pick a display duration (8hrs, 12hr, or 24hrs). When a sale is made, a tax fee paid by the buyer will be split between city lord and the developers. This fee will be clearly stated before every trade is initiated so that player can make an informed decision. Buyers will instantly receive the purchased item once the transaction is confirmed.



CITIES

- The BLOCKLORDS map contains a total of 16 cities. There are three types of city size. Smaller cities will have fewer display slots in the market and lower defenses. Larger cities will have more troops defending them and up to 12 display market slots. City Lords will collect taxes on all sold items within their cities, but will have to make sure their cities are defended by leaving troops there as often as needed.
- When a player captures a city, there will be a 1-5 hour cooldown period following the battle during which other players won't be able to attack. Once the cooldown period ends, other players will be able to conquer the city again.
- Each city has its own coffer, where 50% of the fees spent on attacks or market listings will accrue. Once the Coffer Block Timer expires (usually every 5 days), the current city lord will receive 30% of the coffer amount.

New Gameplay

The new features are designed with the players in mind in order to attract as many strategy gamers as possible, whether familiar with blockchain or not, and convince them to give BLOCKLORDS a try. Inspired by renowned grand strategy games, some features might seem familiar but all are designed with the power of smart contracts in mind, with direct ownership and easy monetization of assets planned to be in place for all new in-game content.

TROOP DEPLOYMENT

Early BLOCKLORDS battles were determined by a complex formula that took into account a hero's stats, items, troop count, and whether the hero was attacking or defending. While making it possible to keep some of the logic on-chain, this option did lack a bit in decision-making for the player. In order to remedy this, a troop system is currently being tested in the existing version and will be put into full effect in BLOCKLORDS 2.0.



With the new troop system, players can choose the proportion of troops to deploy during battles. Different types of troops will vary in stats and have certain advantages depending on who they face on the battlefield. Three types of troops will be available initially (Infantry, Cavalry, and Archers), but more options will be available in the future.

HERO TRAITS

Hero traits will be assigned to randomly at the point of NFT creation and will grant powerful stat buffs or debuffs depending on the nature of the trait. Traits will determine physical and character aspects of your hero, with modifiers affecting everything from stats to resource generation and troop recovery. Traits will vary in scarcity, and can be gained over time with in-game achievements. 50 Traits will initially be available, but the list will expand over time.



HERO TITLES

Another way for heroes to stand out will be through the earning of titles. Titles can be earned from special in-game achievements (such as becoming city lord or winning a leaderboard event) and will grant bonuses for resource generation, as well as special backgrounds for your hero profile picture. Titles are expected to significantly raise the value of a hero when it is traded on outside markets since it will grant more resources and look more interesting.



ARMORY SYSTEM

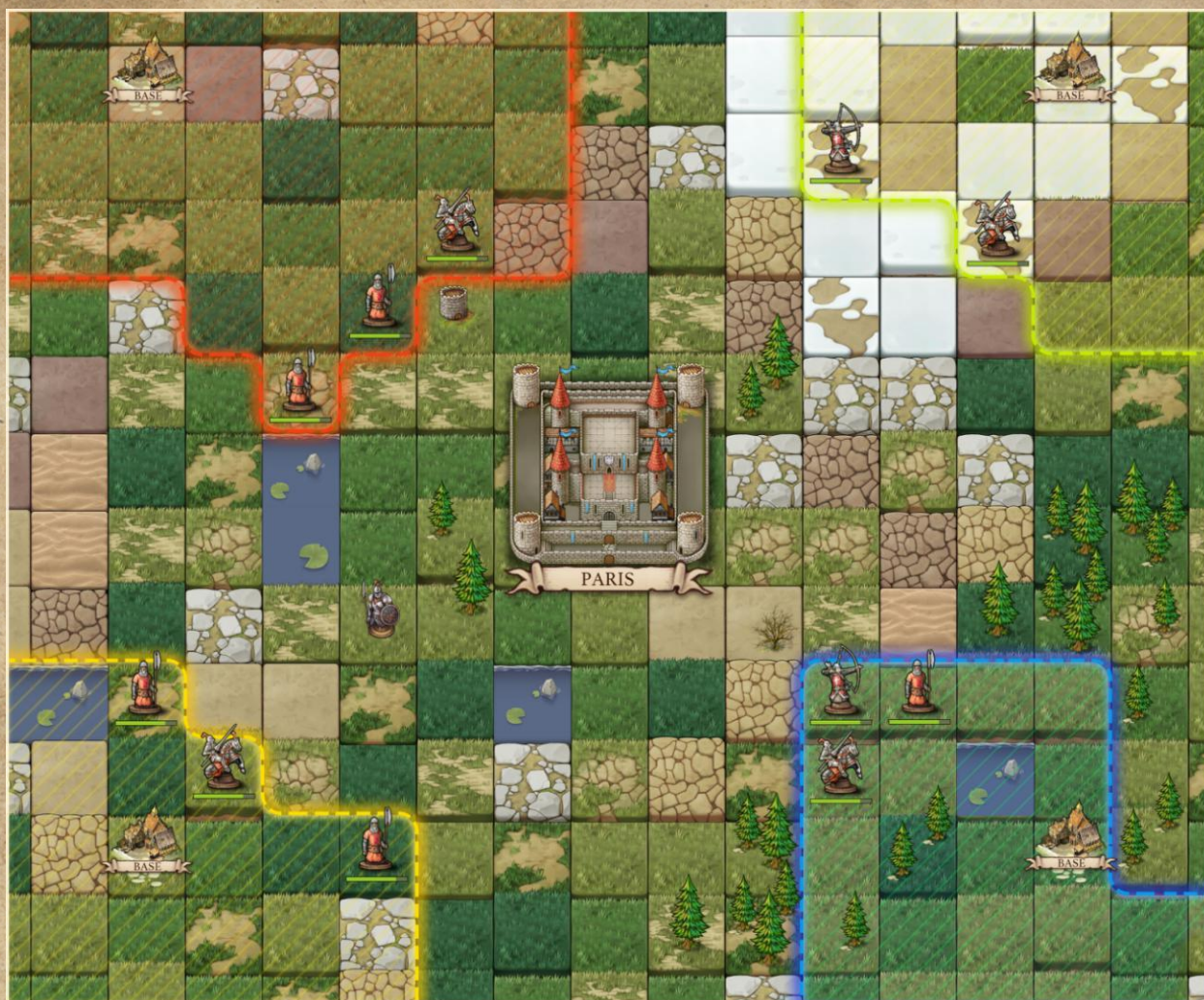
Collecting new items is currently one of the most popular activities within BLOCKLORDS, but there is a lack of things to do with spare items that aren't good enough to be equipped by heroes. The Armory system fixes that by letting players use their extra items to grant bonus skills to their troops. This adds a layer of depth and utility to extra items.



Each time enough items are used to level the armory up, players will be able to choose one skill that can be assigned to one type of troop. Different skills will have different perks, offering players a wide range to choose from when they determine the types of armies they want to field against their enemies. Skills can be changed as you face different types of armies in order to maximize your own army's fighting prowess.

STRATEGIC BATTLE MAP

The first iteration of the BLOCKLORDS World Map contained cities, strongholds and bandits as various points scattered throughout the map. This made it clear what players needed to attack, but did not provide a lot of strategic satisfaction. For BLOCKLORDS 2.0, the map will be split into different tiles that players can travel through.



- The new BLOCKLORDS 2.0 map will be split into 3 different view modes:
 1. **CITY MAP (Counties):** Gives players a detailed look at the different tiles around a city.
 2. **REGION MAP (Provinces):** Gives lords an outlook of the various provinces around them.
 3. **WORLD MAP (Nations) :** Shows the entire BLOCKLORDS world, with different nations highlighted.

Players will only be able to control the region or world map once they become lord or king. Most players will handle their in-game tasks in the Knight map, where they will be able to see their enemies, attack bandits, construct their own base or strongholds, and begin their conquest. Though the initial number of city maps will be limited, more will be added with each update, while the higher level maps are made larger and larger with time to scale with new users.

STAMINA & MORALE

- Since hero movement across the map will be done through block tiles, two new stats will now be added to hero armies.
 1. **STAMINA:** Will determine the amount of tiles a hero can move per hour. Stamina will regenerate with time or can be increased by the use of in-game resources.
 2. **MORALE:** Will have an effect over battle outcome and decrease after each battle. The higher a hero's morale, the better your troops will perform. Morale will recover over time

HERO BASE

Players will now be able to construct a base on the map that will be owned entirely by them. The base will serve as a respawn point when hero armies are defeated, as well a point to expand territory from. Players can only own one base at a time. As the player expands territory around the base by adding strongholds, he will be able to upgrade his base, making it easier to defend among other perks.

Bases can be raided by enemy players, and if an enemy is strong enough, he can choose to pay a fee and entirely destroy another players base. If your base is destroyed, you will receive a portion of the fee and can then build a new base somewhere else on the map to restart your conquest of the land. This will create dynamic changes on the map.

STRONGHOLD RESOURCES

In early versions of BLOCKLORDS, strongholds only served one purpose, to earn randomized random drops. In 2.0, strongholds will instead generate resources that can be used to craft items, build buildings, upgrade troops and more.

- While more in-game resources might be added later, BLOCKLORDS 2.0 will launch with the following:
 1. **STEEL**: Generated from iron mines. Used mainly for crafting and upgrading items.
 2. **STONE**: Generated from quarries. Used mainly to build and upgrade buildings.
 3. **WOOD** : Generated from lumber mills. Used for buildings and crafting items.
 4. **CLOTH**: Generated from weavers. Used for crafting items and some troop upgrades.
 5. **WHEAT**: Generated from farms. Used mainly for troop upgrades.
 6. **GOLD**: Generated from gold mines. Can be used for almost anything.



Much like player bases, strongholds can be raided, conquered or destroyed by enemy players. If an enemy player destroys or conquers your strongholds, he will have to pay a cryptocurrency fee to displace you. Though early strongholds will be free or cheap, they will increase in price the more strongholds a player builds on the map.

ITEM CRAFTING

Rather than being dropped from strongholds, new items will instead have to be crafted by the players themselves. Each generation, new items will be added to the item crafting pool, and players will be able to craft items using resources. Different types of items will require different resources, and each new item quality will be determined randomly through a few percentage modifiers. If a player burns an older generation item when he crafts a new one, there will be a significantly improved chance to get higher-quality or limited edition items.

BATTLE CARDS

Battle Cards are a new addition to the game that will be used to grant special battle buffs. If a player owns a battle card, he will be able to use it and apply its effect for a limited amount of time. Once a card is used, it will be burned and disappear from the player's inventory and the blockchain. Players who collect more cards than they wish to use will be able to sell them in the market. Each card will boost an army's stats considerably and could give a great edge.

CITY LORDS

Each county map will have a large city at its center. Each city will be ruled by one player Lord. Lords will collect taxes on all trades, buildings, and resources generated within a map, and will also have the ability to construct new buildings in their city by upgrading their castles. Buildings will offer various advantages to citizens of that map and also opportunities to craft better items, generate more resources and increase the defense of all players.

To become lord, a player who already has a base established in that city will have to rise up against their lord. While a player is rising up, other citizens of that map can decide to join in and support the rebellion, but cannot rise up themselves until the challenger's base has been destroyed. Lords and challengers can offer crypto or resource bounties to anyone who helps them in order to gain followers. Only players with bases on that map will be able to join.

If a challenger conquers the city castle, he will become lord, and will start gaining resource and taxes automatically. A cooldown period will be placed into effect and no new rebellion will be possible in that city for several days following a successful city lord coup. Once a challenger becomes lord, his regular base will automatically be destroyed.

Players who reach the rank of Lord will gain expanded access to the region map, where they will be able to field Lord Armies that can be used to declare war against neighbouring cities. Lords can issue bounties for players to donate troops to their lord armies, which can then be used to attack other cities.

CITY BUILDINGS

Once players become Lords, they will gain access to the city building menu. Lords have the power to spend the city coffers on new building improvements for the city. While this means less coffer money in their own pockets, it will provide a huge range of benefits that will affect battles, resource generation and much more! Lords who spend more resources on improving their city will most likely gain more acceptance from their citizens and stay in power longer.

- Building and upgrading new city buildings will increase their max capacity and stat modifiers:
 1. **CITY CASTLE:** Your city's main defense and Lord's seat of power. Contains the city hall, where citizens and taxes are managed, and the treasury, which contains your city's wealth.
 2. **MARKETPLACE:** Where players meet to trade items for resources or cryptocurrency.
 3. **FORGE:** Where players go to craft items using resources or recycled items.
 4. **BARRACKS:** Where players go to improve defenses and increase troop recovery speed.
 5. **CHURCH:** Where marriages take place and new family dynasties are created.
 6. **TAVERN:** A place where battle cards can be crafted and traded.

NATIONS & RULERS

Each city will be part of a nation, and each nation will have a king. When a player becomes lord and fields his own city army, he can choose to either support or fight against his king if another lord begins a rebellion. Any lord who takes over 3 cities within one nation will be able to form his own nation and start a rebellion. A lord in control of 5 cities will automatically trigger a rebellion against his king. When a lord rebels, other lords can choose to join or not.

Kings will get access to the Nation map and will be able to spend some of the resources they earn from taxes to research new technology, which will grant benefits to all citizens of the nations. Kings will also have the power to declare wars, which will allow them to field armies on the nation map and attack regions from the enemy nation. If a king is defeated during a rebellion or war with another nation, the king will be deposed and his NFT burned. Royal players will then have to start their BLOCKLORDS journey from the start, but will still own all items and resources.

FAMILY DYNASTIES

The addition of female heroes will make it possible for heroes to get married in the game. When two heroes are married, they will have a chance of generating a new child within the game, that will take on the family name, and likely inherit some of the dominant traits from the parent. This will allow players to create family dynasties.



HERO AGING

Nobody lives forever, and we believe this should also be the case in games. Once all in-game mechanics are firmly in place, the aging effect will be triggered, making heroes grow older with each generation and eventually dying. When a hero dies, all his property will pass to his wife or children. If a hero dies alone, the player will receive a hero to take over all his assets instead. We believe this is a fun mechanic that will enhance the dynasty-building features of the game and encourage players to create long family trees that will make them remembered in BLOCKLORDS.

ADDITIONAL CONTENT

Games need to be constantly improved, or they will soon become stagnant. The team has many other ideas for additional features, special events, and both PvP and PvE systems that will be added as the game goes into maturity. Boss battles, dungeons, arena battles, mini-games, and much more are being designed and will continually be added into the game. Many of our additions will also be added based on player feedback, so we invite all players or interested parties to join our community channels and give us some feedback about what we should improve!

Technical Additions

ETHEREUM VERSION

One of the most active smart contract platforms and #2 in market cap, the Ethereum blockchain went live in 2015 and has gained adoption from users and developers alike. Established as one of the top platforms for DAPP games, the BLOCKLORDS team always had plans to launch on Ethereum, but wanted to make sure the game was ready before launching on it. With the core of the game now developed, the new and improved BLOCKLORDS 2.0 will debut on Ethereum, thus reaching a new audience and establishing itself as the top strategy game in the DAPP sector.



WWW.BLOCKLORDS.IO



ETHEREUM

CROSS-CHAIN GAMING

But Ethereum is just the beginning, once BLOCKLORDS 2.0 has been perfected, the end goal will be to connect all versions of the game, whether on ETH, NEO, or TRON, into one version that any player can access. In order to do that, the team has already begun experimenting with sidechains and bridges between different blockchains. LOOM and COCOS-BCX are two serious contenders as we continue development on a cross-chain version and the team has already partnered up with both entities to explore future collaboration opportunities!



NFT HEROES

In earlier versions of BLOCKLORDS, all item trading was kept within the in-game smart contract in order to create an incentive for lords to earn taxes on trades. The team received a lot of feedback from players about wanting to be able to trade on outside exchanges. Based on this feedback, BLOCKLORDS heroes will now be created as NFTs on the Ethereum blockchain, thus making it possible to buy or sell heroes (and their equipped items) on outside exchanges such as opensea.io. This goes well with the idea that players should be able to monetize their game assets, while still keeping item trading within the game itself to incentivize players conquering cities. Once this has been tested thoroughly on the Ethereum blockchain, we will enable NFT hero trading on TRON and NEO as well. Players who have already created heroes on NEO and TRON will also be able to clone their heroes onto the ETH version once BLOCKLORDS 2.0 is released. This means that anyone with a hero will be able to play the game once its out.

MOBILE VERSION

While having the game available on a web browser offers a bit more flexibility for the developers, many players have requested a mobile version of the game as they would like to play the game on the go. This has also always been the plan and the team wants to do any mobile version of the game as optimized as possible for the platform. With more and more mobile crypto wallets coming out, this will also make blockchain gaming on mobile easier. The plan is to have a fully adapted mobile version of BLOCKLORDS 2.0 by 2020, which will drive user growth significantly.

FACEBOOK, APP STORE, and GOOGLE PLAY STORE

Once the game is fully developed and established as the top blockchain strategy game, the team plans to create a centralized version of the game and release it on the top free game platforms such as Facebook, iOS, and the PLAY store. Once new strategy game fans join and start enjoying the game mechanics of BLOCKLORDS, they will be prompted to try the blockchain versions of the game. This will attract a lot of new users to blockchain gaming!

Commercial

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:

MONETIZATION

Fees have been an important part of the early release cycle of BLOCKLORDS, but the goal was always to slowly to transition the game into a Free-to-Play model in order to attract a wider audience to blockchain games.

BLOCKLORDS 2.0 will still have some fees in place, especially when players want to expand into higher-level play, but hero creation, early base creation, and basic battles will be free. As the game becomes more and more fleshed out, the team will continue placing focus on providing as much value as possible for players with their fees.

LIMITED EDITION HEROES

In the summer of 2019, trials were made to drop out limited edition items inspired by the TRON and NEO on their respective chains. The events drew a lot of interest from players and made it evident that limited edition items are quite popular with the players. In order to keep this trend going, the BLOCKLORDS team will continue to create heroes and items inspired by history and modern influences. These limited edition heroes and items will be awarded to top players during in-game events, and also offered for sale in the marketplace and during special sales.

MEDIA PARTNERSHIPS

BLOCKLORDS has garnered quite a bit of media attention since the game launched. Online publications, mainly ones focused on tech or blockchain games, have written a number of articles and reviews about the game that can be found on the website. Two notable media partnerships have been formed, one with D-Gaming and one with DappRadar, two industry giants that are forging the path in DAPP data aggregation and content creation. Partnerships like these are already fruit full and mutually beneficial and will continue to expand in the future.

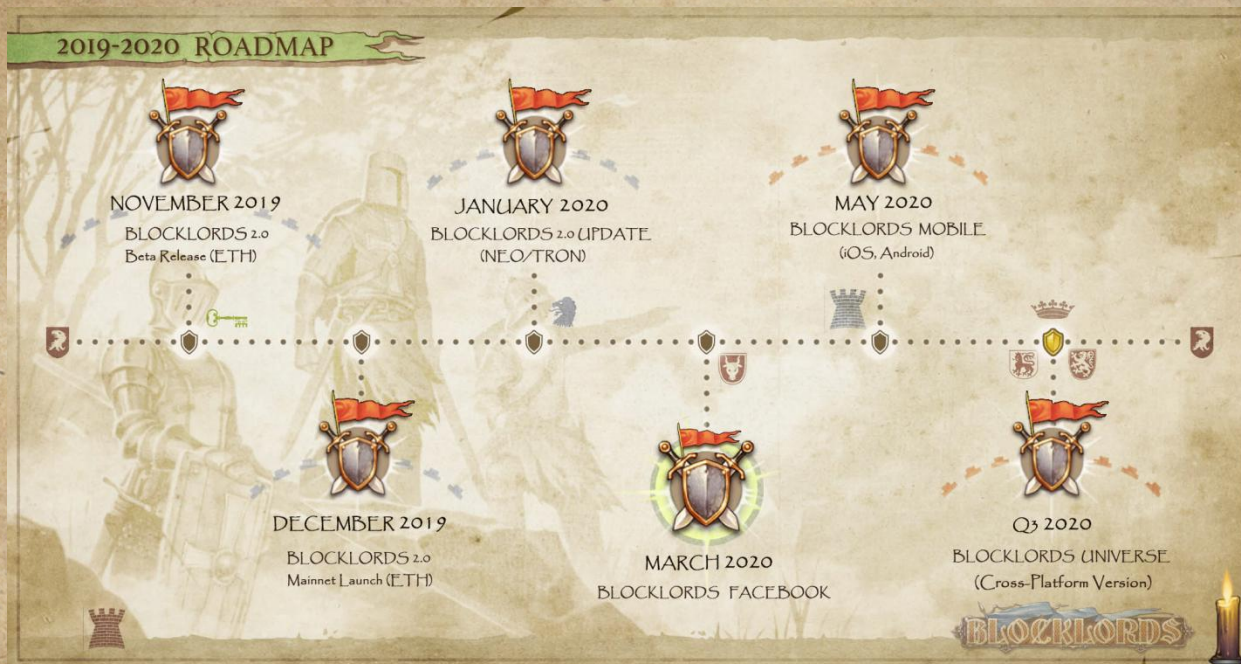


THE TEAM

Forged in steel through countless development cycles, the Arctic Seascape team consists of experienced and passionate game developers, talented artists, and dedicated developers. A diverse group of professionals devoted to making BLOCKLORDS a success, the team will continue to work tirelessly to achieve the goals set forth in this white paper as blockchain gaming gains prominence. The team's goal is to position the company and its games at the forefront of this burgeoning industry and to build the future of blockchain gaming along with the game's early fans. With numerous awards and two successful platform releases under their belt, the team looks forward to what's next!



ROAD MAP



CONCLUSION

BLOCKLORDS started with little more than an idea and a dedicated team with a strong background in the game industry. In less than one year and with a very limited budget, the Arctic Seascape team was able to launch a game on two very different blockchains, grow a community of dedicated fans, and climb to the top of blockchain game development. But this is only the start, and BLOCKLORDS is still far away from where the teams wants it to be.

With the new and improved Ether version, BLOCKLORDS will finally be able to live up to its potential and the hard work of connecting the different blockchain versions of the game will begin. Once the user experience is refined and optimized for old blockchain veterans and new users alike, the process of spreading the game to more established gaming platforms will begin.

This has been the plan all along and will help the team realize its vision of using games as a user acquisition tool for blockchain in general. Strategy gamers are the perfect audience for crypto. They like resources, understand differences in value between currencies, and spend their days forming decentralized economies within their games.

By keeping the existing assets of early players live while constantly updating and improving the game, the Arctic Seascape team wants to create a sustainable game that keeps players engaged in the long term. Other games are in the works, but the success of BLOCKLORDS is what keeps or team motivated and ready to bring blockchain games to a new era of online entertainment. Blockchain and games are a perfect match, and BLOCKLORDS will become one of the few games that proves that it can be done in a sustainable manner. See you on the battlefield, my Lord!