**RoE (Realms of Ethernity)**

ROE is the next generation **free-to-play MMORPG** (Massively Multiplayer Online Role-Playing Game) experience.

A game which strives to **create decentralised player-driven communities** where you, the player, can form life-long relationships by embarking on epic adventures.

The **yield of RoE** is shared with the **community**, and will own your digital in-game assets, which can be **traded at market value** without ever going through **us for approval.**

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## **Needed a decentralised MMORPG** as, in the **current game market**, the **centralised ownership and control of user-generated content** limits *creator rights and ownership*, which *stifles creativity and enjoyment* in the gaming community.

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## **WHAT MAKES RoE DIFFERENT?**

1. *POLISHED AAA GAMING EXPERIENCE & A WORLD-CLASS TEAM*

* **Realms of Ethernity (RoE)** is a rich **third-person open world experience** with a strong focus on strategy.
* Over **6 months of planning, marketing and early engineering and development** has been put into RoE by a talented team of over 100 artists, designers and developers in our **Vietnam Game studio, Wild Thunder led by Dustin Nguyen.**

1. *TRUE DECENTRALIZATION AND DIGITAL OWNERSHIP*

* Realms of Ethernity (RoE) provides **real ownership over in-game items** by turning them into **ERC-721 tokens/NFTs.**
* Players gain the right **to sell their items for real money, *use them in RoE, and even embed them in third-party games and tools. This separates RoE from what’s offered in mainstream games.***
* **Players own and control character avatars,** their virtual world identities. **Each avatar** will have a **universal wallet** (persistent inventory) where they **hold all of their tokens and NFTs** (collectibles, weapons, armor, special artifacts, consumables...) that they’ve earned over the course of their various adventures in RoE.

1. *PLAY TO EARN*

* Realms of Ethernity is designed where players can **generate money from their gamingexperience** in this epic adventure.
* We aim to **create a sustainable digital economy** where players have the **freedom to earn from, and contribute to the economy.**
* To catalyze competitive play and stimulate engagement, **gold coins exist at the heart of the game economy,** being introduced as **rewards to players** who complete any single quest or engage in battles. The gold coins are then converted to other **‘currency’.**
* By putting time and effort into the game, players can **craft valuable NFT assets** or find treasure chests of enormous value, which can be **sold or traded on the marketplace for $RETH - the valuable tokens launched with the game.**

1. *A MONSTROUS COMMUNITY*

* With over **$5M raised in a seed round**, RoE has established a passionate following of evangelists.
* The **game has amassed over 60,000 followers across social media in just 6 months**.

1. *BUILT TO SCALE ON POLYGON*

* RoE digital assets will live on **Polygon**, allowing for **gas-free NFT minting and trading** at scale with **near-to-instant trade confirmation**.
* This creates a massively ***improved user experience and enables the high volume trading of low cost assets****, a key feature of RoE.*

# **WHAT IS REALMS OF ETHERNITY?**

Imagine a World of Warcraft-inspired open world, now **built with blockchain technology** where **players can truly own their inventory** and **earn real cash** from their gaming experience… Inside Realms of Ethernity, **players can interact with the game** just like any other classic MMORPGs, e.g explore dungeons, **kill monsters for rewards or battle with other** players…

Nonetheless, we proudly introduce **the dual currency of in-game gold coins and the token named $RETH** that works to empower players to immerse themselves in the game and earn from their play!The **open world of RoE brings to players a limitless possibilities** of things to do.

In the game, we integrate **a special set of quests and attributes called the “Destiny”**, acting as **a special game pass** to players who own it. **Special in-game assets as NFT are minted** along the way that bring advancements to players. They can be **crafted, bought or sold** on the marketplace.

Alongside their journey, **players can buy, build, expand their own kingdoms.** Kingdom owners can **start wars to conquer other kingdoms and collect tax from all activities** within the owned lands.

Communities, as one of the **core traits that defines success of an MMO**, will be built and consolidated upon time. To enhance it, we introduce the **Bond feature, a way to co-work with other players to complete quests in a team** (such as killing bosses, mining, farming,...) and **split the rewards.**

The **RoE will be released in seasons** with a given premise for the very first season. The ultimate **ending of each season is expected to be a Kingdom or a Nation war**.

**How each season ends will be determined by players**, and this **very ending** will lead to the **start of the next season**.By that, **players will be ones who write the next chapters for Realms of Ethernity!**