

Blockopoly

Join a Team - Claim Territory - Win Big

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What is Blockopoly?

- Blockopoly is a team-based property auctioning game.
- Players have 1 week to win as many [Plots](#), in a [City](#) as they can. Each Plot won in auction, earns the team score.
- The team with the highest score wins ownership of the entire City and claims the [Jackpot](#).
- Each Team has their own set of [Rules](#), which can change how the game is played.

Playing the Game

1. Setup Metamask on your computer / browser.
2. Have Ethereum available in your Metamask Wallet; which is used to use for bidding.
3. Visit <http://app.block42.world/>, select a plot and start bidding away.

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How Bidding Works

- During an auction, players use ETH (Ethereum) from their MetaMask wallet in order to bid.
- When a player places a bid, they aren't placing a single bid. Instead they are setting their *Max Bid*; the most they are prepared to spend.
- The system then uses that Max Bid to automatically outbid any other bidders until either you or another player is the highest bidder.
- In order to outbid another player, you must bid 10% more than the *Current Bid*.
 - Or 15%, depending on the Team who owns the *Plot*.
- Your Maximum Bid is kept secret. Other players won't be able to see your Max Bid while you are winning an auction. Your maximum bid is only revealed if you are outbid and are no longer in the lead.

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Game Overview

Stage 1 - City Auction

- In the first stage, a single City becomes available for auction. [See The Board](#)
 - After choosing [A Team](#), Players then have to outbid each other for ownership over Plots within that City. Each bid contributes towards the *City Jackpot*.
 - City Auctions last for 1 week. At the end of the week, the Score is calculated, and the team with the highest score wins the *City jackpot*. [See Scoring](#)
 - The *City Jackpot* is distributed proportionally to the winning team, based on the teams rules and contributions of each team member. [See Distributions](#)
 - The Player who contributed the highest score for the winning team, during the auction earns ownership over that City.
 - Once a City Auction has ended, the next City will be available for auction and the game continues.
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Stage 2 - World Auction

- After 42 weeks; once all the Cities have been sold in auction, the “Frenzy Period” will begin
 - A 10 week period, where players can outright purchase Cities from other players for double the original buying price.
- Half of the purchase cost will be transferred to the original owner, while the other half will be added to the *World Jackpot*.
- Once the Frenzy Period has finished, the team with the highest amount of points will win the World Jackpot. [See Distributions](#)
- The Player who contributed the highest score for the winning team, during the Frenzy Period will earn ownership over the World.

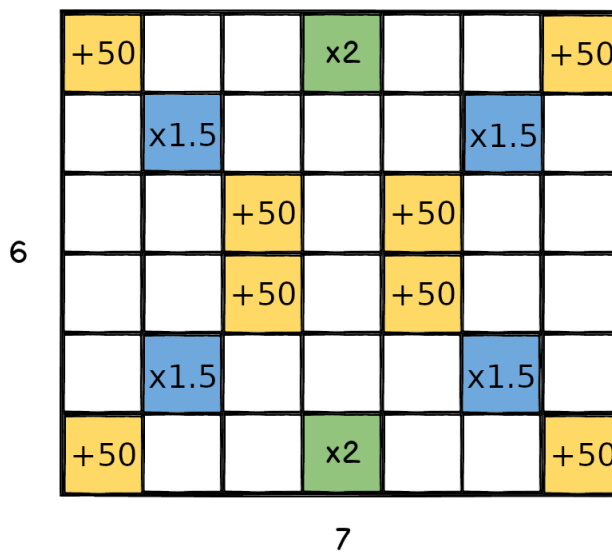
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The Board (City)

A City is made up of 42 plots in a 7 x 6 grid. A City also contains **Special Plots**; plots that give bonuses to the overall scoring, such as:

- **+50** - This plot adds 50 points to the score
- **x1.5** - Multiplies the score of any plot on or connected to it by 1.5 times
- **x2** - Doubles the score of any plot on or connected to it




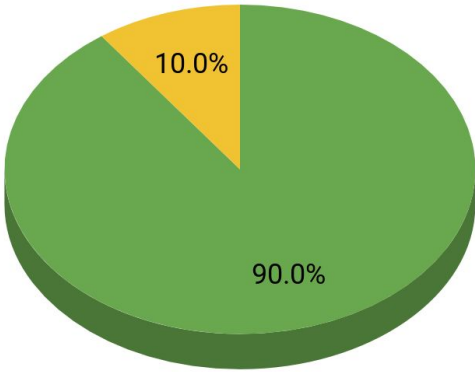

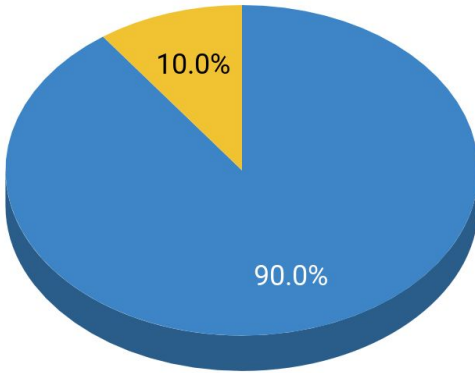
Score Reference

Plots Connected	Score
1 Plot	10 Points
2 Plots	22 Points (x1.1)
3 Plots	36 Points (x1.2)
4 Plots	52 Points (x1.3)
etc.	etc.

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The Teams

Team	Jackpot Distribution						
<p>Rogue Auctioneers <i>"More for Me, Less for You"</i></p>  <ul style="list-style-type: none">+ Maximises Top Player Award+ Doesn't share with the team	<p>● Top Player Award ● Team Distribution ● Next Jackpot Contribution</p>  <table border="1"><thead><tr><th>Category</th><th>Percentage</th></tr></thead><tbody><tr><td>Top Player Award</td><td>90.0%</td></tr><tr><td>Next Jackpot Contribution</td><td>10.0%</td></tr></tbody></table>	Category	Percentage	Top Player Award	90.0%	Next Jackpot Contribution	10.0%
Category	Percentage						
Top Player Award	90.0%						
Next Jackpot Contribution	10.0%						
<p>The Alliance <i>"All for One, One for All"</i></p>  <ul style="list-style-type: none">+ Maximises Team Distribution+ Nothing goes to the Top Player	<p>● Top Player Award ● Team Distribution ● Next Jackpot Contribution</p>  <table border="1"><thead><tr><th>Category</th><th>Percentage</th></tr></thead><tbody><tr><td>Team Distribution</td><td>90.0%</td></tr><tr><td>Next Jackpot Contribution</td><td>10.0%</td></tr></tbody></table>	Category	Percentage	Team Distribution	90.0%	Next Jackpot Contribution	10.0%
Category	Percentage						
Team Distribution	90.0%						
Next Jackpot Contribution	10.0%						

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The Teams - Cont.

Team

Jackpot Distribution

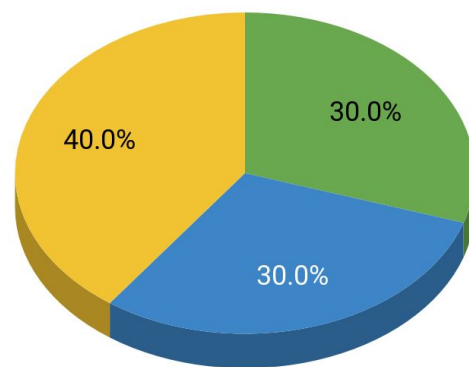
Crypto Monks

"Maintaining the Balance"



- + Shares equally with Team and Top Player
- + Maximises Next Jackpot

● Top Player Award ● Team Distribution ● Next Jackpot Contribution



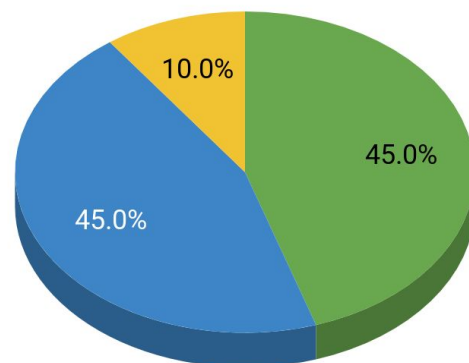
Day Traders

"Not in it for the long run"



- + Shares equally with Team and Top Player
- + Outbid cost increase (15%)

● Top Player Award ● Team Distribution ● Next Jackpot Contribution



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Glossary of Terms

- **Plot** - A piece of land the player can buy, sell or build on.
- **City** - A 7 x 6 area, made up of (42) Plots.
- **World** - A 7 x 6 area, made up of (42) Cities.

- **Team** - A team the player assigns themselves to at the start of a City Auction, players can only swap teams once the current City Auction is over.

- **City Auction** - A 1 week auction event, where 42 plots are available for purchase.
- **Frenzy Period** - A 10 week period, where all previously auctioned plots become available for purchase for twice the amount of the original purchase price.

- **Jackpot (City)** - Accumulation of ETH (Ethereum) spent during a single City Auction.
- **Jackpot (World)** - Accumulation of 50% of the ETH (Ethereum) spent during the Frenzy Period.