BlockGangsters.io

The creation of a community-driven

Play-To-Earn currency.

Whitepaper

Final version

The GANG team.

October 22, 2021

Contents

1 Introduction

The online gaming sector has constantly been evolving since the early days where the only purchase involved with a game was the initial purchase. Around 2008, Games-as-a-Service (GaaS) models were introduced. One could purchase additional time or content after the initial sale to keep ahead of other players. This model has been proven to keep players engaged longer while increasing revenue. However, from the standpoint of the BlockGangsers.io team, two problems are still present:

- Once a player decides to stop playing a game, all in-game currency is stuck.
- GaaS causes players to spend money throughout their in-game journey.

Over the last decade, blockchain technology has reinvented the concept of money. This journey started with the Bitcoin experiment in 2009. Since then, the technology has been improved in many ways. Ethereum intends to provide a blockchain with built-in programming language to create contracts. In turn, these contracts can be used to implement logic by writing lines of code.

One particular interesting trait of Ethereum are so-called ERC-20 tokens. Simply put, all tokens living on Ethereum can be traded against each other or against ether. This raises the question what would happen if some game replaced their in-game currency by an ERC-20 token. If designed correctly, this solves above two problems with current games, as follows:

- When quitting a game, all currency can be sold for a token of choice.
- Players can make money while playing the game instead of losing money.

1.1 Outline

In Section 2, the concept and vision will be presented. Next, Section 3 presents the tokenomics. That is, the total amount of tokens and the distribution during the years will be described. Hereafter, Section 4 presents the roadmap. Section 5 details the in-game economy and possible tactics. Finally, Section 6 consists of a summary.

2 Concept

In this section, the vision of BlockGangsters.io is shared. Next, it is explained how this vision can be translated into reality. The following chapters will elaborate on this concept.

2.1 Vision

"Games should not be designed to lure people into spending more money over the lifespan of the game. Ideally, involvement with the game should be rewarded and this reward should be freely transferable "

2.2 Vision to reality

Let's start by decoding the vision. The current dominant strategy for releasing games is Game-as-a-Service (GaaS). In other words, the game is free to play but in-game purchases or recurring subscriptions keep draining people's balances. In exchange for this investment, the player will advance in-game and as such, (hopefully) raise above other players. This advancement is in no way rewarded since in-game currencies are only valid in this particular game and no way exists to trade them for other currencies.

For the sake of argument, one could imagine in-game currencies have real-world value. This implies more advanced players can sell some of their trophies and/or wealth to newer players to make up (or better, expand on) their initial investment. This would address both theses presented in the vision. Firstly, players will not spend more money, but are instead offered a chance to make back money by interacting with the game. Secondly, tokens would need to be recognized as valid by other parties to be freely exchangeable. As a bonus, players are incentivized to keep interacting with the game, since this increases in-game balance which can be exchanged for real-world value.

Fast-forward to today where, among others, the Ethereum blockchain is provid-

ing transferability, immutability and security all under one platform. More specifically, all tokens created according to the ERC-20 standard can be traded on multiple exchanges. This creates the perfect operating environment to solve the second part of the vision, being the free transferability of in-game currency. Note that one variable needs to be carefully crafted: tokens in circulation should either increase in value or holders should be compensated for inflation. More on this in Section 3.

3 Economy

This section will start with an overview of the total amount of tokens in circulation in the coming 2 years. An elaboration on the distribution of tokens will follow afterwards, carefully explaining the reasoning behind this decision.

3.1 Coins in circulation

First of all, no hard cap for the tokens exist. However, the aim is to never exceed 1 Trillion coins in Circulation. The only way to exceed this number is by huge demand, which would not imply negative consequences for players. The token will be launched by a fair launch. That is, no presale is conducted. However, buying extra tokens will be available for the first month after launch. This to bootstrap the in-game economy. After this, buying extra tokens will be disabled. This to enable an organic economy. Buying extra tokens will be capped for all users to 1000 MATIC to combat the emergence of Whales. After the first month, in-game participation will be the only source of inflation. That is, participation in the game is rewarded while buy-and-hold is punished. This mechanism is chosen to make this coin interesting for active participants while discouraging speculators and investors. That is, the token should be used as an in-game currency rather than an investment.

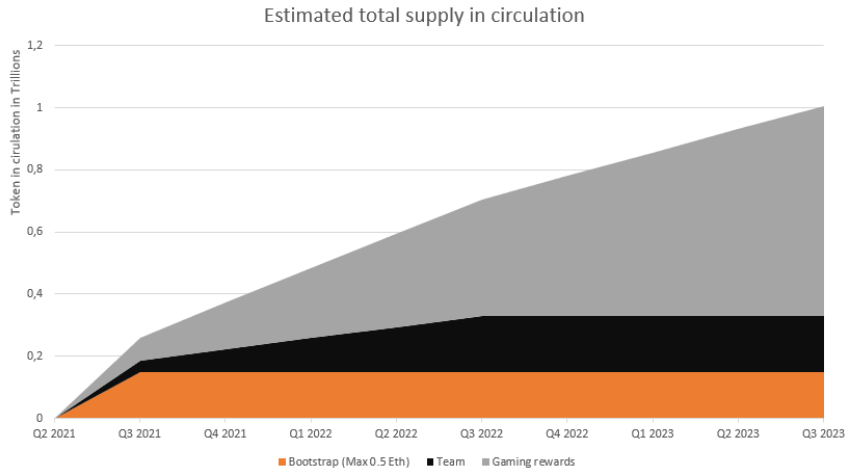

Figure 1: The total amount of coins in circulation. Over the first month, players could purchase up to 150B extra tokens. Hereafter, a stable supply flowing from the game is the main driver of inflation. That is, participants gain value while idle wallets lose value. Note: time periods presented are based on first (test) version of game. See Section 4 for more information.

Period	Extra purchases	Team	Game functions
Launch	0	0	0
+ 3 Mo.	150	36	50
+ 6 Mo.	150	72	100
+ 9 Mo.	150	108	150
+ 12 Mo.	150	144	200
+ 15 Mo.	150	180	250
+ 18 Mo.	150	180	300
+ 21 Mo.	150	180	350
+ 24 Mo.	150	180	400
+ 27 Mo.	150	180	450
+ 30 Mo.	150	180	500
+ 33 Mo.	150	180	500

Table 1: Detailed overview of the total amount of allocated tokens, all amounts in Billions $GANG. For a graphical representation please consider Figure 1.

3.2 Reasoning behind no presale

Over the last year, many projects have been battling the issue with whales buying up smaller liquidity pools. Moreover, presale rounds have established a small subset of whales that hold the majority of the tokens. In the case of BlockGangsters, it is felt by the team that this hurts a fair playing field. As such, no presale will be held to distribute the first set of tokens. Instead, players can start playing the game immediately to grind their own stack. Additionally, the ability to purchase extra tokens is opened for one month to increase in-game liquidity. This bucket is limited to 150B Tokens per a rate of:

$$1 \text{ MATIC} = 1.000.000 \text{ GANG}. \tag{1}$$

The purchase function will be programmed such that at least one of two conditions hold:

- all 150B Tokens are minted (= 150.000 MATIC worth): in case of relatively large purchases.
- In case smaller purchases turn out to be the norm: at least 1000 Wallets purchased some GANG (with a lower bound of 5 MATIC to limit flooding negligible purchases to reach the norm.

3.3 Team tokens

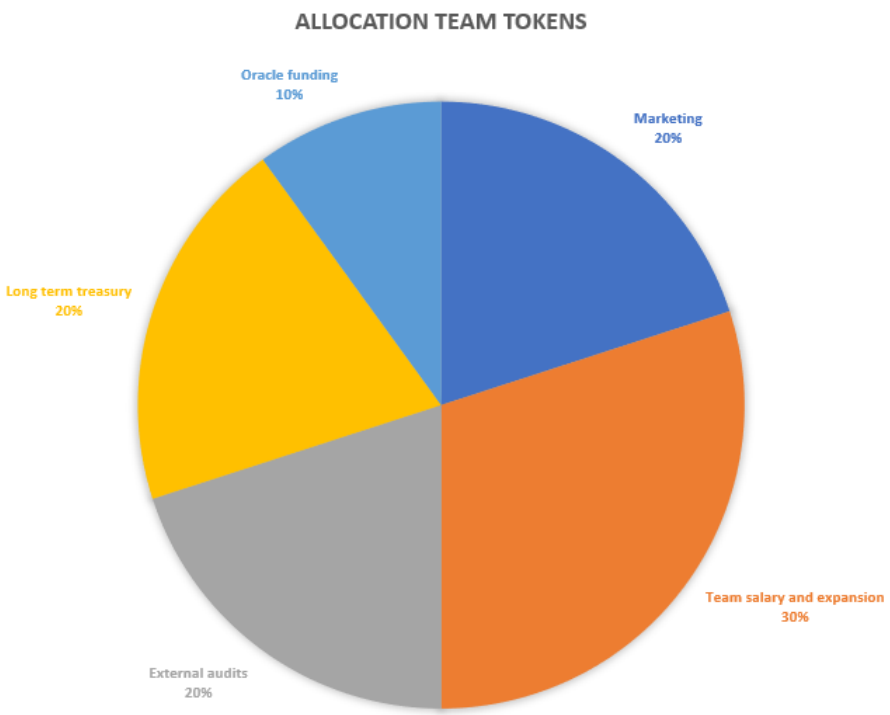

Figure 2: The total pool of team tokens consists of four components. Marketing, auditing and the treasury take up equal shares of 20%. Oracle funding makes up 10% of the tokens. Salaries and expansion of the team take up the remaining 30%. Note that team tokens are allocated over a two-year period and consist of 18% of the diluted market cap.

3.4 Random number generation by Chainlink VRF

The first version of the game will be launched in last quarter of 2021. This version will be launched on Polygon. The reason for this is two-fold. On the first hand, fees are many multiples lower than on mainnet Ethereum. On the second, the team deems safe random number generation a top priority and as such, less safe options (e.g. by on-chain random number generation) are not viable. This leaves only one option, being an off-chain oracle. ChainLink VRF has been implemented on Polygon with low fees (0.0001 LINK per request). Compared to the 2 LINK on Ethereum mainnet or 0.2 LINK on Binance Smart Chain, it can be seen that this is not a viable solution. The team will ensure sufficient LINK on the contract to keep the game playable.

3.5 Subsequential version launches

As will be discussed in Section 4, it is important to think ahead in terms of upgradeability. When selecting chains to launch on, two main drivers are present:

- Fees should be manageable, i.e. low for the end user compared to game functionality.
- Random number generators should be safe and cheap. Currently, this excludes all but Polygon for a play-to-earn game with a high number of contract interactions.

After the merge (expected halfway 2022 at the time of writing), Ethereum should have a safe random number generator due to the switch from miners to validators. Once this has been proven, the goal is to launch V2 on mainnet Ethereum. The team has ideas to implement the following functions in future versions:

- in-game NFT's to boost skills and to level faster.
- Build in a proxy to add contract functions later: either inherited, eternal or unstructured proxies can facilitate connections to different contracts. This is only implemented if desired by the community. The argument could be made that this disregards the aim of immutability. Currently, the team leans towards hard upgrades with 1:1 token exchanges to future versions.
- Owning land as a family.
- Functions desired by the community, please share your ideas!

4 Roadmap

This section will elaborate on the roadmap for 2021 and 2022. It is decided to focus on these two years first, since the blockchain environment is evolving at a pace where looking further ahead is deemed impossible.

4.1 The coming two years

The first two quarters of 2021 have been dedicated to the start of the project. This current Whitepaper has been prepared and code is written for both the Smart Contract and website. The second quarter is dedicated to crafting and implementing game-functions that do not break the economy while encouraging player-engagement. Simultaneously, communication channels have been prepared for the launch in the second half of 2021. The first official testnet version (mainnet candidate) will be released on November 1, 2021. If no bugs are found by the community, mainnet launch will be on November 16, 2021. Note that the team has been testing since August 2021 (first via Hardhat, later on testnet). As such, a shorter time span of community testing is chosen. If any bug is found, mainnet launch is pushed back by the time to fix the bug plus two weeks of testing. As discussed in Section 3, the game will be playable immediately after launch. To bootstrap the game, players can choose to purchase extra GANG tokens during the first month. After this month, the purchase of tokens will be disabled to enable organic growth of the game.

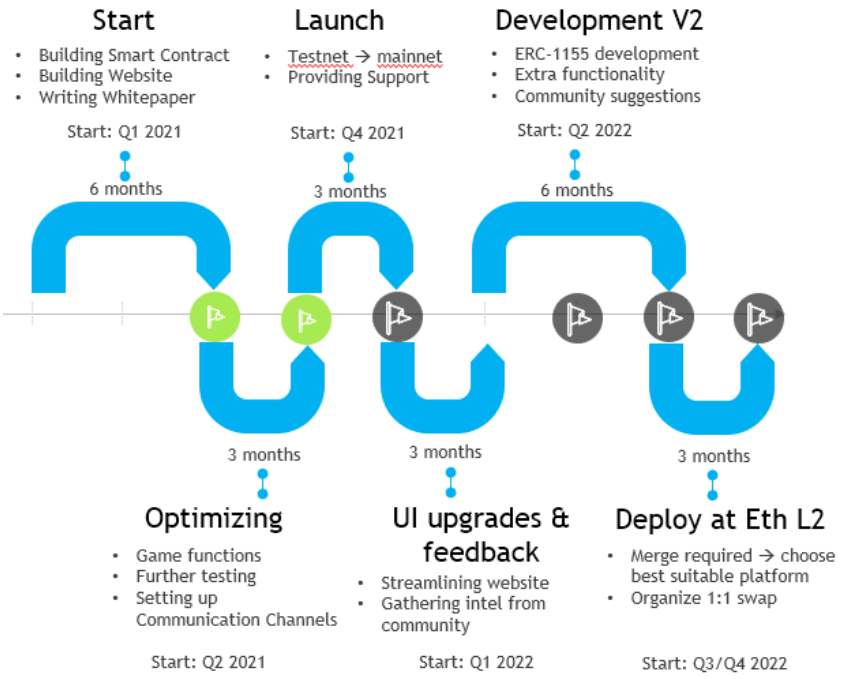

Figure 3: The roadmap for 2021 and 2022. The fourth quarter of 2021 will be dedicated to the launch of the first version. Q1 2022 will be dedicated to improving user interfaces. Hereafter, development of additional functions and the switch to mainnet Ethereum is started.

After a successful launch on Polygon in Q4 2021, the next quarter will be dedicated to improving UI and fixing UI bugs. Hereafter, the development of the next version of the game is started. Remember that in-game tokens will be exchangeable 1:1. This not to discourage playing V1. In this version, three major upgrades are scheduled:

- NFT functionality: NFT's can be obtained by playing or advancing in the game. In turn, these NFT's can be exchanged with other players.
- Expansion on Version 1 by adding more individual and family functions.

On top of these two upgrades, community requests will be taken into account and implemented if deemed suitable. Moreover, it is a wish to implement other wallets with improved UI. Since these solutions are still immature or in development, they are ommitted from the roadmap.

5 Game Functions

This section will first discuss player skills and characteristics. Next, in-game functions to train these skills are discussed. Finally, some ideas for future functions will be discussed. Note that these are still subject to change. Experience from the first launch on Binance Smart Chain in combination with player suggestions will be the main drivers of the Ethereum version of the game.

5.1 Player stats

Three relevant player stats exist with regards to combat:

- Attack: chance to win a fight when attacking another player.
- Defence: chance to successfully withstand a fight when under attack.

Each player stat can be trained by training or gaining experience from missions. For more information, see Section 5.1.3. All stats have a soft cap of 100 Million (M) experience, after which no further benefits are gained.

5.1.1 Attack

One could argue that newer players are at a large disadvantage when starting out against more advanced players. As such, an exponential curve is used to combat this disadvantage. That is, early levels are gained at a faster rate than higher levels. Equation 2 presents the bonus rate. Equation 3 presents an example for level 50. It can be seen that 80% chance is obtained at this level (assuming no Defense, see Section 5.1.2). Table 2 presents the rates for levels {0, 10, ..., 100}. Figure 4 presents this data in graphical format.

$$\text{Attack Bonus} = 1 - (0.8 * 2^{-\frac{\text{level}}{25}}) \tag{2}$$

$$\text{Attack Bonus}_{50} = 1 - (0.8 * 2^{-\frac{level}{25}}) = 1 - (0.8 * 2^{-\frac{50}{25}}) = 0.800 \tag{3}$$

Level	Chance
0	0.200
10	0.394
20	0.541
30	0.652
40	0.736
50	0.800
60	0.848
70	0.885
80	0.913
90	0.934
100	0.95

Table 2: Detailed overview of success rate per 10 levels. For a graphical representation please consider Figure 4.

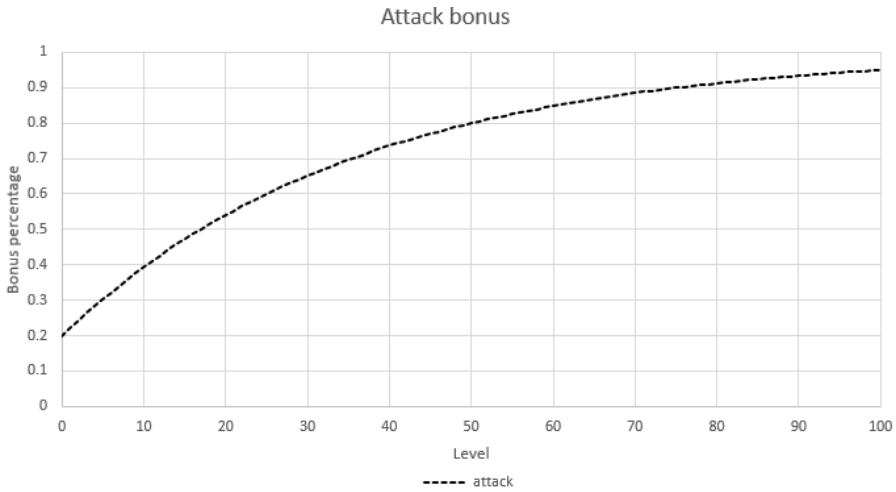

Figure 4: Graphical representation of success rate per level.

5.1.2 Defense

Since an incentive to attack should be present, a slightly lower end percentage is chosen for Defense levels. However, the curve is more steep to protect newer players against veterans. Equation 4 presents this function. 5 shows a graphical representation.

Similar to the Attack function presented in Section 5.1.1, the corresponding bonus for each level can be calculated. 5 presents an example for level 50.

$$\text{Defense Bonus } = 0.8 - (0.8 * 2^{-\frac{\text{level}}{15}}) \tag{4}$$

$$\text{Defense Bonus}_{50} = 0.8 - (0.8 * 2^{-\frac{\text{level}}{15}}) = 0.8 - (0.8 * 2^{-\frac{50}{15}}) = 0.721 \tag{5}$$

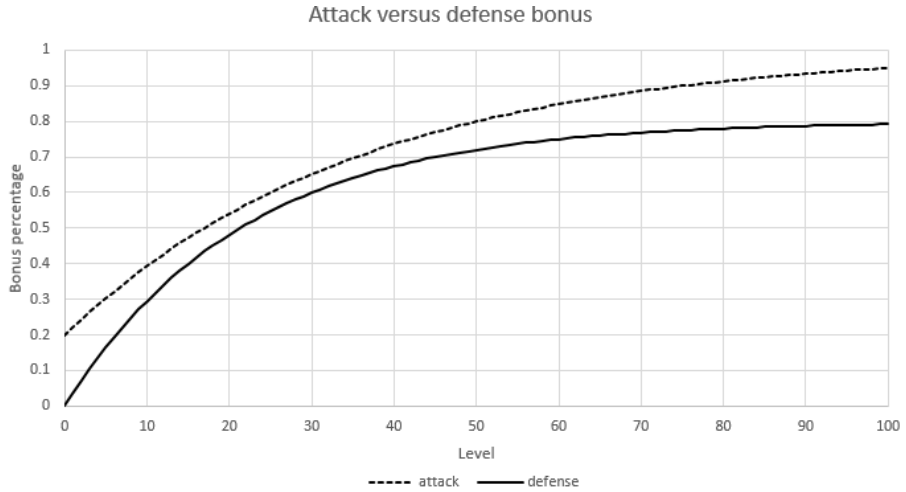

Figure 5: Graphical representation of success rate per level for both attack and defense levels. The dashed line represents Attack levels and the solid line represents Defense levels. It can be seen that the Defense chart is steeper to encourage newer players to protect themselves.

The total chance of success, considering only levels (bonuses will be discussed in Section 5.2.3), is the delta between Attack level of the attacker and Defense level of the defender. A grid for every tenth level is presented in Table 3.

		Attack Level										
		0	**10**	**20**	**30**	**40**	**50**	**60**	**70**	**80**	**90**	**100**
Defense level	**0**	20	39	54	65	74	80	85	89	91	93	95
	10	0	10	24	36	44	50	55	59	62	64	65
	20	0 0	0	6	17	25	32	37	40	43	45	47
	30	0 0	0	0	5	14	20	25	29	31	33	35
	40	0 0	0	0	0	6	13	17	21	24	26	28
	50	0 0	0	0	0	2	8	13	16	19	21	23
	60	0 0	0	0	0	0	5	10	14	16	18	20
	70	0 0	0	0	0	0	3	8	12	14	17	18
	80	0 0	0	0	0	0	2	7	10	13	15	17
	90	0 0	0	0	0	0	1	6	10	13	15	16
	100	0 0	0	0	0	0	1	6	9	12	14	16

Table 3: Detailed overview of success rate per 10 levels. For a graphical representation please consider Figure 4.

5.1.3 Training stats

BlockGangsters provides two ways of training stats. The first involves playing the game aggressively. Some experience is gained by performing missions. The second involves training your skills actively by performing exercise. Three training types can be chosen:

1. Weights training: 100% Attack training.
2. Boxing training: 50% Attack and 50% Defense training.

3. Self-defense classes: 100% Defense training.

Players can only train once every 24 hours. The total amount of experience gained is 500.000 XP, shared in the ratios explained above.

5.2 Individual Game Functions

This subsection deals with game functions to increase your player stats and stack of GANG.

5.2.1 Stealing from a stranger

The first (indispensable) game function involves stealing from a stranger. That is, one can attack another random player. Successful attacks result in 100.000 Attack XP. The following logic determines which player to attack:

1. Filter out all players that are currently in hiding (see Section 5.2.3).
2. Pick a random player from the remaining pool of players.

Note that this function might fail most of the time for players that are just starting out. As such, Section 5.2.3 deals with methods to increase the chance of success. When stealing from another player, the stolen amount is random. Most of the time, people have little pocket money. In rare cases however, one could be pocketing large bundles of cash. As such, a standard Weibull function serves best to determine the percentage of GANG stolen, see Equation 6. Note that the Weibull function converges to infinity and as such, the graph is slightly shifted to cut off this part of the distribution, γ is chosen to be 0.03. Roll represents a random number between 0 and 1. A graphical representation is included in Figure 6.

$$\text{Loot} = (0.03(\text{roll} + 0.005)^{0.03-1} \exp^{-\text{roll}^{0.03}}) * \text{Total GANG of defender} \quad (6)$$

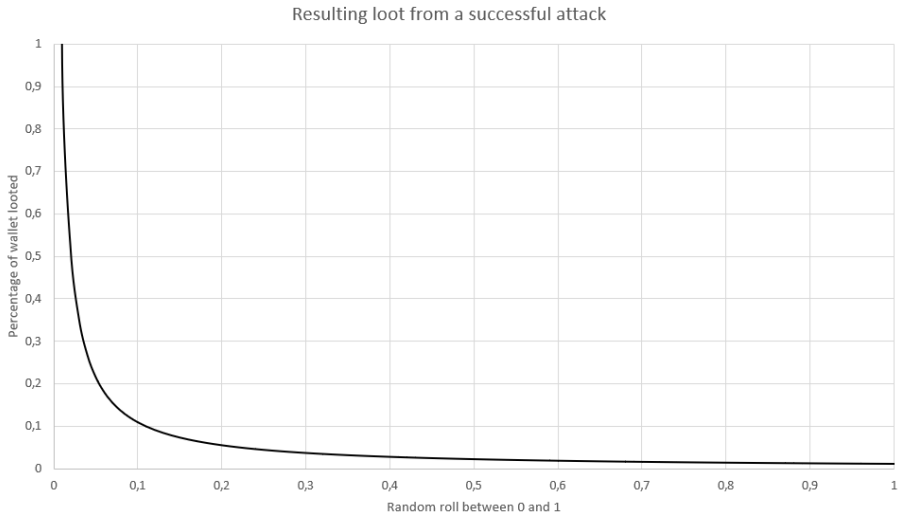

Figure 6: Graphical representation of percentage of defendant wallet looted.

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When an attack fails (see rates in Table 3), one might end up in jail. This chance is 50% of the fail chance. For example, if the success rate is 60%, the failure rate is 40%. Following from this, the chance ending up in jail is 20%. When ending up in jail, a flat rate of 2% of cash on hand is fined, with a minimum of 1M GANG. Jail time is 6 hours and is extended to 12 hours if 1M GANG is not available to pay the fine. Jail time can be lowered by hiring an attorney. An attorney can be hired once every 6 hours. This for the following reductions:

- 25% chance on procedural error, released from jail immediately. Attorney takes a fee of: $50\text{K} + 10\text{K} * \sum_{\text{levels}}$.
- 50% chance of no reduction. No fees paid since attorney utilizes no cure no pay method.
- 25% chance of wrongful conviction: 5% cash on hand is returned including a 50M bonus plus immediate release from jail (attorney takes a cut but is already derived from the 50M bonus).

5.2.2 Crowdfunding

A more peaceful method of making money involves the crowdfunding functionality. Funding a start-up could be (very) profitable in the longer term but the start-up might also declare bankruptcy. Crowdfunding rounds are for a period of 1 month.

Moreover, it is limited to one investment at a time. More specifically, the following outcomes are possible:

- bankruptcy, investment is lost.
- Start-up performs according to expectations (5% return on investment).
- Start-up outperforms, bonus is obtained.

Three investment categories exist: stable, growth and speculative. Each category comes with their own advantages and disadvantages, as per Table 4. When an investment is outperforming, a random roll between 0 and 1 determines the bonus as per Equation 7. A graphical representation is added in Figure 7. It can be seen that the maximum bonus is around 14 times the initial buy-in.

Chance of property	Stable	Growth	Speculative
Returns as expected	90%	60%	0%
Outperforming	2%	10%	22%
Bankruptcy	8%	30%	78%

Table 4: Detailed overview of probabilities for crowdfunding.

$$\text{Bonus} = 0.1 \exp^{5 \text{ roll}} \tag{7}$$

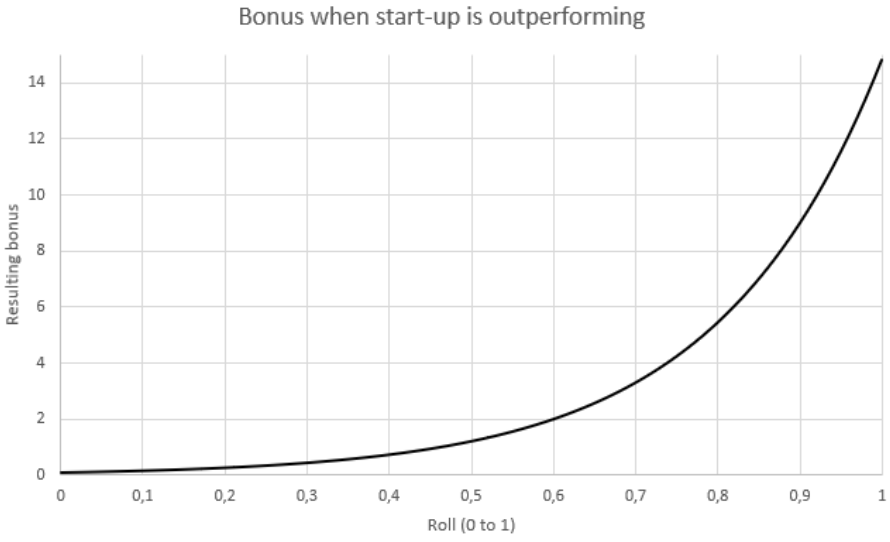

Figure 7: Graphical representation of maximum bonus when a start-up is outperforming.

5.2.3 Individual bonuses

Bonuses can be used to increase the chance of success in missions and attacks. Several bonuses exist, as follows:

- Hide-out: disappear from the grid for a fixed amount of weeks. This feature is added to save players without the ability to play for a certain period of time.
- Bodyguards: increase the chance of successful defense from attacks by other players by 75%.
- Hitman: increase chance of successful attack by 75%. Note that hiring a hitman is per hit and is very costly. However, it can be the difference between life and death in family wars, as discussed in Section 5.3.2.

An overview of the bonuses and their perks is given in Table 5.

Bonus	**Cost**	**Perks**
Hide-out	None $>$ 2 weeks. 1M GANG/ day $\leq$ 2 weeks	Full immunity. Leave early: 100M GANG
Bodyguards	500K GANG per hour, paid up front	75% higher defense chance
Hitman	1M GANG/Attack level/hit + 25% of profit	increase chance of successful attack by 75%

Table 5: Detailed overview of bonuses, their cost and their perks.

5.2.4 Crime around the city

All kinds of criminal opportunities are present around the city. The aim is to offer options for all players from new to experienced. These are summed up in Table 6. Equation 8, 9, 10, 11 and 12 present the success rate for all missions. A graphical representation is included in Figure 8. Missions can only be executed once per 2 hours. In case the mission fails, the player is jailed for 6 hours. The attack stat boosts the chance of a successful mission. Table 6 gives an overview of the expected rewards per mission. Rewards for missions are based on a flat rate instead of a percentile rate. This way, the total inflation rate can be limited. The only way inflation increases over the rate presented in Section 3 is by an enormous inflow of new players. This is deemed acceptable since it is assumed this would correlate with the popularity of GANG.

Mission	**Requirements**	**Rewards(random)**
Petty crime	None	0-10M + 0-0.5M/Attack level
Break into a villa	20 Attack	0-25M + 0-0.25M/Attack level
Armed robbery	30 Attack	0-50M + 0-0.4M/Attack level
Hack a company and ask for ransom	40 Attack	0-70M + 0-0.5M/Attack level
Hijack a private jet	Att+Def $>$ 80	0-0.8M per level (all stats)

Table 6: Detailed overview of bonuses, their cost and their perks.

$$\text{Success rate}_{\text{petty}} = 1.2 - (0.8 * 2^{-\frac{\text{level}}{20}}) \tag{8}$$

$$\text{Success rate}_{\text{villa}} = 1.1 - (0.8 * 2^{-\frac{\text{level}}{30}}) \tag{9}$$

$$\text{Success rate}_{\text{robbery}} = 1.1 - (0.8 * 2^{-\frac{\text{level}-15}{40}}) \tag{10}$$

$$\text{Success rate}_{\text{ransom}} = 1.1 - (0.8 * 2^{-\frac{\text{level}-35}{40}}) \tag{11}$$

$$\text{Success rate}_{\text{hijack}} = 1.1 - (0.8 * 2^{-\frac{\text{level}-55}{35}}) \tag{12}$$

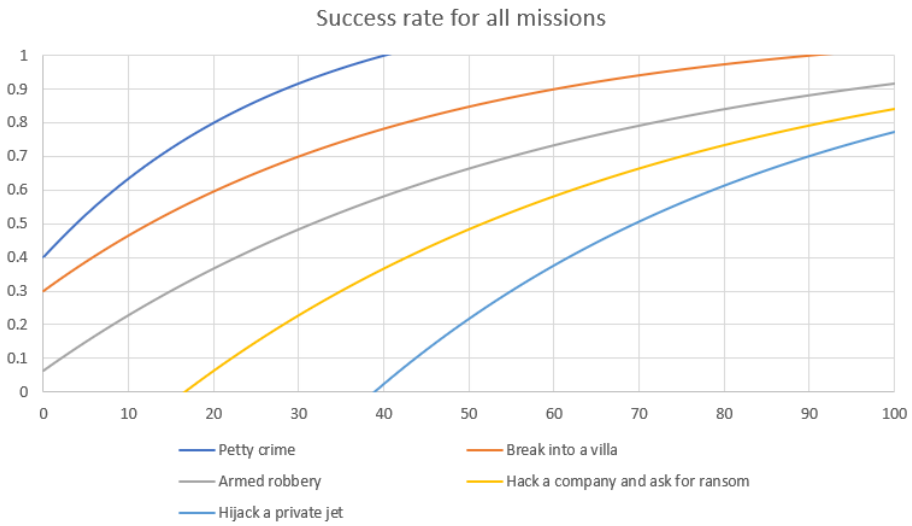

Figure 8: Graphical representation of the success rate of all missions.

5.3 Family functions & recruitment

After moving through the lower ranks, one gains the opportunity to start their own family. The requirements are as follows:

1. Total sum of Attack and Defense level should exceed 100.
2. A total amount of 1B GANG is used to start the family bank.

In families, a total of five ranks exist in descending order: Boss, Underboss, Caporegime, Soldier, Associate. Each rank comes with a Defense bonus since lower ranks serve as protection. This behavior is explained in Table 7.

Rank	Perks
Boss	Defense stat boosted 80%
Underboss	Defense stat boosted 70%
Caporegime	Defense stat boosted 50%
Soldier	Defense stat boosted 30%
Associate	Defense stat boosted 10%

Table 7: Detailed overview of bonuses, their cost and their perks.

Ranking up in a family is achieved by the following algorithm:

1. Founder is and always will be Boss.
2. Subsequent ranks are settled by XP. First player to reach 200M XP is appointed Underboss.
3. Caporegimes have >125M XP.
4. Soldiers have >75M XP.

5.3.1 Family bank

When setting up a family, the boss sets a family cut. This cut is automatically deposited by family members when making a profit on missions. The family bank is used to pay for family upgrades. Family upgrades include:

- Weapon upgrades: brass knuckles > hand gun > Uzi > AK47. See Table 8.
- Crates of body armor: police vests > military vests. See Table 9.

All items can be used by family members during all missions. As such, players are incentivized to join and build families.

Weapon	Perks	Cost
Brass knuckles	5% extra Attack	1B
Hand gun	10% extra Attack	2B
Uzi	20% extra Attack	4B
AK47	40% extra Attack	8B

Table 8: Overview of weapon upgrade stats.

Armor	Perks	Cost
Police vest	10% extra Defense	2B
Military vest	20% extra Defense	4B

Table 9: Overview of body armor stats.

5.3.2 Organized attack

Families can coordinate attacks against one another in order to steal funds. This to raid the bank of another family (0-50% loot). The success rate of an organized

attack is the sum of all Attack bonuses of all family members versus the sum of all Defense bonuses of the defending family. An organized attack can be initiated once per 24 hours.

5.4 Token drains versus Token mints

To ensure inflation stays under the rate described in Section 3, GANG drains and mints are tweaked in great detail. Below follows an overview of inflationary and deflationary missions:

- Deflation:
  - Attack jail time: choice to pay 1M or wait 6 hours.
  - Attorney: $50\text{K} + 10\text{K} * \sum_{\text{levels}}$ fee.
  - Hide-out: 100K per day.
  - Bodyguards: 500K per hour.
  - Family: 15B in weapons, 6B in armor, 14B in cars.
  - Speculative crowdfunding: slightly negative odds but chance at riches.
- Inflation:
  - Crowdfunding: as expected (5%) and growth (variable).
  - Crime around the city: lowest stats: 0-10M, full stats: 0-240M.

Note that the payment for all deflationary actions is sent to the burn address (0x00...00dEaD). These GANG tokens will forever be out of circulation. Inflationary actions result in GANG tokens being minted from the contract address.

5.5 A peak into the future

Possibly the largest addition to positively influence the game is the implementation of NFT's. Many possible applications exist, including but not limited to:

- Tokenize protection against other players. Sell or trade it when you no longer need it.
- Rewards from robbing could be tokenized.

- Tokenize the progress of an account, sell it to another entrant in the system when taking a break and start over afterwards.
- Progress faster when owning weapons, vehicles or other advantageous items.

Secondly, the team feels this should be a social game. As such, more family functions are scheduled, such as:

- Buildings and/or companies are owned by a family. NFT's are perfectly suited for this.
- Family wars in the form of turf wars.
- Coordinated attacks or liquidations to a member or the godfather of another family.
- Protection by the family.
- Headquarters in different cities, traveling.

These will all be studied in detail over the coming six months. Together with the feedback of all players, the game will expand on current functions. A final note: since building an in-game economy takes insight (and time) to implement, all suggestions in this Section are prone to change. After careful analysis of the initial version, the team envisions to design the Ethereum-based version around the gained experience of the first version.

6 Summary

Over the last year, the BlockGansters.io team has been working hard to bring the first text-based online RPG to the BlockChain. On November 16, 2021, the team hopes to start this journey with all of you. First, two weeks of open testnet testing are available for everyone to get familiar with the game. Hereafter, the game is launched on mainnet. Players are free to explore and advance in the game however they prefer. Being reckless might cost you dearly or make you a bundle. On the other hand, lawful play will decrease your chances of being in a gunfight while steadily growing your empire.

The start of 2022 will be filled with UI upgrades and collection of feedback from the community. Hereafter, the development of extra functionality is started. Functions such as support for NFT's, extra family options and a broader virtual world are on the top of the agenda. The launch on Ethereum including all these functions is also scheduled for 2022.

To conclude, the team is incredibly excited to start this journey with all of you! Please reach out to us on any of the Social Media channels via the buttons on the website if anything is unclear or if you have any suggestions!

Click here to go to BlockGangsters.io