

# For Loot & Glory

- *Chapter I - Pirate's Landing -*

D A R K P A P E R

*As a true pirate, join us to Drink, Sail, Fight and F\*#\$. !*  
*Decentralized, a lot of burn and 100% on-chain, powered by Polygon !*

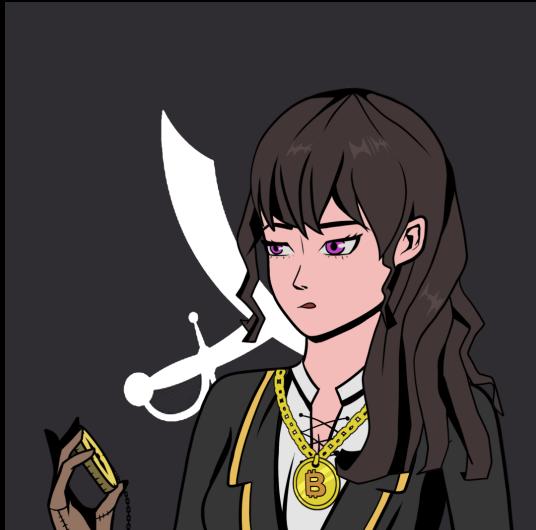
## **SUMMARY**

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# DESCRIPTION

The game, NFTs, characters, buildings

*Our pirate-themed game is a RPG / strategy game. You will be able to hunt for treasure maps, level-up your characters, craft gear and many other things described below. The blockchain used is Polygon and all transactions fees are in Matic. The first chapter is PVE. It will first be deployed on testnet to allow people to actually play the game before investing any cent as we believe it is how it should always be instead of selling something without delivering the game first. During this phase, a Pirate NFT can be claimable for free under certain conditions such as connecting to the game regularly, completing quests using crew3, tweeting about the project and being active on our discord. You will be rewarded with the free-to-mint (with conditions) NFT called the FLAG PIRATE NFT. With it, you'll be able to start your pirate's journey.*



## FLAG PIRATE NFT

ERC721a - Polygon. Essential to get access to the in-game characters. There will be different parts and a bit of rarity but purely for fun. There is no impact in-game, so don't get too excited if you mint the rarest PIRATE NFT. Their sole purpose is to mint Tickets with which you can mint the game's characters but we won't get mad seeing you wandering around with it as a PFP. Owning one allows you to mint 1 Ticket (ERC1155) and with the ticket, you can mint 3 playable characters. A cooldown of 1 month will start after your first Ticket mint. The cooldown length will depend on the characters total available supply and so, can change with time. Each current FLAG stakers get 1 for every 100 FLAG they stake.



## INGAME CHARACTERS

ERC721 - Polygon. These are your Pirates. They can be minted using the tickets your PIRATE NFT gives you once a month. 1 Ticket = 3 mintable characters for free.

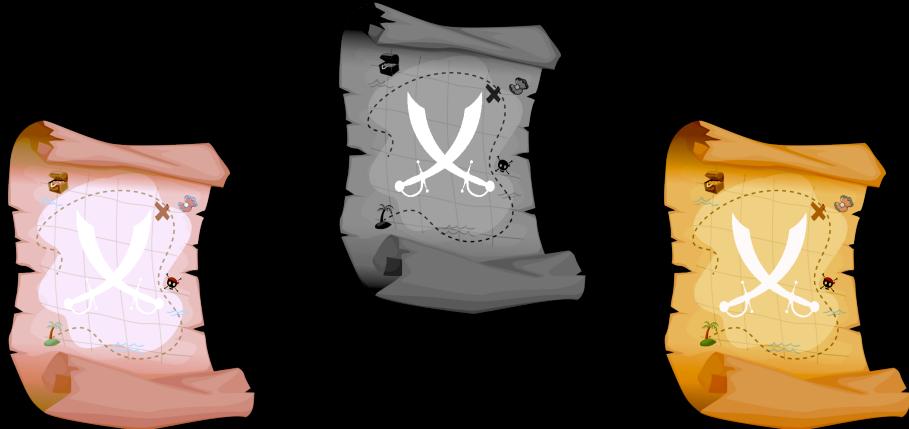
There are 3 kinds of characters. the Smuggler (1) The Corsair (2) and the Pirate (3). These classes will make sense later in Chapter II but will have no importance during Chapter I.

All characters come naked (no gears) and level zero, with randomly generated stats using chainlink (boarding, charisma and navigation). Gears are composed of : Head, chest, main hand, leg, feet. Their stats are part of the character's total stats and can be obtained in the Forge building in exchange for maps. More about this can be found at the Forge description.

The characters will be useful for treasure hunt to bring treasure maps & EXP. You need EXP to level up the characters. EXP will matter during all game's chapters. More about this can be found at the Hunt description. Later on, it will be used for PVP too (Chapter II).

Character's Career : The characters can be assigned within one of the buildings (described below) they can become a Blacksmith in the Forge, a whoremonger in the brothel and a secret one, only available later on in Chapter II. When the character is assigned in a building it is permanent and he cannot be removed or change his career.

All data (buildings, characters, gears etc..) are 100% on-chain.



## HUNT & TREASURE MAP

Your character needs “thirst points” so you need to give him some drinks. These drinks, of course, are \$RHUM produced in the Tavern. 1 drink = 1hunt. These hunts like mentioned earlier gives maps & EXP. According to its statistics, it will have a chance to win the treasure hunts. The treasure hunt gives you EXP + treasure maps if you succeed. If you lose, you get less EXP than if you had won + no maps. You need EXP to level up the characters. You need to reach a certain level to be able to hunt rare and legendary hunts. Same to get rare and legendary gears. All of this will be needed for Chapter II.

**If you win a Hunt you will get 100 maps and :**

For the Common : +6 EXP

For the Rare : +12 XP

For the Legendary : +200 XP

There is a chance of characters burn for the legendary

If you lose : 1xp

Your character needs to be level 30 to hunt for rare maps

Your character needs to be level 70 to hunt for legendary maps

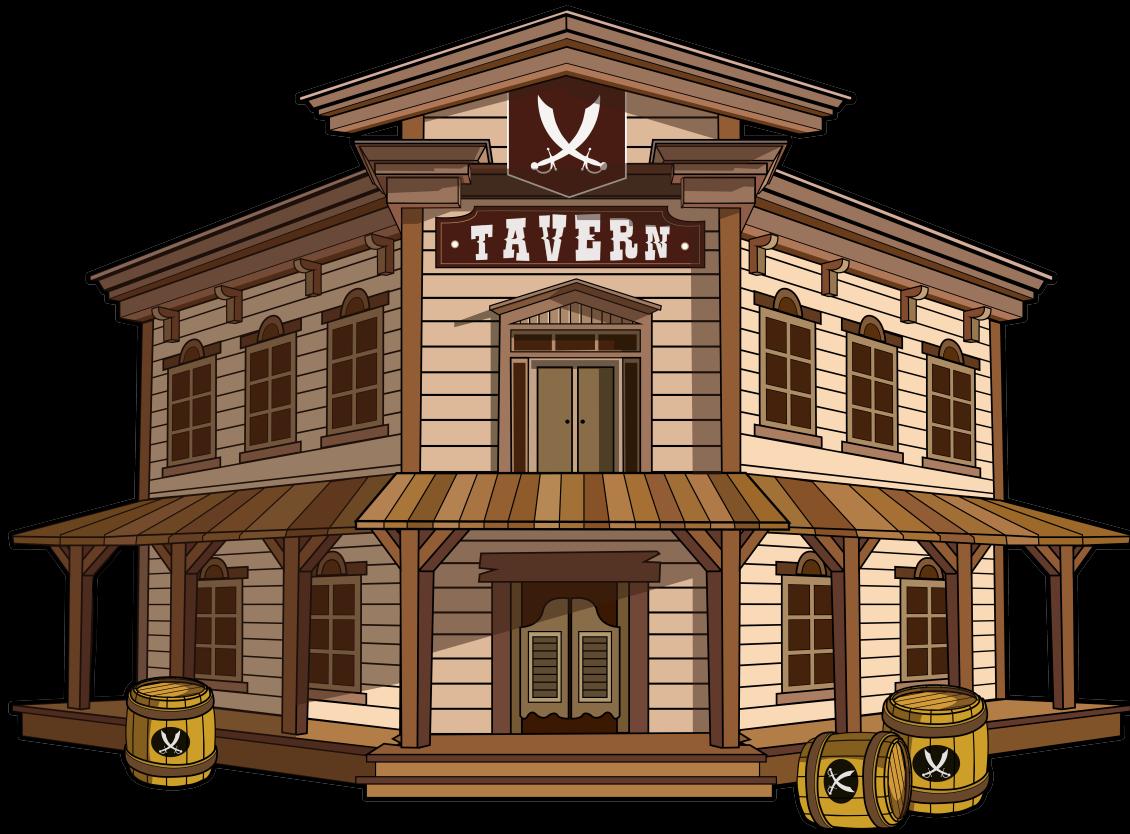
**Maps utility\***

Common : To craft common gears

Rare : To craft rare gears

Legendary : To craft legendary gears

\*More utility during Chapter II



## THE TAVERN

This building can be obtained by mint. It produce the only ingame token which is \$RHUM (rum in French). \$RHUM is produced as soon as the building is staked.

A halving on the general production is triggered if the total \$RHUM supply decrease if the total supply goes above 1million. The halving is automatically cancelled if it goes below.

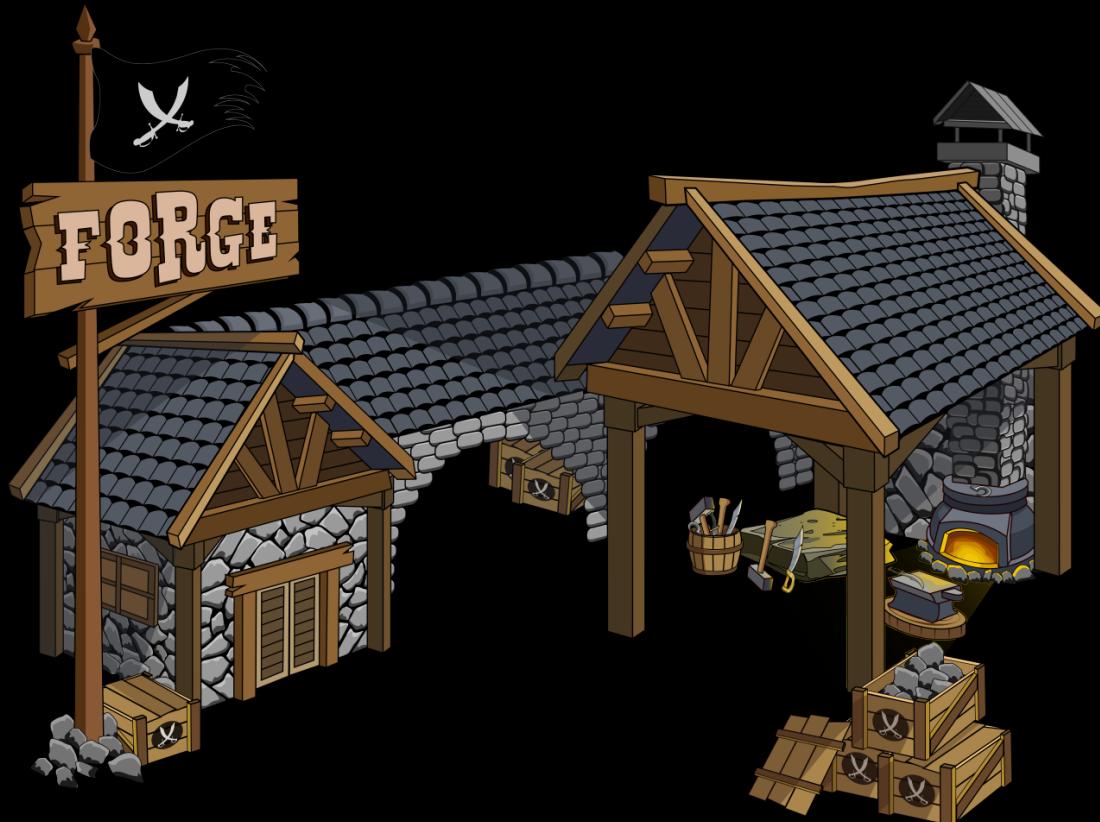
### \$RHUM is used for :

1. To Level up the tavern : it cost 20 Matic\* + 1000 \$RHUM for level 1 and after +20% of \$RHUM for each additional levels. You get +10% of \$RHUM production per level.
2. To fill up the characters "thirst" (a character needs \$RHUM to keep the building active)

\*The amount may seem expensive but it regulates the \$RHUM production and therefore the total supply. The money goes straight to the end-game chest and so, goes back to the winners (PVP Chapter II). This is a counter to the \$RHUM inflation problem that all web3 games have encountered so far.

This building do not need to have a character assigned to it.

**Total supply (tavern) : 1000**



## THE FORGE

The Forge will be needed to craft gears for the characters. To make it work, the owner must have a character staked inside. The character will become a Blacksmith. The Blacksmith will need \$RHUM to be productive and deliver his services  
10 \$RHUM = 1 use (to craft a gear)

Each Forge use gives the Blacksmith EXP that level up his skills. The max level is 100. Once reached, the Blacksmith can craft 100 more gears then dies (burn). A new character will be needed or no gears can be crafted.

To craft gear (main hand, leg, feet, head, chest), there is a fee in matic + 1000 maps (depending on the price at the time of the link\* to generate the stats of the equipment + depending on the premium that the owner has set)

Of these fees, 80% goes to the building owner and 20% to the protocol (see “money generated” for detailed information).

The gear crafted will have stats randomly generated by Chainlink.

Each time the building is used, the Blacksmith gains EXP according to the rarity of the Maps used. +2XP for common +6XP for rare or +12XP for legendary. The more experienced the Blacksmith is the better the stats of the crafted gear will be too.

The premium is an amount in matic that the building's owner can add to his building for the users who would come to use it.

Public/Private mode : In Public, everyone can use the building, in Private, only the owner can use it.

The gears stats / bonuses will be fully detailed in our doc before mainnet.

**Total supply (forge) : 500**



## THE BROTHEL

No Pirate's life without a brothel ! This building can give you a stats bonus for hunts. To make it work, the owner must have a character staked inside and the character must have his \$RHUM. 10 \$RHUM = 1 use. The bonus you can get is available for 20 hunts but be careful, you must use the 20 before coming back to get more. However, it is possible to squash them if the bonus don't suit you to get new ones.

Each Brothel use gives the whoremonger EXP that level up his skills. The max level is 100. Once reached, the whoremonger can give 100 more bonuses then dies (burn). A new character will be needed or no gears can be crafted.

**Bonus (buff) :** if the whoremonger is at 139 EXP = bonus of 139 stats.

The bonus rarity only work for specific hunts (rare bonus asked can only be used for rare hunt etc.)

**Debuff :** visiting a brothel can also make the bonus obtained inactive, the girls of the brothel leaving you a small gift when you leave, its name: "gonorrhoea". If you get it, on top of being a dirty mfer, you will also lose the bonus effect you freshly obtained.

To get the bonus there is a fee to pay in matic as for the Forge with the same conditions 80% owner 20% protocol.

Each time the brothel is visited, the whoremonger gains EXP according to the rarity requested (common +2XP, rare +6XP, legendary +12XP). The higher the whoremonger EXP is, the more the "Filles de joies" inside give a good bonus.

The premium is an amount in matic that the building's owner can add to his building for the users who would come to use it.

Public/Private mode : In Public, everyone can use the building, in Private, only the owner can use it.

**Total Supply (brothel) : 250**



## BURN BABY BURN

**\$RHUM :** It is burned to level up the taverns, to refill the thirst of the characters within the buildings, and later on, for Chapter II.

**CHARACTERS :** To reach the end-game (Chapter II), obtaining legendary stuffs is mandatory. Each "mission" to obtain legendary stuff comes with the risk of burning your character. Also, characters have a limited life span regardless of their specialty. The character dies during the end-game in PVP. The conditions of this burn will be explained in the final whitepaper.

**GEARS AND STUFF :** When a gear is equipped on a character, the nft is burned, it cannot be removed from the character. Therefore, when the character dies, so does the gear.

**TREASURE MAPS :** The maps are burned to obtain gears. It will be necessary also for the end-game and the PVP Chapter II

**TICKETS :** Limited by a cooldown and by the total supply of the NFT collection. Balance is made with the death of the characters via the end-game and other mechanism mentioned above.

## MONEY GENERATED

### MINT

80% of the mint from all buildings goes to the end-game chest (for the winners) and 20% to the \$RHUM/\$MATIC pool

0% of the mint is not touched by the team

### FEES

2% of the Matic fees are used to pay back the LINK needed to run the game

40% of the Matic fees are sent to the player's end-game chest

40% of the Matic fees are used to buy-back the FLAG token, which is then redistributed as royalties to the stakers

18% of the Matic fees are used to pay the team + the marketplace fees

### BUILDINGS PREMIUM

100% to the building's owner.

# DECENTRALIZATION

The entire game is on-chain with a frontend mirror on IPFS shortly after the mainnet deployment

There is no database. The images hosting of the images is done on the frontend  
The entire game can work without any human intervention, it only needs players

All actions performed by the player are done through smart contracts that can not be modified

The fees generated by the buildings and which 80% goes to the owners are automatically transferred by smart contract in the wallet of the latter.

The players earnings in end-game are also automated by smart contract without a possibility of modification after deployment

The different money movements are also all managed by smart contract without a possibility of modification after deployment

The game chest is not held by any key, by any entity. The team can't technically touch the funds

The token in the pool will be frozen. Therefore, a rug will technically be impossible

To make it simple, the team has no control after deployment of the game apart from the technical aspect of the operation (but these access will also be destroyed after confirmation that no bug is left unfixed), has no access to the funds generated and if all the team had to disappear, the game was designed so that it can continue to operate both technically and financially in a completely autonomous manner and without the slightest human intervention. The reason we thought about protection you all is with what is happening within crypto. The dangerous centralized approach things tends to take by the time. And if Polygon start to be dangerously centralized, we already have a back up plan to migrate it all somewhere else.

# ASSETS & DETAILS

## Roadmap

- ✓ **Phase 1** : Closed testnet for stakers
- ✓ **Phase 2** : Open testnet for everyone
- **Phase 3** : Full PVE live testnet - Whitelist starts with conditions to mint the Flag Pirate NFT
- Phase 4** : Chapter II testnet (pvp) + new building revealed
- Phase 5** : Live mainnet & NFTs mint + Renting system + Marketplace
- Phase 6** : New building mint
- Phase 7** : Chapter II mainnet + end-game live

## Flag Pirate NFT - ERC721a - Matic (Polygon)

**Price** : Free Mint

**Total Supply** : 10 000

**Mint Date** : TBA - After testnet phase

**Whitelist** : Crew3 missions (twitter, discord, testnet)

## Flag Tavern NFT - ERC721 - Matic (Polygon)

**Price** : TBA but will vary for total FLAG staked

**Total Supply** : 1000

**Mint Date** : TBA - After testnet phase

**Whitelist** : FLAG Stakers Snapshot / First mint - What will be left : FCFS limited to 10 per wallet

## Flag Forge NFT - ERC721 - Matic (Polygon)

**Price** : TBA but will vary for total FLAG staked

**Total Supply** : 500

**Mint Date** : TBA - After testnet phase

**Whitelist** : FLAG Stakers Snapshot / First mint - What will be left : FCFS limited to 10 per wallet

## Flag Brothel NFT - ERC721 - Matic (Polygon)

**Price** : TBA but will vary for total FLAG staked

**Total Supply** : 250

**Mint Date** : TBA - After testnet phase

**Whitelist** : FLAG Stakers Snapshot / First mint - What will be left : FCFS limited to 10 per wallet

*\*Tickets and Characters are mintable by owning a Flag Pirate NFT only. Go back to the related section within the Darkpaper for more informations.*

OFFICIAL LINKS AVAILABLE ON OUR TWITTER : @**FORLOOTANDGLORY**

# FREQUENTLY ASKED QUESTIONS

## **Will it be possible to rent the assets (scholarships) ?**

- Yes. In fact, considering the number of transactions required to fully play the game, we recommend asset owners using (as it should be!) a hardware wallet, to delegate it to a hot wallet to play without frictions. This way, you keep your funds secure and can still play without having to click on your trezor/ledger hardware for each transactions. More about it later on.

## **Can you tell us more about the FLAG token ?**

- The Total supply is 1.000.000. We started as a p2e Guild, investing the funds into p2e assets rented out for free to our stakers. But as we saw the terrible results of many Play 2 Earn project, as developpers ourselves, we decided to build our own and give a new meaning to our token. More about the tokenomic can be found in our doc (join discord to get the link). Our game will generate funds that will be used to buy back the tokens to give it back to our stakers + giving huge advantages to the stakers such as : cheaper \$RHUM spending in-game, more FLAG PIRATE NFT (1 for every 100 tokens staked) and whitelist spot for the buildings mint.  
contract address : 0x9111D6446Ac5b88A84cf06425c6286658368542F

## **Why true decentralization is so important to you ?**

- Most of us are Bitcoin OG's. True OGs. We saw the slippery slop crypto took over the years and even if the mainstream crypto users do not seem to realize it just yet, the space became extremely centralized. The Tornado Cash story was proof our fears were fucking real. It shows the weakness and danger of centralization. That's precisely why we figured this out first with the very simple question "how can the game survive without us" and "what do we do if Polygon become dangerously centralized or under a government control". Our solutions are described above at the decentralization section. Ultimately, PoS might be the very issue, that's why we are ready to move to a PoW if it is necessary. We have plan B, C, D in mind, just in case.

## **Who the fuck are you ?**

- Crypto passionates, cypher punks, BTC hodlers and lovers and self-taught & experienced economists. We are strongly against any form of censorship, against any form of blockchain control and our ethos are unbreakable. If you did read it all, you probably now know why we won't doxx ourselves. If that is not obvious to you, you might want to search for a fully doxxed, VC funded, centralized project. We want to allow people to try the game first because we won't sell a dream but a playable product you can test first. We won't sell expensive shit and deliver after. In fact, we won't even sell anything at the beginning since the first NFT will be free in exchange of your time and commitment to start this journey with us. For the tech part, our code will vouch for our legitimacy and will be on-chain to prove our words. Remember, "Code is Law".

## **Why your English seems often so fucking broken?**

- Because we are a team of international people made of French speakers. Sorry about that lol.

## **What is a hardware wallet?**

- If you really wonder what that is, we recommend you go back to step 1 before having any funds anywhere near crypto, Mfer.