



NORTHERN GUILDS

A retro-style, fun-first, cooperative blockchain MMO

Concept outline

STORY

The story of Northern Guilds is one of survival during the final days of Ragnarok, the prophesized near end of the world in Nordic mythology and the Icelandic sagas.

The final war has broken out between the Jötnar and the Æsir, the giants and the gods.

To battle

Left in Miðgarðr, the home of humans, the Vikings are destined to either fight or die as Asgard and Jötunheim fall, and the war trickles down to the mortal realms.

Life itself is under siege. Humanity has spent hundreds of years training guilds of brilliant and cunning warriors for this war.

They train exclusively to kill the things humanity was never meant to kill. And now the elders have finally summoned them to do just that. The long winter is coming, and fast.

This will be the end of the reign of gods. What will remain of humanity after that is now in the hands of the guilds.



THE GUILDS

Guild of Þórr

The members of the guild of Þórr are formidable warriors.

Specialized in melee combat, heavy armor, and brutal weaponry, it is home to the fiercest swordsmen and barbarians of the Viking kingdoms.

Guild of Heimdalr

The guild of Heimdalr harnesses the magical energies of Miðgarðr.

Bringers of life, healers, and those who study ruthless magics rub shoulders every day within these halls.

Guild of Loke

It takes a special creed to enter the famous guild of Loke.

Not only do its recruits possess an uncanny cunning, they also have just blurry enough of a moral compass that you should know to stay on their good side.

Guild of Óðinn

The guild of Odin is the crowning achievement of humanity's training and preparation for the final war.

Within these guild halls live only the most legendary, renowned fighters and heroes of all the North.

This guild may be small in numbers, but its strength is unrivalled and unquestioned by mortals.

The World Map

Northern Guilds consists of three primary kingdoms in the first iteration of the game.

Denmark — home of the Danes and the Guild of Thor.

Sweden — land of the Swedes and birthplace of the guild of Heimdalr.

Norway — Beware, here rules the Guild of Loke.

Each kingdom hosts its own guild, and those guilds recruit primarily from within their own nation. The nations also have different features and climates, providing for a range of experiences available to players across the North.

GAME PLAY

Northern Guilds is going to be a fast-paced, fun-first action combat massively multiplayer online game.

Players have the option to team up or go it alone in unforgiving zones running the gamut from thick forest to prison catacombs, fighting the giants of Jötunheim and the gods of Asgard on their way.

The focus on fun-first is going to be all-encompassing, as we believe it is a sorely missed value in blockchain gaming, often choosing to sacrifice the play-to-play incentive for the play-to-earn model.

We believe it is possible to have both with a little bit of ingenuity.

The characters span various classes, each with their individual skills and strengths.

Each guild will contain all of the game's available classes in its NFT collection but will have a slightly higher distribution of the classes it is associated with.

The player journey in Northern Guilds will cover many different kinds of play.

You will go treasure-hunting in deep dungeons, fight epic boss battles, team up with friends to wreak havoc on the end-game content, find or build rare and legendary items, become rich and famous selling said rare and legendary items, hang around the town hubs to show off your character and gear, and get lost in a vast world deeply rooted in Norse mythology.

The only thing you will not do in Northern Guilds is get bored.

The issue of gas

We are developing Northern Guilds on a custom, proprietary engine, giving us enormous control over every little bit of the game.

We believe we have found a way to make major parts of your gameplay experience almost entirely gas free. We can't wait to tell you exactly how we plan to make it happen.

Until we can be certain, however, that nobody can beat us to the punch if we give away our *je ne sais quoi*, we will leave it with this teaser.

Attracting non-crypto gamers

The lion's share of gamers, on account of how commonplace gaming has become, have never had any interaction with the blockchain, and that creates a large barrier to entry to these games.

We believe we have solved that problem. We have a solution that allows general gamers to play and enjoy Northern Guilds without at the same time diluting the value proposition for the traders.

ECONOMY

There are several ways for players to make money in Northern Guilds.

One option is simply raiding dungeons and killing bosses and selling your rare loot on to other players.

Another option is completing quests and exploration objectives to progress the story along.

You can also choose to go a wholly different route and choose to become a trader, flipping items on the in-

game and/or the secondary market via the blockchain and OpenSea.

Because the in-game currency itself is not a cryptocurrency, we can 1) make gas-free in-game trades, looting and other value transactions, so you don't get a popup in the middle of a raid; and 2) **allow players with no knowledge of the blockchain to also play the game.**

This is a crucial feature of the game.

The economy will be largely player-operated, with Pixie Interactive's only real influence on it being the drop rates of various in-game items, the quest and loot rewards and the difficulty of mobs.

As the world of Northern Guilds expands over time, and new guilds (and their homelands) are dropped into the game, this economy can then grow and expand even further.



FEATURES

An interactive, action combat game on the blockchain.

There has been a recent spree of “games” released on the blockchain, which are little more than reskinned staking buttons.

We do not believe that is a game. It is not fun, and fun is a defining feature of a game. We want to break free of that and create an actual, fun, engaging game. And we will.

Online multiplayer and a party system so you can team up with your friends.

Half the fun in MMOs is teaming up with your friends and taking down epic bosses.

Half the fun in NFTs is getting to use and show off your little piece of art in a fun way.

We combine those two elements and, according to our calculations, that means you get 100% of the fun.

Player-to-player marketplace and in-game trading as well as secondary marketplace access.

Sell your items for in-game currency or sell your items as collectibles on OpenSea. Northern Guilds supports both options.

In-game characters are also NFTs, which means they can be bought and sold on OpenSea when not in use in-game.

Viking NFTs with personalities

Your Viking isn't just a picture in a frame. They are a living, breathing in-universe entity.

Therefore, every minted Viking gets a randomly generated name appropriate for the context.

They also have a host of different properties, ranging in rarity, so you can show off your particular brand of fashion.

An old world

Northern Guilds is full of little bits of history here and there.

Sometimes that history fits into a bigger narrative for you to discover, sometimes it's just a throwaway line in a casual conversation.

There's something new to find everywhere.

Free-to-play access with no blockchain experience required.

We have always considered it odd, given that most of the video game consumers out there do not know, much less care, about the blockchain and figuring out how it works, that blockchain game developers seem intent on making that part front and center.

We believe games should be games, first and foremost, not tech demos.

The blockchain technology exists to provide access to secondary market and a ledger for transactions and ownership on the back end.

That is how we intend to use the blockchain in Northern Guilds. That means players can enjoy and play the game without ever interacting with anything on the blockchain that would require active involvement, unless they choose to do so for themselves.

We now have a much larger target audience, because we can remove the requirement of blockchain experience from the Venn diagram entirely.



THANK YOU

Finally, we want to say a heartfelt thank you to all of you.

First to you, the reader, for your interest in us and this passion project of ours.

It is truly humbling to see people care about something you dreamed up and put into words, and it is impossible to overstate how much care we are taking with how we approach that responsibility.

Secondly, a thank you to our seed investors who made this all possible. The first step is quite often the hardest, and you were there to push us forward.

Finally, a thank you to those of you who came to hang out with us or told your friends about us. We appreciate it more than you would think.

// Wesley & Tom

Seed investors

えくす

Cardman

IGET

Manboogle

Pine

Slic3d

Swishi

Takeshi 47

Twarker

zAwie

Max & Mac

Gurgeh

Danee

Vendetta

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Robin

Ruben

VoidX

Anonymous



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