



A Video Game of Infinite Tactics and Strategies Where Distributed Ledger Finally Makes Sense

Merge: Eternal Battlegrounds is a turned-based tactical arena skirmish game that uses an in-game asset trading system powered by Distributed Ledger.

Our ultimate goal is to use Distributed Ledger technology to reinvent monetization of the free-to-play games and create a proof of concept for the industry.

Game Features

Combine

Players will create their Characters by combining Class, Race and Element Cards and level up by combining Character Cards. With no Character level cap, the combination possibilities will be infinite.

Battle

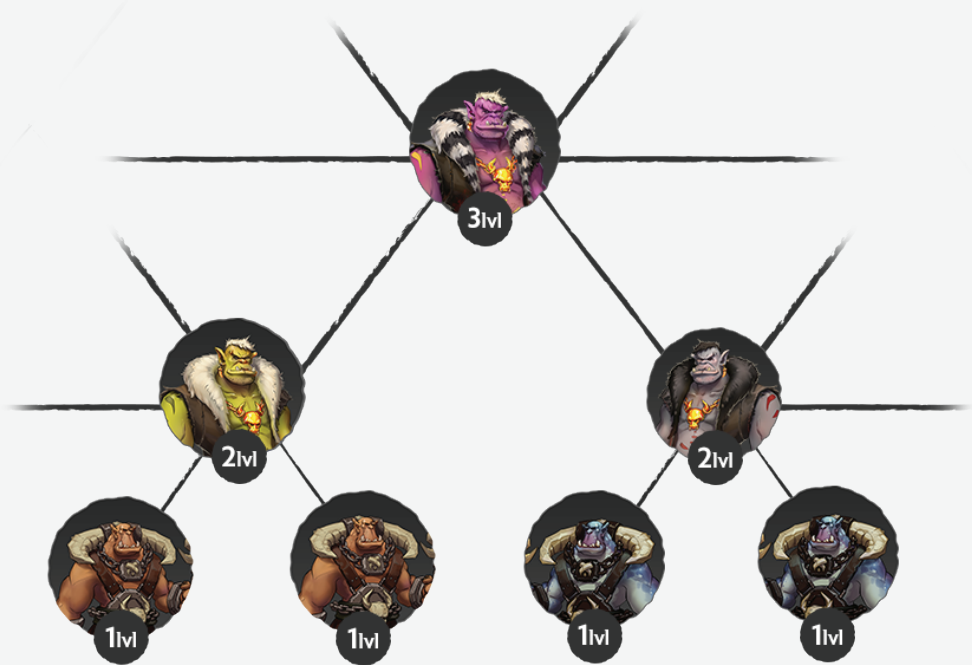
Players will fight multiplayer and single player Battles, competing against each other or versus the AI.

Trade

Utilising the Token economy, players will be free to trade their in-game items however they wish, creating a decentralized free market economy within the game.

Collect

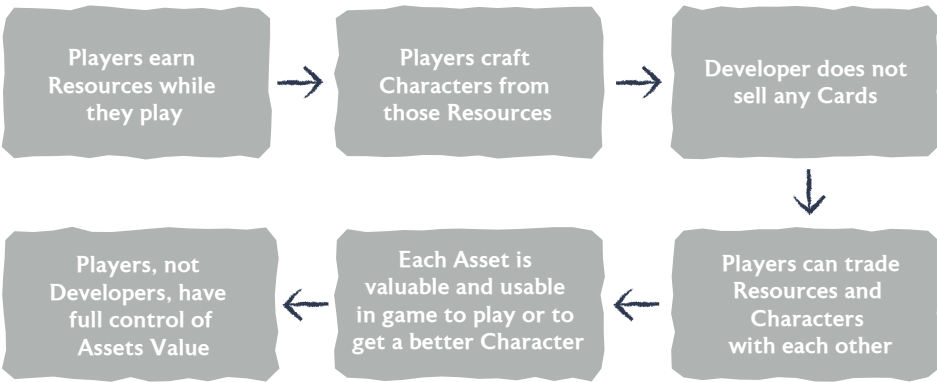
Players will collect and own in-game items, such as Resource Cards, Character Cards, predesigned Map Regions, and cosmetic items.



Traditional Free-to-Play game Business Model



Merge: Eternal Battlegrounds Model



Problems Solved By Distributed Ledger

Our game will utilize most of the benefits provided by Distributed Ledger technology. By using Distributed Ledger, we will solve several serious problems encountered by players in the current video game industry environment.

Asset Ownership

Problem: In the vast majority of games, all in game property legally belongs to the game developer or the publisher. All players get is a license to use in-game assets, subject to developer or publisher discretion.

Solution: By storing all in-game assets on the Distributed Ledger, our players will be given complete ownership of their hard-earned assets.

Transparency

Problem: Many players are forced to trade in the grey market and on many occasions become victims of scammers and swindlers.

Solution: Distributed Ledger technology provides complete transaction transparency, giving players the ability to access and see all transactional information on the Distributed Ledger.

Removing the need of trusted third party

Problem: To ensure their transactions are secure, many players have to verify them using third party services.

Solution: All transactions are verified on the Distributed Ledger, making third party verification unnecessary.

Low Transaction Cost

Problem: Players face high transaction fees when using legacy financial services to trade any assets digitally.

Solution: Distributed Ledger technology offers much lower transaction costs, saving money for everyone involved.

Security

Problem: The risk of getting their accounts hacked and/or scammed has become a daily threat for gamers worldwide.

Solution: All player data, such as account details, owned items and characters, will be stored on the Distributed Ledger.

Project Monetization

Cosmetic Items

Periodically, additional unique Character skins and visual effects will be added to the in-game store that players will be able to buy with their Merge: Eternal Battlegrounds Tokens.

Auction House

Our game will provide players with the ability to easily sell their hard-earned assets via the in-game Auction House that will have a fixed percentage transaction fee.

Entrance Fee

The PvP (Multiplayer) mode will have a Seasonal Ladder, each Season lasting for 3 months. To participate in the Seasonal Ladder, the players will have to pay an Entrance Fee.

Ransom

After losing a Battle in Hardcore Ladder, instead of having to surrender one of their Characters to the winner, players will have the possibility to pay Character Ransom that will have a fixed percentage 'negotiation' fee.

Two Kinds of AI

Our Battle AI will be fed real player match data and use it to analyze and adapt to player strategies, evolving over time.

We will also develop an internal AI for game balancing and testing purposes. It will make the game balancing process much more effective.

Appeal To Players

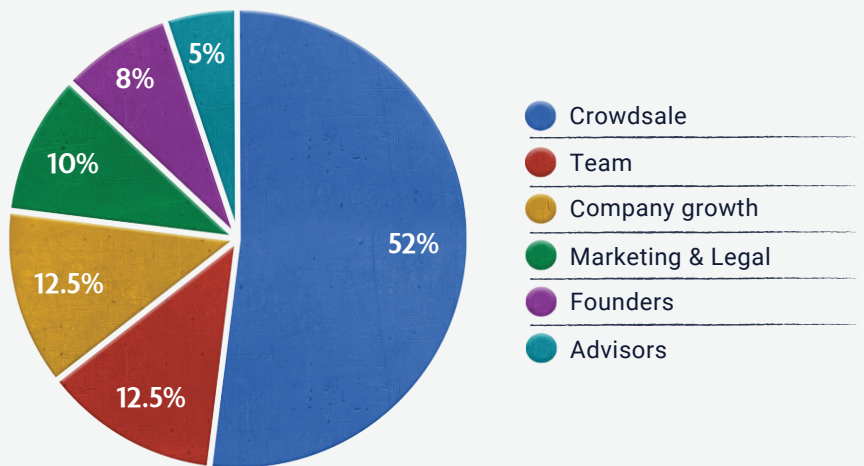
Power to the people: Players will have complete ownership of their in-game items and Characters, and will be free to trade them however they wish.

NO pay to win: In-game Battles will be playable and winnable without spending any money.

Unlimited progression and competition: Our Combining system will give players endless possibilities to create and level up new characters, offering constant challenge and competition in multiplayer Battles.

Recognizable, yet uniquely strange world: The world of Merged Earth will offer deep, engaging lore for players who love good stories.

Distribution of Merge: Eternal Battlegrounds Tokens



2017 October
Merge: Eternal Battlegrounds Idea

2017 December - 2018 March
Working on game design and prototyping

2018 Q4
Game Development

2019 Q3
Release of the Early Access

2017 November
Secured 150k Eur Budget

2018 Q3
Crowdsale start

2019 Q1
AI Development

2019 Q4 and Beyond
Continuouse update, new content release