



Summary

RPG game built with PhaserJS and HTML5 that works with Ethereum Rinkeby Blockchain using Smart contracts.

Deposit \$BADGER to play game by swapping \$BADGER/\$ETH.

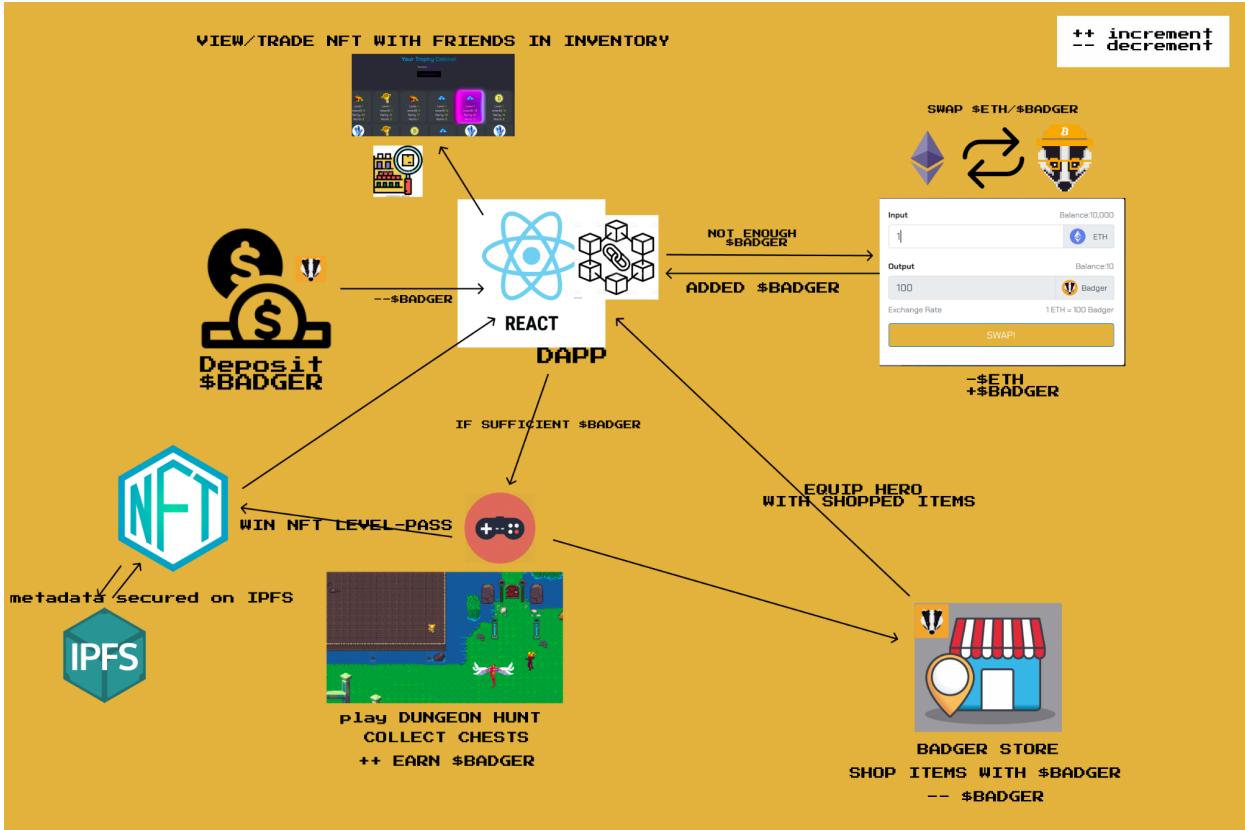
Defeat all enemies guarding the chests and collect \$BADGER from Chests.

Get to the \$LINK token Gate to collect NFT as a level pass.

Shop weaponry and armory at the Badger Store and equip your hero.

Enjoy the season of the Badger! NEW LEVELS COMING SOON!

Concept Art



Game Rules

- ✓ Deposit \$BADGER to play the game. If you don't have badger, Swap Rinkeby \$ETH with \$BADGER from the ETH/BADGER swap.
- ✓ Player has THREE Lives, and can collect \$BADGER from Chests in the game and \$LINK to finish the game and get an NFT as a level pass!
- ✓ Play the game to battle demons, monsters and guards and collect chests to claim our custom ERC-20 \$BADGER token! Kill all enemies and Get to the token gate to collect a \$LINK token and obtain the level pass to the next level
- ✓ Upon collecting the level pass, you are rewarded an NFT that is visible in the NFT Inventory
- ✓ Use the \$BADGER tokens earned in the game to buy game items, portions, and weaponry from the BADGER SHOP. We are working on upgrading the avatar by equipping it with the purchased features
- ✓ New levels are being added and coming to the game soon!
- ✓ Governance using custom \$BADGER token by rewarding game asset creators/artists for the open contribution inside the game in our DAO, coming soon!

USE UP, DOWN, LEFT, RIGHT Arrow keys and Spacebar to kill monsters. Simple as it is!

Objectives

Defeat all the monsters and get to the HIDDEN key to the \$LINK token gate. Once you reach the \$LINK token, you won the game and you are rewarded with an NFT

Key Features

Defeat enemies, collect Collect \$BADGER and Govern using \$BADGER. Some features have been mentioned under the rules. We are working on state/progress management and adding a DAO in game for governance in game. We can reward artists with governance tokens in future for contributing assets and proposals for creating levels for the game.

Inspirations

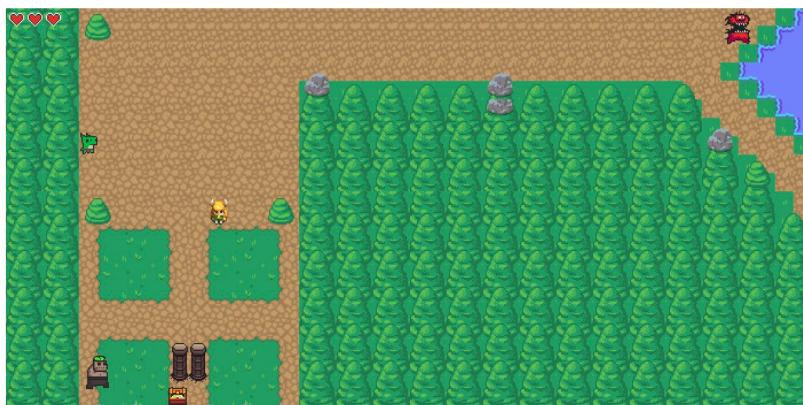
Inspired by Dungeon Games played by most Geeks and gamers. We were also inspired by the idea that we could swap Rinkeby ETH for BADGER(governance token) using swap/DEX like 1INCH, Uniswap within the game.

Token swaps are needed to deposit \$BADGER tokens in order to play the game if we don't have sufficient number/amount of \$BADGER to play.

We aim to establish a DAO to govern the game, distribute rewards to contributors of the game like Artists/game creators using \$BADGER.

We were also inspired by RPG games like First Blood and other shooting games on ETHEREUM.

Coming up on BADGER DUNGEON HUNT!





Assets

