

Shard Frontier — Presale Roadmap, Hardware/Mining Pools Alignment & Go-To-Market

Executive Summary by Jaime Ruff and Mohammed Adam 09/11/25 - (BlockDAG version)

Shard Frontier is the flagship hybrid Web3 game concept designed to unify the BlockDAG Network ecosystem, NFT ownership, and gamified mining into one seamless experience. Built to connect the X1 mobile hub, X10 miners, and EVM-compatible smart contracts, it merges gameplay, staking, and governance into a single ecosystem that rewards both players and investors.

The project's goal is to evolve BlockDAG's roadmap—from testnet to mainnet—into an interactive, monetized platform that showcases the chain's speed, transparency, and creativity while tying real economic value back to the BlockDAG Dashboard.

Players collect resources, craft items, and mint NFT Shards that live natively on the BlockDAG network, with optional outward links to Ethereum and Rarible for global visibility. These NFTs can be used to unlock X10 mining boosts, staking multipliers, or DAO voting power, creating a dynamic feedback loop where gameplay drives network participation.

Each gameplay phase mirrors a real-world BlockDAG milestone—such as node expansions, token burns, or major upgrades—ensuring the universe of the game evolves alongside the project's real ecosystem. Players can also burn “credits” earned or purchased in-game, feeding into a deflationary mechanism that reduces overall bonus token supply, strengthening long-term tokenomics.

Seasonal events, DAO votes, and limited Award NFTs allow players to earn prestige items governed by cap-breaker rules, highlighting excellence in play, staking, and community contributions.

The X1 app serves as the central hub, streamlining access to mining, staking, governance, and gameplay, providing a simplified entry point for all users. Through in-app purchases and game passes, Shard Frontier becomes more than a game—it's a live engagement and monetization layer that bridges miners, investors, and players into a single cultural and economic ecosystem for BlockDAG.

Core Narrative

Shard Frontier makes BlockDAG's presale playable, ties POE X-series/ASICs and mining pools directly to moment-to-moment gameplay, aligns seasons with DAO-guided

community decisions, and lands the whole story on mainnet—anchored on BDAG originals, showcased on Rarible, honoring OKX legacy—so the community isn’t just watching the roadmap; they’re playing it from dunes to hover flight and on to the stars

The Game Concept (in one minute)

Setting: Frontier world DAG-9—ancient tech beneath the dunes is re-awakening.

Core loop: Deploy → Collect → Forge → Combine → (Trade or Mint).

Rarity ladder: Ore (Dust/Alloy/Crystal/Relic) maps to Raw / Refined / Rare /

Legendary shards/NFTs (Amber → Titanium/Silver → Teal/Blue → Iridescent).

Mutation & luck (Combine only): low-odds micro-buffs and cosmetic shifts; pity meter; one Stabilize reroll (earned, not sold).

Mounted NFTs (3 slots): small, capped perks for Mining and Flight/Gunner; one Award NFT max; ranked Core leaderboards normalize caps.

Award NFTs (Achievement/Team/DAO): edition-capped prestige items with clearly disclosed OCW (tiny cap-breaker) and provenance.

Immersion & gamer appeal: snappy haptics, clean HUD, a signature desert + teal holo look, and meaningful 3-slot buildcraft—easy to pick up for 5 minutes, satisfying to grind for an hour.

Story beat — “First Light on DAG-9”

The scanner clicks; a seam glows like an ember. Two drill bursts—Crystal Ore hisses into the scoop. In the forge, shards meet; a resonance spike—Cosmetic Shift: Iridescent Arc. You mount it and push off; the dunes feel different—yours.

Presale Roadmap → In-Game Timeline (Rarible-First, BDAG-Native)

1 Presale Weeks (Awakening & Zeus Testnet)

- Live systems: Forge/Combine, BDAG testnet marketplace for machine parts and combined shards (ore and single shards stay in inventory).
- Promo tie-ins: presale milestone quests (unlock event_tag weeks with +3% cosmetic shift), whitelist sprints, partner spotlights.

2 Hardware & Mining Pools Onboarding (still Testnet)

- POE/POW alignment
 - X1 (POE): Auto-Dock QoL at base.
 - X10 (POE): ambient base skin plus small Energy trickle QoL.
 - X30 (ASIC/POW): storm radar hint UI (+2% energy yield reading).
 - X100 (ASIC/POW): prestige glow plus Prime Flight theme.
- (One unit per class applies; no token emissions in-game.)

- Mining pools (read-only): surface uptime/health; sustained >98% grants tiny Energy Credit multipliers or cosmetic crests (epoch-capped; no token yield).
- Promo tie-ins: Pool Uptime Challenges; Miner Owner Weekends (exclusive cosmetics/Award eligibility).

3 Zeus Presale Arc (late Testnet) — Hover Craft Expansion

- Hover Miner (HVR-1→HVR-5) unlocks: short flight missions (Survey, Ion Tempest, Courier, Resonance Hunt) with Gunner precision tool.
- Rotating event_tag weeks (for example, Ion Tempest) with mild cosmetic mutation bias; limited Award NFT pilots (edition-capped).
- Public storefront opens: curated pre-TGE mints on Rarible (ETH) with wBDAG support where applicable.

4 TGE — “The Great Launch” (Mainnet) — Anchor, Convert, Ascend

- Anchor/Claim: all pre-TGE Rarible mints are anchored/claimed to BDAG originals, which become canonical for in-game utility.
- Conversion Event: eligible combined shards → mainnet mint tickets → BDAG mints; optional Rarible mirrors continue after.
- Promo tie-ins: Launch Countdown Quests, conversion fee holiday/Pass discounts, Launch Day Award NFT (edition-capped, disclosed OCW if any).

5 Season 1 (Post-TGE) — Interstellar Spacecraft Expansion

- Spaceflight unlocks: progress from atmosphere to orbital outposts and asteroid belts, with a first interstellar craft preview path.
- Worlds as ecosystems: partner-chain worlds (ETH/Polygon/etc.) framed as destinations; BDAG originals remain canonical, with optional Rarible visibility.
- 8–12 week cadence; publish Award caps and any OCW values up front; Open/Core leaderboards continue.
- Tournaments and Team Award NFTs tied to faction contracts and cross-zone races.

Community & DAO Alignment

DAO-aligned roadmap: DAO approves Award NFT editions, OCW ceilings, season themes, and marketplace parameters; proposals and results are public and auditable.

Community Beta & Bug Bounties: tiered Pathfinder/Vanguard/Frontier Council testers receive non-tradable SBT medals (display only). Structured bug bounties grant Debug Protocol emblems and QoL perks—no economic yield. Feedback

routes into DAO backlogs for visibility.

How gameplay maps to real BDAG tech (why presalers care)

You play the roadmap: BDAG marketplace trades, pre-TGE Rarible mints, TGE anchoring/claiming, and mainnet conversion are the player journey—from dune buggy to hover craft to spacecraft.

Hardware matters: X-series/ASICs grant brand-safe QoL (themes, radar hints, AutoDock)—owners feel their hardware every session, short or long.

Mining pools become culture: real pool uptime becomes a community flex—unlock cosmetics and Award eligibility via actual pool performance.

Ranked fairness: utility-first; edition caps and OCW disclosure; Core ladders normalize any cap-breakers.

Tie Presale Promotions directly to Game Events

Milestone Quests: “Cross \$X → unlock Ion Tempest Week (+3% cosmetic shifts; special missions).”

Power Hours: “During AMA/Promo hour, double Stabilise token drop chance (earned only).”

Miner Owner Weekends: wallets showing X1/X10/X30/X100 get exclusive cosmetics and event entries (no pay-to-win stats).

Mining Pool Uptime Challenge: >98% uptime for 7 days triggers a Pool Crest cosmetic plus a community event.

Rarible × BDAG Spotlights: curated drops with on-card edition caps and provenance badges; mirrors link back to BDAG originals.

OKX Legacy Parade: detect OKX “BlockDAG Diamond” → grant legacy badge/skin and run a tribute window

Why this drives presale and long-term value

Presale lift: people can use BlockDAG now—forge, combine, list parts; mount NFTs; fly hover missions; see hardware/mining pools ties; claim curated Rarible drops pre-TGE.

Mainnet hand-off: anchor/claim at TGE makes BDAG the utility origin while Rarible remains the reach layer; Season 1 escalates to spaceflight to sustain momentum.

Retention engine: session-short or long POE-friendly play, mutation surprises, three-slot buildcraft, seasonal Awards—reasons to return without power creep.

Brand moat: “Rarity earned through discovery and craft — not purchase.

KPI targets (track the flywheel)

Bridge success $\geq 95\%$; Testnet→Mainnet conversion $\geq 70\%$ at TGE.

Active wallet link $\geq 60\%$; Mounted adoption $\geq 35\%$ (30 days).

Craft-to-mint 8–12%; Season volume $\geq 250\text{K tx}$; Season Pass $\geq 20\%$.

Marketplace GMV growth (parts/combined shards).

Mutation engagement 6–10%; Award claim $\geq 90\%$ eligible.

Mirror uptake (Rarible) as configured; retention uplift for players who mount at least one NFT