



Uruk Bartas - Whitepaper

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Global vision

Uruk Bartas is a free-to-earn gaming project inspired by those old-retro RPG web games that had us hooked for hours and hours in front of our CRT monitors. Doing quests, killing mobs and grinding for gear.

In Uruk Bartas we want that essence to come back to life but with a new refreshed look, with the latest technologies of today and with its own unique economic system. So one of the main objectives URUK BARTAS lives on is to be able to offer the ability for players / gamers the freedom to do what they love and be able to benefit and profit from playing.

URUK provides the opportunity for each one of its users with a source of income from in-game rewards and trading of NFT items without asking them to sacrifice their time spent on the game without being rewarded.

With NFT's becoming more and more popular URUK sees the chance to bring back nostalgic memories from your favorite games and mould them into a profitable one while adding convenience in the process.



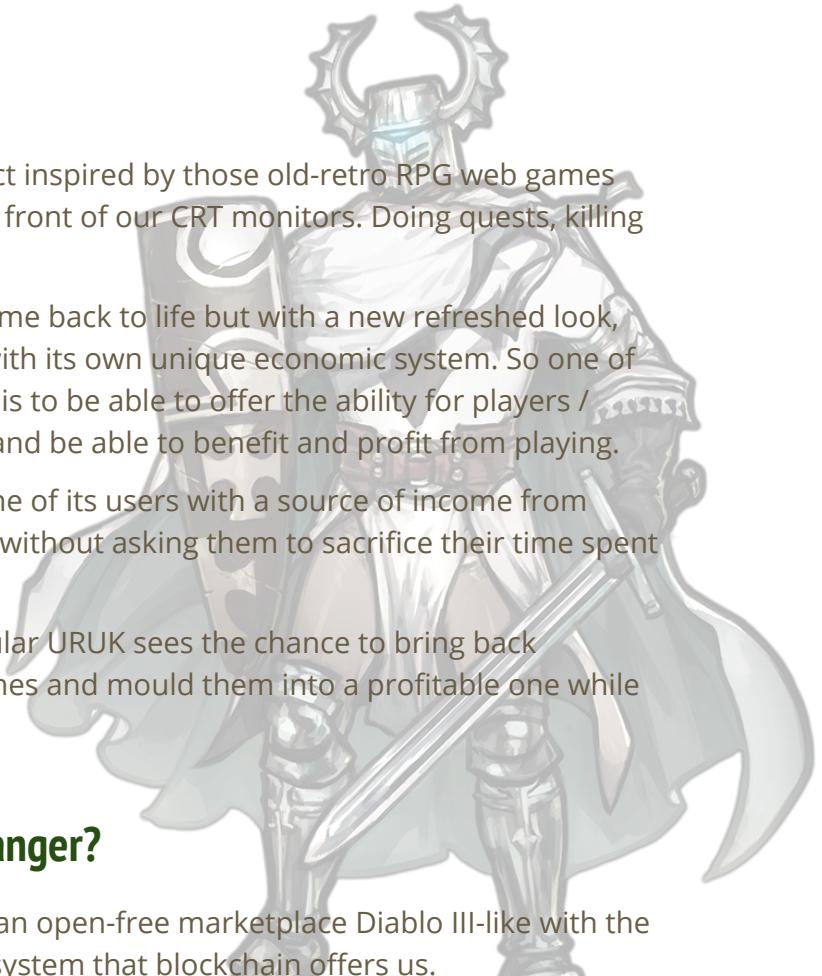
Why is Uruk Bartas a game changer?

We combine the best of the two worlds of an open-free marketplace Diablo III-like with the decentralized and unstoppable economic system that blockchain offers us.

URUK makes use of different themes and unique NFT's established within the gaming ecosystem creating limitless possibilities for its users to enjoy.

Our items are unique NFT's that are randomly generated, so good gear will be very scarce and highly valued. This is done to create a balance inside the marketplace to make sure that each item tier from common-mythic will be priced at a value that is fair and right for its class. In other words, common items will be found in the marketplace at a low price while Mythic items will be priced higher, random item generation will prevent seeing rarer items being sold for a low price and vice versa. (This is all free to earn)

All these things mixed with the game-changing features we are adding to the equation, will make Uruk Bartas unique in its niche. URUK is designed to make profitable and enjoyable gameplay come to life.





Unique concepts

- Leveling up by burning tokens. This unique gaming mechanism will help players increase their character levels aside from just spending time playing and playing the whole day. Create your own strategy to gain powerful characters during battle.
- Temporary lending of items (P2P) for harder quests, where the lender will choose the time the player has to use it and the amount of tokens he has to pay for it. This makes it very rewarding for gamers that open rare item tiers - also provides the opportunity to those who need to earn more coins to open more chests benefit from other players items without having to keep topping up.
- Items are NFT's with unique and random generated stats that have a real in-game impact. Each NFT is special with its own rarity class, each one is also designed in order to make it visually aesthetic to the users.





In-game features

The first thing we will have to do is choose a class (Warrior, Rogue, Mage or Archer) whichever you prefer the most, and then proceed to start as a normal level 1 character with no gear and only few skills. All new players will start at this point within the game before advancing to higher skill sets and items.

Questing

Through questing, the user will be able to level up and get the chance to score some good gear, we will have to do and finish quests.

Each quest will come with its own difficulty setting from easy to hard enemy levels, so during the start new players will quest with those relative to their level/gear stats and depending on the quest difficulty done, players who have completed them will be rewarded with uruk's (in-game currency) and possible items which are tradeable NFT's connected to the level completed.

Harder enemies have higher chances of dropping more valuable items while common enemies will mostly only drop common items as well.

Training

To create stronger and better heroes aside from using items, training will be important. We all know training a skill takes time and similar to most gameplay mechanics, it is something that can be done for free.

Players will not have to spend money in order to train their characters, instead they will have to wait until training is finished before being able to use them.

Marketplace

URUK will have an established marketplace, This is the place where players can choose to sell the items they have earned from doing quests or if they want to keep the item but still profit from it, they can proceed to renting them to other players instead. Only a small transaction fee is required to pay for the service of goblin bankers. This small taxation fee

aims to be able to establish fairly priced items on the market to prevent destroying the marketplace ecosystem.

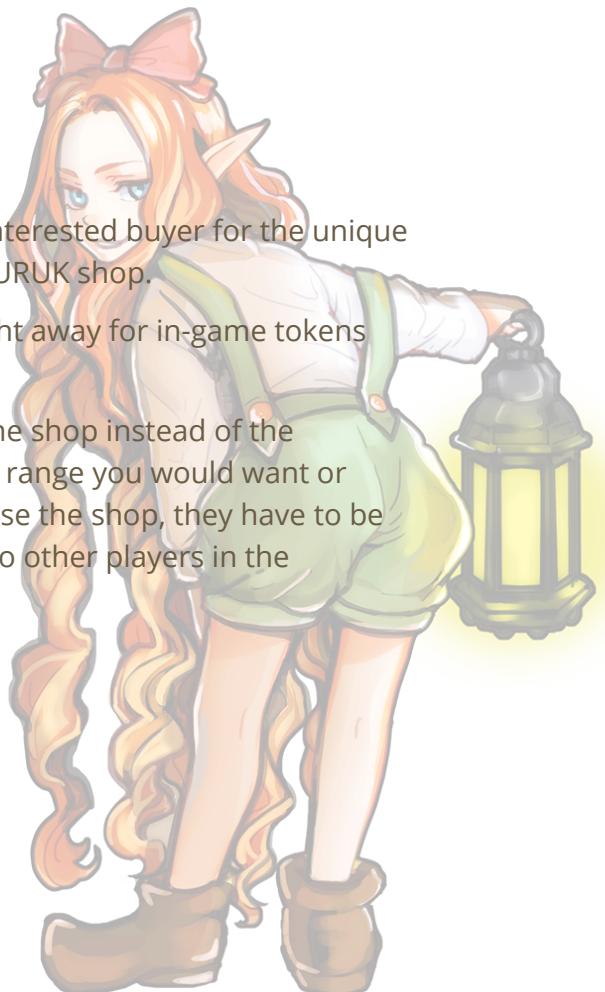


Shop

If a player does not want to wait or if they cannot find an interested buyer for the unique NFT items they are selling then can turn to selling it in the URUK shop.

This will help players who want to exchange their items right away for in-game tokens without having to wait for a buyer in the marketplace.

However, players must keep in mind that selling items in the shop instead of the marketplace will price your NFT's differently from the price range you would want or expect. Patience is a virtue and for those players who choose the shop, they have to be aware that the Shop won't pay you as much as compared to other players in the marketplace.





Characters

Characters will play a huge role in URUK Bartas gameplay and will make each character of the player different among other players. Each player has the possibility to own multiple characters and them, with different **classes & races**.

Classes



A class is nothing more than a specialization of stats, the player will have the possibility to choose between multiple classes, like furious warriors or sneaky rogues, which will stand out different from each other by their base stats and scaling.

For instance:

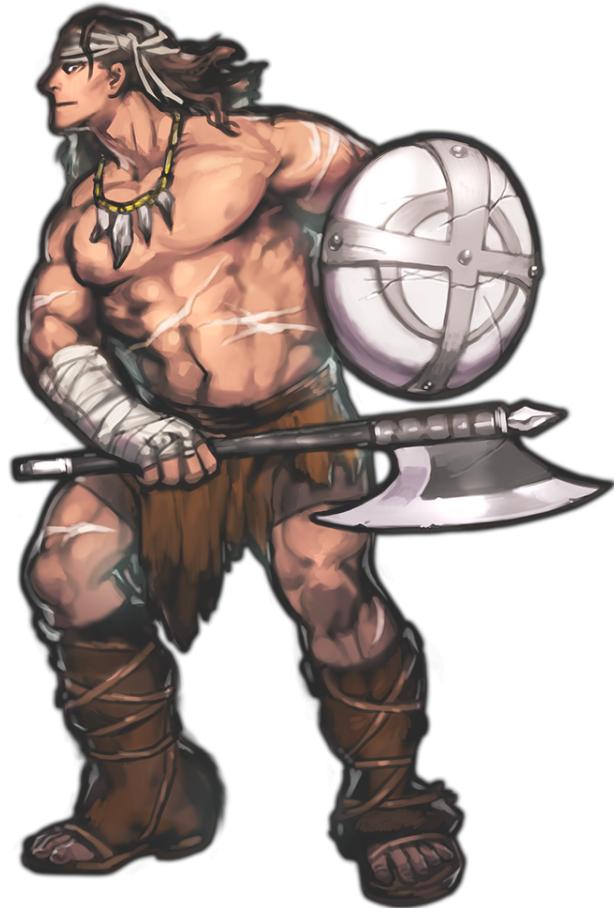
- A warrior will start with 10 STR, 8 HP, 2 INT and 6 STAMINA
 - Where a mage would start with: 2 STR 6HP 8 INT and 6 STAMINA

There are plenty of classes, **for the launch we will be adding a rogue, mage, warrior & archer!** and more in the future shall be added.

Races

A race, in contrast to the class, is going to be more a esthetic aspect than anything. Based on the lore & universe of Morgoroth, the races are the creatures and species that live and exist in the universe.

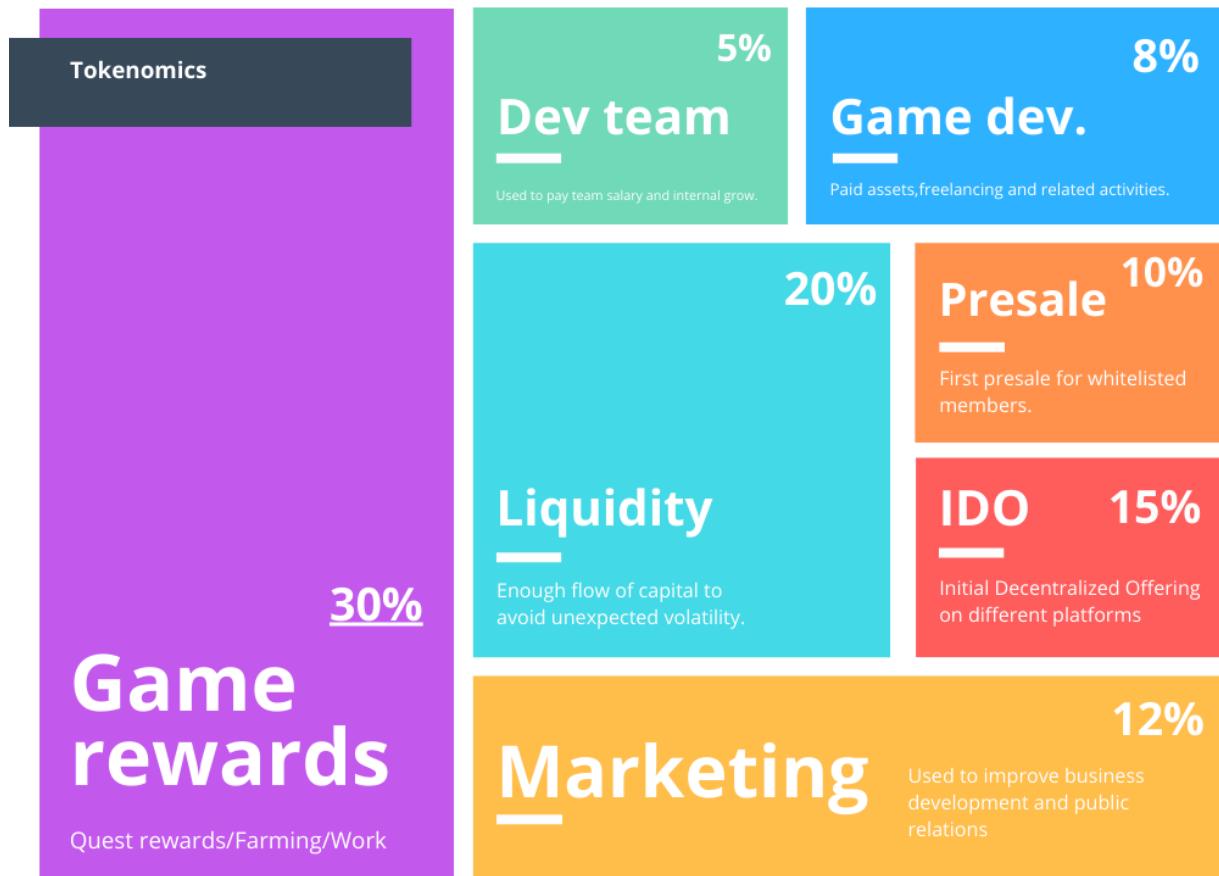
From the beginning, there would be Uruks & Men of the fallen lands, but as stated on the roadmap more exciting races will be added. **Some of them will have equipment sets only available to their race.**





Initial token allocation

Total tokens: 100.000.000 \$URUK



The initial token allocation is centered on providing a good balance between good rewards in-game and long term profitability and success of the game.

In game mechanisms

Upgrading stats/leveling up:

If players want to level up in order to get better items, better rewards and more, they would have to increase their stats. How do they increase their stats? By using their \$URUK tokens to increase specific stat.

We have a different point of view for the experience, we think that a character only levels up when he has enough stats for the next level. We don't have specific or special stats that the player has to upgrade in order to level, just the amount itself, for instance:

The player is fresh level 4 with an Uruk Warrior character, his stats right now are:

8 Strength

14 Stamina

6 Agility

4 Intelligence

Let's say he wants level up to level 5, then we must use \$URUK to pay for the upgrade of a specific stat, the amount of stats to be increased is calculated by a linear progress formula, so for instance:

Player uses 5000 \$URUK's to increase 10 points in the Strength stat, that would make him level up to the next level, then at level 6 he decides to keep leveling so now he has to pay for 14 points instead of 10 (for instance) , this time he uses 7 points for stamina and 7 for Strength, he ends being level 7 with the following stats:

25 Strength

21 Stamina

6 Agility

4 Intelligence

Each paid \$URUK would be used for two things mainly:

- 50% of the amount would be burned forever.
- 50% of the remaining amount would be used to fulfil the rewarding wallet.

Selling items on the marketplace:

For each sold item on the marketplace would be a 0,25% fee, which would go to the Marketing & Game development wallets.



More exciting mechanisms TBA!



Roadmap

Ordered by priority and expected release date.

Q4 - 2021

- Definition of the idea and blueprinting.
- Deployment of ERC20/BEP20 contract on BSC.
- BSC Verification completed
- Release of the website & whitepaper finished.
- Presale of URUK token.
- Provide liquidity to the markets.
- Token Listing on Coingecko & CMC.
- Integration of the game to the website with two sections, marketplace and character section.
- Sale of founder edition chest crates (Mythic Item rarity tier drops).
- IDO.
- Release of the Quests section ingame.
- Release of the Staking section with gods blessing mechanism.
- 10,000 Token Holders

Q1 - 2022

- Redesign the website, add better graphics, animations and expand the team.
- Creation of game cinematics and allocate investment for marketing promotion with influencers & youtubers.
- Add more quality to the universe of Morgoroth, more classes, improve the lore, add more quests and add new items.
- List on first CEX'es.
- Public Advertisments to go online in popular CEX's
- Launching of PVP combats on game platform
- 30,000 Token Holders

Q2 - Q3 - 2022

- Add new in-game items like potions, spells & runes to be used ingame.
- Add mounts to allow players to do the quests faster.
- Add Dungeons with possibilities to join forces with other players.
- Team Doxxing and Governance token holders established.

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- Add NPC shop to allow players to sell/buy basic items without the need of interacting on the marketplace.
 - 50,000 Token Holders

Q4 - 2022

- Start building Uruk bartas 3D MMORPG. With its own universe, lore and virtual lands to be used.
- Expand on partnership relations with 3D focused Corporate institutions.
- Team expansion to work on the new world for 3D gameplay and VR expansion
- Mass adoption by users of URUK BARTAS and Increased promotions on social media platforms.
- Reached 100,000 Token Holders





🔥 Partnerships

A brief detail of our partners and their activities



CoinGecko

CoinGecko was founded in 2014 by TM Lee (CEO) and Bobby Ong (COO) with the mission to democratize the access of crypto data and empower users with actionable insights. We also deep dive into the crypto space to deliver valuable insights to our users through our cryptocurrency reports, as well as our publications, newsletter and more.



CoinMarketCap is the world's most-referenced price-tracking website for cryptoassets in the rapidly growing cryptocurrency space. Its mission is to make crypto discoverable and efficient globally by empowering retail users with unbiased, high quality and accurate information for drawing their own informed conclusions.



The xDaiPunks are 10,000 unique Punks minted by the [smart contract](#) on the xDai blockchain. The punks are so-called Non Fungible Tokens or NFT's for short. All punks are unique and their genuineness is verifiable through the official [smart contract](#) of xDaiPunks.



How do I earn \$URUKS?

Simple, just by doing quests you will be earning URUKS, depending on the difficulty of the quest, harder quests will provide more URUK token rewards compared to easy levels.

Character level will also determine the highest amount of URUKS a player may earn during gameplay. Higher levels have the capability to earn Higher amounts of URUKS.

You also will have the possibility of farming or making deals on the marketplace.

When Will it get listed on Pancakeswap?

Once we have done the first presale, we will transfer the liquidity to the main DEX'es, and of course the first one would be pancakeswap.

What will be the max allocation per account on the presale?

Maximum allocation per account would be 2 BNB per account to provide everyone the equal opportunity to be bag holders in the presale.

How to get a mythic rarity tier item?

Items will come from the chests sold on the marketplace, Chest openings have a fixed drop percentage system which decides what items a player will get. Mythic items are harder to come by and being able to get one will surely be beneficial to the player.

Aside from Chest openings you may also be able to get a Mythic item tier in the marketplace when another player opts to sell it.

Add more by reviewers if needed...

Coded by players, for the enjoyment of players.



With ❤️, written by Uruk Bartas Dev Team :)