

## Getting Started ( Overview ):

### Select & mint your land

The game contains 10000 lands and players need land to participate in the game. Users can explore lands through the map and buy land. Lands are ERC721 standard tokens (NFT) and they are tradable the same as all NFTs. According to the smart contract, lands are limited and there will not be more lands later on. Lands have fixed prices in presale. If lands are sold out, the price will not have a fixed price anymore and users can trade them.

Note that assets of land are attached to the land and if you buy/sell land, it contains its buildings, army, goods, and so on except the Heroes which we will explain about it.

#### *Buy goods by BMT*

BMT is the utility token of BLOCKDOM which users can convert to goods and vice versa.

After minting a land, users should provide goods to start building their kingdom. Goods are also transferable among the lands.

#### *Build buildings & army*

After providing goods, users can build/upgrade assets of the game. There are a variety of assets which we explained in the next section.

#### *Earning goods*

By building goods relevant buildings users can earn goods and also users can loot other players. As we mentioned, users can convert the looted/earned goods to BMT. That's how users can earn from the game.

## Elements:

### *Lands:*

As we mentioned there are 10000 lands which are ERC7210 tokens and each land has its coordinates depending on its location on the map. Coordination of land is the same token ID in the ERC721 smart contract.

### *Goods:*

There are two types of goods in the game: Gold and Food  
Goods are minting and burning frequently and it affects the price of BMT.  
We have described their supply and demand in Tokenomics.

### *Buildings:*

Here are the buildings of the game in V1:

- \_Gold mine => earning daily gold (8 per day in level1)
- \_Farm => earning daily food (8 per day in level1)
- \_Barracks => recruiting warriors ( new warriors will be unlocked by each upgrade)
- \_Wall => increase defense power by each upgrade( +5% per each upgrade )
- \_Store house => Hiding a percentage of goods against loot.

### *Army:*

- \_Spearman
- \_Maceman
- \_Swordsman
- \_Archer
- \_Shieldman
- \_Knight

\*\*\* More information about warriors has been mentioned below.

### *Hero:*

There will be 1000 limited heroes in updates. Heroes are separate ERC721 tokens that users can trade and attach to their land and use.

## **Items:**

### *Buildings:*

Here are the buildings of the game:

*Building name*	Required food (lvl1)	Required gold (lvl1)	Performance	Build time for lvl 1 ( * 2 per upgrade)
Gold mine	125	75	8 gold/day ( * 2 per upgrade)	3 hours
Farm	75	125	8 food/day ( * 2 per upgrade)	3 hours
Wall	50	175	+5% def power ( +5% per upgrade)	3 hours
Warehouse	150	125	7.5% Store safe ( +7.5% per upgrade)	3 hours
Townhall	300	300	Unlocking upgrades and more buildings	6 hours
Barracks	150	200	Unlock warrior	3 hours
Training camp	200	50	Army capacity 50 ( * 2 per upgrade)	3 hours
Market	150	150	Reducing withdrawal and swap fees (+ 10% per upgrade)	3 hours

Buildings are upgradable up to level 6.

Maximum buildable gold mine and farm per each land is 6 and other buildings is 1.

And here are the warriors:

*Warrior Name*	Att power	Def power	HP	Required food	Required gold	Barracks unlock lvl
Spearman	20	60	70	3	7	1
Maceman	45	30	70	3	8	2
Swordsman	60	70	90	3	15	3
Archer	50	50	70	3	10	4

Shieldman	45	80	110	3	22	5
Knight	90	60	100	6	30	6

**\*\*\* Due to statistics and feedback these amounts may change in updates to keep everything fair and logical.**

## Game systems:

As you may know, tokenomics is Achilles' heel for P2E (Play-to-earn) Dapps. A similar scenario is that a P2E Dapp comes up with significant revenue for users and after attracting many users, the supply of the token reaches a large number and value of the token starts decreasing day by day ( a bearish cycle for ever ).

It is obvious that if any user earns from the game easily, balancing demand and supply of the token is impossible and the value of the token will have the same fate as the other DAPPs. So we have to make it harder to earn and filter users who can earn. Thus they can count on the earnings in the long term. There are many active users who are looking for a DAPP that they can make money from in the long term. And on the other hand, there are lots of users who are not active users that come by trend and expect to earn without any activity so they are not a supportive community.

To fix this flaw we have to filter our users and we prefer to keep active and loyal ones and the game is designed based on that. If a user comes, starts to build some gold mines and farms, and wants to withdraw earned goods every few days and nothing else, the other users will loot it before withdrawing them. This solution keeps the value of the BMT in the long term. Also, there are burning and usage cases for the token that will be explained in Tokenomics.

## Tokenomics:

Tokenomic of the BMT depends on the demand and the supply of the goods. Users will burn BMT to buy goods (deposit to game). On the other hand, they mint BMT by selling goods (withdraw). So when a user joins the game it will bring some goods to the game by converting BMT to goods which means that BMT demand will increase and this amount of BMT will burn when the user converts it to goods.

Simultaneously there are the users who have earned goods from the game and want to withdraw them so that they will increase the supply of BMT. As you may know, balancing mentioned demand and supply is substantial for the price of the BMT. So we have considered burning cases for the goods and BMT usages to keep the value of BMT in the long term:

### **Building buildings:**

Each build action requires a specific amount of goods depending on the building.

### **Upgrading buildings:**

Upgrades also require goods depending on the level and the building.

### **Finishing construction process:**

Building/Upgrading buildings takes time to finish. Users can finish instantly by paying Gold.

### **Recruiting warriors:**

To recruit each warrior, users should pay its price with Gold and a base amount of Food.

### **Attack:**

By attacking users to each other, the Army of both attacker and defender probably decreases so it means they should spend goods to build their army again. Also, a fixed percentage of the looted amount will burn as damage of war.

### **Transferring goods:**

As we mentioned before, users can transfer goods among the lands. These transfers require a 5% fee in V1 which will burn and this fee amount may change in updates.

### **Converting goods to BMT:**

To convert goods to BMT tokens (Withdraw) we have considered a fee to reduce unnecessary withdrawals and it will encourage users to keep and spend them in the game. This fee also will burn.

Note that we have not considered any of the mentioned fees as revenue. They will decrease the supply of BMT thereby keeping its value.

### **Dispatching army:**

Another burn case is when a user dispatches its army to help another user or attack, it requires an amount of food as the cost of warriors and this amount depends on the amount of warriors.

### **Governance:**

BMT is also a governance token by which users can vote and participate in platform decisions.