



Empires

A new alliance system on Realms

Context

- Realms is a strategy game built on Starknet, playable by owning a Realm
- Some users don't want to actively participate in the game
- Collaboration between players is always favorable but it is hard to
 - Trust strangers
 - Perform coordinated actions that follow one strategic vision

Solution

- An Empire Contract controlled by one player, the Emperor
- Realm owners can join the Empire by giving out custody of their Realms but have the option to exit
- The Emperor can only perform actions to manage the Realms inside the Empire



Primary Mechanics

Realms primary mechanics

- All Realms can be managed by the Emperor as it was his own
 - Build
 - Harvest
 - Combat
 - ...
- Novel mechanics arise:
 - Having Realms specialized in one type of resource only
 - Having Realms specialized in building armies

A detailed oil painting of a medieval battle scene. In the foreground, several soldiers in dark armor and helmets are seen from behind, looking towards a distant battlefield. The ground is muddy and littered with fallen soldiers and weapons. In the middle ground, a large, dense formation of soldiers in various colored tunics (blue, yellow, red) is engaged in combat. The background features a line of trees under a cloudy, overcast sky. The overall tone is somber and epic.

Added Mechanics



Tax system

Tax system

- % of the resources given back to the Realms holders
- The rest is kept by the Empire in order to optimally allocate the resources
- The % of these taxes can be personalized for each empire in order to favor different strategies

A group of seven mercenaries, seen from behind, are walking away from the viewer towards a large, bright, circular opening in a stone wall. They are wearing dark, hooded robes and carrying various weapons and equipment. The scene is set in a dimly lit, stone-walled environment, possibly a tunnel or a cave. The mercenaries are walking in a loose formation, with some carrying long poles or weapons. The overall atmosphere is gritty and cinematic.

Mercenaries

Hire Mercenaries

- The Emperor can place a bounty on an enemy Realm
- Any Realm outside of the Empire can attack the enemy through the Empire contract, if he wins he receives the bounty
- New way for the Empire to increase its influence on the world
- Avoids distance limitations and army limitations

A detailed historical painting depicting a medieval council or parliament. The scene is set in a grand, dimly lit hall with high ceilings and large windows. Several men in ornate, colorful robes and hats are gathered around long tables covered with red cloths. Some are seated, while others stand, engaged in discussion or voting. The lighting is warm and golden, creating a sense of solemnity and importance. The overall style is characteristic of 19th-century historical painting.

Voting System

Voting System

- Vote to replace the current emperor
- Vote to acquire another Realm on Opensea.
 - Vote on amount and tokenId
 - Deployed Empire contract on L1
 - L2 ↔ L1 messaging to trigger buy of token on OpenSea



Enemy of the Empire

Enemy of the Empire

- The Emperor can establish a Realm that has attacked the Empire as an Enemy of Empire
- To declare a Realm as enemy of the empire, the emperor needs to give a proof that the Realm attacked the Empire through a signed transaction
- Enemy Realms cannot join the Empire anymore

CLI Demo

- Using our CLI tool, all contracts necessary to play Realms with an Empire can be deployed on the starknet dev-net.