ROW

The Ruler of the World

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WHITE PAPER

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A NFT Card Trading Game

The Ruler of the World is a Card Collection Game which will be played by five main players and possible number of game breakers,

There are 208 + 1 countries in the world and game will have a maximum of 5 main players and a possible number of game breakers which will be named as pirates of the game but at the end of the game there will be only one **"Ruler of the World"**.

- Main Players

First five player who collects at least 12 Country Cards will be main players of the game and main players will fight against each other and also game breakers to get the unique and rare **"The Ruler of the World"** card. When a player collects at least 12 Country Cards, we will transfer a Main Player Card to his/her wallet. All players should follow the rules and create their strategies to be the winner of the game and to get the **"The Ruler of the World"** card.

- Game Breakers (Pirates of the Game)

After the announcement of 5 main players (first five player), any other player who collects the cards and breaks the possible strategies of the main players will be accepted as Pirates and for game breakers or pirates, we will transfer a Pirate Card to their wallets. For some strategies or points, main players should collect the required country cards, for example, to get the **EU Card** a main player should collect from the limited number of EU Countries cards, but before collecting those limited number of cards, they can be hostaged

by a pirate or more pirates and hence pirate(s) will break the strategy of the main player. These cases will create the trade or negotiation part of the game. A main player will need to negotiate with pirates to get required cards for his/her strategy.

- About Game

Game will be a fight between 5 main players and possible number of game breakers (pirates). The Ruler of the World game will take 15 months starting from the date of publish of collection cards and in this time period, each month we will publish an amount of country cards and power cards. Each month, 5 hours before publishing the cards, we will announce the list of countries and changes on the cards at our Facebook page, [Twitter account](...) and website of The Ruler of the World. The website of **The Ruler of the World** will be published in February 2022. At the end of the period of the game, the one main player who collects the most amount of country cards and the highest point will be the winner or **The Ruler of the World** and she/he will get the unique and rare **The Ruler of the World** card. At the end of the game, only one player will be able to collect 208 + 1 country cards, another one player will be able to collect 200 of the cards and remaining three players will be able to collect 195 of the cards. Apart from country cards, each player will have power cards and some other multiplier cards which we will explain in the following sections. Each player should follow the rules and any disobey to any rule will cost 10 points to the player and if she/he disobey more than 2 rules, she/he will be eliminated from the game and his/her points will be split equally between other main players.

Collecting all countries will give the highest point to the player or player team but it won't be enough to be **The Ruler of the World**. One may collect less amount of country cards and power cards and hence may have the highest amount of the points. For this reason, each player should evaluate his/her strategy carefully.

Each country will have points according to their global power index (this will be given in the Countries List) and main determination will depend on the economic power. The ones who has more economic power will be able to collect more powerful countries and hence they will receive a Economic Power Card to their wallets. Apart from Economic Power Card, which will add 10 points to the total points of the players, there will be other 6 type of Power cards and under each type of Power Card, there will be additional cards which will have different points and which will effect the multiplier on the main Power Card (Main Power Cards will be trasferred to the wallet of the main players and according to the

collected sub-types, each main player will have different multiplier number on their main Power Cards and this multiplier will effect the total points of the main player.)

To increase the points, main players will need to have as much country as possible and also as much power cards as possible according to their point strategy. With a good strategy, one may get the **The Ruler of the World** card and be the winner of the game without holding all country cards but in any case, some of the country cards will be unique and rare, some of them will be less than five. The maximum number of country cards will be five and maximum number of Power Cards will be less than five. At the end of each month, points of main players will be published at the website of **The Ruler of the World** and also the list of pirates will be given on the same site.

- Power Cards

There will be six different type of power cards and these cards will effect the points of the main players. The main Power Cards can be listed as follows :

1 - Technology Cards

2 - Energy Cards

3 - Military Force Cards

4 - Major Straits Cards

5 - EU Card

6 - NATO Card

1- Technology Cards

Only one technology card will be published from each type of technology and the ones who holds more will be technologically powerful and will get Technology Power Card (this will be transferred to the wallet of the player), there will be 4 different technology cards and maximum 4 player will be able to get Technology Power Card. One player may hold all by collecting them immediately after publishing them or 4 will be split between 4 of 5 players. Depending on the number of technology cards, Player will get a Technology Power Card with a multiplier of NTC/4 (NTC => Number of Technology Cards). This multiplier will effect points on cards which needs Technology Power Card.

1.1. Main Technology Cards

> I- Artificial Intelligence and Machine Learning Technology Card
> II- Quantum Computing Technology Card
> III- 5G Data Technology Card
> IV- Cyber Security Technology Card

2- Energy Cards

There will be one, two or four from each energy card and each will have different points. There will be two main Energy Card Type. One will be Renewable Energy Cards and the other one will be Non-renewable Energy Cards

EM35	- Energy Multiplier of 35 = Total of Country Cards in 35 Capacity / WTWPC
WTWPC	- World Total Wind Power Capacity (733.2GW)
WTSPC	- World Total Solar Power Capacity (713.97GW)
WTBPC	- World Total Bio Diesel Production Capacity (433.1 Barrel per Day)
WTPP	- World Total Petroleum Production (27910.1 Million bbl/year)
WTNGP	- World Total Natural Gas Production (3948.24 cubic km/year)
WTCP	- World Total Coal Production (7109.7M tonnes per year)

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Calculation of EM35 Multiplier for Wind Power :
EM35 = Total of Country Cards Player Holds from 35 Country List of Wind Power / WTWPC

Calculation of EM35 Multiplier for Solar Power :
EM35 = Total of Country Cards Player Holds from 35 Country List of Solar Power / WTSPC

EM35 will be used in all Energy Cards, but for each energy card, 35 countries will be
different. List of first 35 countries for related energy card will be given under that
energy card explanation.
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2.1. Renewable Energy Cards

2.1.1 Renewable Wind Energy (Base Point : 5 Points)

a. if it is collected with Technology Power Card it will have multiplier x 12 points + 5 points)

b. This will have additional EM35 x 10 points, if the player has countries which has more wind energy capacity and included into EM35 List of Renewable Wind Energy Card.

if a player does not have any Renewable Wind Energy Card, the point will be zero from Renewable Wind Energy, only two Renewable Wind Energy Card will be published (1 Card with 2 Copies). That means, only two players will have points from Renewable Wind Energy Card. List of 35 Countries that will be taken into account while calculating EM35 multiplier.

First 35 Countries that has more Renewable Wind Energy Capacity : EM35 List

1- China (221 GW)

2- USA (96.4 GW)

3- Germany (59.3 GW)

4- India (35 GW)

5- Spain (23 GW)

6- United Kingdom (20.7 GW)

7- France (15.3 GW)

8- Brazil (14.5 GW)

9- Canada (12.8 GW)

10- Italy (10 GW)

11- Sweden (9.6 GW)

12- Australia (9.45 GW)

13- Turkey (8.83 GW)

14- Mexico (8.12 GW)

15- Netherlands (6.6 GW)

16- Poland (6.26 GW)

17- Denmark (6.23 GW)

18- Portugal (5.23 GW)

19- Belgium (4.69 GW)

20- Ireland (4.3 GW)

21- Japan (4.2 GW)

22- Greece (4.11 GW)

23- Norway (3.97 GW)

24- Austria (3.22 GW)

25- Romania (3.02 GW)

26- South Africa (2.63 GW)

27- Argentina (2.62 GW)

28- Finland (2.47 GW)

29- Chile (2.14 GW)

30- South Korea (1.63 GW)

31- Uruguay (1.51 GW)

32- Thailand (1.5 GW)

33- Morocco (1.4 GW)

34- Ukraine (1.4 GW)

35- Egypt (1.37 GW)

Calculation Example :

If a player has the China, United States, India and Spain Cards, and also Renewable Wind Energy Card, total Wind Energy of the player will be 434.7 GW, on the other hand WTSPC is 733.2 GW and hence EM35 multiplier of the player will be 0.59, the additional point for the Energy Power of the player will be 0.59 x 10 = 5.9 points and total point will be **Technology Power Card Multiplier x 12point + 5point + 5.9points**

2.1.2 Renewable Solar Energy Card (Base Point : 8 Points)

a. if it is collected with Technology Power Card it will have multiplier x 12 points + 8 points

b. This will have EM35 x 10 points, if the player has countries which has more solar energy capacity and included into the EM35 List of Renewable Solar Energy Card.

if a player does not have any Renewable Solar Energy Card, the point will be zero from Renewable Solar Energy, only one Renewable Solar Energy Card will be published (1 Card 1 Copy). That means, only one players will have points from Renewable Solar Energy Card.

First 35 Countries that has more Renewable Solar Energy Capacity : EM35 List

1- China (254.3 GW)
2- United States (75 GW)
3- Japan (67 GW)
4- Germany (53.7 GW)
5- India (39.2 GW)
6- Italy (21.6 GW)
7- Australia (17.6 GW)
8- Vietnam (16.5 GW)
9- South Korea (14.5 GW)
10- Spain (14.08 GW)
11- United Kingdom (13.56 GW)
12- France (11.73 GW)
13- Netherlands (10.21 GW)
14- Brazil (7.88 GW)
15- Turkey (6.66 GW)
16- South Africa (5.99 GW)
17- Taiwan (5.81 GW)
18- Belgium (5.64 GW)
19- Mexico (5.64 GW)
20- Ukraine (5.36 GW)
21- Poland (3.93 GW)
22- Canada (3.32 GW)
23- Greece (3.24 GW)
24- Chile (3.20 GW)
25- Switzerland (3.11 GW)
26- Thailand (2.98 GW)
27- United Arab Emirates (2.53 GW)
28- Israel (2.24 GW)
29- Austria (2.22 GW)
30- Czech Republic (2.07 GW)
31- Hungary (1.95 GW)
32- Egypt (1.69 GW)
33- Malaysia (1.49 GW)
34- Russia (1.42 GW)
35- Sweden (1.417 GW)

Calculation Example :

If a player has the China, United States, Japan and Germany Cards, and also Renewable Solar Energy Card, total Solar Energy of the player will be 450 GW, on the other hand WTSPC is 713.97 GW and hence EM35 multiplier of the player will be 0.63, the additional point for the Energy Power of the player will be 0.63 x 10 = 6.3 points and total point will be Technology Power Card Multiplier x 12point + 8point + 6.3points

2.1.3. Biodiesel Energy Card (Base Point : 15 Points)

a. With Technology Power Card it will have Technology Power Card multiplier x 12 Points + 15 points

b. This will have EM35 x 15 points, if the player has countries which has more Biodiesel energy capacity and included into the EM35 List of Biodiesel Energy Card.

if a player does not have any Biodiesel Energy Card, the point will be zero from Biodiesel Energy, only four Biodiesel Energy Card will be published (1 Card with 4 Copies). That means, only four players will have points from Biodiesel Energy Card.

First 35 Countries that has more Biodiesel Energy Capacity : EM35 List

TBD : Thousand Barrels Per Day

1- United States (64 TBD)

2- Germany (55 TBD)

3- Argentina (48 TBD)

4- Brazil (47 TBD)

5- Indonesia (38 TBD)

6- France (33 TBD)

7- China (16 TBD)

8- Thailand (16 TBD)

9- Italy (9.80 TBD)

10- Poland (9.7 TBD)

11- Belgium (8.7 TBD)

12- Spain (8.7 TBD)

13- Colombia (8.5 TBD)

14- Austria (7.0 TBD)

15- Republic of Korea (6.4 TBD)

16- Netherlands (6.4 TBD)

17- Finland (5.2 TBD)

18- Portugal (5.2 TBD)

19- Sweden (5.2 TBD)

20- Canada (3.6 TBD)

21- Czech Republic (3.0 TBD)

22- Malaysia (2.9 TBD)

23- Hungary (2.8 TBD)

24- Philippines (2.5 TBD)

25- Greece (2.3 TBD)

26- India (2.0 TBD)

27- Denmark (1.8 TBD)

28- Slovakia (1.8 TBD)

29- Lithuania (1.7 TBD)

30- United Kingdom (1.5 TBD)

31- Romania (1.5 TBD)

32- Australia (1.4 TBD)

33- Latvia (1.2 TBD)

34- Croatia (1.1 TBD)

35- Ireland (0.9 TBD)

Calculation Example :

If a player has the United States, Germany and Argentina Cards, and also Bio Diesel Energy Card, total Bio Diesel Energy of the player will be 167, on the other hand WTBPC is 433.1 TBD and hence EM35 multiplier of the player will be 0.385, the additional point for the Energy Power of the player will be 0.385 x 15 = 5.77 points and total point will be Technology Power Card Multiplier x 12point + 15point + 5.77points

2.2. Non-renewable Energy Cards

Non-renewable Energy Cards will contain Petroleum, Natural Gas and Coal Energy Cards. Most important ones will be accepted Petroleum and Natural Gas Energy Cards. For this reason these two will have the highest points.

Petroleum Energy Card	18 + EM35 x 18 points + Technology Power Card Multiplier x 14
Natural Gas Energy Card	15 + EM35 x 15 points + Technology Power Card Multiplier x 14
Coal Energy Card	6 + EM35 x 6 Points + Technology Power Card Multiplier x 8

2.2.1. Petroleum Energy Card (Base Point : 18 Points)

a. With Technology Power Card it will have Technology Power Card multiplier x 14 Points + 18 points

b. This will have EM35 x 18 points, if the player has countries which has more petroleum energy capacity and included into the EM35 List of Petroleum Energy Card.

if a player does not have any Petroleum Energy Card, the point will be zero from Petroleum Energy, only two Petroleum Energy Card will be published (1 Card with 2 Copies). That means, only two players will have points from Petroleum Energy Card.

29 Countries that has proven Oil Energy Reserves : EM35 List

(According to the OPEC Statistical Bulletin, there is only 29 Countries by proven oil reserves)

    1 – Venezuela (831.1 million bbl/year)
    2 – Saudi Arabia (3818.1 million bbl/year)
    3 – Iran (1452.9 million bbl/year)
    4 – Canada (1336.8 million bbl/year)
    5 – Iraq (1624.8 bbl/year)
    6 – Kuwait (1067.8 bbl/year)
    7 – United Arab Emirates (1133.7 bbl/year)
    8 – Russia (3851.3 bbl/year)
    9 – Libya (366.1 bbl/year)
    10 – United States (3239.7 bbl/year)
    11 – Nigeria (730 bbl/year)
    12 – Kazakhstan (582.2 bbl/year)
    13 – China (1452.9 bbl/year)
    14 – Qatar (555.9 bbl/year)
    15 – Brazil (918.1 bbl/year)
    16 – Algeria (492.1 bbl/year)
    17 – Ecuador (200.2 bbl/year)
    18 – Norway (601.5 bbl/year)
    19 – Angola (645.9 bbl/year)
    20 – Azerbaijan (304.2 bbl/year)
    21 – Mexico (798.2 bbl/year)
    22 – Oman (367.5 bbl/year)
    23 – Sudan (93.1 bbl/year)
    24 – India (267 bbl/year)
    25 – Vietnam (110.2 bbl/year)
    26 – Malaysia (241.3 bbl/year)
    27 – United Kingdom (343.1 bbl/year)
    28 – Indonesia (304.2 bbl/year)
    29 – Egypt (180.4 bbl/year)

Calculation Example :

If a player has the Venezuela, Saudi Arabia and Iran Cards, and also Petroleum Energy Card, total Petroleum Energy of the player will be 6102.1M bbl/year, on the other hand WTPP is 27910.3M bbl/year and hence EM35 multiplier of the player will be 0.218, the additional point for the Energy Power of the player will be 0.218 x 18 = 3.92 points and total point will be Technology Power Card Multiplier x 12point + 18point + 3.92points

2.2.2. Natural Gas Energy Card

a. With Technology Power Card it will have Technology Power Card multiplier x 14 Points + 15 points

b. This will have EM35 x 15 points, if the player has countries which has more Natural Gas Energy capacity and included into the EM35 List of Natural Gas Energy Card.

if a player does not have any Natural Gas Energy Card, the point will be zero from Natural Gas Energy, only two Natural Energy Card will be published (1 Card 2 Copies). That means, only two players will have points from Natural Energy Card.

First 35 Countries that has more Natural Gas Energy Capacity : EM35 List

List presents production per year in cubic km

1 – United States   (947 cubic km/year)

2 – Russia   (624 cubic km/year)

3 – Iran   (238 cubic km/year)

4 – China   (179 cubic km/year)

5 – Canada   (179 cubic km/year)

6 – Qatar   (167 cubic km/year)

7 – Australia   (146 cubic km/year)

8 – Saudi Arabia   (114 cubic km/year)

9 – Norway   (112 cubic km/year)

10 – Algeria   (88 cubic km/year)

11 – Turkmenistan   (84 cubic km/year)

12 – Egypt   (77 cubic km/year)

13 – Malaysia   (75 cubic km/year)

14 – United Arab Emirates   (63 cubic km/year)

15 – Indonesia   (63 cubic km/year)

16 – Uzbekistan   (47 cubic km/year)

17 – Nigeria   (46 cubic km/year)

18 – Argentina   (41 cubic km/year)

19 – United Kingdom   (40 cubic km/year)

20 – Pakistan   (38 cubic km/year)

21 – Thailand   (38 cubic km/year)

22 – Oman   (37 cubic km/year)

23 – Netherlands   (33 cubic km/year)

24 – Trinidad and Tobago   (31 cubic km/year)

25 – Bangladesh   (29 cubic km/year)

26 – India   (28 cubic km/year)

27 – Mexico   (27 cubic km/year)

28 – Kazakhstan   (26 cubic km/year)

29 – Brazil   (25 cubic km/year)

30 – Venezuela   (23 cubic km/year)

31 – Azerbaijan   (23 cubic km/year)

32 – Kuwait   (20 cubic km/year)

33 – Ukraine   (20 cubic km/year)

34 – Myanmar   (18 cubic km/year)

35 – Bahrain   (18 cubic km/year)

Calculation Example :

If a player has the United States, Russia, Iran and China Cards, and also Natural Gas Energy Card, total Natural Gas Energy of the player will be 1988 cubic km/year, on the other hand WTNGP is 3948.24 cubic km/year and hence EM35 multiplier of the player will be 0.5, the additional point for the Energy Power of the player will be 0.5 x 15 = 7.5 points and total point will be Technology Power Card Multiplier x 14point + 15point + 7.5points

2.2.3. Coal Energy Card

a. With Technology Power Card it will have Technology Power Card multiplier x 8 Points + 6 points

b. This will have EM35 x 6 points, if the player has countries which has more Coal Energy capacity and included into the EM35 List of Coal Energy Card.

if a player does not have any Coal Energy Card, the point will be zero from Coal Energy, only two Coal Energy Card will be published (1 Card 2 copies). That means, only two players will have points from Coal Energy Card.

32 Countries that has more Coal Production Capacity : EM35 List

List presents coal production in million tonnes

1 - China	(3902M tonnes per year)
2 – India	(756.5M tonnes per year)
3 – United States	(484.7M tonnes per year)
4 – Australia	(476.7M tonnes per year)
5 – Russia	(399.8M tonnes per year)
6 – South Africa	(248.3M tonnes per year)
7 – Kazakhstan	(113.2M tonnes per year)
8 – Germany	(107.4M tonnes per year)
9 – Poland	(100.7M tonnes per year)
10 – Turkey	(70.8M tonnes per year)
11 – Colombia	(50.6M tonnes per year)
12 – Vietnam	(48.6M tonnes per year)
13 – Mongolia	(43.1M tonnes per year)
14 – Serbia	(39.8M tonnes per year)
15 – Canada	(39.6M tonnes per year)
16 – Czech Republic	(31.7M tonnes per year)
17 – Ukraine	(24.1M tonnes per year)
18 – Romania	(15M tonnes per year)
19 – Greece	(14M tonnes per year)
20 – Thailand	(13.3M tonnes per year)
21 – Bulgaria	(12.3M tonnes per year)
22 – Pakistan	(7.7M tonnes per year)
23 – Mexico	(6.5M tonnes per year)
24 – Brazil	(6.2M tonnes per year)
25 – Hungary	(6.1M tonnes per year)
26 – Laos	(22.5M tonnes per year)
27 – North Korea	(18.8M tonnes per year)
28 – Mozambique	(15.3M tonnes per year)
29 – Philippines	(12.3M tonnes per year)
30 – Kosovo	(8.9M tonnes per year)
31 – Bosnia and Herzegovina	(7.2M tonnes per year)
32 – North Macedonia	(6.0M tonnes per year)

Calculation Example :

If a player has the China, India, United States and Australia Cards, and also Coal Energy Card, total Coal Energy of the player will be 5619.9M tonnes per year , on the other hand WTCP is 7109.7M tonnes per year and hence EM35 multiplier of the player will be 0.5, the additional point for the Energy Power of the player will be 0.5 x 6 = 3 points and total point will be Technology Power Card Multiplier x 8point + 6point + 3points

3- Military Force Cards

Each country will have a point and each point also shows the power index of that country. There will be three types of Military Force Cards and each card will have a multiplier which will create the Military Force power of the player. On the other hand Energy Power Card of each player will effect the total Military Force power of the player. Each player who has energy cards, will have a Energy Power Card and this will be transferred to the wallet of the player after collection of the Energy Cards. According to the points from Energy Cards, Energy Power Card of the player will have a multiplier on it and this will add additional point to the Military Force Power Card of the player.

Maximum Total Energy Point of a Player will be calculated from EM35 lists and effect on Military Force Power Card point will be calculated from the base total points of the Energy Cards. From the energy cards, it is known that there will be 6 different energy card (3 from Renewable Energy Cards (wind, solar and biodiesel) and 3 from Non-renewable Energy Cards (Petroleum, Natural Gas, Coal)), for each energy card, base points are given below

Energy Card	Base Point
Renewable Wind Energy Card	5
Renewable Solar Energy Card	8
Biodiesel Energy Card	15
Petroleum Energy Card	18
Natural Gas Energy Card	15
Coal Energy Card	6

Total Base Point of Energy Cards :   67

if a player has a total of 100 Points from his/her Energy Cards, his/her Energy Power Card multiplier will be 100/67 = 1.49

A Complete Calculation example for Military Force Power Card of the player will be given after the presentation of Military Force Cards. As it is mention above, there will be three types of Military Force Cards, these are

1 - Air Forces Card

2 – Land Forces Card

3 – Naval Forces Card

3.1. Air Forces Card

This will give air force power to the player. Only 3 Air Force Card (1 Card with 3 copies) will be published and it will have a multiplier of 2 on total power indexes of the country cards that player holds. This multiplier will be added on to the other Military Force Card multipliers. If a player has 20 countries and total power index of those countries is 15, total point from this card will increase to 30 and if the player has an Energy Power Card multiplier of 1.49, total point of player from all these cards will be 44.7 points.

This point contains Country Points, Effect of Technology Cards, Effect of Energy Power Cards plus effect of Air Forces Card. Complete Calculation will be given at the end of all Military Force Card explanations and it will contain detailed calculations

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3.2. Land Forces Card

This will give land force power to the player. Only 4 Land Force Card will be published (1 Card with 4 copies) and it will have a multiplier of 1.6 on total power indexes of the country cards that player holds. This multiplier will be added on to the other Military Force Card multipliers. If a player has Air Force Card, total Military Force multiplier will be 3.6 (2 from Air Force Card and 1.6 from Land Forces Card). In this case, if a player has 20 countries and total power index of those countries is 15, total point from Military Force Card multipliers will be 3.6 x 15 = 54 and if the player has an Energy Power Card multiplier of 1.49, total point of player from all these cards will be 80.46.

3.3. Naval Forces Card

This will give naval force power to the player. Only 3 Naval Force Card will be published (1 Card with 3 Copies) and it will have a multiplier of 1.8 on total power indexes of the country cards that player holds. This multiplier will be added on to the other Military Force multipliers. If a player has all three Military Force Cards (Air Forces Card, Land Forces Card and Naval Forces Card), she or he will have a total military force multiplier of 5.4 (2 from Air Force Card, 1.6 from Land Forces Card and 1.8 from Naval Forces Card). In this case, if a player has 20 countries and total power index of those countries is 15, total point from Military Force Card multipliers will be 5.4 x 15 = 81 and if the player has an Energy Power Card multiplier of 1.49, total point of player from all these cards will be 120.69

Detailed Point Calculation Example :

We will assume that one player has the following country cards (Power Index Points of all countries will be given in a separate list)

Country	Card Point (Power Index)
1- Canada	1.28
2- Brazil	1.59
3- Mexico	1.16
4- Libya	1.08
5- China	2.96
6- Nigeria	1.17
7- Germany	1.43
8- Japan	1.84
9- Vietnam	1.22
10-Malaysia	1.14

Player has 10 countries and total power index of cards is 14.87

Apart from Countries, player achieved to get 2 of the technology cards, Artificial Intelligence and Machine Learning Technology Card and 5G Data Technology Card. In this case, Technology Power Card multiplier of the player will be 2/4 that is 0.5

From Energy Cards, we assume that the player achieved to get Natural Gas Card and Coal Gas Card, from EM35 List of each card, the Energy Power of the player will be calculated as follows :

Natural Gas Card total 531 cubic km/year, WTNGP is 3948.24 cubic km/year and hence EM35 multiplier of the player from Natural Gas Card will be 0.1344 and hence additional point for the Energy Power of the player will be 0.1344 x 15 = 2.016 points and total point will be 0.5 x 14 + 15 + 2.016 = 24.016 points

Coal Gas Card total 4410.3M tonnes per year, WTCP is 7109.7M tonnes per year and hence EM35 multiplier of the player will be 0.62 and additional point for the Energy Power of the player will be 0.62 x 6 = 3.72 points and total point will be 0.5 x 8 + 6 + 3.72 = 13.72 points

In this case, total Energy Power Point of the player will be 37.736 and we know that Total Base Point of the Energy Cards is 67. At this point, Energy Power Card multiplier of the player will be 0.563

Same player achieve to collect Land Forces and Naval Forces cards from Military Force Cards. At this point, we will be able to calculate total points of the player without considering points from "Major Straits Cards", "EU Card" and "NATO Card". These cards will add additional points to the player under some conditions which we will describe in following sections.

Total Point Of Player Up to This Point :

Land Forces Multiplier	= 1.6
Naval Forces Multiplier	= 1.8
Total Military Force Multiplier of Player	= 3.4
Total Energy Power Multiplier of Player	= 0.563
Total Power Index from Country Cards	= 14.87

Total Points of the Player = 3.4 x 0.563 x 14.87 = 28.46 Points (This player does not have enough Energy Power to use in Military Forces against competitors (other main players))

4 – Major Straits Cards

A Strait is a narrow channel of the sea joining two larger bodies of water. It most commonly refers to a channel of water that lies between two land masses. Strait is used for international navigation through the territorial sea between one part of the high seas or an exclusive economic zone and another part of high seas or an exclusive economic zone are subject to the legal regime of transit passage. Straits are commercially and strategically important for **The Ruler of the World**. Importance of Straits came from the following

> 1- Seaborne trade for commercial shipping
>
> 2 – Vital oil producing region
>
> 3 – Play vital role in geo-politics

There will be 18 Major Straits Cards and each card will multiply the point of the location country points by a multiplier of that Strait. That is, if a player holds for example Bosporus Strait, it will effect the point of location country, that is point of Turkey. Base point of Turkey Card is 1.51 and multiplier of Bosporus Strait Card is 1.5, in this case, point from Turkey with Bosporus Strait Card will be 2.265. Each Major Strait and their multiplier is given in the following list

Note : Multiplier of Strait will effect point of each location country

Major Strait Cards, Location Countries and Multiplier of Card :

Strait Card Name	Location Country or Countries	Multiplier
1- Malacca Strait	Indonesia – Malaysia	2.14
2- Palk Strait	India – Sri Lanka	1.85
3- Yucatan Strait	Mexico – Cuba	1.89
4- Oranto Strait	Italy – Albania	1.86
5- Mozambique Strait	Mozambique – Madagascar	1.68
6- Bosporus Strait	Turkey	2.95
7- Bab-el-Mandeb Strait	Yemen – Djibouti	2.65
8- Cook Strait	New Zealand	1.75
9- Taurus Strait	Papua New Guinea – Australia	1.92
10 – Dover Strait	England – France	1.88
11 – Florida Strait	USA – Cuba	1.85
12 – Hormuz Strait	Oman – Iran	2.85
13 – Hudson Strait	Canada	1.85
14 – Gibraltar Strait	Spain – Morocco	2.95
15 – Tsungaru Strait	Japan	1.83
16 – Tatar Strait	Russia	1.82
17 – Formosa Strait	China – Taiwan	1.84
18 – Suez Canal	Egypt	2.95

Note : If two straits contains same country, point of that country will be multiplied by both straits. The only straits that has same location are Yucatan Strait and Florida Strait. In this case, if a player holds both Strait Cards and also Cuba Country Card, the point of Cuba will be calculated as

Base Point of Cuba x Multiplier of Yucatan Strait x Multiplier of Florida Strait

With Yucatan Strait Card and Florida Strait Card, total point of Cuba Card will be 1.08 x 1.89 x 1.85 = 3.776

5 – EU Card

EU Card will be transferred to the wallet of the main players, when they collect all 27 EU countries listed below. Only three main players will be able to receive EU Card and this card will add an additional 20 points to the players who hold the EU Card.

EU Countries :

This list shows EU Countries, point of country and additional point from EU Card. To get additional point, player should collect all EU Countries and should hold EU Card (EU Card will be transferred to the wallet of the main player whenever she/he/they collect all EU country cards and only 3 of 5 main players will be able to collect all EU Country cards.

Country	Point	Point From EU Card	Total Point
1 – Austria	1.11	0.74	1.85
2 – Belgium	1.09	0.74	1.83
3 – Bulgaria	1.09	0.74	1.83
4 – Croatia	1.10	0.74	1.84
5 – Cyprus	1.00	0.74	1.74
6 – Czech Republic	1.16	0.74	1.90
7 – Denmark	1.12	0.74	1.86
8 – Estonia	1.04	0.74	1.78
9 – Finland	1.11	0.74	1.85
10 – France	1.78	0.74	2.52
11 – Germany	1.43	0.74	2.17
12 – Greece	1.22	0.74	1.96
13 – Hungary	1.12	0.74	1.86
14 – Ireland	1.04	0.74	1.78
15 – Italy	1.56	0.74	2.30
16 – Latvia	1.04	0.74	1.78
17 – Lithuania	1.06	0.74	1.80
18 – Luxembourg	1.01	0.74	1.75
19 – Malta	1.00	0.74	1.74
20 – Netherlands	1.17	0.74	1.91
21 – Poland	1.24	0.74	1.98
22 – Portugal	1.14	0.74	1.88
23 – Romania	1.17	0.74	1.91
24 – Slovakia	1.10	0.74	1.84
25 – Slovenia	1.05	0.74	1.79
26 – Spain	1.34	0.74	2.08
27 – Sweden	1.24	0.74	1.98

Note : In the time period of the game, if any country leaves the EU or if any country joins to the EU, it will not effect the game list. The player who collects these countries and gets EU card will have the above points in his/her/their score board.

6 – NATO Card

The main players who collect all member states and at least three partner countries of the NATO will receive NATO Card in his/her/their wallet. This card will add an additional 35 points to total points of the main players. Only three of five main players will be able to get NATO card.

The member states of NATO are :

1 – Albania	11 – Greece	21 - Norway
2 – Belgium	12 – Hungary	22 - Poland
3 – Bulgaria	13 – Iceland	23 - Portugal
4 – Canada	14 – Italy	24 - Romania
5 – Croatia	15 – Latvia	25 - Slovakia
6 – Czech Republic	16 – Lithuania	26 - Slovenia
7 – Denmark	17 – Luxembourg	27 - Spain
8 – Estonia	18 – Montenegro	28 - Turkey
9 – France	19 – Netherlands	29 – United Kingdom
10 – Germany	20 – North Macedonia	30 – United States

NATO Partner Countries :

Armenia, Austria, Azerbaijan, Belarus, Bosnia and Herzegovina, Finland, Ireland, Kazakhstan, Georgia, Macedonia, Kyrgyzstan, Malta, Moldova, Russia, Serbia, Sweden, Switzerland, Tajikistan, Turkmenistan, Ukraine, Uzbekistan

7 - Joker Country :

As it has been mention from the beginning, there will be 208 + 1 Country Cards for the game. +1 is the Joker Country and it will be published at the end of the game, this country will have only one copy and will add additional 45 points to total point of the main player who collects it. Joker Country Card (Vatican City), may change the fate of game and the one main player who has a total point which does not lead him/her/them to the top on score board may sit to the top and be the winner with the help of Joker Card. For this case, he/she/they should have a total point at least 44 points less then the total points of the leader, otherwise, Joker will not effect their fate on the game result. Joker Country Card - Vatican City Country card will be unique - a rare card and at the end of the game, it will be sold via an auction. If there is no player who will reach the total point of the leader with the help of Joker Card, there won't be an auction and Vatican City Country Card will automatically be transferred to the wallet of the winner that is **The Ruler of the World.**

8- Rules of The Game

A- Main player can be a person or a group of people under a team name

B- First five player or team who collects at least 12 Country Cards will be main players of the game,
others will be the pirates or pirate teams of the game.

C- Pirate can be a person or a group of people under a pirate team name

D- Each team can not be more than 20 person but a Main player & a pirate team can form an alliance when a pirate team holds at least 5 country card.

E- Team names and members of team should be send to ROW email address and hence they will get a Main Player Card or Pirate (Game-breaker) card under that name

F- Each Main Player should select a Country as their Main Country of the game and should hold that country card. A country is not limited to one Main Player, a country can be selected more than one Main Player and at the end of the game **The Ruler of the World** card will contain team name (if any) or main player name or nickname and the name & flag of the selected country or if any team has their own team flag, The Ruler of the World card will contain selected country and team flags

G- A main player or main player team members cannot purchase a country card or power card more than one. Or a main player or main player team cannot form an alliance with a pirate team which holds same cards in their collection. In such an alliance, they have to sell one of all similar cards at 10% below the purchase price to other main players.

H- A pirate team or a pirate or a main player or a main player team cannot sell a card to a main player or main player team below the purchase price and cannot sell a card which buyer main player holds in his/her/their collection.

9 – Contact Details :

You can reach us from ROW email address, our Facebook page, Instagram or Twitter Account

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10 – OpenSea Collection :

The Ruler of the World is given under "The Ruler of the World" name and it is published by rownft, creator of all is Aytaç GÜLEY. The music used at all cards has been created by Muza Production and the name of the music is Blockbuster.

The Ruler of the World OpenSea Link