

PROSPECTORS MMORTES

Massive Multiplayer Online Real Time Economic Strategy

whitepaper

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Synopsis

“Prospectors” is the first of its kind economic multi-player real-time strategy with the real trading and economic relations.

Game events happen in the world that resembles Earth in the middle of the 19th century, in the epoch of the initial capital formation.

The news had spread about the rich gold-fields in the uninhabited Northern Lands. It intrigued a huge number of adventurers by the hope of fast personal gain. Caravans of gold miners headed northwards, taking with them families and leaving their homes abandoned. Gold dealers, moneylenders, traders, and various gentlemen of fortune wended their way.

However, it has turned out that there are not many land parcels with significant gold deposits, so not every prospector would be able to stake a rich claim. One can grow rich not only by rocking gravel for gold or finding a goldmine. North is a land of unlimited opportunities, covered by thick forests and earth, full of ironstone and coal.

Besides, one should not forget that miners need an instrument, which must be produced and sold to them. Besides, near the temporary mining colonies, big towns will grow with time, and they will feel the need for capable hands to build and develop. Thus, there is a big need for the workforce in the game. Everyone can find the work to his liking: work in the mine, at the construction, fell the trees, or start industry development by arranging the processing of the raw materials or instrument and transport manufacturing.

The thing that starts as a gold rush should grow into the complex trade and economic relations with time. So the players who have skills in counting money and doing accounts will also be able to realize their potential.



Goal

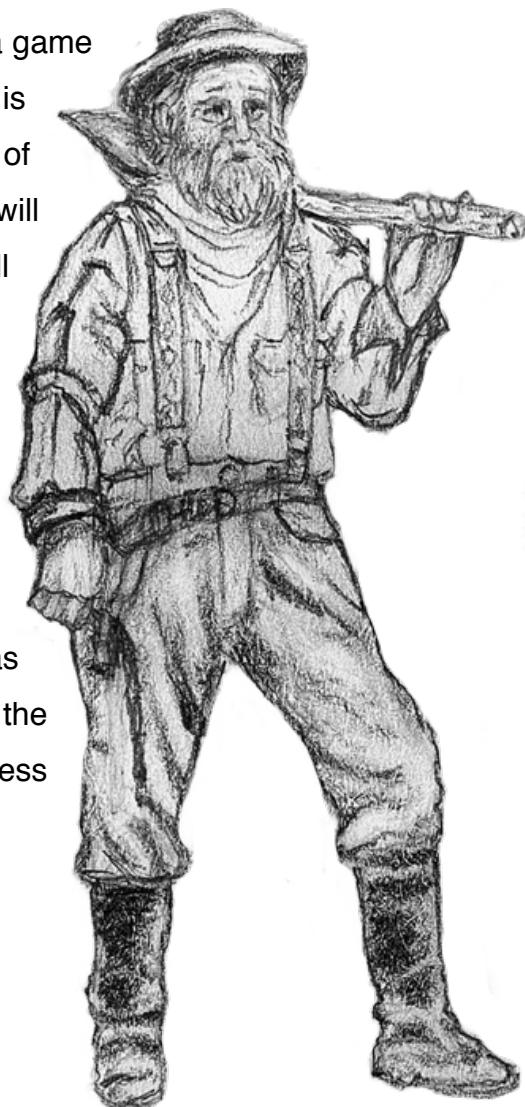
To create the alternative reality in the form of the blockchain-based economic strategy with the game time monetization.

Objectives

The primary task set before our team is creating a Massive Multiplayer Online Real Time Economic Strategy, which will use a game crypto-currency. The main peculiarity of Prospectors, which is absent in any other existing online game, will be the possibility of monetizing the time spent in the game. In other words, players will be able to not only enjoy the game but earn on it as well. One will be able to convert the gold made in the game into real money.

Prospectors game world will be based on the actual economic model, characteristic for the second part of 19th – beginning of the 20th centuries. Implementing the real economic processes and plausible financial models our team requested the consultations of the leading experts in the field.

We plan to launch the web version of the game platform, as well as the mobile apps for Android/iPhone, which will provide the players with the possibility of being always online and have access to the game anywhere anytime.



Project Structure

The contract will create tokens (Gold) – 220 000 000 coins in total. This number is not accidental – this is the approximate amount of all gold on the Earth, which also includes the unextracted gold. All tokens will be sent to the Fund of New Lots.

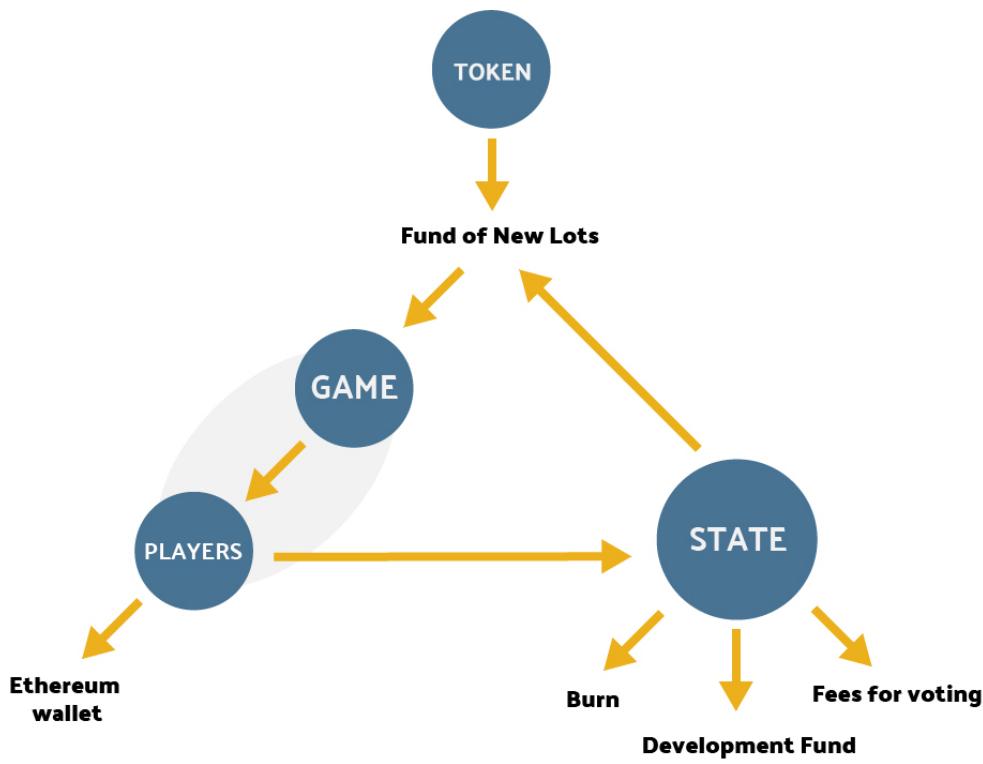
Fund of New Lots is a fund, where the gold, hidden in the game land parcels, will be stored. 33% of fund balance will be provided to the game server and randomly distributed among the lots in the game.

Later on, the additional game servers will be created, and, correspondingly, the gold will be provided to them additionally. The possibility of server cooperation will be created as well.

The players can extract the gold. With the help of multiple game assets (created personally or by other players) and workers on the land lots, a player will be able to mine gold. For registration and further usage, a player is charged by the fee that goes to the State.

State is a decentralized autonomous organization (DAO), where the members of Council are the gold owners. The State owns a budget; the Council has the right to influence its formation and usage. Players' taxes fill the state budget, afterward it is distributed between the following funds: Fund of New Lots, Fund of Development and Expenses, Fund of Rewards for voting, and Fund of Destruction.





Organizations

Players can unite into the organization. Through achieving the consensus among players, the Game will create an organization that will belong to players. Through voting and consensus achievement players will be able to choose, and afterward, change (if needed) the management of the organization. They will also provide the management with the certain authorities, and some amount of gold. The organization can operate this amount in the game, and divide it by income between the members according to their shares.

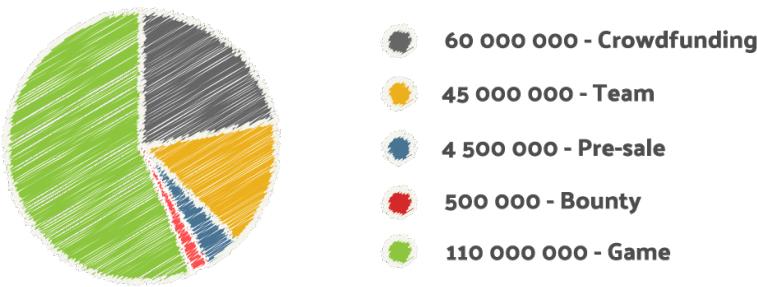
Token

Gold (PGL) is a token and also the main currency of the game, necessary for interaction between players; it can be only earned in the game. The amount of gold is limited to 220 000 000 coins.

The bulk of gold, namely 110 000 000 of all tokens, is put into the game and can be extracted by parts.



220 000 000 ⚡



60 000 000 PGL have been allocated to the crowdfunding campaign; another 50 000 000 PGL tokens have been allocated to the team of developers, pre-sale and the Bounty program. The tokens allocated to the team of developers will be frozen for five periods - 20% in half a year and the other 80% in 4 years (20% - year). All the tokens that were unsold during the crowdfunding campaign will be sent to the fund of the game.

Token holders will influence the regulation of token inflation, as they will be able to set tariffs for the range of goods and services from the State, thus providing a balance. Also, the bulk of tokens collected from the players by the State as a tax will be burnt.

Short Description of the Game

Goal

Get as much gold as possible, which will require different game assets and workforce.

Gold

Gold (PGL) is the main game currency, which serves as a tool for financial relations in the game.

Whenever a worker extracts gold from a plot, the complexity of extraction increases. With each subsequent time, the amount of gold extracted decreases until full depletion of the field. To increase the extraction of gold, the player must interact with game technologies, which are specially provided for this purpose.

Gold in the game will be needed for improvement of the account, remuneration of outside workers, trade and payment of state fees. If the player wants to develop faster, he will need gold.



Player's Account

Every Player has three workers, with some initially specified skills. They can be sent to work on the Player's lot, for example, wash gold. Or a Player can offer the worker's services (according to his skills) to everyone willing, or attend a labor exchange, where he can hire additional workers.

A Player has a right to stake any claim, anywhere and with any aim (if this claim is free).

A Player can sell, exchange, and grant any of his own movable and immovable properties to any other player. For the comfortable selling, and buying of properties, the exchanges will be created.

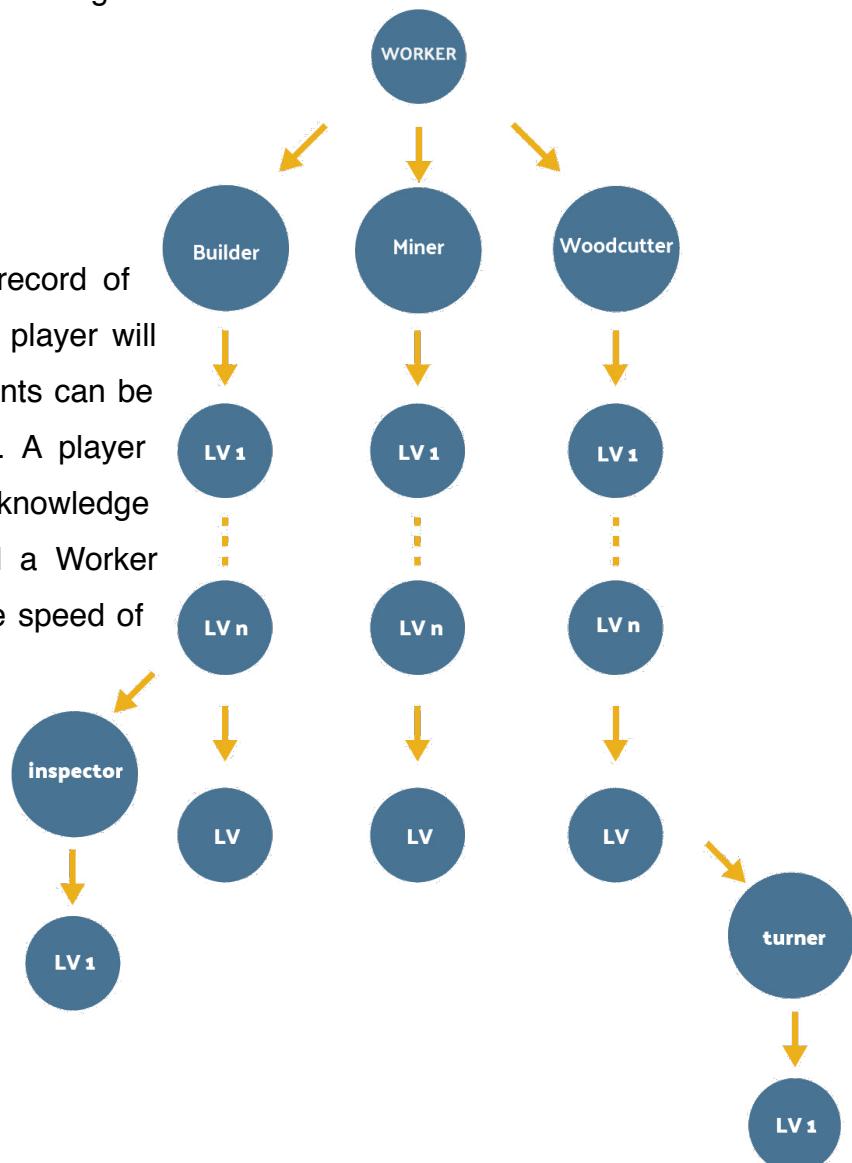
Worker

A Worker resides on the lot. Any Worker's movements on the map take some time. Accordingly, the bigger is the distance, the longer it takes.

A Worker has:

1. The speed of going
2. The speed of work

In addition, a Worker will receive the record of service (for the time, spent for work, a player will receive certain points). The charged points can be distributed of the player's own accord. A player can develop two approaches parallel – knowledge (needed for fulfilling certain work) and a Worker directly, influencing his performance: the speed of going and work, stamina and capacity.



Game World

Everything in the world of alternative reality is situated on the map. Every player can overview everything that is happening there: who and where registers the new lots, what is being built, etc. In addition, the map can show the location of visible raw materials (wood, water, clay, stone).

One can also choose a free lot for the registration, or check what belongs to whom, on the map.

Land Parcel

Everything that is located on the parcel, is a property of this parcel. If nobody owns a parcel, then everything on it is correspondingly common and can be taken by anyone. Every player can stake a claim on the map (if a lot is free) and use it of his own accord by virtue of rental and tax payments. In the case of non-payment, a lot can be distrained (all works on the lot are forbidden), and the sanctions can be imposed. And in the case of failure to pay the penalty, a lot will be confiscated (it lapses to the government if the penalty is equal to the approximate value of the lot and all the immovable property on it) and will be sold on the real estate exchange.

One can construct a building on a lot, and work in various approaches according to the tenant's wish and the technology available.

Raw Materials are situated on the lot; if one has the right to the land, he automatically has the right to extract raw materials. In addition, raw materials can be processed for the further usage in other branches of industry.



At the moment, the following kinds of raw materials are known, divided into visible and invisible:

Visible:

- wood
- stone
- clay
- water

Invisible:

- gold
- ironstone
- coal

Fields of work:

- Extraction
- Building
- Production
- Commerce

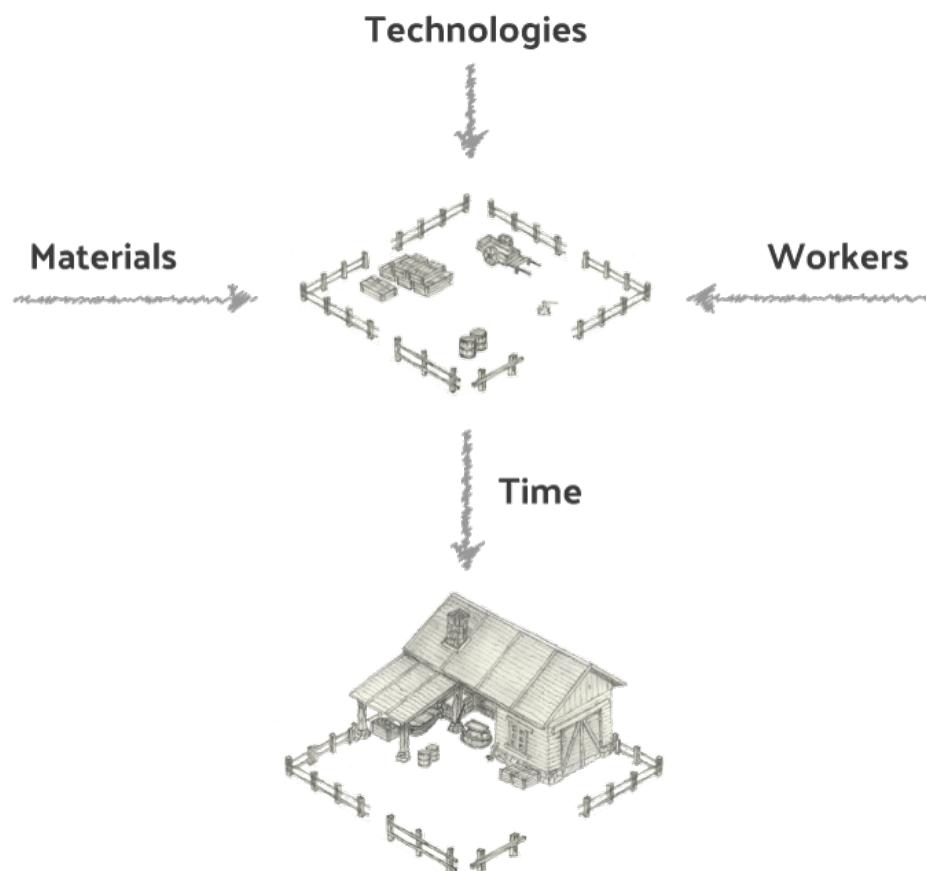
Technology – knowledge which can possess a worker to fulfill a particular work.

A Worker must possess certain skills to fulfill some kind of work. Some knowledge is built-in by a system, everything else a player can choose at the beginning of the game on his own. During the game, a player will be able to additionally develop his workers.

Material is a product of the raw materials treatment and processing, needed to construct buildings and make products. The processing is carried out in the particular buildings with the use of the workers' labor.



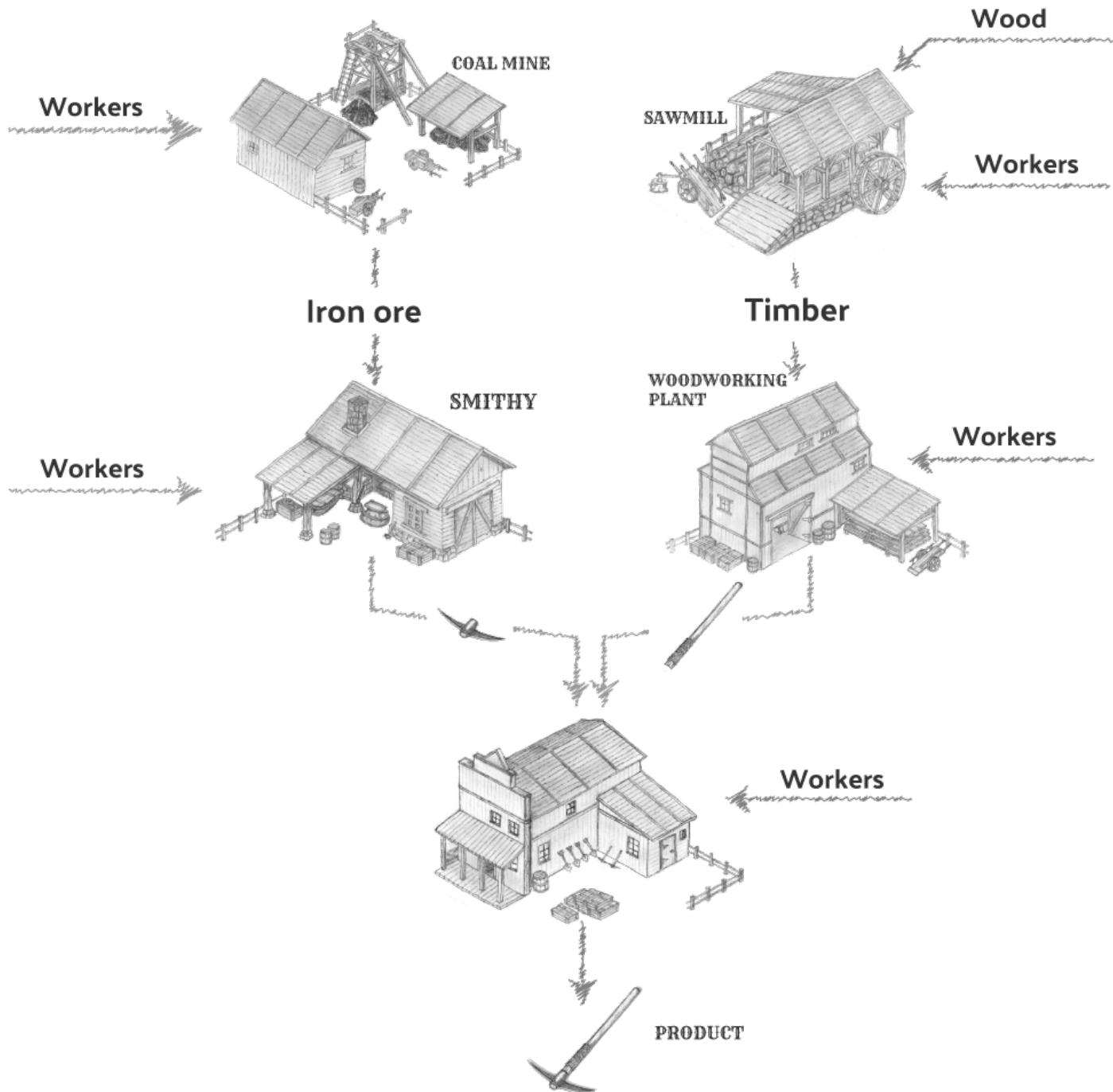
Building – can be built only on the land lot that has a required size and is possessed by a player himself. Every building has its size. Buildings can be divided into several types: extraction, processing, production. To carry out building works the workers must possess builder's skills. They need a diploma, which can be received in the Academy (from the State). Players must have a project of the building they want to erect.



Product is a result of the worker's labor, produced in the particular building out of the certain materials. It allows a worker to fulfill a certain type of work, or work more efficiently.



PRODUCT MANUFACTURING



Alliance – the association of people, united by some conditions for the communication, acquaintance, or further creation of commercial organizations.

There are two types of alliances:

Close – entry only by invitation

Open – free entry

Joint Commercial Organization – it's an organization that belongs to several players. It can have a head, gold, and any other movable and immovable properties. It can hire workers, rent land lots, erect buildings, etc.

- The management is chosen by voting.
- The creation of Organization is happening by achieving consensus among players.
- The income of Organization will be divided between the players according to the part of gold (or other property), contributed to the Organization.

Bank is a building (technology), which can be owned by a player or organization. Bank can provide a loan (on the security of any property or without it), take deposits, and pay interest to depositors.

Store is a building (technology), which can be owned by a player or organization. The owner can sell implements or raw materials from his lot. The price of the wares will be set by the Store owner himself.

Transport

For the effective transportation of materials through the map, the transport is needed.

- Hand-barrow can carry few materials or anything else.
- A cart can carry a big amount of materials or anything else.
- A big cart can carry plenty of materials or anything else.

Transport conception can be improved or changed.

Railway – a kind of transport that can convey a very big amount of materials or anything else with a very high speed. The only con of such kind of transportation is that a railway cannot deliver wares to the certain field, but only to the railway station. However, for the long distance transportation it is very profitable and economically effective.



Railway consists of:

- Land parcel
- Rail
 - ties
 - rail-track
- Locomotive

Cars

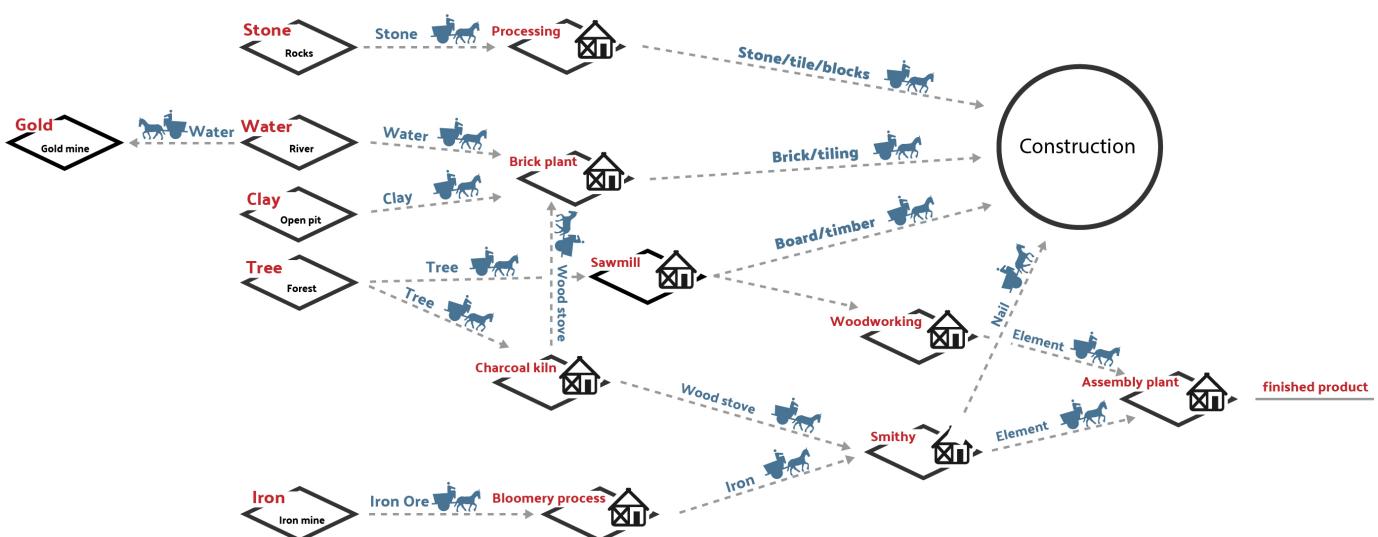
- Rail cars
- Coaches

A train burns coal to move.

Game processes:

- Gold mining
- Building
- Production of goods

Assets, their characteristics, and cooperation with the Game



Account

1. An Account in the game can be a co-owner of several organizations.
2. It has:
 - Workers
 - Rights to use a location
3. It can cooperate with another account:
 - Hire workers from other accounts
 - Offer the services of his workers to other accounts
 - Pass/sell/give something for rent
 - Transfer the rights for location
 - Enter an alliance
 - Create an organization

Land (map section)

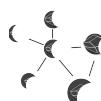
Rented lot:

- Requires money for registration
- Requires constant taxation for usage
- Is protected by State from thieves
- In the case of non-payment of taxes a state makes an assessment of property, located on the land, and grants a reprieve in a form of credit, which must be paid off until certain time. If this doesn't happen, a state nationalizes the property and sells it. The lot is rented by a buyer.
- At the moment of registration, all the property, located on the lot, goes to the tenant.



Free lot:

- Does not require fees and taxes
- Does not guarantee the safety of the things left on it
- Cannot have buildings
- Extraction can be carried out only by personal workers of the player



Additionally, a lot:

- Has a certain size
- Can have resources
- Is used for building and/or extraction of resources

Resources

Type:

- Above-ground (the remaining resources and their location are visible on the map)
- Underground (the remaining resources are invisible, one should carry out investigations)
-

Materials are the resources after the processing.

Immovables:

1. Types or buildings (according to their purpose):
 - Extraction
 - Production
 - Commerce
2. To erect a building
 - Work force + knowledge + implements + time are required
 - Material is required
 - Land lot is required

Industry activities:

Extraction

- Land with resources is required
- Work force + knowledge + implements or building + time are required

Production

- Knowledge + resources/materials + work force + knowledge + implements + time are required

Construction

- Technology + work force + resources/materials/products + land lot + time are required



Commerce

- Possibility to sell/pass any object to any player

Worker:

- Is owned by account, cannot be sold. Everything that interacts with a Worker cannot be lost.
- Can move through the map on his own or together with transport
- Operates products and implements
- Has skills:
 - Skill – speed of going
 - Skill – stamina
 - Skill – capacity
 - Skill – speed of work

Product:

- Is a part of technology
- Has a purpose (fields of activities)
- Time of usage
- Efficiency
- Speed
- Weight
- Capacity
- Can be used together with certain other things

State:

- Is a governing body in the game
- Acts as a guarantor of safety of the rented lots
- Sets a price policy, and
 - Sells technologies
 - Gathers land taxes

Diploma:

- It is issued during the development of the worker
- It is required to interact with industry activities



Technology:

- It is the technological processes of receiving, processing, treatment, assembly, or building, and their descriptions in a form of instructions, technical rules and requirements.

Alliance:

- The association of accounts with noncommercial purpose

Organization:

- An account that can be accessed by several players
- It doesn't have its own workers
- It is governed by co-owners
- Organization entry and walkout by separate players is defined by the co-owners on the mutually beneficial terms.

Crowdfunding details

Total supply: **220,000,000** tokens

ICO period: **10.08.17 - 10.09.17**

Goal: min - **2000 ETH** || max - **29000ETH**

Crowdfunding supply: **60,000,000** tokens

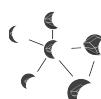
Price per token:**1 ETH - 2000 PGL**

Tokens with bonus: **10,000,000 tokens**

Price per token with bonus: **1 ETH - 2500 PGL**

Token name: **PGL - Prospectors Gold**

More info: <https://prospectors.io/en/crowdfunding>

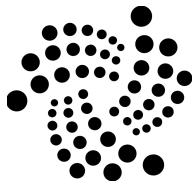


Development and plans for the future

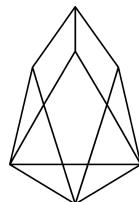
The initial idea was to develop the server part of the game based on the Ethereum platform, but today we understand that it is economically inexpedient; also, this platform is not fast enough to perform the intended tasks. It is unacceptable to require the player to pay for each action in the game and make him wait for this action. The player should be able to play for free and enjoy the process as much as possible, so the lion's share of money will be allocated to such things as graphics, music and interface.

At the first stage, a web-client of the gaming platform and mobile apps for Android and IOS will be developed. We also plan to use the Unity platform. The server part at this stage will be centralized and will be developed in the programming language GO.

The second stage is migration of the server part of the game to a decentralized platform, based on third-party technologies. As we look to the future of implementation of these plans, we consider several options such as:



IOTA



EOS



Bitshares

What will be selected as a decentralized platform will be decided later.



Distribution of ETH

The result of ICO
2000 - 4000
ETH

The development of only basic web version of the game, minimal detailing, economic model, perfect server part.

The result of ICO
4000 - 15000
ETH

The development of a full web version, as well as mobile platforms, maximum detailing, quality graphics, audio accompaniment, partial 3D representation of game moments, perfect server part.

The result of ICO
15000 +
ETH

The development of a desktop client under Windows and IOS.

From 10% to 40% of funds from ICO will be directed to a marketing campaign, involvement of players and public testing.

Regardless of the ICO results, the final version of the server part of the game will be a decentralized platform, where, based on the decision of the community that possesses gold, the decisions on important development moments and internal policies in the game itself will be made. Our goal is to make all necessary arrangements, so that participants of the system with the right to vote have the opportunity to control the developments in the game on the basis of DAO.



Team



Andriy Maslievich

Co-founder of "Prospectors". A leading developer and smart-contract developer. Co-founder of "Coinews" - the magazine about crypto-currencies and blockchain technologies.



Nazar Chervinskiy

Co-founder and initial creator of the "Prospectors" idea. Co-founder of "Coinews" – the magazine about crypto-currencies and blockchain technologies.



Max Karkach

Co-founder of "Prospectors". Developer. Designer and illustrator.



Oksana Vasylytsya

Co-founder of "Prospectors". Expert in economics. Leading developer of the game's economic model.



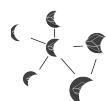
Taras Yeserskiy

Co-founder of "Prospectors". Author and chief editor of "Coinews" - the magazine about crypto-currencies and blockchain technologies.



Sergiy Chervinskiy

Co-founder of "Prospectors". Author and illustrator.



Conclusion

In the end, one should mention that our team devotes the biggest part of our time to create the economic model for the game balance supply. We use real instruments to calculate the game assets, take into account a number of used materials and time, spent for their creation. A team of developers uses real data and adapts them to the game. Our game is very extensive, and not all of its aspects are covered in detail in this document. However, we clearly understand the directions of development and the limits of our capacities.

