



FUTSANG DRAGON



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The World Of Gaia And The Rule Of Five

Unlike most worlds, the world of Gaia was created with a gentle and motherly touch. At the emptiness of the void, Gaia was the only being in existence. She grows lonely as she waits for the day for her existence to be one with the infinite of space. However, before that happens, she uses her powers to create the world. Molding the land with her hands as if it was clay, creating the vastness of water with a prick of blood from her fingers, and giving it air with a blow from her mouth. Then she rested for a day, admiring the world she made as if it was a cradle. She understood that while it was beautiful, the world was barren amidst the beauty it behold. There must be life for it to be called a world. Without a second, she made humanity with her own flesh and skin, sealing it shut with a strand of her hair. Gaia was meticulous, taking her own time by making each human unique: some big, some small, some light skinned, and some dark skinned. It took her two days for humanity to be completed and one day for humanity to be acquainted with the world she made. For Gaia, humanity is her greatest creation and yet, it was the reason why her time was cut short. Her powers sustained her existence, keeping her alive for amillenia. Gaia's time was cut in half and eventually she grew weary. Gaia still wanted to watch over humanity and see them grow enough to feel proud that in the deepest void, she brought life. This is why on the fifth day, using her last ounce of power and using parts of her body as a catalyst, she created the five Dragons. Five guardians who swore in the name of Gaia that they will protect and guide humanity in its infancy. The dragons taught humanity enough to sustain themselves, such as: how to light fires, create clothing, forge weapons, find food, and build cities. Gaia was satisfied, however this was the final nail in the coffin and Gaia perished. To humanity, her death was beautiful, her body erupted into a burning flame of a dying star in the night sky. For the dragons, they were filled with great sorrow and determination. Sorrow that they were the only ones to know of her existence and death. Determination for now they are ones that humanity will look for guidance.





AGE OF DRAGONS

After the passing of Gaia, the world ushered in the new age of ruling. historians often refer to this as the age of dragons. Early civilization suggests that during Gaia's ruling, humanity was settled into one city as the five dragons were still teaching humanity. Some people scattered outward, but they were never too far to the original city, Origo. At first, it seems that humanity is settled with living around Origo, even the dragons agreed as well. A single point of where the dragons intently watch as the passage of time moves on. With that, the world is now named Gaia, in honor of the primordial mother that gave birth to this world.

Even then, this peace didn't last. Humanity began to develop favors to particular dragons who taught them. The idea began circling around that there is a superior dragon and those who are taught under that particular dragon are considered the superior group. It was foolish to believe it so, the dragons always believed that they loved humanity equally and taught them according to Gaia's wishes. But even with the dragon's interventions, no one could predict the greatest bloodshed the world of Gaia has ever witnessed.

The Five Scales Blood War

The Five Scales Blood War was one of the catalysts and the beginning of the separation of the unified lands of Gaia. Many historians wondered who struck the first blow as it was the reason the flames of war began to grow harder and harder for the dragons to control. However, the way it began was all the same, a follower of one dragon struck a dragon in its slumber. The five dragons were just as disarranged as the humans and they are powerless to quell the anger of humanity. Intervening with the opposite dragon is considered treason and the dragons have no plans on injuring humanity. But before they separated, the dragons agreed to never intervene and swear an oath of neutrality until humanity is done with their petty wars.

The dragons collectively agreed and this was the last time the dragons met. for five decades humanity became divided and waged wars. Humanity used scales of the dragons they follow as a way to show their allegiance, embedding it on their armor, their weapons, and sometimes on their skin. Origo was the first place to burn, as this was the epicenter of the conflict, many died as humanity scattered into tribes who followed their "dragon kin."

> In the end, five decades of bloodshed was enough of a reason for the dragon to intervene. Pyragen and Hudhanel awoken from their slumber as Gaeen and Luxor planned a "battle" for all tribes of humanity to converged into one. Skade was still grieving over the deaths and chose to stay away from humanity in fear of another bloodshed.

> Gaeen and Luxor's Plan worked as they used the ruins of Origo as the place to end the senseless battle. However, there was fear that the plan wouldn't work and that this was just a ploy from Gaeen and Luxor's tribe. The four dragons try to talk sense to humanity, but the distrust becomes too apparent between the five tribes.

> Just as the flames of battle start to rise up, it is only extinguished by Skade herself, flying down like an angel of death and in one of her claws, a frail corpse of a child. Skade's face was covered in sadness, but her eyes were coated in anger that even children were not spared by the stupid squabble of humanity's pride of superiority. Skade declared that this child will be the last casualty of this war and it seems everyone agreed.

> The Five Scales Blood War came to a close, but humanity chose to live amongst their particular tribes. It might be from guilt of killing or the fear of being killed, it became apparent that there is no hope of being unified as Origo anymore. The five dragons along with the five tribe leaders established an accord that the five lands that the tribe and dragons occupy are now their own domain. The other tribes must respect it's laws as much as they will respect theirs. This was the only way to avoid any conflict and for the tribes to occupy themselves to develop their land instead. The accord was rightfully named as the Gaia Accord, a name to remember where they came from and where it began.



The Age Of The Gaia Accord And The Five Capitals



Pyragen of the Heated Lands - HENDAM

The tribe of Pyragen went to the east. Pyragen resided beneath the heated sands of the Hendam. A land where the sun shined the brightest and the night sky was shortest. The tribes lived peacefully as Pyragen taught his tribe smithing, preserving food, and glasswork. Utilizing the heat to develop the barren land into an oasis they are proud to call home..

As for Pyragen, Gaia created him to be a flame that provides warmth. A dragon capable of warming up the frigid nights with a simple blow of air. Pyragen was hot-headed and short-tempered among the five dragons. But to their surprise, Pyragen was the one with the longest patience when it comes to teaching humanity, stoking the potential inside the hearts of the human soul. Pyragen was described to be a living furnace, steam emanated from his rocky body, sometimes his scales glowed up in the night and his flames can go from red to blue in an instant.

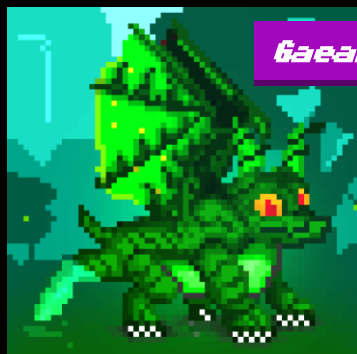


Hudranol of the Mystic Waters - ULWETIR

The tribe of Hudranol went to the south. Hudranol resided beneath the waters of Ulwetir, an archipelago where the fish are bounty and the waters claim to have a magical effect on those who drank from it. Hudranol embodies the carefree nature of Gaia and yet she holds the most important thing Humanity needs, which is Knowledge. Hudranol taught humanity magic and the mystic powers that Gaia possessed.

She taught healing magic, the arts, and the ability to breathe underwater which was perfect for the archipelago of Ulwetir, where most of their cities are built underwater. Hudranol was described with a slender body, and snake-like scales that sheds every full moon. The scales are then used for medicine. Hudranol doesn't have combat abilities except to control bodies of water, able to create waves to tsunamis with a flick of her tail.

The Age Of The Gaia Accord And The Five Capitals



Gaeon of the Fervent Lush - GROEN

The tribe of Gaeon went to the west. Gaeon resided in the great forest of Groen, a vast area of various fauna and trees that is bountiful of resources. A direct contrast to Hendam's barren wasteland. Gaeon was often considered Gaia's favorite, his name derived from the Primordial Mother itself.

Gaeon taught humanity horticulture, medicinal plants, and using nature to develop their tribe instead of destroying it. He even taught them how to hunt and forage and use the blessings of the forest down to its full potential.

Gaeon is often seen as a dragon that is covered in moss and thorns, with open vents around its bodies that often releases spores and toxins as a way to defend the forest and its people. While not capable of flight, Gaeon utilizes the ground to become a walking fortress that rivals to none.



Luxor of Divine Order - LUSTRARE

The tribe of Luxor stayed at the ruins of Ori9o and built a new city in its place. Ori9o is now named Lustrare. Gaia considers this as the capital of Gaia and most of its laws are made here, it also houses its powerful military that swears that every tribe practices the Gaia Accord. Luxor was the second dragon made by Gaia and he was like the stars that shine above; it might be beautiful, but his shine rivals that of Gaia's death.

A notion that no one dares to mention. He taught humanity to be fair and to be impartial. It might be simple, but it is one of the most important lessons humanity has learned and forgotten.

Luxor is often described as a knight in shining armor with his scales akin to polished metal. His power derives from the stars, a single breath can bring down the heavens as light consumes its targets.

The Age Of The Gaia Accord And The Five Capitals

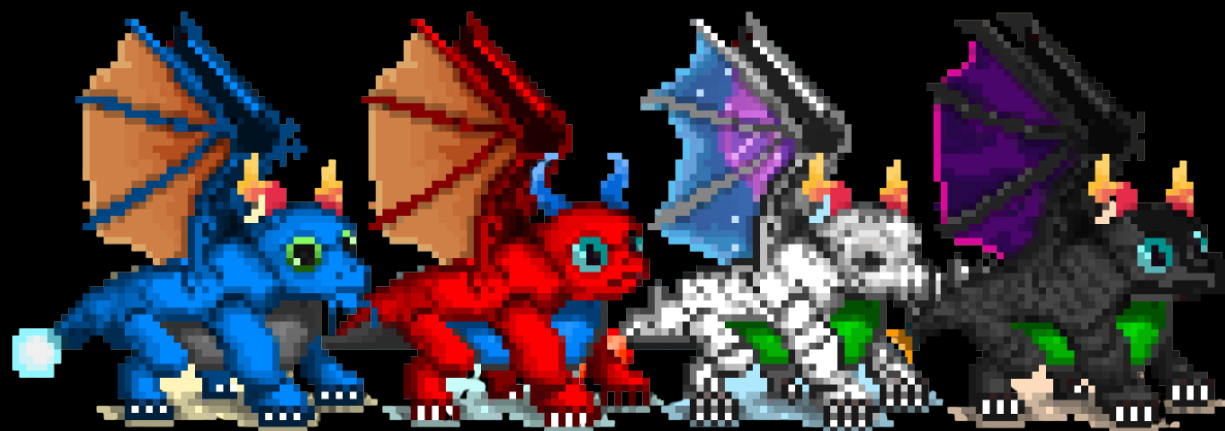


Skade of the Death Plane - FORST

The tribe of Skade went to the north. Skade resided in the cold region of Forst. A place where life is nowhere to be seen and the dead are blanketed by a white sheet of frost. However, life found its way inside the mountains as they developed their cities inside the mountains, protected from the blizzard. Skade was the oldest of the five dragons and with age comes great wisdom.

Skade taught humanity what happens after their life expires, which is death. She taught people various ways to bury the dead, the respect to bury the dead, and the acceptance that all of them will die at the end. She taught it with great reverence and respect, that is why the war struck her to the core. Contemplating if she failed to teach humanity to respect life and death. Now, Skade resides in deep slumber, only to wake up when needed to.

Skade was seen with a body in a beautiful shade of black, sometimes her scales crack and wither and go back to normal with time. Unlike the other dragons, her powers are capable of killing individuals with a single sigh, a power that she refuses to use.



Motivation

For users, the development of decentralization has marked a new turn in the collection of digital assets

There is no longer a need for a third party to issue assets to secure them. These functions will be taken over by a smart contract - independent, completely transparent and resistant to regulation.

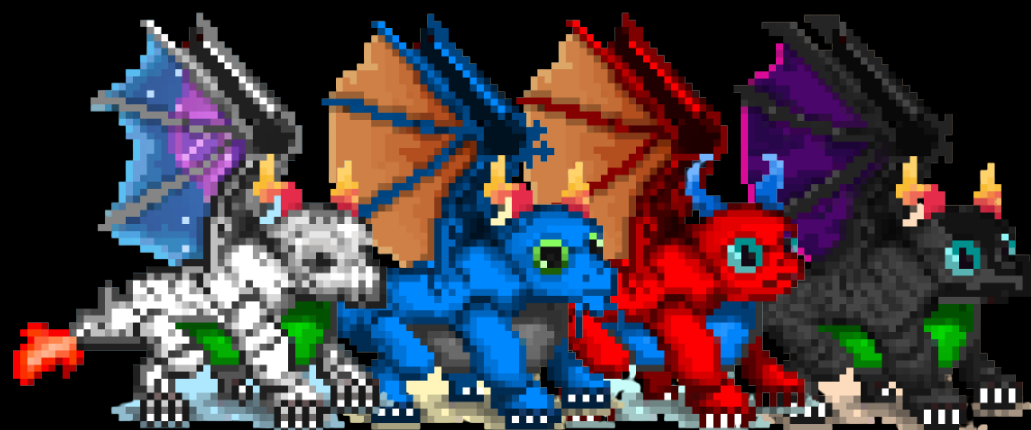
However, at the current stage, decentralization is capable of solving a limited number of tasks

The storage of a player's assets using blockchain. There are also limitations regarding the use of items. Many games today do not contain any mechanics or a detailed ecosystem. In addition, improperly constructed supply mechanisms can make collections less attractive to players.

It is worth mentioning and the fact that full control over the product is in the hands of the developers. It is they who decide whether to add new assets to the game or on the contrary, completely discontinue the existence of the project. And the actively used sales model even before the launch of the project forces the developers to allocate part of the resources to marketing and promotion.

In response, we can offer users a system based on an improved gamification and ecosystem model, as well as our own internal cryptocurrency. The cryptocurrency collection is limited to the design of the game and after the presentation of the game the team gives up control of the token issue. A definite plus is the free-to-play approach, which means that players don't have to pay for assets in the game, and the app has minimal tethering to the server. All of this fits into our long-term strategy - a full-fledged decentralized game with all the benefits of blockchain.





Game mechanics

Futuring Dragons is a game where users need to collect and breed unique characters, dragons, through battles. The original idea of a decentralized application (dapp) assumes that the user will own a dragon. However, the game's functionality is not limited to battles and dragon breeding. Users will be able to buy and sell characters, collect rewards, make deals on the internal market and participate in competitions.

Each game character is owned and controlled by an address on the Solana network, which prevents the possibility of its unauthorized destruction or modification. All dragons have a unique set of genes that determine their behavior.

With this in mind, the player has to make a choice of the dragon he will control, as well as determine the battle strategy and skill set he is going to develop with the help of experience points gained in battles. In the future, this will allow to get better offspring with improved basic sets of qualities, among which are attack and defense actions, endurance, speed and intelligence.

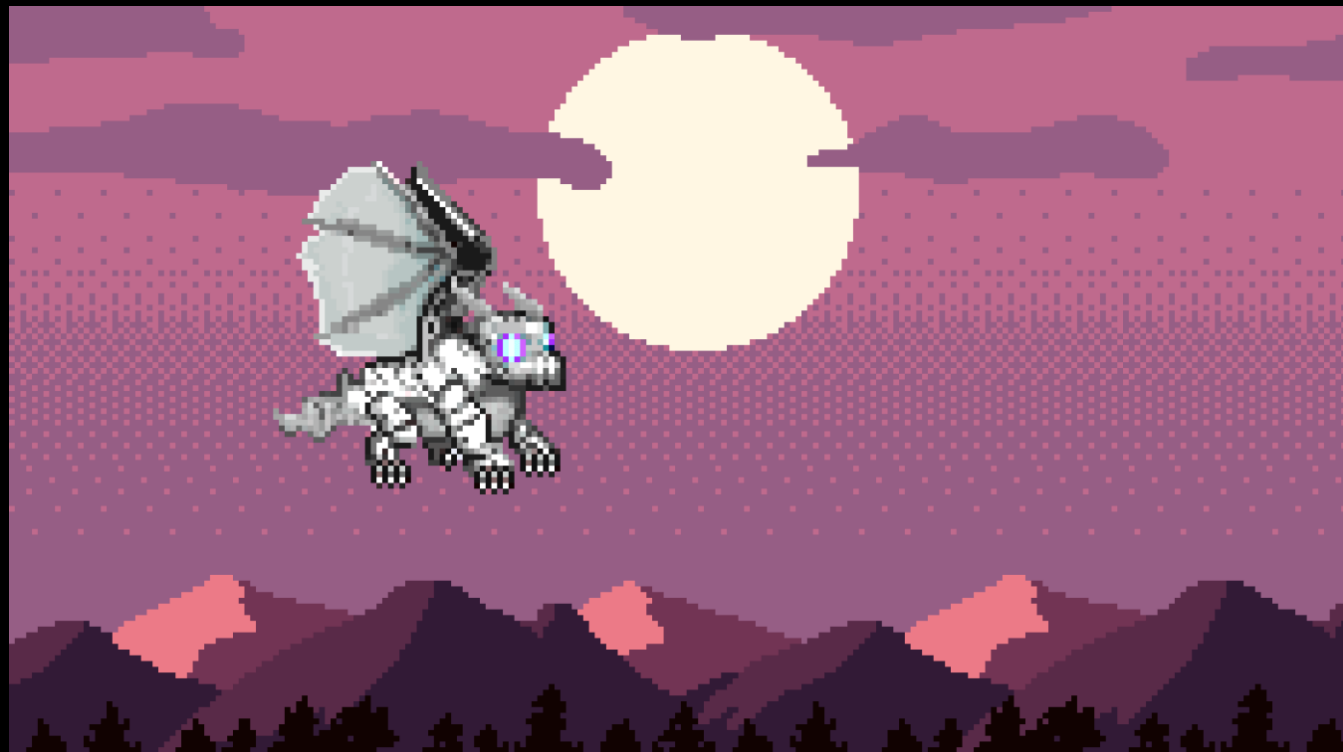
The goal in the game can be achieved in several ways: master dragon training or master dragon breeding. The first type involves developing the character to eventually get the strongest dragon and earn rewards by winning battles. The second type involves the player needing to cross dragons to obtain unique and valuable characters to sell on the market. In addition to the basic types, players can achieve their goals through their own, unique methods.

The emerging dragon will already have a certain set of skills and as it moves to the next levels it can develop them or raise offspring. Here it all depends on the desire of the player, whether he wants to develop the current dragon or breed new ones.

New dragons are unlikely to surpass the characteristics of their parents as soon as they appear. But their skill set at level zero will almost always be higher than that of their parents at a similar stage. Therefore, training is able to increase a dragon's level and eventually he will become better than his parents.

Game mechanics

There are two main options on participating in the game: active gameplay and training.



With the active gameplay players can enjoy PvP battles against friends or random players to win the native token of the Futsang project. In case a player wants to enjoy easier opponents he can choose to battle dragons in the training process.

In the training options, the owner of the dragon doesn't have to actively participate in the game and can leave the dragon to be matched against online players. In return, the dragon will be rewarded experience points, however, token rewards are reserved only for players actively participating in the game.

Breeding

When a user decides to breed a dragon, they have three options:

- ❑ Place the dragon on the breeding market and become a genome provider in exchange for compensation from another user.
- ❑ Find a breeding-ready dragon on the market and pay its owner to breed with your dragon.
- ❑ Cross your dragon with one of your own dragons. Here you pay only for the prey.

Futasang Dragons calculate and store all propagation data on the blockchain – this creates a solid foundation for the game, as well as the ability to add new features later.



Because of the technical features, the battles are not in the form of fusion battles, but in the format of an attack of one character on a static opponent. If the user wants to participate in the battle, and this is possible if his dragon has enough health points, it is possible to choose an opponent with a similar strength score. Once the choice is made, the battle transaction is sent to the blockchain and after it is processed and enabled, the animated battle and its outcome will appear.

The advantage in combat will be on the side of the attacking player, because he will be able to choose the tactics of the battle, based on the opponent's capabilities. But the defending character will have to rely on the tactics set by default by the owner, the result of the battle depends on the dragons' general skills, tactics and used time. In turn, tactics can be selected by the attack and action sliders. The first sets the range of melee and ranged combat, and the second sets the value between attacking actions and defensive ones.



Breeding

In some cases, the player may observe such a phenomenon as mutation. In this case, some skills of the dragon-child will be significantly better or worse than those of his parents. Mutations are random and are reflected on a certain gene, so it is impossible to guess or calculate this process.

Since the level increase is directly dependent on the experience gained, reproducing dragon offspring later on becomes a more labor-intensive process, which limits the overall dragon population and avoids exponential growth. By such actions the game encourages the most active users, who can choose the winning strategy of their choice.

There are a total of five types of dragons in the game: air, water, earth, fire, and cybernetic, all of which can be crossed with each other to generate unique characters. Also, all dragon types are suitable for battles, which are also divided into two types (normal and gladiatorial).



Thus, based on combat tactics, settings, and random number generator (RNG) results, dragons are able to:



change
positions



Attack



Defend



apply special
skills in
attack or
defense

A character's more advanced intelligence increases the chances that he will be able to use his special attack or defense skills, which are unique to each dragon.

After the first dragon has taken its action, it is his opponent's turn. This process continues until one of the fighters loses health points or the move limit is exceeded. In that case, the dragon with more health points wins. If this is still equal, the faster dragon is the winner.

The loser does not receive any points or experience. He is given a flag that prevents a new attack for 24 hours.

A separate animation is provided to show the results of the battle, which can be shared with friends. Also, the winner receives experience points and after the limit is reached, the character moves on to the next level of development. The dragon also receives DNA points, which can be used to breed or improve skills in the future.

Another bonus for the winner is gold, the in-game cryptocurrency to be revealed later. It is distributed among the winners from the total balance. It is important to note that even the developers of the project do not have access to the token's vault.

Due to the limitations of the currency, in the future, the size of the reward for the winners of battles will decrease. Its final size depends only on the number of dragons in the population, the character's skill index and the amount in the treasury. After the balance runs out, the reward will be adjusted depending on the amount of fees collected to incubate eggs and additional features within the gameplay. It's not hard to guess that early players will receive a more generous reward.

The user can use the proceeds won to buy services from other players or the system. In this way a platform for communication between players is formed. It is also planned to stimulate players with ratings and tournament tables that take into account their achievements. It is planned that this will encourage interest in battles and hunting for rare characters.

After regular battles, we'll move on to gladiatorial battles. Technically, these are the same battles, but here players can bet on one of the participants in the battle.

How are the battles of gladiators:



The Player decides on the dragon's participation in the battle, as well as a certain amount of SOL or gold as a bet. The same action is taken by the other participant.



The Player, who is the initiator of the battle, must confirm one of the bids.



Once the opponents are determined, the other Players will also have the opportunity to place their bids. It is not necessary that their dragons are participants in this battle.



After the allotted time for the battle expires, any of the users can end it.

Total Character Skills

The total of all parts of a character's body, developed by leveling up. For example, if the player improves only the character's wings, then his general skills will also improve. Note that all dragons have ten body parts and each of them has three skills.

	Attack	Defense	Stamina	Speed	Intelligence
Head	√	×	√	×	√
Eyes	×	√	×	√	√
Horns	√	√	×	×	√
Body	√	√	√	×	×
Wings	×	×	√	√	√
Tail	√	×	√	√	×
Belly	√	√	×	×	√

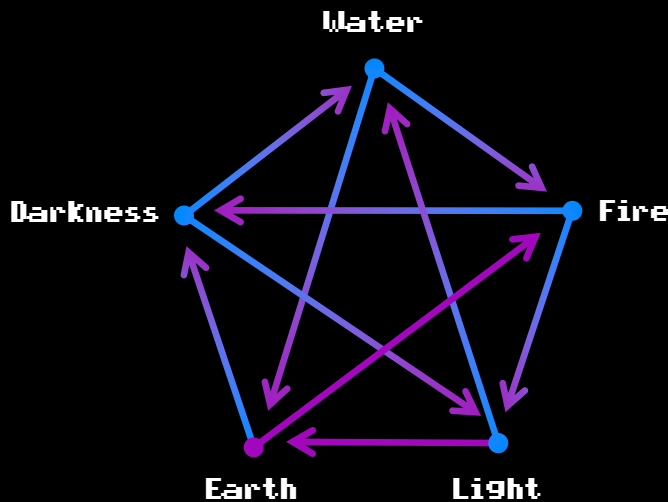
Dragon Families

A dragon, depending on its genome, can have different types of body parts. Each family is characterized by a specific basic skill. For example, for fire dragons, the attack skill is dominant.

	Attack	Defense	Stamina	Speed	Intelligence
Fire	1.5	1	1	1	1
Water	1	1	1.5	1	1
Earth	1	1.5	1	1	1
Light	1	1	1	1.5	1
Darkness	1	1	1	1	1.5

The situation is similar with the characters' unique advantages, which allow them to inflict more significant damage compared to other species. This is best exemplified in the children's game of rock-paper-scissors and water dragons are most often superior to fire dragons, since water extinguishes fire.

In addition, each dragon family has a special attack, defense, and peaceful skill.



Each dragon family has an advantage over the two dragon families towards which the arrows are pointed: water over earth and fire and so on.

Varieties

Each dragon family has its own traits on a genetic level. They determine the character's appearance and skill set. This explains why a dragon of one type is superior to a dragon of the same type and without an upgrade.

Appearance has already been shown in Figure 4 in Section 5.2, and here we will discuss the skills of the different varieties.

Variety	Codename	Attack	Defense	Stamina	Speed	Intelligence
1 (inbreeding)	Inbreeding	0.5	0.5	0.5	0.5	0.5
2 (regular)	Common 0	1.5	1.5	1	1	1
3 (regular)	Common 1	1	1.5	1.5	1	1
4 (regular)	Common 2	1	1	1.5	1.5	1
5 (regular)	Common 3	1	1	1	1.5	1.5
6 (regular)	Rare 0	2	2	2	1	1
7 (regular)	Rare 1	1	2	2	2	1
8 (regular)	Rare 2	1	1	2	2	2
9 (mystery)	Epic 0	4	4	4	1	1
10 (mystery)	Epic 1	1	1	4	4	4

Table 3 shows the dragon variety coefficients for the five basic skills depending on species. The first row is the dragon diversity coefficient for inbreeding dragons.

The highest quality genes (9-10 in Table 3) are Secret Genes, which are available only as a result of mutations. Genesis dragons have no such genes.

The possibilities of normal mutation (except when two relatives are crossed) can be described as follows:

- During incubation, there is about a 10% chance that each gene will mutate.
- The mutated gene can be of any variety, from 2 (common) to 10 (secret). Each of these can be seen in column 1 of Table 3 (variation 1 (inbreeding) is obtained only in the case of crossing of close relatives).
- If the player stops his choice on inbreeding of close relatives, there is a high chance that he will see a negative mutation. It depends on various factors and amounts to:
 - Very high for inbreeding between full siblings (80%)
 - High for inbreeding between half siblings (70%)
 - 50% for second and third cousins. The chance of negative mutations may increase if these dragons already have several close relatives.
- Calculating a dragon's general base skills

A dragon's general skills are calculated as the sum of the skills of all its body parts:

$$Sk(j) = \sum_{i=1}^{10} bp^i(j) * f_{dt}^i(j) * L^i,$$

where $Sk(j)$ is one of the five basic skills, bp is the effect of a body part on a particular skill as shown in Table 1, a check mark corresponds to $bp = 1$, a cross mark corresponds to $bp = 0$, f_{dt} is the dragon type factor shown in Table 2, f_{dv} is the dragon variety factor shown in Table 3, and L is the body part level³. The j index denotes the basic skill, $j \in \text{attack, defense, endurance, speed, intelligence}$, and the total index i in the superscript denotes the body part, $i \in \text{head, eyes, horns, body, wings, arms, legs, tail, spike, pattern}$. The text will also use the following designations for basic skills: $Sk(\text{attack})=A$, $Sk(\text{defense})=D$, $Sk(\text{endurance})=S$, $Sk(\text{speed})=V$, $Sk(\text{intelligence})=I$.

