

VERSION 1.0.0

"SOLOMON'S FOREST" IS LOCAL BASED
COLLECTIBLE CARD GAME.

SOLOMON'S FOREST



INTRODUCTION

✨ One day you get lost in Solomon's Forest. This place is full of devils that threaten you and devils that will help you. Save your allies and fight together in the castle.

"Solomon's Forest" is local based collectible card game.

GAME MECHANICS

1. Local based mobile game
2. Real trading card game(TCG)
3. Castle's territory control
4. Combat and Scenario mode (Player vs.)
5. Real local-based treasure hunt

BLOCKCHAIN MECHANICS

1. "Solomon's Forest" is in the Solana ecosystem
2. Blockchain based in-game currencies: SEED & LEAF
3. Non-fungible token(NFT) assets ownership
4. Mining based on castle royalties
5. Real-time smart contract execution on P2P combat
6. DeFi directly integrated into game interface via Serum
7. High risk, high reward game play

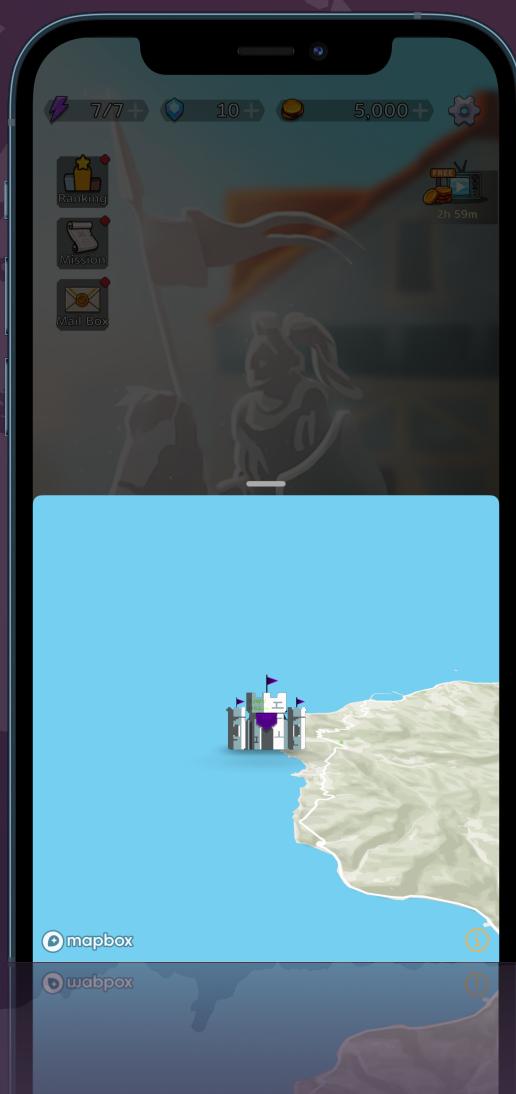
SOLOMON'S FOREST PILLARS

❖ Demon Castle Areas

New players will appear on the map based on their actual location. They choose their castle from among the castle closest to that location. Players belong to the selected castle's residents, which allows them to use various functions such as shops, blacksmiths, inventory, exchanges, dungeons, and battles.

Players belonging to the castle pay a certain amount of royalties to the castle lord in each time. The amount of royalties can be set by the lord according to the attributes of the demon castle. And The demon castle has different functions depending on the demon's symbolizes.

Players can build Demon Castles(NFT) by collecting assets. These Demon Castles belong to the Demon Castle the player originally belonged to.



❖ Demon Card

Player can get this card through "The Treasure Hunt", It can also be purchased from the Demon Castle's Market. Also, the cards player has can be exchanged with other player.

The Demon Card is under the power of King Solomon, and you can use the card's unique skills.

Demon Cards contain detailed elements that can enhance each card's unique functions and stats. The card's unique magic is also affected by combat, treasure hunt, and even mining. Player can improve the stats of each card through training or combat.



Unlike Demon Castles, Demon Cards are a mixture of multiple licenses. Therefore, the Demon Card Art Copyright will not be included in the Demon Card NFT.

Background and **Accessory** arts are assets purchased from the Asset Store in Unity or designed by our team.

Characters design is an open source art the our team does not own the copyright for.



[JewelSaviorFREE]
<https://jewel-s.jp/>

❖ Treasure Hunt

Players can hide their own treasures and find treasures hidden by other players. After completing specific quests, you will have hide magic to hide treasure and scan magic to find hidden treasure.

◆ Hide Magic

Players can hide their own treasures within the actual location range. The treasure increases in value as the time it is hidden. All hidden treasures are tokens with no geospatial information. Other players may find your treasure, so be careful. However, Player can use something to cover the treasure so that other players can't find it.

◆ Scan Magic

Players can use this magic to find treasure chests near the real locations. Every player can explore anywhere in the Solomon's Forest world and find something special. Solomon's Forest world maps to the real world. Player can improve the magic to add the range.

Can hide : Token without geographic information

Something to cover : tree, well, rock etc.

Can not hide : Demon Castle, Demon Card, Something to cover the treasure.



❖ Combat & Solo Scenario

- ◆ PvP & PvE Combat mode (Player vs Player & Player vs Monster)
- ◆ Solo scenario mode.

Players fight using Demon Cards. Demon Cards are outfitted with weapons. Players can start the battle by choosing a demon castle or a dungeon depending on their actual location. You choose a demon castle to fight other players, and the dungeon battles monsters.

Depending on the distance, the battle time, equipment damage, and movement cost will vary. However, the greater the distance, the greater the reward. It is important to note that equipment damage caused by combat is permanently affected.

When a player ranks higher by winning battles, their status rises and financial gains occur. And as an additional reward, you will be given the right to create sub castles, rocks, trees, etc. near the main castle in the area.



Scenario mode is to find and seal the hidden demons to restore the peace of the forest. It's a long journey, and every moment you make a choice.

❖ Economics

In order to realize our motto 'Enjoy Life', we are going to build and develop an in-game economic system.

Like other blockchain games, income in the game can connect to real income. Digital assets owned by each player are owned by that, and those assets can be converted into crypto-currency.

Assets represented by SEED can be used to purchase LEAF or NFTs. They can be used in the game.

- ◆ Enjoy the play itself.
- ◆ The rewards received from quests and the rewards for the time invested can go back to real player beyond the space.
- ◆ This is the direction Solomon's Forest is going,
and it is the future we are aiming for.

Extracting in-game virtual earnings into real-world income,
We believe our motto is to be able to actively enjoy the game.
We hope many people to be 'Enjoy Life' with the future economy
we think.

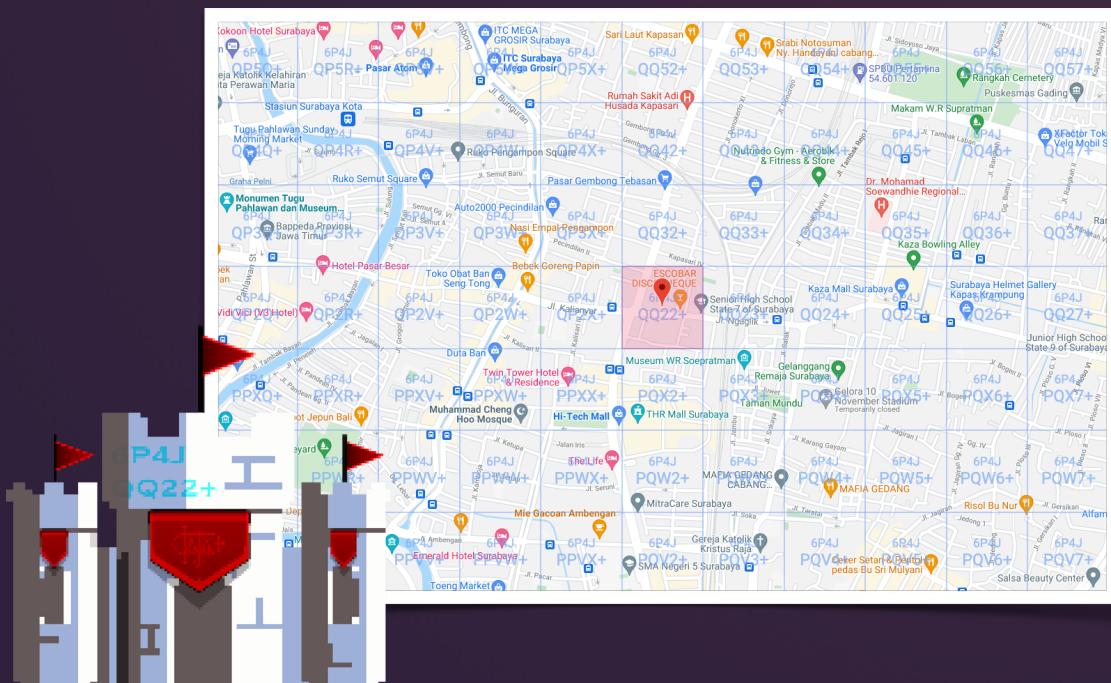


DEMON CASTLES NFT

The Demon Castle has inherent geo information, and is a design rendered according to this geo information. You can check the location coordinates and Google Plus code in the metadata of each Demon Castle.

The 1st generation Demon Castles are like governance token. Demon castle NFT holders have the right to vote on the main direction in the game. And this right will be maintained when the Solforest team releases a game based on geo information in the future. A total of 25416 the 1st generation Daemon Castles will be issued for the entire lifetime of the Solforest game series. That is, no more mint.

Also, as Demon castles are NFT assets, they are tradable on internal or external marketplace. And those castles have the right to airdrop tokens.



PLAY TO EARN

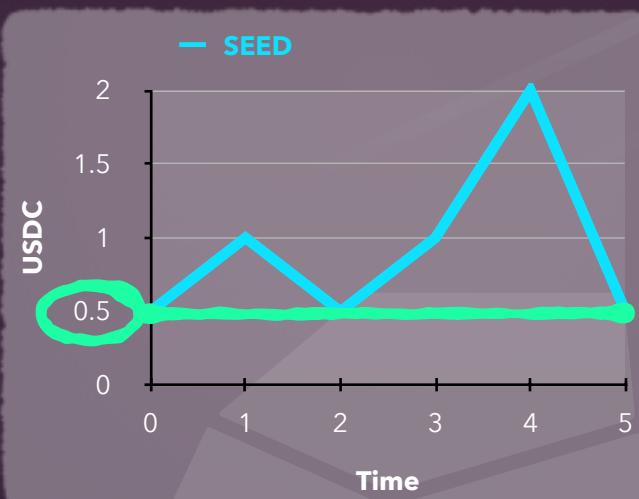
Solomon's Forest uses play-to-earn mechanics. It is built on the Solana blockchain to offer scalability, low fees for an optimal user experience and a low barrier to entry. Player can get LEAF as a reward for Combat & Solo scenario mode. LEAF can be exchanged for SEED, these two currencies can be used to purchase any item on the market. The "Solomon's Forest Market" will be the central hub for players to buy, sell, and trade NFT Castles, Devil Cards, Items.



SEED is a currency that connects in-game and out-game currency. Outside the game, it is connected to the exchange and can be exchanged for other currencies, and can be exchanged for LEAF within the game. Also, SEED is logically always worth 0.5 USDC or more.



LEAF is the currency used in the game. All asset transactions in the game are made through LEAF, and royalties for castle lords are also paid by LEAF. Initial issuance of LEAF will be airdropped to Castle NFT holders. After that, it will be issued and burned in proportion to the number of active users.



CURRENCY SYSTEM



NOTE

Actions against inflation & deflation to maintain SEED value are still being developed. (Burn or other ways)

SEED is currency that can be swapped for LEAF.

The swapped rate for SEED and LEAF is variable in the game.

LEAF is the currency used only in the game.
The amount of issuance is related to the number of players.

SERUM DEX

SOLOMON'S FOREST

VISION

What is web3? The profits of the game should go to the contributors of the game ecosystem. The biggest contributors are game users. Ultimately, we want to create games that users can generate revenue for. That's the web3 we think of.

For this vision, we will build a sustainable game ecosystem. Specifically, we will concentrate our focus across five pillars.

1. **Release Solforest's game series.**
(At this point, three games are being planned.)
2. **Increase the Solforest ecosystem members.**
3. **Activating the Solforest community with players.**
4. **The entire game logic goes into the Solana on-chain.**
5. **The endless is Solforest game and economics.**



ROADMAP

Q4
2021

- DESIGN/ART DIRECTION
- PROOF OF CONCEPT
- GAME CONCEPTION PHASE
- DEMO APP LAUNCH TESTFLIGHT & TESTING
- WRITE LITEPAPER

🔮 We aim for a mobile version. This roadmap may be adjusted based on the evolution of the market.

Q1
2022

- DEMON CASTLE NFT SALES
- REFINING THE LORE AND QUEST DESIGN
- SINGLE CAMPAIGN DESIGN
- QUEST DESIGN

Q2
2022

- GAME PRE-LAUNCH & TESTING
- LIVE OPS DESIGN AND TECH SUPPORT
- MATCHMAKING AMELIORATION
- PVE/PVP RELEASE CANDIDATE
- NEW ITEMS IMPLEMENTED
- MARKETING OPERATIONS AND OTHER NFT SALES
- TEAM EXPANSION



Q3
2022

- LIVE OPS TEAM FULLY OPERATIONAL
- EXTENDED QUESTS/FIRST PVP
- TOURNAMENTS
- NEW LISTINGS/PARTNERSHIPS

TEAM

Jay.Lee

Creator & Programmer

J.B

Scenario & Developer

Our team have been working on developing iOS & Android indie games for several years. We are developing this game to bring it to fruition with the advent of blockchain and the birth of Solana. We know how unfortunate it is to not be able to enjoy life. Therefore Our motto is "Enjoy Life". We are thinking and thinking for a better game for the motto.

We hope everyone "**Enjoy Life**".

NOTICE

This paper may be adjusted based on the evolution of the market. Purchasing and investing in Cryptocurrency and NFT digital assets involves various risks. Our team related platforms carry various risks, so you should review the following before using or investing. Although we have developed Solforest or our related platforms, we do not own or manage digital assets or anything related to distributed protocols. We are not responsible for any actions or damages related to the user's use or interaction with other users for the following parts. Tokens in Solforest and related platforms, cryptocurrencies, NFTs, or anything else of value. As safe as anything is with crypto, but use at your own risk.