

# POKELAND

White paper

# PokeLand



A blockchain-powered Pokemon gaming ecosystem

## Abstract



PokeLand is a blockchain-based Pokemon game powered by the Ethereum network. Players can explore, collect, battle, and mine within the Pokemon world. Lands are permanently owned by players, giving them control over their assets. The landowners will be able to use their land to Power mine, collect tax-like commissions from players mining in their land, and sell their lands to auctioneers at a premium.

Lands are Non-fungible transferrable and extremely scarce assets stored in an Ethereum smart contract. PokeLand NFT tokens can be acquired by spending native Erc20 tokens called PokemonDollars.

PokemonDollars, on the other hand, can be used to make any sort of purchase within the Pokemon world including Pokeballs, ferry boat and competition tickets, and seasonal tickets to fight and capture ancient ones.

Pokemon fans are spending increasingly more time and effort to find classic Pokemon games. PokeLand brings back classic into the latest groundbreaking technology- Blockchain.

Unlike traditional gaming platforms, PokeLand will be completely decentralized. There is no single agent with the power to modify contents of an owned land, economics of the currency, or prevent anyone from accessing the PokeLand world.

Staking, mining, and NFT usability will also be introduced in the gaming world through PokeLand's robust decentralized smart contract.

This document lays out the tokenomics, technical foundations and formulas, and the complete ecosystem and plans of Pokeland.

# Pokemon history



Video games, movies, trading card games and competition, and so much more, Pokemon has deeply embedded itself in our culture and lives. Loved by lifelong fans of all ages, the Pocket monsters have stood the test of time. From its humble beginnings as a Game Boy game to causing stampedes all around the world, this was all made possible through one man's persistent imagination, Satoshi Tajiri.

It all started with 151 original, first-generation Pokemon from the Kanto region, which were initially introduced in Pokemon Red and Green. The game's story evolves around a boy on a quest to become the greatest Pokemon trainer, by collecting all the gym badges and completing his Pokedex. Players will eventually have to face the elite Four, the final four bosses, and then the Legendary Pokemon Birds Articuno, Zapdos, and Moltres. The two Powerful Psychic Pokemon, Mewtwo and mythical Pokemon Mew, are also up for grabs.

Pokemon then reaches huge adoption and gets a modernized boost of many new regions and powerful Pocket monster.



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# 01 Introducing Pokeland

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## 1.1 Pokemon meets Blockchain



PokeLand introduces the first ever decentralized non-fungible token (NFT) supporting Pokémon game where players can explore, collect, battle, and mine in the Pokemon world. PokeLand players will be able to explore lands within the Pokemon world to get more Pokemon Dollars (PLD) through mining, battling, and participating in Master league competitions. The PokeLand project will tackle Gaming, Blockchain, and NFT to revolutionize the DeFi mining industry and combine four different spaces into one huge gaming ecosystem.

Yuya Sato, founder lifelong Pokemon fan and card collector, has offered considerable chunk of his rarest PSA graded cards for the purpose of raising necessary funds for stage 1 and 2 development phases of the PokeLand game. Yuya aims to bring Pokemon, a fully developed and popular game, into the blockchain world in an attempt to accelerate cryptocurrency adoption by luring in non-crypto gamers.

## 1.2 A dive into PokeLand ecosystem



### Mini Roadmap

The first part of the project involves the early stage development of the PokeLand game. Early investors will earn the chance to own one of the blockchain-based NFT addresses representing one of the rarest Pokemon cards from 1999 edition 1 cards collection; backed by real PSA graded cards held at the PokeLand headquarters.

The second part of the project, released in Q1 and Q3 2021, introduces the Beta and full versions of the game. PLD holders will be able to use their tokens for different functions. The Beta version of the map will enable the Johto, Kanto, and Sevii Island areas. Players will be able to explore these lands, purchase and trade them, and pledge their Pokemons to farm more PLD tokens.

(Roadmap will be fully published on the website at a later stage)



## 02 Pokemon Dollars (PLD) tokenomics

### 2.1 PLD



PLD is the universal currency of PokeLand. PLD is a versatile ERC20 token. Early investors and players will use this token as in-game currency to make any sort of purchase within the Pokemon world including Pokeballs, ferry boats and competition tickets, and seasonal tickets to fight and capture ancient ones. PLD will also be acquired by either mining through pledge mining or winning battles. PLD circulation will be capped at 1,020,000.

Public offering hard cap is set at 133,700 tokens in total.

Team and founder reserved will share a total of 51,000 tokens, locked for a period of 12 months.

50,000 PLD tokens are reserved for in-game activities and the remaining 785,300 tokens will be acquired through mining.

### 2.2 Minalable token blueprint



The first stage (2021) mining releases 392,650,  
the minimum daily release: 1075.75

The second stage (2022) mining release 196,325,  
the minimum daily release: 530.48

The third stage (2023) mining release 98,162.5,  
the minimum daily release: 265.24

The fourth stage (2024) mining release 49,081.25,  
the minimum daily release: 132.62

The fifth stage (2025) mining release 49,081.25,  
the minimum daily release: 132.62



## 2.3 Public offering explained



Founder of PokeLand, Yuya Toshi, took out two sets of 32 1999 1st Edition Pokemon HOLO Cards PSA 8+ (numbers 1-16, two for each number, total value over \$180k) and 1,305 rare/common cards to thank those who participated in the public offering.

1,337 cards will all be NFT bound on the Opensea website.

## NTF TOKEN USE CASE FOR POKELAND



Players participating in the public offering stage can open 1,337 blind boxes on 2020/12/25 Christmas. Any player who wins a card from the blind box event will be able to either redeem their physical cards or hold it to be used in mining and battling events. Shipping costs for common and rare will be covered by the player himself to obtain physical cards. Players winning the Holo cards with PSA8 PSA9 and PSA10 rating will have a fully insured shipment fully covered by the team in order to insure the card safely reaches destination.

Players who get Pokemons and hold the collectibles can map their NFT number into their game account, deploy them on the map, and get a flash Pokemon with an initial level starting 20. Deploying your Pokemons will also give you a chance to earn additional PLD tokens through pledge mining.

The PLD public sale price is 1.5usdt/piece. Any investor willing to participate in Blind Box events needs to hold 100 PLD for each and every entry. Blind Box events will start on Christmas Day, 2020/12/25.



## 03 POKELAND

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### 3.1 Pokemon meets Blockchain



PokeLand is an enlarged 3D Pixel style map adapted from the original Pokemon maps. Players can explore, collect, battle, and mine in the Pokemon world. Players need to increase their Pokemon's level by pledge mining to gain the ability to explore advanced maps, defeat 10 gym leaders to obtain badges and challenge the four elite trainers. Those who succeed in the challenge will be eligible to participate in the weekly masters competition. The weekly high bonuses attract the world's strongest Pokémon masters to gather in this competition.

### 3.2 Duels and Battles



PokeLand is an enlarged 3D Pixel style map adapted from the original Pokemon maps. Players can explore, collect, battle, and mine in the Pokemon world. Players need to increase their Pokemon's level by pledge mining to gain the ability to explore advanced maps, defeat 10 gym leaders to obtain badges and challenge the four elite trainers. Those who succeed in the challenge will be eligible to participate in the weekly masters competition. The weekly high bonuses attract the world's strongest Pokémon masters to gather in this competition.

### 3.3 Regional exploration and upgrade



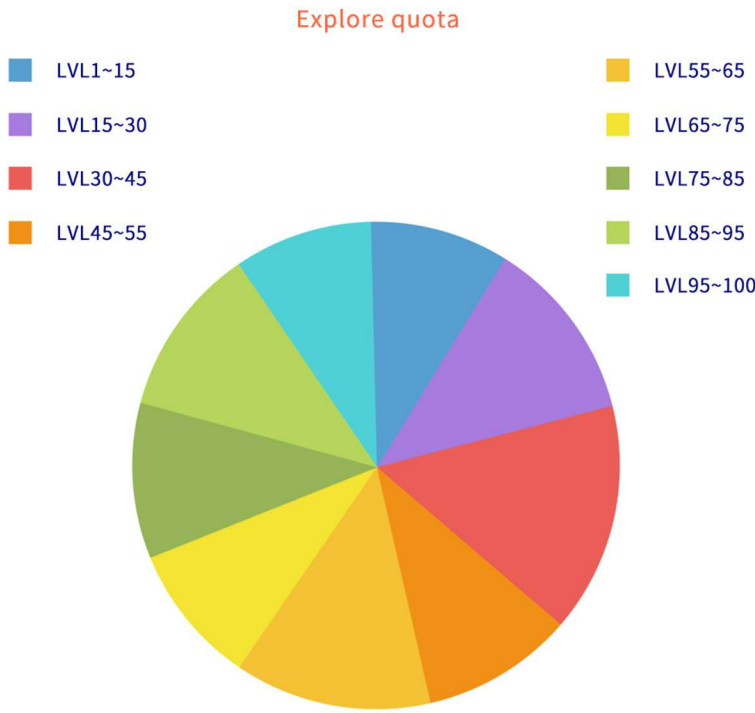
#### Regional exploration quota

Exploration is an important way to obtain PLD and upgrade Pokémon levels in the game. Players who are wealthy enough can purchase a certain area to become land owners. Players gain 1.2 times the experience when exploring in their own area. When other players explore other people's areas 10% of the exploration reward (PLD) needs to be paid to the landlord in the area. When the player's highest level of Pokémon exceeds the upper limit of the area's level of 5, only 50% of the experience will be obtained, and no more experience will be gained after the level exceeds 10. Each player can carry a maximum of 6 Pokémon, and the extra Pokémon can be stored in the Pokemon Center in the city.



There are 50 exploration areas, and higher-level areas have higher exploration quotas.

Areas	Explore Positions	Number of Areas	Total
LVL1~15	10	10	100
LVL15~30	15	10	150
LVL30~45	20	10	200
LVL45~55	25	5	125
LVL55~65	30	5	150
LVL65~75	35	3	105
LVL75~85	40	3	120
LVL85~95	45	3	135
LVL95~100	100	1	100
TOTAL		50	1185



## 3.4 Regional exploration PLD rewards



Areas of different levels occupy different weight pools. Half of the daily exploration reward pool will be evenly distributed among all levels of mining pools, and the remaining half will be distributed by level weights. The level weights are distributed as follows:

LVL1~15: weight 1  
LVL15~30: Weight 2  
LVL30~45: Weight 3  
LVL45~55: Weight 4  
LVL55~65: Weight 5  
LVL65~75: Weight 6  
LVL75~85: weight 7  
LVL85~95: weight 8  
LVL95~100: weight 9

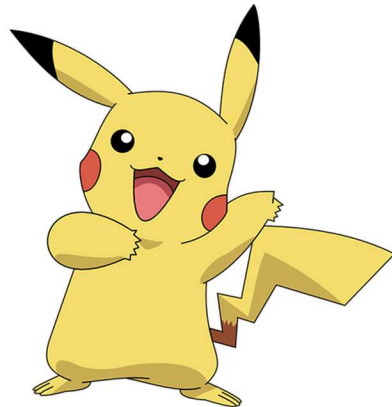
The exploration reward formula is

$$\Sigma X = [(1/50 \times 50\%Y) + (1/50 \times Z_c / Z_a \times 50\%Y)] / N1$$

The reward is issued once for each block, where X is the sum of rewards, Y is the comprehensive daily reward pool, Z<sub>c</sub> is the current regional reward weight, Z<sub>a</sub> is the average reward weight comprehensive, A<sub>c</sub> is the total number of current level regions, and N1 is the current mining area. The number of mines.

### Level ups and reward

When the player is exploring, the average level of the Pokémon plays a key role in the exploration reward. The level of the Pokémon can be obtained through exploration. As the level of the Pokémon increases, more and more experience are needed. The experience gained by the Pokémon will be obtained through the end of each block.



Pokemon experience requirement table:

LVL	EXP each Block	EXP Needed	Explore Days
1~15	0.08	2704	5
15~30	0.1	9450	14
30~45	0.13	16200	19
45~55	0.16	14550	14
55~65	0.19	17550	14
65~75	0.22	20550	14
75~85	0.25	23550	14
85~95	0.28	26550	14
95~100	0.3	16900	8
TOTAL		148040	116

The average Pokemon level will determine the player’ s exploration gains in the area. If the average level is lower than or higher than the level of the exploration area, they cannot enter the area. The highest Pokemon in the team exceeds the upper limit of the area’ s level. Reduced to 50%, the highest level Pokemon exceeds the upper limit of level 10, the whole team will no longer gain experience, so players need to consider carefully when buying or matching teams.

The average Pokemon level is calculated as

$$\sum P=(P1+P2+P3+P4+P5+P6)/6$$

The average level of Pokemon also affects the player’ s exploration rewards in the current area. Players with a lower average level will get a lower income, and the minimum income is not less than 60% of the upper limit

Average grade income formula in current area

$$\sum Xp=60\% \sum X+40\% \sum X x (Lp/Lm)$$

Among them, Xp is the player's actual income, Lp is the average player level, and Lm is the upper limit of the level of the area.

Example: In the first stage, a player with an average level of 48 will receive rewards in an area of 45~55 explored by 18 people:

The average Pokemon level is calculated as

$$\Sigma X = [(1/50 \times 50\% \times 1075.75) + (1/50 \times 4/5 \times 50\% \times 1075.75)] / 18 = 1.076$$

$$\Sigma Xp = 60\% \times 1.076 + 40\% \times 1.076 \times (48/55) = 1.021$$

The daily uncompleted exploration rewards will be accumulated into the rewards of this stage, and the exploration rewards will be increased on the next day.

