

PROPOSAL NAME:

The Battle for Goblin Town - A Bored Game

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PROPOSAL CATEGORY:

Ecosystem Fund Allocation

[Click here to watch the trailer](#)

[

](https://www.youtube.com/watch?v=-p8ndP6VR_Y)

TEAM DESCRIPTION:

We are the founding team behind the web3 project Forgotten Runes Wizard's Cult (launched in June, 2021). Currently we are collaborating directly with Yuga

on both Legends of the Mara

as well as being one of the original partner projects in 10ktf

.

Needless to say our appreciation and understanding of the Yuga ecosystem and its community runs VERY deep. The ultimate vision for this proposal if voted through is to provide an engaging and fun social gaming experience tailored for all web3 communities powered by ApeCoin.

The company is run by Dotta, Elf, and Bearsnake. We are all serial entrepreneurs

with experience in Games

, Film/TV

, and Tech

over the past 15 years

. We have had built and sold multiple start ups between the group including one of the larger entertainment/tech acquisitions of 2015 to Disney

.

Our team of 10+ best-in-class coders and artists has a very public reputation for shipping high quality on chain experiences along with producing widely distributed, mainstream media expressions. Forgotten Runes

is speed running the next great fantasy franchise comprised of Digital collectables, An animated Series, Comic Books, Video Games and more.

Resources:

- [Forgotten Runes Main Site](#)
- [Forgotten Runes Twitter](#)
- [Discord](#)

Related Work:

- [Watch the Animated Television Series Trailer](#)
- [VARIETY: 'John Wick' Writer Derek Kolstad to Develop Animated Series 'Forgotten Runes Wizard's Cult' for Magic Machine](#)

- [10 Issue Comic Book Series - Global Publishing Deal with Titan Publishing.](#)
- [Video Games - Partnership with Bionic Games on MMORPG](#)

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Screenshot 2023-11-03 at 1.15.50 PM.png

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Screenshot 2023-11-03 at 1.19.15 PM.png

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ABSTRACT:

We are near completion for an on-chain strategy game inspired by Settlers of Catan, titled

“The Battle for Goblin Town.”

See: (https://twitter.com/GoblinTown_Game)

Actual gameplay footage. Image shows resource tiles, settlements, roads and in-progress battles

BFGT combines the joy and nostalgia of a tabletop experience with the ownership and utility of web3, with a strategic decision-making system driven by economic game theory.

Our initial plan was to independently launch the game in a more open manner but after discussions with key ApeCoin DAO members it became clear that our game could provide significant value to this community by making it exclusive to ApeCoin.

BENEFIT TO APECOIN ECOSYSTEM:

Our intention with this AIP is to create an economically self-sustaining video game that lives on for a long time. We see this game providing real utility and enjoyment to the ApeCoin DAO and ApeCoin holders while introducing new users to the ApeCoin Ecosystem.

- DAO REVENUE

:

-15% of the mint and ongoing game revenue will be returned directly to the ApeCoin DAO.

-15% of ApeCoin generated during mint and ongoing game revenue will be burned (that is, transferred to a dead address, effectively removing it from circulation and reducing the supply). This creates what we believe is the first true ApeCoin Sink.

-20% of ongoing game revenue will go towards supporting future prize pool (or burn).

- VOTER AIRDROP

: Voters who vote on this proposal will receive an airdrop of NFT Chests at a rate of 1 crate per 1,000 votes). Chests contain gameplay pieces: screenings, bosses, structures and cards. These pieces are NFTs that can either be used in-game or traded. Regarding the airdrop, the original holders will receive the crates, NOT the people they have delegated their ApeCoin to.

To address this we will use the karma api to track delegates

<https://documenter.getpostman.com/view/26295147/2s93RTPrfq>

- \$APE EXCLUSIVE

: \$APE will be used exclusively as the as the currency for minting and any non-resource purchases to buy into the game

- For example: during gameplay, \$APE can be used to buy card packs (card previews below)

THE MINT

The mint will be a 72 hour “open edition” to get crates for your initial game pieces. (Only one crate is required to play, but we

expect most users will want to start with multiple crates).

Expand the ApeCoin gaming ecosystem

- Establish another strong Web3 game in the ApeCoin ecosystem
- Provide diversity to the ecosystem by releasing a new genre of Web3 game
- Growth in community through new players, cross-promotion with other ApeCoin games, and improved user retention

Marketing

- Improve brand visibility and attract a wider audience
- Extend ApeCoin to a new demographic of players
- Use of ApeCoin mark

The Battle for Goblin Town is directly aligned with the APE Community's vision to be the foundation of Web3 culture through gaming, arts, and entertainment. We designed a game that embodies Web3 culture by focusing on the following goals:

Engaging and Fun

- The main motivation for developing The Battle for Goblin Town was to produce an entertaining, engaging, and social game. Never. Be. Bored.
- We wanted to capture the same feeling that you get from playing any classic tabletop board game with your friends and family. A family that games together, stays together!
- The core game loop is simple: Take over Goblin Town!
- Players may accomplish this in many different ways, from forming alliances with their closest friends, negotiating trades with their neighbors, and taking calculated risks to expand your territory or destroy your enemies' territories.

Innovation

- On-chain gaming
- NFT integration to provide true ownership of game assets
- NFT integration to provide true ownership of game assets
- New gaming genre that combines strategy, social interaction, and "yield-farming"-style mechanisms

Play-to-Earn Mechanics

- Collectors
- Unique and various rarity NFT collections between Goblin Bosses and Screeplings (see photos below)
- Unique and various rarity NFT collections between Goblin Bosses and Screeplings (see photos below)
- Competitors
- Establish prize pool to reward top players after each season
- Establish prize pool to reward top players after each season
- Opportunist
- Players may take advantage of economic opportunities on secondary markets by landing rare Bosses and Screeplings, or farming booster packs
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KEY TERMS:

Launch

- All voters who vote on this proposal will receive initial airdrop containing a Goblin Chest (at a rate of 1,000 votes to 1).

Regarding the airdrop, the original holders will receive the crates, NOT the people they have delegated their ApeCoin to.

To address this we will use the karma api to track delegates

<https://documenter.getpostman.com/view/26295147/2s93RTPrg>

- Goblin Chests have four rarity tiers, each providing players with the necessary game pieces to establish their first settlement in Goblin Town. Higher tier crates are more than likely to contain a mix of rare Goblin Bosses, Screeplings, and Action Cards.

https://goblin-town.s3.us-east-1.amazonaws.com/goblin_chest_teaser.gif(image larger than 4 MB)

Four rarity tiers of Goblin Chests

Building

- Players will select which location on the map they want to construct their first settlements (which will earn resources with varying yield from the neighboring tile) and roads (which expand the territory and allow new locations for settlements to be built)
- Settlements acquire resources over time from the hex tiles that they are adjacent to
- Hex resources include Brambles

, Chickens

, Kobold Koolaid

, Scree Shards

, and Devil Slime

:

Resources from left to right: Brambles

, Chickens

, Kobold Koolaid

, Scree Shards

, and Devil Slime

- Players may purchase additional settlements and roads using the resources they acquire
- Players are also able to spend resources to upgrade their settlements to three different tiers (goblin huts, towns, and cities) for greater yield, attack, and defense ratings
- Settlements may be attacked and destroyed by opposing players:

https://goblin-town.s3.us-east-1.amazonaws.com/buildings_teaser.gif(image larger than 4 MB)

If your Settlement is on fire, that's not good

Goblin Bands

- Goblin Bosses
- Scarce ERC721 NFT collection with procedural names, art, statistics, and rarity
- Are used to organize Goblin Bands of various size and strength but cannot attack or die
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- Are used to organize Goblin Bands of various size and strength but cannot attack or die

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](<https://global.discourse-cdn.com/apecoin/original/2X/4/42766f973f509a1912f56473e121271546117258.png>)

Bosses are the elite-tier battle leader (analogous to Wolves in Wolf Game)

- Screeulings
- ERC721 NFTs that also have procedural art and statistics
- Used primarily in combat
- Screeulings burn upon being killed in battle
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- Used primarily in combat
- Screeulings burn upon being killed in battle

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Screeulings are cannon fodder, but don't tell them that

- Players assemble Bosses and Screeulings into Goblin Bands
- Goblin Bands are used to defend your settlements, attack enemy Bands and Settlements, and acquire Mystery Crates on the game board
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Battles play out over time in "idle-fashion", but your cards and strategies can tip the balance

- Players can earn additional Goblin Bosses and Screeulings by acquiring Goblin Chests
- Goblin Chests can be found in Mystery Crates that appear randomly on the game board
- Players may also purchase Goblin Chests on the secondary market
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- Players may also purchase Goblin Chests on the secondary market

Booster Card Packs

- Booster Card Packs include an assortment of playable Action Cards, Settlements, Roads, Bosses, and Screeulings:
- Action Cards can be played at any time to influence the outcome of events
- Action Card categories include: Attack - damage an enemy goblin band in battle

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Heal - restore your goblin band hit points

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Organization - increase goblin band capacity

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Speed - increase goblin band speed

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Strength - upgrade your goblin band base damage

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Repair - repair damaged settlements

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Siege - attack enemy settlements

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Leaderboards & Prize Winners

We'll divide the prize pool into categories (that will be finalized before gameplay starts). The leaderboards will involve things like:

- Winner Categories:
- Longest Road
- Most Settlements
- Most Goblins
- Top Holder of all Resources
- Most Cards Cracked
- Most Battles Won
- Overall Points
- Longest Road
- Most Settlements
- Most Goblins
- Top Holder of all Resources
- Most Cards Cracked
- Most Battles Won
- Overall Points

SEASONS

Built on Seasons. Season One will last 90 days with two subsequent seasons following back to back (may need to build small window of time to allow for new feature development).

PLATFORMS & TECHNOLOGIES

Web3 Integration

- An L2 (Arbitrum) will be used to reduce transaction fees and enhance transaction speed
- L1 will only be used to let \$APE holder buy crates. Crates will be auto-minted on L2 for anyone purchasing on L1 (i.e. the NFT will only exist on L2 even though they payment is made on L1).
- ERC-721 contracts
- Goblin Bosses (used to lead bands for battles)
- Screeplings (used as band members to give battles extra stats)
- Crates (contain random items, such as bosses/screeplings/cards)
- Goblin Bosses (used to lead bands for battles)
- Screeplings (used as band members to give battles extra stats)
- Crates (contain random items, such as bosses/screeplings/cards)
- ERC-1155 contract
- Booster Cards
- Booster Cards
- Gameplay contracts for the logic of
 - battling (calculating damage, burning fallen screeplings)
 - managing bands (screeplings can join and leave bands lead by bosses)
 - map layout (calculate information on our hexagon based map)
 - yield generation (different tiles can have different base yield, which is also effected by the nearby settlements' health)
 - managing cards (these cards can be applied to units and settlements, effecting speed, hp, attack)
 - battling (calculating damage, burning fallen screeplings)
 - managing bands (screeplings can join and leave bands lead by bosses)
 - map layout (calculate information on our hexagon based map)
 - yield generation (different tiles can have different base yield, which is also effected by the nearby settlements' health)
 - managing cards (these cards can be applied to units and settlements, effecting speed, hp, attack)
- Our VRGDA based mechanic of in-game pricing (important for balancing the progress of players)
- Frontend Web App is built using React and Next.js.
- Backend that is used for hidden metadata (such as crates) is Node.js based

Security

Delegate - Lets users link cold wallets and hot wallets together onchain. They can keep assets in the cold wallet, and play the game from the hot wallet. Trusted by Yuga, Opensea, ArtBlocks and Manifold, this separation of asset ownership from asset utility removes the risk of nearly all phishing attacks.

STEPS TO IMPLEMENT & TIMELINE:

Current State of Game Development

- Development has been continuous for the past 12 months at our own cost.
- We are currently running an internal playable on Arbitrum Goerli focused on debugging, balancing the economy, and

tweaking mechanics.

- There will be work required for all \$APE related integrations in smart contracts and UIs.

Timeline

- Feature-complete and in a playable alpha (other than \$APE integration) - On Approval
- Second Alpha with bug fixes in T+30 days
- \$APE integrated in T+60 days
- Launch and Airdrop window within T+ 60-120 days (est Dec 1st or Jan 1st)

OVERALL COST:

TOTAL: \$2m (USD) in ApeCoin

- 1.5m (USD) in ApeCoin
- 500k (USD) in ApeCoin to be distributed as a prize pool across the first 3 seasons.

Appendix

Current Forgotten Runes // Yuga Collaborations

Magic Machine / Forgotten Runes already has multiple ties into the Yuga Ecosystem.

10ktf

FRWC is one of the original projects to be included into Neo-Tokyo

[https://goblin-town.s3.us-east-1.amazonaws.com/10ktf.png\(image larger than 4 MB\)](https://goblin-town.s3.us-east-1.amazonaws.com/10ktf.png(image larger than 4 MB))

Legends of the Mara

FRWC is one of 4 Non-Yuga owned partner projects included in the highly anticipated game

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image

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](https://global.discourse-cdn.com/apecoin/original/2X/b/b89710dba6ade5c82c9fee1c942f548c167bbf9d.jpeg)

All Game Art and Animation was produced by our friends at Pixel Shop

The Pixel Shop is an independent Art and Game Development Studio founded by @sumiez

in 2022. The team is behind all of the art and animation art for Battle for Goblin Town. The Studio's roots began by animating full NFT collections into pixel sprites to integrate in metaverse projects. Their portfolio of work includes Doodles, Meebits, Moonbirds, CyberBrokers, among others. The Pixel Shop continues to work towards introducing new Web3 utility and entertainment through professional quality pixel art.

- [Pixel Shop Website](#)
- [Pixel Shop Twitter](#)

DISCLAIMERS

MAGIC MACHINE CONTROL OF GAME RULES

All mechanics and rules above are proposed and aim to be accurate as of the current code. However, as he game progresses Magic Machine may, at its sole discretion change the rules and mechanics of the game.

REVENUE SHARING

Should this proposal pass, 15% of the mint and ongoing \$APE revenue to the game will go to the Apecoin DAO, and another 15% of ApeCoin generated during mint and ongoing game revenue will be burned.

The implementation of this will aim to be on-chain, but will be subject to any necessary legal requirements including, but not limited to, the voted address passing the [Chainalysis oracle for U.S. Sanctions Screening](#) and any other requirements imposed by the Apecoin DAO's and Magic Machine's legal council.

AIRDROP PARTICIPANTS

Apecoin voters who vote on this proposal will receive an airdrop, should the proposal pass. The wallets that vote on this proposal will receive 1 crate per 1,000 votes, after the vote passes and before the game launches. Some participants may not want to receive this airdrop because of tax or other obligations, so this airdrop will be opt-in.

Magic Machine has also committed to airdropping to it's own holders in Forgotten Runes as well as participants from the 2022 "Halloween at the Nightmare Imp" event.

1 Crate = 1 playable peice, so we expect most users to start the game with several crates. We anticipate the total number of crates to be airdropped will be around 80,000, including all parties such as Apecoin, FRWC, and marketing.

SUNSETTING

If approved, this proposal provides prize-pool money for 3 seasons. We currently intend for the game to run a long time. If the game continues to profitable, Magic Machine is incentivized to hold future seasons. However, Magic Machine reserves the complete right to discontinue the game as they see fit for any reason.