



# Four Gods

ORWEMIX

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## WHITEPAPER

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**FOURGODS.IO**



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**Project objective:** You agree that you earn FOG for participating in Fourgods and for earning services to the ecosystem above it. Companies, Distributors and their respective affiliates will develop and contribute to the underlying source code for Fourgods. company is acting solely as a third party in relation to the distribution of Fourgods, and not in his position as financial adviser or fiduciary of any person with respect to the distribution of Fourgods.

**Nature of Token Documentation:** Token Documentation is a conceptual paper that articulate some of the key design principles and ideas for the creation of digital tokens known as Fourgods (FOG). The Token and Website Documentation are intended for general information purposes only and does not constitute a prospectus, offer document, securities offering, and any solicitation of investment, any offer to sell any product, item or asset (whether digital or otherwise), or any offer to engage in business with any external individual or entity provided in the documentation. The information here may be incomplete and does not imply anything elements of, or solicit in any way, a contractual relationship. There is no guarantee for the accuracy or completeness of the information and there are no representations, warranties or promises is or is intended to be provided regarding the accuracy or completeness of the information. Where Token or Website documentation includes information obtained from third parties.



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# 1. BACKGROUND

The traditional game industry has gone through several revolutions in the past decades. Console games, PC games and mobile games are finally three major game formats in the industry today. Multiple and innovative game modes The gameplays are undoubtedly gospel to players. However, there is still something unsolved problems in terms of traditional games, such as the following.

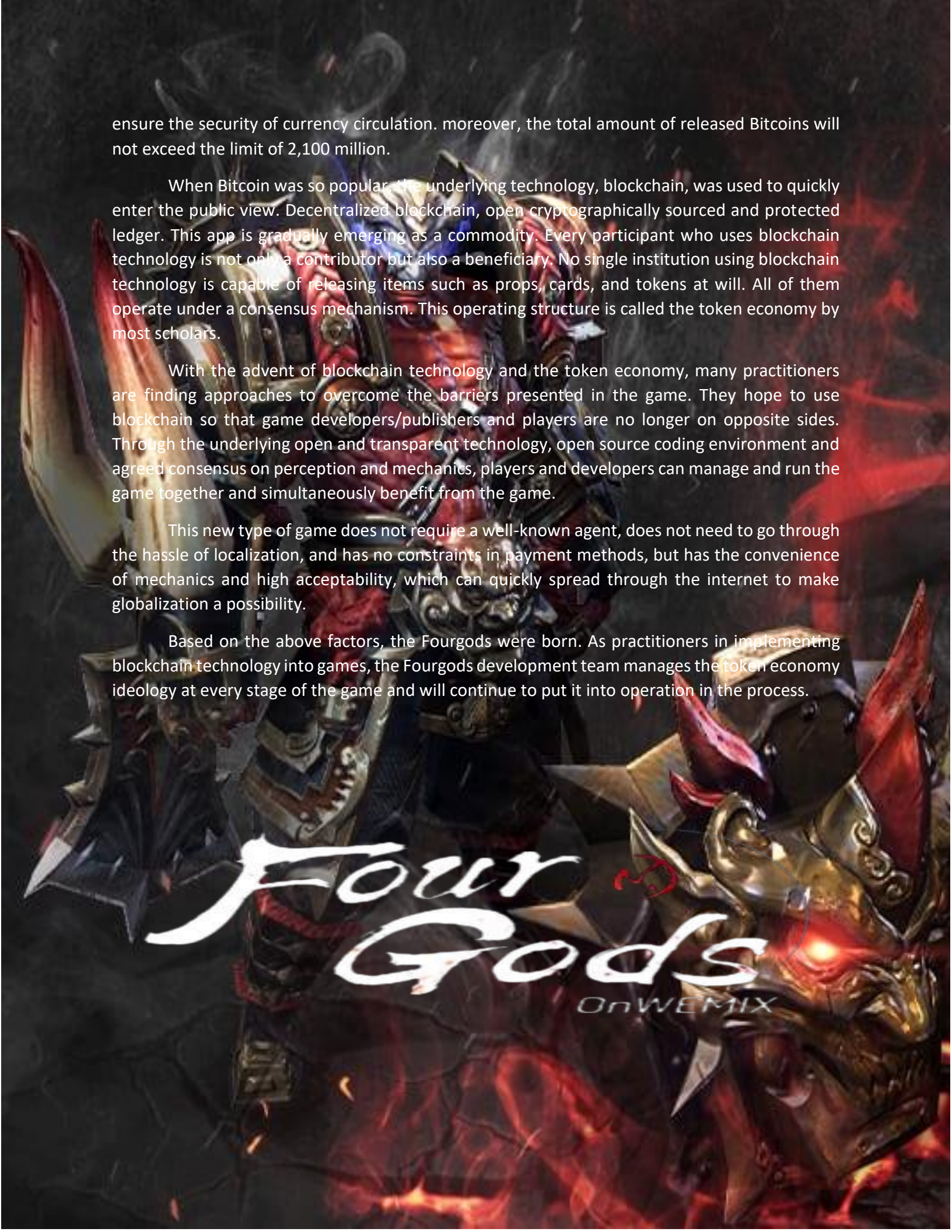
1. Input shrinkage. Due to constant improvement, in-game inflation, and random release of props, player input will eventually depreciate.
2. Crisis of confidence. Various teams from large to small publish rough and sloppy play, make random changes to the game mechanics and unlock and close their servers irregularly, which makes the game more difficult agents to gain the trust of players who have been provoked.
3. Difficulty of cross-country launches. In general, if the traditional game plan to enter the market of other countries, the game must meet the regulations other countries. Second, the game must adapt to local payments system, so that players can spend money on the game. Furthermore, if the game intends to enter overseas markets quickly and to acquire more local resources and traffic, the game must find a reliable local agent. Finally, if the game want to attract players to consume more, it must spend more time and resources to localize. With a layer of obstacles, no doubt creates a severe on e the difficulty of traditional games to launch transnationally let alone globalization.

In addition, traditional servers are sometimes attacked by hackers, who create losses for players whose demands and interests are constantly being ignored by institution. In addition, the risk of human operational errors also exists. Therefore, is It is very difficult for traditional games to overcome all these obstacles.

In 2009, Satoshi Nakamoto first presented the concept of Bitcoin. Use entire network of P2P nodes to form a distributed database system used for acknowledge and record all transactional behavior, and at the same time Bitcoin using a cryptological design to







ensure the security of currency circulation. moreover, the total amount of released Bitcoins will not exceed the limit of 2,100 million.

When Bitcoin was so popular, the underlying technology, blockchain, was used to quickly enter the public view. Decentralized blockchain, open cryptographically sourced and protected ledger. This app is gradually emerging as a commodity. Every participant who uses blockchain technology is not only a contributor but also a beneficiary. No single institution using blockchain technology is capable of releasing items such as props, cards, and tokens at will. All of them operate under a consensus mechanism. This operating structure is called the token economy by most scholars.

With the advent of blockchain technology and the token economy, many practitioners are finding approaches to overcome the barriers presented in the game. They hope to use blockchain so that game developers/publishers and players are no longer on opposite sides. Through the underlying open and transparent technology, open source coding environment and agreed consensus on perception and mechanics, players and developers can manage and run the game together and simultaneously benefit from the game.

This new type of game does not require a well-known agent, does not need to go through the hassle of localization, and has no constraints in payment methods, but has the convenience of mechanics and high acceptability, which can quickly spread through the internet to make globalization a possibility.

Based on the above factors, the Fourgods were born. As practitioners in implementing blockchain technology into games, the Fourgods development team manages the token economy ideology at every stage of the game and will continue to put it into operation in the process.

*Four  
Gods*  
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## 2. PRODUCT INTRODUCTION

### 2.1 Game Profile

Fourgods is an NFT (Non-Fungible Token) God war game on the blockchain. Players can collect 4 immortal Gods, complete tasks, complete challenges/quests, participate in wars and build their own personal game kingdom of gods through social network and regional development. The overall in-game ecosystem is designed based on Blockchain Protocol. This on the one hand enhances the fun of the game, and on the other hand, the other hand allows all players to earn with various tokens or rewards just by playing games.



### 2.2 Definition of Terminology

**Fourgods:** This is the core NFT in Fourgods. 4 Gods have four classes and various rare, with each hero being an independent NFT. In the next edition, more classes will be introduced to bring more fun to the game. Consumption of the same 4 Gods with different amounts can increase the Gods to a more powerful level.



FOG: This is Fourgods core token and is used for value and community transfer government and is used for all types of consumption and in-game rewards.

Battle damage: In war, there is a certain probability for combatant heroes the losing side to inflict battle damage. When battle damage is activated, if Gods are in the protection phase, they will be released from the punishment of battle damage, if they were outside the protection phase, they would be directly destroyed. The system will return FOG to the player with the Deity destroyed accordingly with Protocol.

## 2.3 Game Features

Good liquidity and high asset stability:

All assets are compatible with third-party marketplaces for circulation. Fourgods value system generates rewards for game participation The game ecosystem is designed based on the in-game value system. Player enjoy ownership and the right to dispose of all assets in the game and they can Earn rewards by participating in games and through value exchange.

New 4 Gods recruitment mechanism ensures NFT asset value In Fourgods, recruiting 4 Gods requires FOG used in bottoming as well as a God with quite a reputation. The rarity of the 4 Gods recruited is related to The rarity of the new God used for recruitment, which effectively controls the output of the high rarity gods. Meanwhile, the existence of KingsLandfourgods that players obtain is better and avoid losses generated by inflation. War gameplay shows low threshold, great fun and strong guarantee One can register to participate in the war gameplay as long as he has God, but he should get more awards to produce better results. Therefore, player have to give full play to the mutual limitations of different classes and vocational skills God to win the war through clever troop arrangement. War proceeds are deducted in a chain based on smart contracts for ensure that every war is open, fair and safe.





## 3. GAME MECHANICS

### 3.1 Introduction to Gameplay

Fourgods game assets can be freely circulated on third-party marketplaces. Players can purchase Gods and scramble lands through official channels outside the game or exchanging assets through third-party marketplaces. After entering the Fourgods game, players can complete daily tasks, participate in challenges in adventure and war gameplay, bet to access exclusive content, and get a chance to download game resources. They could also get new Gods through recruiting new Gods.

### 3.2 Betting

Fourgods runs the staking process, so for Play-to-Earn users or access certain exclusive areas in the game, the user must stake the access token FOG for access rights. Depending on the amount of FOG wagered, the user will be able to access more and more restricted content/game areas, which they can explore to obtain certain items for in-game consumption or trade with other players.



### 3.3 Daily Gameplay

The game unlocks daily quests, adventure challenges and several other daily game. Players who have 4 or more gods can participate. And the player who participate in daily tasks can get appropriate rewards by completing the behavior required by the task, the reward for the task is a Small amount of FOG . That adventure challenges require the user to pass the appropriate level and have energy to get rewarded. The reward for passing the level is fourgods experience.

### 3.4 Gameplay Fourgods

New Fourgods Recruit After opening Fourgods recruitment gameplay players can recruit new players heroes freely in the game. The new gods can be used to increase the strength of their team, and can also be used to recruit new Gods after gaining enough reputation, or to sell them through exchange. New recruited heroes must meet the following conditions: Players must own their territory. Have at least one God with enough reputation.



The rarity of newly recruited Gods is not higher than the 4 main Gods used for deployment. Appearances and attributes are randomly generated according to system rules. The Earth Attribute and the class of Gods used to recruit new Gods together determine the new God class. The newly recruited god can only be used in adventure and war after completion train on land. During the recruitment process of new Gods, Fog is used for bottoming. When KingsLandingfourgods protocol is activated, FOG will be instantly destroyed. God Upgrade Merge 4 main Gods into a team to participate in PVE adventures, and earn experience when you win and have energy.

When the experience of the Gods meets the conditions of improvement, the level of the gods can be enhanced by consuming the appropriate experience and a number of FOG and the attributes of the Gods will also be upgraded at the same time. The god attribute bonus brought by the level up of the gods only available in PVE adventures. Equipment spare parts upgrade of the gods Each of the gods has 4 pieces of equipment, these parts can all be upgraded. The upgrade of equipment parts can increase the basic attribute bonus which carried, this attribute bonus can be used in PVP. FOG is required for equipment component upgrades. As level equipment components increase, the success rate of the upgrade gradually decreases.





## 4. FUTURE PLAN

Undeniably, blockchain bears the mechanics of the digital asset economy which has a uniform payment method (a token developed based on blockchain technology can be traded and bartered on multiple exchanges without the need connected to multiple payment channels), open source and transparent basis technology without human intervention outside the code rules. This mechanism will eventually become a favorable carrier through which the game developers, agencies, and gamers can coexist in harmony, and together they manage, maintain and optimize the game ecosystem. As for Fourgods, we only created an operable base. This white paper only describes the current development on the shareable game player. This is not a complete representation of our game, and there will be more unimaginable evolution with certainty. The evolutionary direction should not only formulated by developers, but also guided by players who the original owner of the game. The current plans for future updates are as follows

## 5. TOKENOMIC

<i>Private round</i>	<i>: 9.000.000 (18%)</i>
<i>Public raise</i>	<i>: 500.000 ( 1% )</i>
<i>Liquidity &amp; Lp rewards</i>	<i>: 7.500.000 (15% )</i>
<i>Marketing &amp; Ecosystem</i>	<i>: 11.000.000 ( 22% )</i>
<i>Team</i>	<i>: 5.000.000 ( 10% )</i>
<i>Partner &amp; Advisor</i>	<i>: 3.000.000 ( 6% )</i>
<i>Development</i>	<i>: 14.000.000 ( 28% )</i>