# ARKADIA
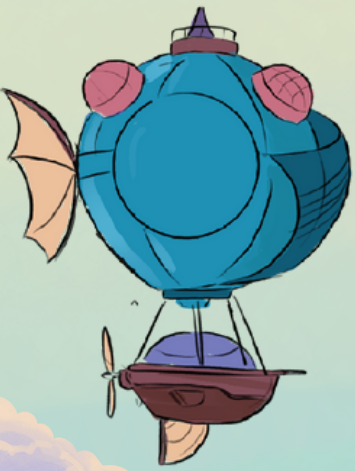
# Whitepaper

## Version 1

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## Challenges

It is the responsibility of any purchaser of $PARK to inform themselves of, observe and comply with, all applicable laws and regulations of any relevant jurisdiction. Prospective purchasers for any $PARK shall be expected to consider the risk factors identified in this section. If any of the indicated risks were to materialize, then they could have a negative impact on the Issuer's finances and operational performance which can hinder the ability of the Issuer to fulfill its obligations under this whitepaper. The challenges and risks are identified by the board team of the Issuer as at the date of registration of this whitepaper. This does not exclude the possibility of there being other risk threats and the purchaser must be aware that the impact on the Issuer may be heightened due to a combination of several risks materializing simultaneously.

One of the challenges of Arkadia is to bring adoption and communities around the theme park. In order for the park to be successful the concept needs a player base that will come to ARKADIA to try its attractions.

As Arkadia undertaking is reliant on the continuous and proper functioning of its technology infrastructure, Arkadia is subject to a variety of risks relating to the proper maintenance thereof. These risks include, but are not limited to, cyber-attacks, data theft or other unauthorized use of data, and other malicious interferences. Certain parts of the infrastructure may be outsourced to third parties; Arkadia is reliant upon technology arrangements developed by such third parties for the running of its undertaking, and it is exposed to the risk of failures in such technology arrangements.

Arkadia is subject to various laws, including regulations and rules issued thereunder, and is at risk in relation to changes in the laws and the timing and effects of changes in the respective legislation. This includes changes in the interpretation therefor which cannot be predicted by Arkadia. The growth of Arkadia and its undertaking is partially attributable to the efforts and abilities of the members of its management team and other key personnel, particularly its board of administration. If one or more of the members of this team were unable or unwilling to continue in their present position, Arkadaia might not be able to replace them within a short time, which could in turn have a material adverse effect on the Issuer's business.

# Contents

# Contents

# Abstract

Since the dawn of time, stories and legends have been told about the Point of Nothing. The point of everything The point that exists outside of space and time. The point where time has no meaning. located on a flat-shaped, floating planet in an empty dimension, surrounded by weird rainbow lights and funny-looking moon-like planets. The Land of Arkadia. A mythical, legendary territory can reshape reality, space, and time. Existing outside of the spacetime continuation Arkadia is an immersive theme park filled with travelers all around dimensions.
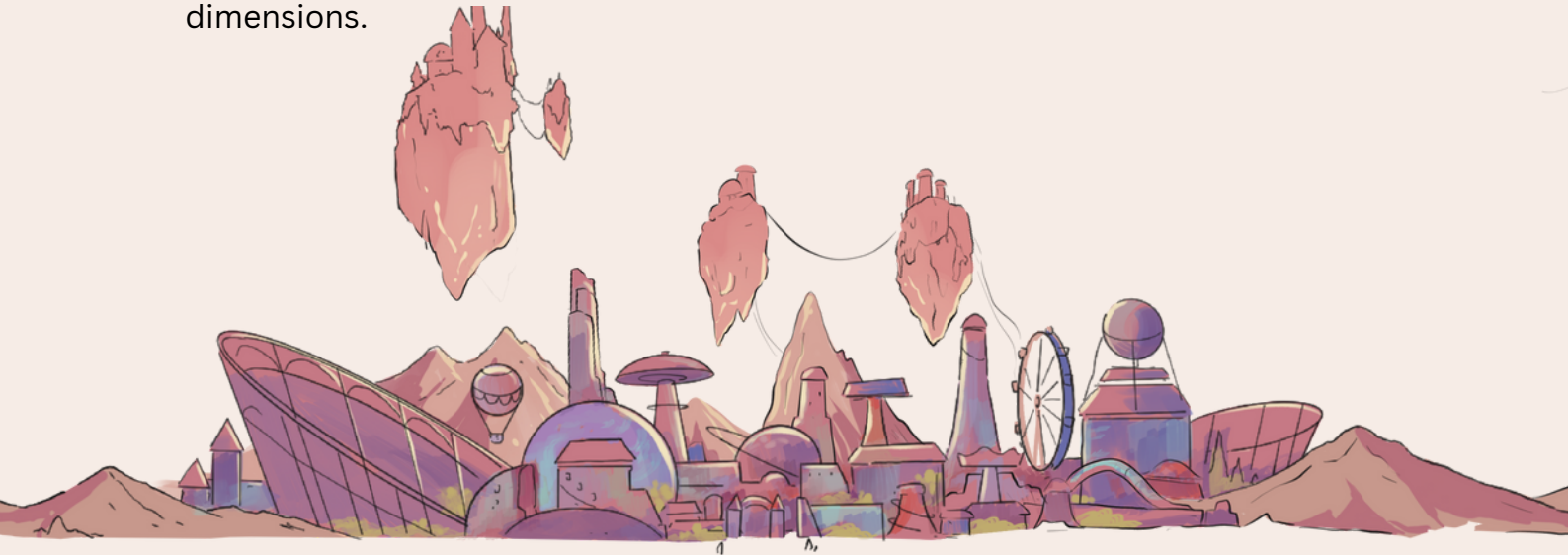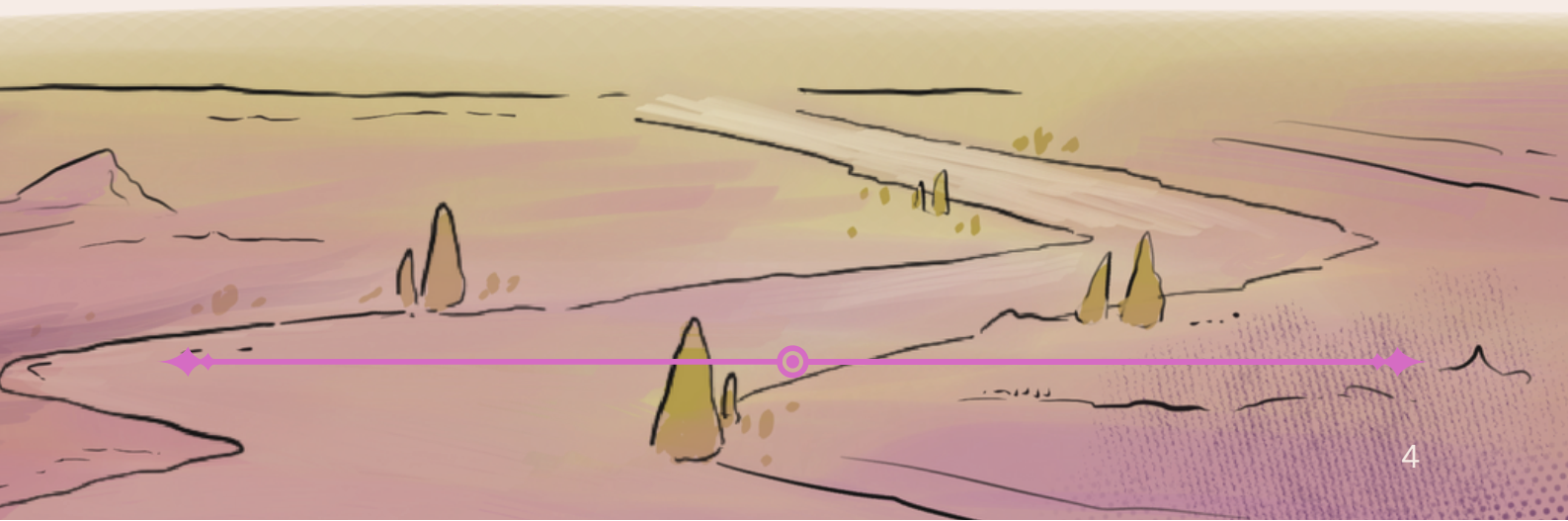
Arkadia is an open-world, multiplayer video game. Players have the opportunity to explore the amusement park and all of its attractions. The game will utilize web 3.0 technology, which will enable the simultaneous presence of several NFT communities. *„ ARKADIA is a destination of amusement for all of its guests"*

# Overview

The team's history begins with the Terra Classic Blockchain/LUNA-based project Lunatic Clubhouse. The intention was to connect multiple NFT collections under the same name. We accomplished this by developing a variety of games in which individuals competed for prizes. Our objective was to integrate NFTs from multiple collections.

Our mission, goal, and core principles will remain the same for our new product, but we will update the brand and how we connect with our audience. Together with One Planet and Polygon Studios, we migrated our concept to a different blockchain. With that said, we now present Arkadia. The first theme park powered by Blockchain technology.

In Arkadia, we intend to build a theme park where various projects can have fun and generate income by participating in a competitive environment. The Park is designed to engage external partners in order to establish a new method of community interaction and engagement. In Arkadia, players will experience a variety of activities and challenges known as Attractions, where they can earn $PARK tokens based on their skills. Players who join ARKADIA will also find a variety of minigames and activities in the park, which makes the experience more immersive.

## Introduction

**Arkadia is a theme park created as a destination for entertainment and experiences powered by blockchain technology.** Arkadia intends to undertake and support various gamified experiences for present or future NFT projects, as well as provide a deeper connection between users, real-time yield farming possibilities, and a competitive atmosphere, to emphasize these benefits.

Through enhancing the gamified metaverse's functionality, Arkadia concentrates on current and future NFT (Non-fungible token) communities. The objective is to encourage web 3.0 acceptance and build a community of virtual players that enjoy blockchain games designed to on-ramp other projects within the ecosystem.

As previously said, ARKADIA will be more than just a theme park for other NFT projects; it will also focus on the growth and acceptance of gamers, adventurers, attraction enthusiasts, and VR experiences. When these essential aspects are put together, building a theme park is simple to explain to the vast majority of consumers and functions as a potent external stimulus in their decision-making process.

One of the underlying goals is to create environments where more people may be exposed to blockchain technology, particularly Non-fungible tokens, by allowing them to try, learn, and earn through a gamified experience. This objective will be achieved through theme park accessibility that is scalable, adaptable, and creates recurring revenue in the fast-paced world of cryptocurrency.

# Project Overview
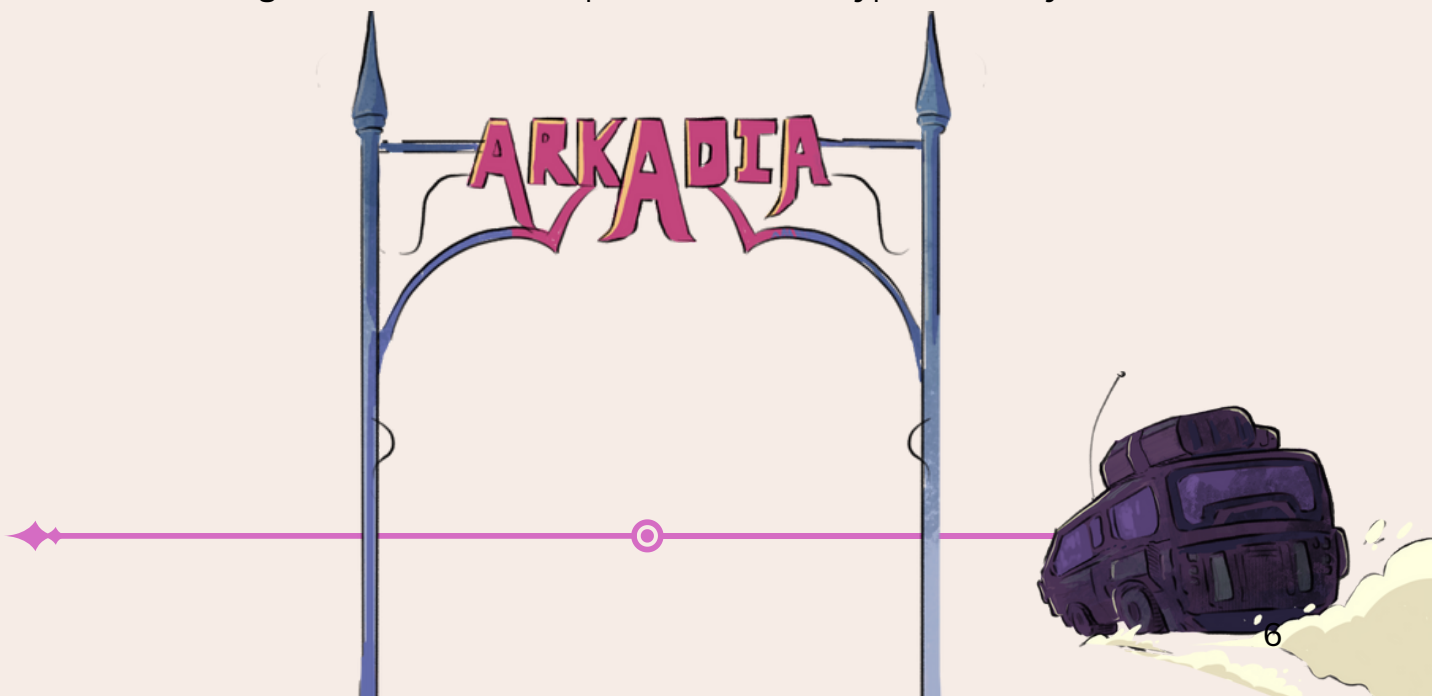


**Blockchain**

As the gaming industry evolved, the in-game economy started playing a big role in the overall expirience. It served in a variety of ways based on the game genre and the benefits it provided to the player.

We believe that Blockchain Technology can provide a new benefit to the user in the form of in-game coins that can function in the game's architecture. To build an organic, sustainable economy that will last for a long time, the model must be consistent and reliable.

The Arkadia Theme Park will be accessible via the Polygon Network. Arkadia's in-game currency will be the $PARK token, which acts as the primary in-game currency. The token serves multiple utilities in the park that are economically viable and have no effect on gameplay. We want to set up an environment where players can earn the in-game currency based on how well they perform.



NFTs, also known as Non-Fungible Tokens, are used to generate scarcity in the park while also introducing several benefits. In our concept, we plan to offer an additional layer for the communities that have emerged around NFTs, while simultaneously concentrating on Arkadia's own different types of NFTs. The ARKADIA NFTs will have multiple use cases, serving as utilities, prizes, and park-specific products.

# Project Overview



Along the journey of Arkadia, the plan is to build an immersive theme park. The scope of the product is to create a brand-new environment in which our community can interact with other communities that join ARKADIA. This compatibility can have a multiplicative effect on the theme park's growth potential. The park will feature two varieties of NFTs:

- **Arkadia NFTs -** These are internal NFTs that have different utilities in the park depending on the type of NFT. In the beginning, Arkadia will offer five types of NFT, each with its unique utility and integration.



## Arkadia Non-Fungible tokens

| 1 ARKADIANS | 1 NATIVE |
|---|---|
| The civilization in Arkadia. | Arkadians can earn revenue in the park |
| 2 ATTRACTIONS | 2 RELIABLE |
| The owners in the park | Have a percentage of the in-come of an attraction |
| 3 EDIBLES | 3 BURNABLE |
| Theme park foods and goods | Consume your edibles and gain perks |
| 4 SOUVENIRS | 4 ACHIVEMENTS |
| Good moments with friends | Soulbound NFTs for your contribution |
| 5 ITEMS | 5 CUSTOMISABLE |
| Cool outfits and drops | Drops from attractions and rewards |

Initial NFTs that Arkadia will supply will have a variety of utilities in the park. The intention is to use these NFTs to recognize true ownership. The NFTs are intended to capture Arkadia's value. Possessing an Arkadia NFT increases exposure in the game economy, granting the owner benefits from the park. Owners will also be able to trade NFTs on the secondary market, with the exception of soulbound NFTs.

## Interopreability

**Travelers NFT's -** We want to create an additional layer to be utilized by other NFT projects. These external NFTs will be featured as playable characters in the game and will receive the same game publicity benefits as Arkadians. Arkadia has incorporated into its design the task of enhancing the utility of other initiatives by incorporating them into the overall system.

We hope that adding new communities to ARKADIA will expand the number of players and individuals who can explore the park. This adds an additional compatibility layer to the project. The ultimate objective is to attract communities interested in Arkadia and its development.

Competiton & Rewards

Playable Character

Traveler NFT

$PARK exposure

NFT customization

**External Projects**
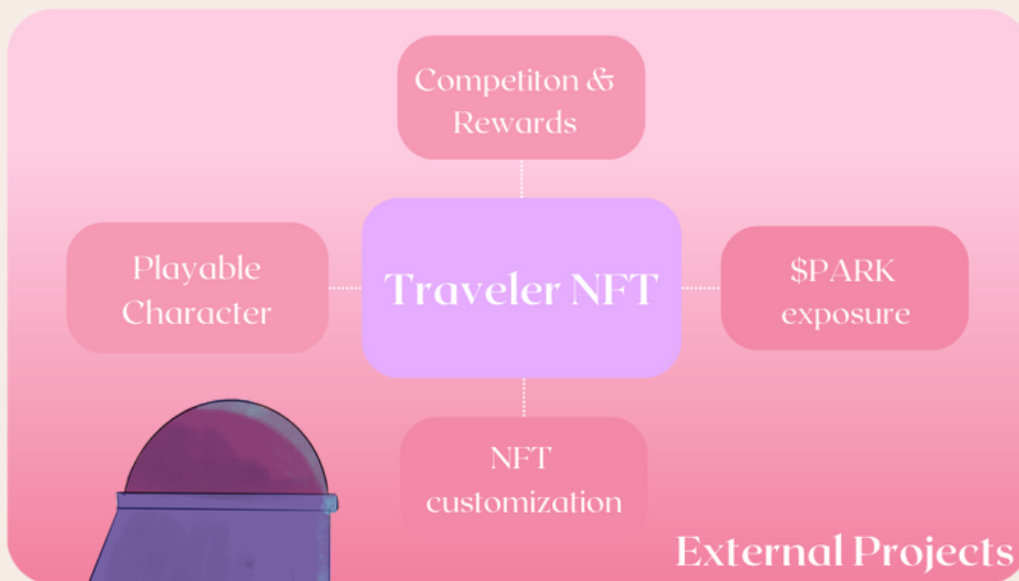
## $PARK

The token $PARK, a mystical mineral found in the theme park, serves as the game's currency. The token will reflect the entire economic system and have diverse applications within the project. The $PARK token is an ERC-20 utility token deployed on the Polygon Network that serves as the ARKADIA transaction foundation. In the park, the token has the following applications:

- **In-game currency** - Players will be able to access the park attraction by paying a fee at the entrance in order to earn and acquire additional rewards for that specific experience. In-game, ARK tokens can be used to buy a wide range of consumable NFTs and character upgrades.

- **Governance** -$PARK is a governance token that enables community participation in the decision-making process. By creating a DAO governance model, our community will be able to take part in Arkadia's board decisions and roadmap in the future.

- **Fee and burn model** -The token will capture a percentage of transaction fees, which will be used to compensate players. A portion of this attraction's revenue will be burned to improve the value of holding $PARK tokens.

- **Arkadia Treasury** - The purpose of our treasury is to fund the development of the theme park and provide high-quality content during the park's construction phase and release. As the park expands, the Arkadia DAO will be entrusted with the treasury funds to make decisions for the following implementations.

**Note**: The token will not be used to enhance the player's capabilities in any of the attractions. The coin will be used, for instance, to increase your level, thereby unlocking additional Defi opportunities. The token will not be utilized to raise the player's strength or to purchase potentially disruptive weapons and equipment.

## Future

We intend to construct a theme park that is fully operational and ready for additional guests. The release of the park's attractions is contingent upon both the development of the Arkadia theme park and the implementation of the protocol, according to our roadmap. Previously, we released a collection entitled "Crew Members". This collection is currently referred to as the Arkadia OGs. The Crew Member NFTs are able to be burned in exchange for an Arkadian.

We want to be transparent with our community by allowing them to try out the game and use the local testnet to determine what features we need to improve in Arkadia as we progress through development.

As we develop our product, our focus is also to grow our community by creating different mini-challenges and mini-games along the way to keep the engagement level of our project high.

We believe that we will be able to build Arkadia in different Metaverses in the future by relocating the entire theme park to a new world. If our objective to integrate other NFT initiatives is successful, we will include them in other Metaverse projects, which will increase the theme park's and our travelers' exposure.

# Project Overview
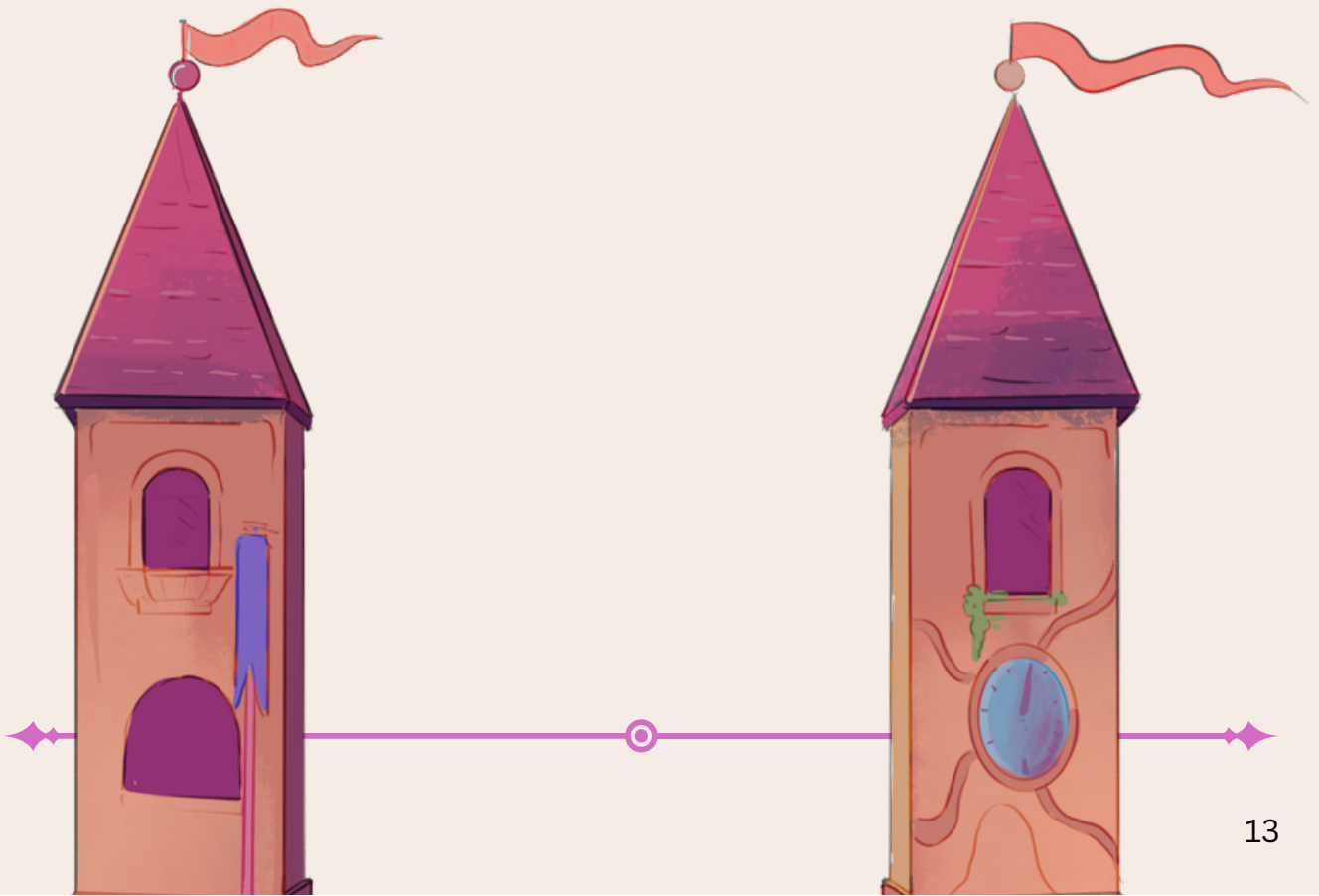
## Research

In the past, we conducted research on the concept of earning while playing for a certain community. In this study, the aim was to determine the market potential for the product and whether or not such a concept is in demand. Our database shows that the research is valid because all of the people who took part in it invested in decentralized currency and 87% of them regularly played video games.



Validity

Videogames

No 13%

Yes 87%

No — Yes

100%

Crypto investor
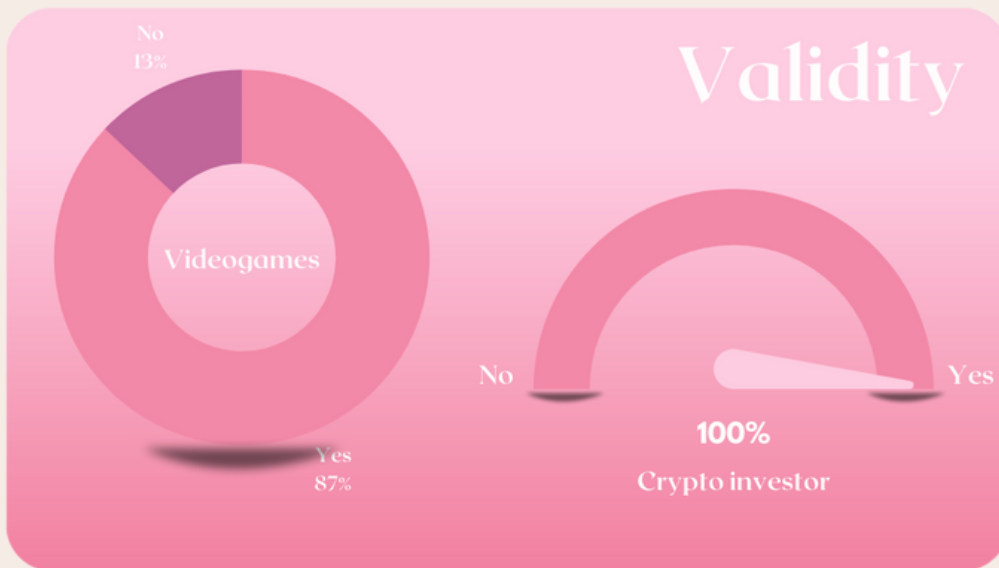
One of the most important factors while conducting this research was to test out how much a person spends playing a video game in a whole week. This data was required to map the consumer profile and the amount of time he spent in a P2E.



Playtime

Per week

40%
30%
20%
10%
0%

Once   Twice   Three   Daily

![Research banner]

Based on this data, the feeling is that the community is divided into two sorts of player types. The gamers who have sufficient time to play the game and those who wish to join the park but have restricted playtime. Therefore, Arkadia is constructing a framework that will satisfy both parties with regard to their entire contribution to the theme park.
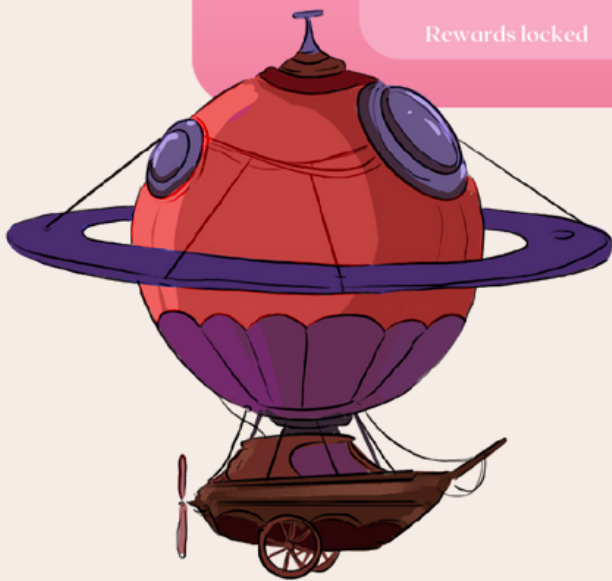
Participants in this study acknowledge that one of the most significant features of a play-to-earn game is the gameplay and whether or not the player would enjoy himself while earning. Here, the data demonstrates that those who invest in the play to earn are most interested in the system integration, as well as the project's awards and other components.



Arkadia Features
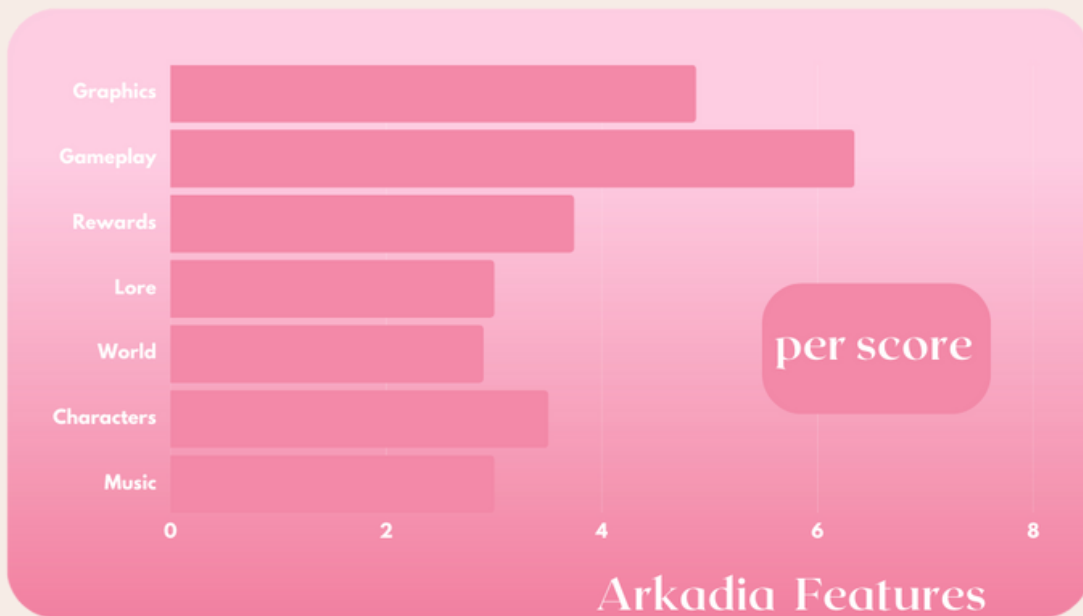
 To ensure a great park experience, Arkadia will allow the community to test the game, get feedback, and enhance the product. On the other hand, each outcome from Arkadia will be precisely tailored to the player's requirements.

## Research

Arkadia is likewise concerned with the barrier of entry. Despite the fact that play to earn appeared to attract a large number of investors, some participants concluded that the entry fee was too high for their investment. Therefore, those who wish to join the amusement park will have the option of entering with a free ticket to experience the park's attractions. Free tickets will allow players to experience Arkadia's attractions, but will have no bearing on the blockchain.

### Barrier of entry

ARKADIA

**Free entry**

Obtain

Access in the park

Access in the attractions

Rewards locked

**Season access**

Obtain

Access in the park

Access in the attractions

Unlock rewards & NFT's
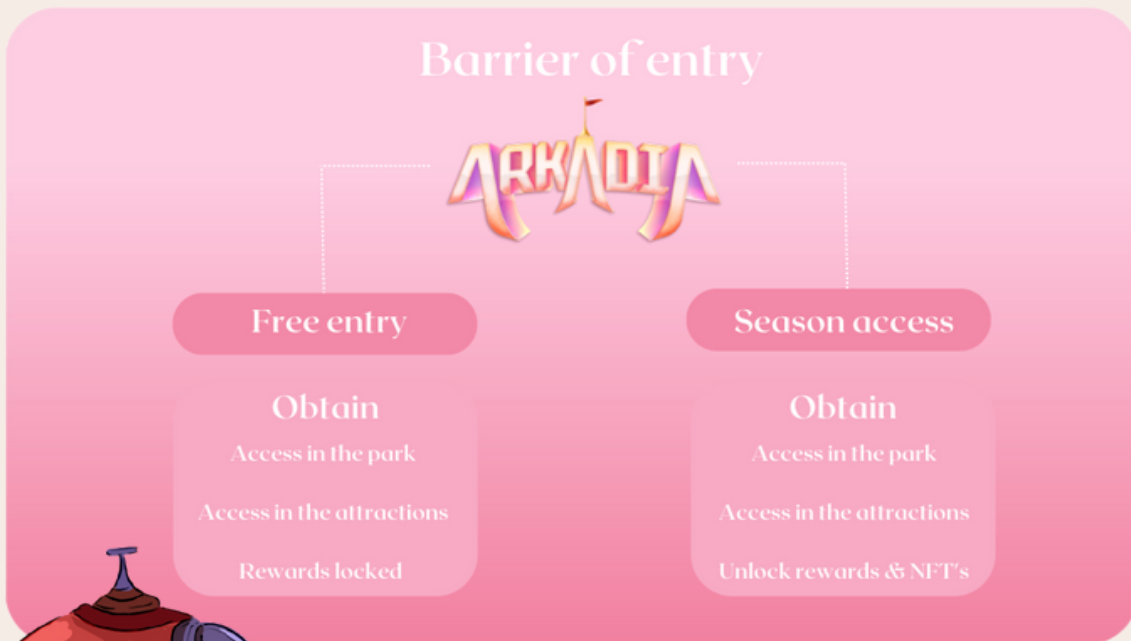
## Research

To maintain the interest of our community, we developed a mini-game titled "A Cupcake Affair," in which players could gather Cupcakes in order to receive an airdrop for the Cupcake Edible. During the development of this mission, we evaluated the concept of community competitiveness. In order to participate in the ,,community leaderboard," players of the mini-game were able to select among 41 communities. After getting feedback on this community leaderboard, we made it one of our design goals to make the park a competitive place.

Starting with this concept in mind, Arkadia will host different seasons for the theme park's competitions. Different NFT communities will be allowed to compete in the leaderboards as both players and community representatives during each season.

## Selling Point

Become the first theme park powered by Blockchain Technology

# The world of Arkadia

## Vision

**Arkadia's vision is to methodically empower and uplift the NFT ecosystem by constructing a theme park suited to the story, background, and beliefs of various collections.**

The strategy is to continuously adapt and learn from the community and contributors by integrating blockchain gaming technology with the yield production process and playing a significant role in maintaining long-term scalability.

Members of the Arkadia community will have full access to all future platform capabilities. Existing communities are integrated into ARKADIA by adding an additional layer of scalability with the potential for considerable economic gains that are not cost-effective for them.

## Mission

Our mission is to become a real-life theme park powered by blockchain technology. ARKADIA  aims to embark on the blockchain capabilities through a gamified experience that has the potential to become the first retail theme park powered by crypto
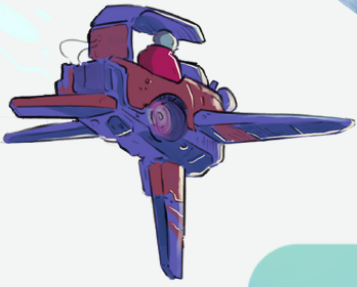
# Growth

ARKADIA's initial objective is to build a community and integrate the system services using the test net to identify problems, errors, and user feedback. As the platform evolves, the ARKADIA DAO will become the central focus of decision-making.

- **Integration and applicability** - Begin building the park before launching the entire project to the wider public by establishing a community to test the platform and its applicability.

- **DAO advancement** - The Arkadia growth strategy will directly benefit the DAO through establishing a strong presence in the Non-fungible token market by introducing an additional utility for the particular project. The DAO will also benefit from the strategic partnerships that Arkadia is forming, which will facilitate the exploration of various options and possibilities.

- **Metaverse expansion** -By creating a theme park where other NFT initiatives can engage, the MetaVerse will grow more immersive. In the future, the project can spread over numerous Metaverses, which lets us build the theme park in other immersive worlds if the community chooses so . Our objective is to grow and expand the theme park alongside our community and other projects that join Arkadia until we can bring everyone to other Metaverses.

By providing an environment where multiple projects may be brought under the same umbrella, will increase ARKADIA's exposure. The aim is to establish the project as an additional layer for other Metaverses to increase Arkadia's reach and visibility.

## Audience

### Target Audience

Crypto Enthusiast

NFT Collectors

DeFi Farmers

Gamers

Theme park lovers

Gaming Guilds

## Partnerships

Is vital to form strategic partnerships that play a significant role in the creation of the projects. Primarily, these partnerships are formed with other NFT initiatives seeking to incorporate a gamified experience and join the ARKADIA mission. Concluding the project with internal and external partnerships will provide massive value

Arkadia will reveal the projects that will take part of the park's inaugural season, as well as the features it will support. Arkadia will facilitate a variety of possibilities for other projects based on the package selected and the board's or DAO's approval of the choice to incorporate the project into the theme park.

## Arkadians

Arkadia's timekeepers are the Arkadians. Nobody knows exactly where or when they first appeared. This ancient race has to protect the timeline by using magical tools and artifacts made from the mineral $PARK, which only exists on their homeworld.

Arkadians are ERC-721-based non-fungible tokens that represent physical characters in the Arkadia theme park. They allow players to represent the Arkadia community in the game and are integrated into the park's economy. An Arkadian has distinct characteristics and a set of animations, including walking, running, jumping, and teleporting. In time, each Arkadian will have a customized version of the NFT in-game that is unique to them.
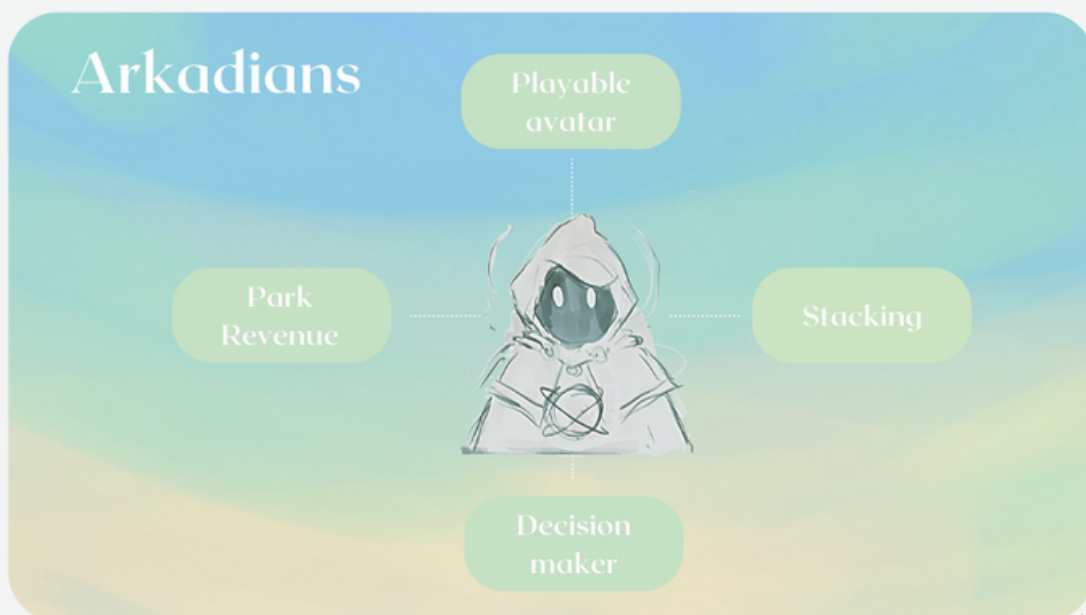


Owners of the Arkadians will be able to stake their NFT by supplying the NFT with $PARK tokens in a Smart Contract. In future the Arkadians will also participate in the decision making process of Arkadia once the autonomous organization is established.
The Arkadians are able to earn $PARK tokens from the fee of each attraction.

## Attractions

Arkadia Attractions are a method for decentralizing the theme park's many games. Each of the Attractions is a revenue-generating business model within itself, and an Attraction Mint will be established once the model proves sustainable.

Each of these attraction lands is given the rest of the percentage that was generated by the attraction, which is not claimed by the Arkadians.
The attractions serve as a source of income for the landowners and will ultimately allow them to keep the park's experience fresh and contemporary. Having skin in the game , the owners' benefits will increase as more people join the attraction. In the end,  owners of the attractions will be able to make decisions about what they own. This would mean that each attraction would have its own sub-DAO.

The attraction represents the games that visitors can play within the park. Depending on the zone of the amusement park, each attraction's gameplay and themes will be distinct. By participating in these attractions, gamers can earn $PARK. There is no certain order in which players can experience these attractions, and it is up to them to decide which ones they prefer.
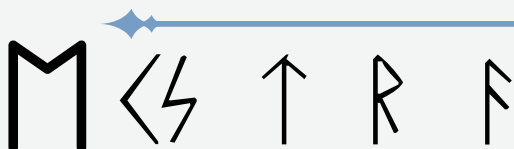
# Attractions

**PVP attractions**: The Player vs. Player attractions are the games in which players compete against one another for $PARK. Before entering a PVP attraction, the player must pay a ticket tax that, depending on the game, represents the rewards he can earn. Ticket prices are capped based on the attraction visited. To preserve their longevity, all PVP games are designed as sum-zero games. The progression of these attractions is recorded for both the single-player and community leaderboards.
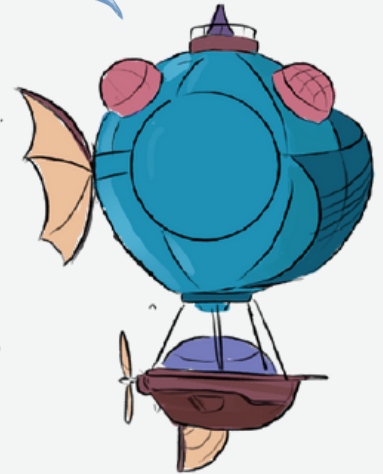
**PVE attractions**: Player versus Environment attractions are games in which players can engage in co-op or solo adventures in which they can gain in-game goods, souvenirs, and NFTs. Having a ticket for a PVE attraction will also allow players to earn $PARK. Players can visit the Haunted House cooperative mission with a PVE ticket and compete on a speed-run leaderboard, for instance. The prizes will be distributed to the weekly or daily leaderboard champions.

# NFTs

## Edibles

Edibles are burnable NFTs, allowing players to spend them in the park's main area to obtain various bonuses for their character. The delicacies are available for purchase at several sweet shops and food courts throughout the park. Every 24 hours, the shop's consumables get new ones, and their qualities and attributes change depending on what they are.

**Note**: that the Edibles will not provide any skill-related enhancements to the attractions. The goodies can only be used in the main areas of the park to get free admission to attractions or other bonuses as advertised.

## Achievements

The achievements are soulbound NFTs that serve as park achievements and can only be destroyed by the owner. The non-fungible tokens of Soulbounds cannot be traded on the secondary market. Achievements will be used to keep track of how far each player has gotten in the game and to store information for each wallet taking part in Arkadia's first season.

## Souvenirs

The Souvenirs are in-game NFTs that serve as the main way to customize the character models. The non-fungible tokens Souvenirs have a limited supply and can be traded on the secondary market. Besides the different outfits that can be created with Souvenirs the most valuable ones are mounts.
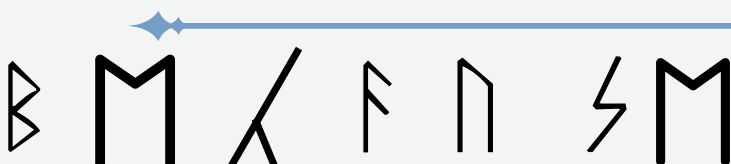
# Stakeholders

Arkadia will use a five-stakeholder model to ensure the project's security and scalability. Smart Contracts are designed to distribute the park's revenues across five wallets in order to provide a superior user experience and a recurring system.

1. **The Redistribution Wallet**: Ensures that the benefits gained by the attractions are shared between the land and Arkadian holders.

2. **The Burn Wallet**: is designed to store tokens generated through transaction fees. Each season, there is a burn that reduces the supply and deflates the $PARK token.

3. **The Competition Wallet**: is intended to ensure that a prize pool for the communities is produced each season. The $PARK generated by the attraction is placed in a wallet whose true value is always visible to the players, much like a jackpot for which they all compete.

4. **The Staking Rewards Wallet**: This wallet was developed to assure the sustainability of stakers' rewards. is intended to reward token holders who actively lock funds into smart contracts. Once the DAO arises, it will begin decentralizing gradually.

5. **The Treasury Wallet**: is designed to ensure that game-generated revenue is redistributed to support the ecosystem's growth. As we adopt a DAO/community-driven solution toward a decentralized model for the benefit of the token ecosystem, the token allocation of this foundation pool will become increasingly decentralized.

## Revenue Steams
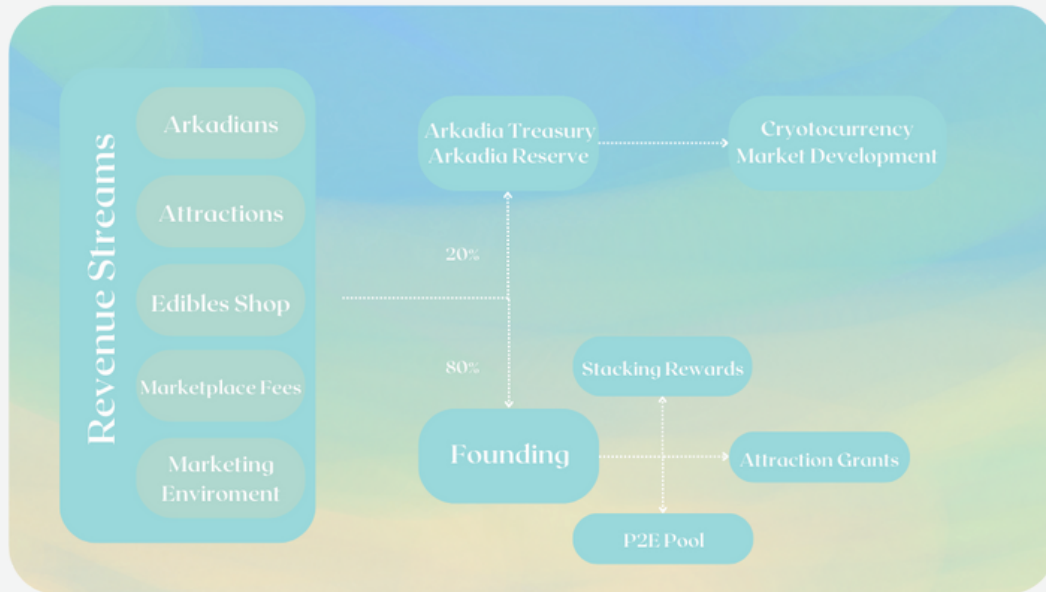


| Arkadia revenue Streams allocation/distribution | |
|---|---|
| Arkadian Sales | 10% of the sale goes to Arkadia Treasury locked for 6 months & 10 to Arkadia Reserve locked for 12 months 80% goes to The Foundation to assure the game development, stacking rewards and P2E |
| Attraction Sales | 10% of the sale goes to Arkadia Treasury locked for 6 months & 10 to Arkadia Reserve locked for 12 months 80% goes to The Foundation to assure the game development, stacking rewards and P2E |
| Attraction Fee's | 10% will go in Arkadia pool which will be redistributed as follow:20% season 1 Pool 50% will be burn 30% Redistributed to Arkadians / Attraction owners |
| 2nd market sales | 2% fee for every transaction on the secondary market for all the collections |

# System

The exploration of Arkadia is open to any, holder of an Arkadian or Traveler NFT. To test the attraction one must pay an entry fee to access an attraction. The player is eligible for a pool of the game's cumulative fees. The competitive atmosphere generated by PvP games enables the model to become self-sustainable. The entry ticket includes two distinct components: the prize pool and the Arkadia Fee.

The Prize Pool consists of the cumulus of tokens added to a game as a prize pool. This pool is redistributed once the game decides a winner or when a certain player decides to end the game.

Arkadia pools represent the protocol fees. Their primary purpose is to fund development and return value to holders. The amount in the tournament pool will be distributed to the holders of the NFT community that wins the championship. A significant portion of the fee added to the Arkadia Pool is burned, transforming it into a deflationary asset. One of the most important parts of tokenomics is the redistribution to the Arkadian NFT holders and the Attractions NFT holders.

A smart contract holds the prize pool funds in escrow until a winner has been determined. Because the cash-flow-positive plan and the escrow payment method are in place, the model is sustainable, and the park can't run out of money.

**Note:** The pool percentage is subject to change depending on the season and the attraction. Once the first version of our DAO is set, the community will be able to modify the percentages.
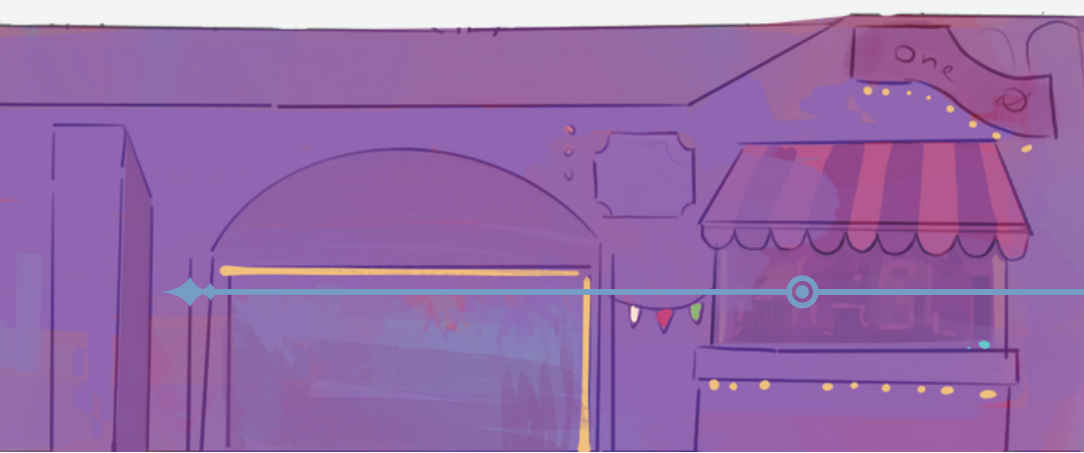
# System
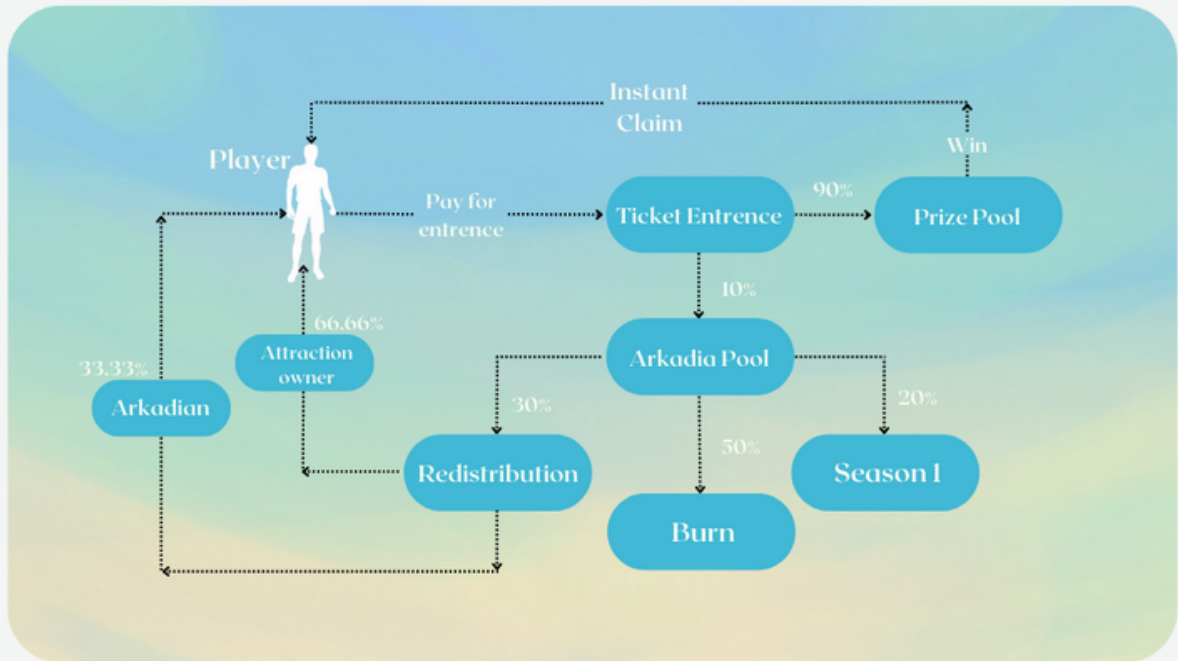


*Attraction system brakedown*

# Benefits

The concept's intention to provide a balance between the two types of players who might visit the park is one of its added benefits. Those who have the funds but lack the time to play, and those who have the time to play but lack the funds.

Due to the leveling system and the added APY benefits, players who level up specific NFTs from their collection receive a benefit in the form of a new trait added to them via the modular protocol. Once the NFT is leveled up, the APY rewards are considerably bigger compared to a non-leveled NFT, and users can sell leveled NFTs for a profit on the secondary market as a result of grinding and selling them.

**ARKADIA**

## Roadmap

The roadmap is build in multiple phases each mandatory to construct the theme park. Each phase is designed to capture both game development and the blockchain integration inside Arkadia.



**Sketch Phase** → **Color Phase** → **Build Phase** → **Test Phase** → **Launch Phase**

Sketch Phase:
- Website launch
- Migrate to Polygon
- Reasearch & Brainstorm
- Cupcake Affair
- mini-game
- Present Arkadia
- Revamp Lunatic Clubhouse
- Early Prototyping
- MVP Launch

Color Phase:
- Whitepaper V1.
- Arkadians OG Burn
- Airdrop Cupcakes
- Strategic Partnerships
- mini-game
- Spce rekt cafe
- Arkadians Announcement

Build Phase:
- Arkadians Mint
- ???
- mini-game
- Full Production
- Storyboarding, Story telling

Test Phase:
- Reveal attractions
- Private Token Sale
- Marketing Awerness
- Attractions Early Access
- mini-game
- ???
- TGE

Launch Phase:
- DAO V1
- Stacking System
- New Partnerships
- Attractions

## Game overview

### Game Concept

- Arkadia is a multiplayer open-world game in which players can explore a theme park wherein various projects compete in multiple games known as park attractions.

- Along with their friends, players will explore the park's attractions while representing a community that will be featured in the park.

- Arkadia will be a play-to-earn game, meaning that players will be able to earn $PARK tokens by interacting with various attractions or engaging in combat with other players.

### Game genre

Since ARKADIA will feature a variety of games inside the park, there will be a variety of game genres. If we disregard the attractions, ARKADIA is an open-world game in which players can choose their goals and activities within the park.

The attractions are going to be different games based on the zone, concept, and objectives. The attractions will vary as follow :

- **Strategy**
- **FPS**
- **TPS**
- **RPGS**
- **Simulations**
- **Puzzles**
- **Party games**

## Design Pillars

ARKADIA design pillars represent the core foundation of the project and define the park's essential features. There are five pillars that must exist in the park for the project to be successful. The list contains these five pillars, which are organized at random :

**1. Defi economy and Non-fungible tokens integration**

**2. Multiplayer Community Competitions**

**3. Open world exploration**

**4. Multiple games and activities**

**5. Accessible and fun visuals**

These pillars are the essence of Arkadia, and each one represents a feature that will be added to the game. They serve as the development process's guide, as information and development will begin with the game's principle in mind.

### 1. Defi economy and Non-fungible tokens integration

Arkadia guarantees the game's integration with blockchain technology. As part of the mission to connect NFTs in the park that can compete with one another, a number of steps will be required in this section. In addition, the game's economy is a component of this pillar. The token $PARK must be implemented in the game as a reward and as the primary currency for the game economy.

### 2. Multiplayer Community Competitions

This pillar refers to the game's gameplay and overall design. Arkadia will be a multiplayer game in which players compete against one another in various PVP and PVE attractions to climb the leaderboard and earn tokens/NFTs. Additionally, depending on the NFT that the player represents, the NFT community will climb the leaderboard. Weekly quests and competitive features will allow players to gain more experience within the park, thereby increasing their chances of receiving additional rewards.

## Design Pillars

### 3. Open world exploration

This pillar refers to the exploration of the park. The player will be able to explore the park and partake in Arkadia attractions whoever they wish . In ARKADIA, the aim is that the player feels compelled to explore the park activities with his friends and to create his or her own story and moments.

### 4. Multiple games and activities

In the park, various games and activities will be developed. As the player explores the attractions, each attraction will be unique based on the area and game chosen. The mechanics will vary based on the game, with running, idle, jumping, and taunts remaining the core mechanics in each attraction. The majority of the games will be designed with a third-person camera, while others will use a first-person camera.

### 5. Accessible and fun Visuals

As Arkadia should be accessible to a wide range of players, the game will feature pop-culture cartoonish visuals. When the player enters the park, all the assets will be designed based on the concept models of the 2D artist and will showcase the colors and features of our NFTs to create an immersive experience for the player.

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## Magic Moments

This section describes the moments in which a player will be contemplating Arkadia. They are arranged in no particular order and are subject to change once testing begins.

- **Choose the NFT community that you will represent**
- **Explore the park areas, shops, and mini-games**
- **Choose your favorite attraction (playstyle)**
- **Cutscenes and pop-up events**
- **Meet and compete alongside your friends**

**Choose the NFT community that you will represent** - This is the moment when the player enters the park and can join the season with the NFT he wants to represent in the game.

**Explore the park areas, shops, and minigames** - At this point, the player is in the main park area and can interact with various activities, shops (Souvenirs, Sweets, etc.) that serve as XP and perk boosters, and minigames... As in reality, these NFTs will be able to be burned.

**Choose your favorite attraction (playstyle)** - This moment signifies the player's choice and playstyle. Arkadia is aimed at a variety of players who favor shooters over puzzle games. Incorporating a community leaderboard into the system's design enables players to have a preferred play style while still contributing to a collaborative effort.

**Cutscenes and pop-up events** - We are utilizing Cutscenes and pop-up events to enhance our overall experience. The use of cutscenes will augment the immersion between the player and the park. As for pop events, we are seeking to create small events in the main area (such as music performances, animations, and player competitions) that will add an element of surprise and attract people to the park to see what's going on.

**Meet and compete with your friends** - We want to give players the opportunity to enjoy their favorite attractions with their friends. They can form alliances between communities or betray one another if they represent a different project( for example in the shooter). The decision is up to the player!

## Tickets

The first interaction in the park for the player is going to be to choose the type of ticket you want before moving forward. There are going to be two types of tickets. **The visitor ticket and the traveler Ticket.**

**The visitor ticket**: allows players to explore the park and play attractions for free but without any interaction with the game economy.

**The Traveler Ticket**: allows players to explore the park, compete on the player leaderboard,  community leaderboard, earn $PARK tokens, NFT'S, and level up their profile for better Defi opportunities. In order to obtain this ticket the player must have either an Arkadian NFT or an NFT from the projects that will participate in the season.

# Progression

The game's playable characters will be represented by various NFTs that will join ARKADIA. The player must use the stacking system to track the progression of a specific character in order to advance in the game. The character's advancement will be determined by the level he has within the park.

The level reflects the progression of the player's games and activities. After completing attractions, events, or minigames, experience points (XP) will be awarded to raise the level. The higher your NFT's  level, the better DeFi Apys and earning opportunities will be unlocked.

Within the park, players will be able to use edibles to enhance their experience. The character's level will not affect the subject's abilities or skills, but it will track the character's progression and involvement within the park. If the level is increased, the player's APY will increase. The system is designed to unlock the full potential of our $PARK for max-level players.

By incorporating a leveling system within the park, we hope to encourage players to spend more time in the attractions, even if they cannot win every competition.

On the other hand, it allows players to level up various NFTs from partner communities and sell them on the secondary market. By doing so, they added value to an NFT while simultaneously enhancing the utility of the partner collections.

The plan it to earn experience based on the  Fibonacci Curve model. Beginning with a required experience, the leveling system grows based on the Fibonacci sequence by adding the last two required experience from the previous level to the current level.

# Seasons

Arkadia will be released in Seasons. Every season, five new attractions will be added to the theme park for players to experience and explore. In the first season, the game will release the Main district of the theme park along with five attractions that are fully operational.

**Arkadia Seasons**

Season 1 will be accessible to players, allowing them to play and earn in the park. To participate in Arkadia Seasons, a player must acquire an Arkadian or other NFTs that are participating in that season. Joining the game in a certain season unlocks all Defi opportunities, including stacking, liquidity pools, and the chance to earn $PARK tokens by defeating other players, climbing the leaderboard, leveling your character, and contributing points to the community.

**Leaderboards**

The leaderboards are going to track the progression of individuals and groups. There are going to be two types of leaderboards:

**Player leaderboard**

This leaderboard will track the progress of individual players as they progress through the game. This means that players who earn points in attractions will be accumulated on the leaderboard. Once the season concludes, these points will be used to determine which players will receive prizes from the reward pool.

**Community Leaderboard**

This leaderboard will represent the points earned by each player for their respective community. The player can participate in seasons if he possesses one of that season's NFTs. For instance, if a player has an NFT and stakes it in Arkadia, he will be eligible to compete on this leaderboard. Similar to the player leaderboard, the communities with the most points at the ending of season 1 will receive prizes from the rewards pool.

## Game loop

The game loop represents the activities that players will perform in the park and what will incentivise them to return to ARKADIA. Each step is designed to make the player feel in charge of the decisions he makes in the park and how his gameplay will start to unravel. In order for the player to return to the park, he must feel rewarded and always be in search of exploration or improving his game skills.



Choose a community

Explore the park

Play an attraction

Level up/ climb Season 1

Win $PARK NFT'S

ARKADIA

## Park zones

### Backstory

**Park Landscape**

The park itself was a place symbolizing the unity and joy of life. The park was so vast that you could see the edges of the planet from the games that were located on the outer zone.

The park consisted of three separate districts. The Inner, the Middle and The Outer district. Each one had its own meaning. The Inner district could be found at the center of the park, where a small village with stores and several accommodations were available, food, drinks and a lovely plaza, where all the visitors could gather and spend time together. Feasts, drinks and dance was all everyone would need after the visit to the Park. And the favorite treats of everyone…

The Middle and the Outer districts, consisted mainly by the games and attractions of the park. Each district was divided in smaller areas. Each area had different theme games depending on the landscape they were build on.  The difference between these two districts were that in the Outer district, visitors could interact with attractions & games of higher difficulty, while the ARK metal severely changed the morphology of the land.

**That was the beauty of Arkadia.**

# Park zones

**Location:  Wildland**

As you enter the location you become one with nature. Tall and beautiful trees as far as the eye can see. Animals living in harmony, others nesting in tree trunks and others on the ground. The rustling of the leaves and the magnificent songs of the birds welcome you in this location, and relieve you of all thoughts you previously had. The tree germination is so dense that hardly any light passes through. As you walk further deep, some creatures might approach you to let you pet them or play with you. After a while you reach a glade. You have never seen anything like this. In the center there is a lake, where the travelers can take a rest to drink water or even swim.

Animals do the same. Around the lake there are flowers of every color, surrounding the water like a rainbow. It makes you think that someone made that look so beautiful. But no, nature is the sole and most talented creator. While staying there admiring the scenery, you hear the healing sound of running water, but you can't see where it's coming from. Moving a little further you see rocks proudly embraced by ivy, just like a young kid proudly wears its new clothes. Because of the density, they also hide a small waterfall that falls in to the lake. If you follow the river that creates this waterfall uphill you realize is getting a bit chilly. The beaty becomes more raw.

 It makes you think that creatures might not be so welcoming here. If you take the decision to climb one of those tall trees the scenery will reward you and you will also see a hill with snow on top.
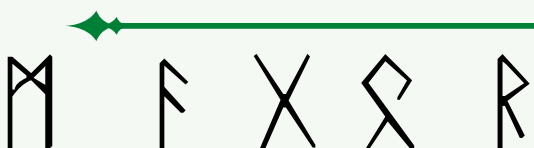
## Park zones

**Location: Dreamland**

Visiting Dreamland you have to be prepared for what you'll meet there. It is a location where fairies live. Fairies create many illusions so no one really knows what this place really looks like.

Most of the fairies that live in the outer Dreamland are low level and young and produce pleasant illusions, things that you dream to become, glimpses of your future maybe, vision of the things you love. But there are some fairies, which live in the deeper Dreamland that are older and more powerful, that we'll make you confront your biggest fears, your failures. But those who manage to pass them always come back stronger than before. Also, in Dreamland one can find many small houses to stay.

Many never came back from Dreamland because they found the illusions better than the reality they live in. This location is calm, you can hear no sounds, except the mumming of the fairies if one comes really close to you... but you can't understand what they are saying.

Dreamland doesn't have many trees, but the variety and plethora of flowers there is like no other. Fairies love flowers above all. In the center of Dreamland, where the elder fairies live in, there is a huge palace. This palace is made of flowers and vines, with no doors or windows. Only those who are willing to confront their fears are granted entrance and the fairies magically "open" a passage through the flowers.

# Park zones

**Location: Mystic**

The forgotten land, so much mystery surrounds this location. Maybe this is the reason that attracts so many adventurers. The entire land is a riddle itself from the ancient times. Big houses, palaces, fountains and shops, abandoned now to nature, show hints that this location might once was the jewel of Arkadia. Statues across the road of what it seems like mighty warriors. And with every warrior a pet of the mightiest creatures known; lions, bears, wolves.

Everywhere you can see runes carved in houses or fountains. It makes you feel that they want to tell you a story of what once was here. Though no one can decipher them. A dead language in these days so it is not known what happened here. Further in the Mystic land you come across a castle. The magnificent thing about the castle is that it's levitating.

Till this day the entrance is not found. Under the castle, there is a huge fountain with no water around which one can see twelve statues of the mighty warriors with their pet dragons by their side, guarding the fountain. One can assume that theses warriors were the Royal Guards of the King leaving in the castle. It gives you the impression that if you come any closer they might come alive. So much mystery surrounds this location and it is believed that if you enter the castle all the mysteries will be solved.

The mystic location has some trees here and there but the trees look dead, they don't have leaves or bear any fruit. The only animals you might see are either strays, abandoned and forgotten or creatures lost from their homeland.

## Park zones

**Location: Futureland**

In the Future Land, water is the dominant element. Large lakes, silent rivers, beautiful waterfalls. And where land manages to stand its ground, one can see magical glowing plants and wooden constructions, home of fairies that live in these woods. Small islands emerge on the surface of the lakes, easily approachable by visitors via small wooden carved boats, travelling through the canals, that act like the neurons of the brain; connecting everything, creating a large "web" of crystal clear water.

Huge lakes, never ending rivers, trees and water creatures all gathered in one area. However, the most majestic of all is the floating city, Zangar. Located above the Great Lake, nowhere near its surface though.

Floating mid air. With waterfalls running down from one side and reverse waterfalls running up, defying gravity, on the other. Accessible by the numerous grappling hooks placed near the edges of the city, making it a worthy challenge for every traveler to try to get on top. And what a reward one receives once the challenge is complete. The view from atop is magnificent. And the plethora of available goods among the city's trade districts is amazing. The fairies that "run" the city are always full of hospitality and kind hearted, making sure any traveler is well accommodated and taken care of. Anyone that has ever visited Zangar left with one thing in mind: "when will I come back…?"

## Park zones

**Location: Nightmareland**

The Nightmare land is a weird and spooky place. Some inhabitants call it the "Dark Forest". Weird looking big trees and scarecrows with pumpkin heads are watching over anyone who dares to cross their dead eyes... As if they can turn their still heads and keep following your every step...The only light one can count on comes from the lanterns surrounding the path. Whispers and scary sounds can be heard all over the place. Cracks on the ground spit out flames that turn blue before they immediately disappear like they never existed. Abandoned gray buildings with broken windows can be vaguely seen in the darkness of the forest.The attractions happen there. Every time you step inside their yard the party begins.

Giant spiders are now inhabitants of the abandoned farms, covered in their weave. Caves hidden under every hill and every small mountain hide the unspeakable creatures lurking in every Arkadian's worst nightmare. Just strolling along the roads of the Nightmare Land brings one goosebumps and the undeniable desire to turn back and never return to such a foul place. However, once the fear becomes part of oneself, then this eagerness to flee disappears. And it is replaced by the gloomy admiration of such a dark but mysterious place.

The abandoned farms become a new part of the adventure; what one might find there? Left behind by the original owners that fled in fear... The lonely caves are full of wonder themselves! Will there be loot inside? Hidden treasures? Or just dirt and danger? An Arkadian might be scared... after all, it's only humanlike to be afraid... But an Arkandian, also understands that the only time to be brave is when you are scared. Therefore, Nightmare Land is not a Dark Forest for them... just a "Less Bright" one...

Arkadia uses blockchain technology to record the ownership of assets and tokens, allowing players to freely transfer, sell, and utilize them. All assets are stored on the Blockchain, and all Arkadia transactions are public.

There are three different protocols ARKADIA will use for the in game assets:

- **ERC-20 for the token $PARK.**
- **ERC-721  for the Non-Fungible tokens, storage and trading.**

## Technology integration

Arkadia is going to be developed with Polygon Network. Polygon, formerly known as Matic Network, is a scaling solution that aims to provide multiple tools to improve the speed and reduce the cost and complexities of transactions on blockchain networks.  Polygon is a layer-2 network, meaning that it acts as an add-on layer to Ethereum that does not seek to change the original blockchain. Polygon is a  multi-level platform which aims to scale Ethereum thanks to a plethora of side chains, all of which aims to unclog with the main platform in an effective and cost efficient manner.

**Arkadia is building on Polygon for the following reasons:**

- **User experience** - Unlike Ethereum, Polygon has zero-gas transactions when it comes to purchasing assets from the secondary market. This is why a lot of Crypto games use Polygon Network since the user experience when making different transactions is significantly better.

- **Interoperability** - Polygon acts as an 2-Layer to Ethereum Blockchain which also the network to support applications or to create bridges with external systems.

- **Security** - Polygon is using a modular security which can be provided Either by the Ethereum Blockchain or by a pool of professional validators.

- **Scalability** - Ethereum blockchain is the most dominant one in terms of applications development, which Polygon network can interact with.

**Marketplace**

All Arkadia assets will be listed with OnePlanet marketplace.  OnePlanet is a marketplace founded on Terra Luna blockchain and migrated to Polygon in 2022. OnePlanet managed to migrate more than 60 collections from LUNA to Polygon. OnePlanets mission is to become the most dominant marketplace on Polygon.

Arkadia made a partnership with the marketplace since it provides a very good user experience on their application, a secure KYC process for the projects that work with the marketplace and a team that is focused on growing the NFT ecosystem on Polygon.

All the Arkadia NFT's will be minted and listed on the secondary market on OnePlanet. We believe that partnering with OnePlanet will assure our users a performant experience when it comes to trading items and with the KYC process for the projects, clients of the marketplace are more secure.

## Interoperability
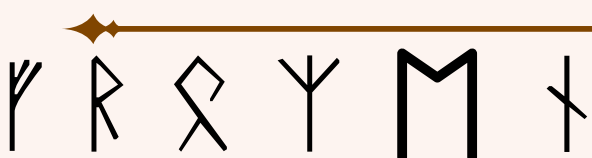
All tokens that we use are ERC-721 and ERC-20 which allow us to integrate them in the game both by adding and rendering assets based on the ERC-721(NFTs) and also integrating other ERC-20 tokens. At the same time our origins assets are created in order to be metaverse ready also being able to be used in other protocols and games. Arkadia is distributed in 6 types of tokens:

- **PARK** ( in game currency of the whole project)

- **ARKADIANS** ( In-game avatar that can be traded in marketplace)

- **ATTRACTIONS**( ownerships of attractions that can be traded on the marketplace)

- **EDIBLES**(Burnable tokens used to give certain attributes, tradable on marketplace)

- **Souvenirs**( In game tokens can be traded on the marketplace, They are ERC-721 tokens)

- **Achievements**( In game tokens can be traded on the marketplace, They are ERC-721 tokens)

| Tokens | Standard |
|---|---|
| PARK | ERC-20 |
| ARKADIANS | ERC-721 |
| ATTRACTIONS | ERC-721 |
| EDIBLES | ERC-721 |
| SOUVENIRS | ERC-721 |
| ITEMS | ERC-721 |

## Meta Transactions

Meta Transactions are transactions whose data is created and signed off-chain by one person and executed by another person who pays the gas fees. Once the transaction is executed, the proxy is verifying the signature which moving forward it will be signed on under the Smart Contract. Meta Transactions allows.

# Technologies
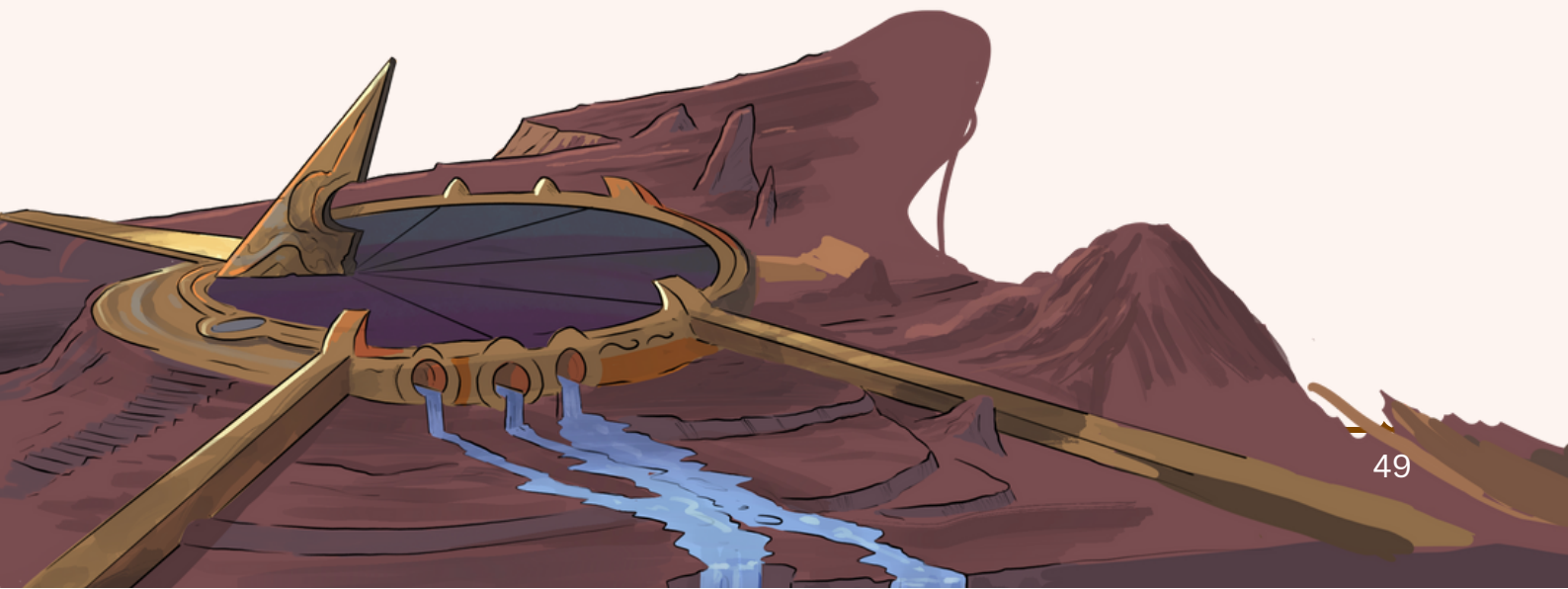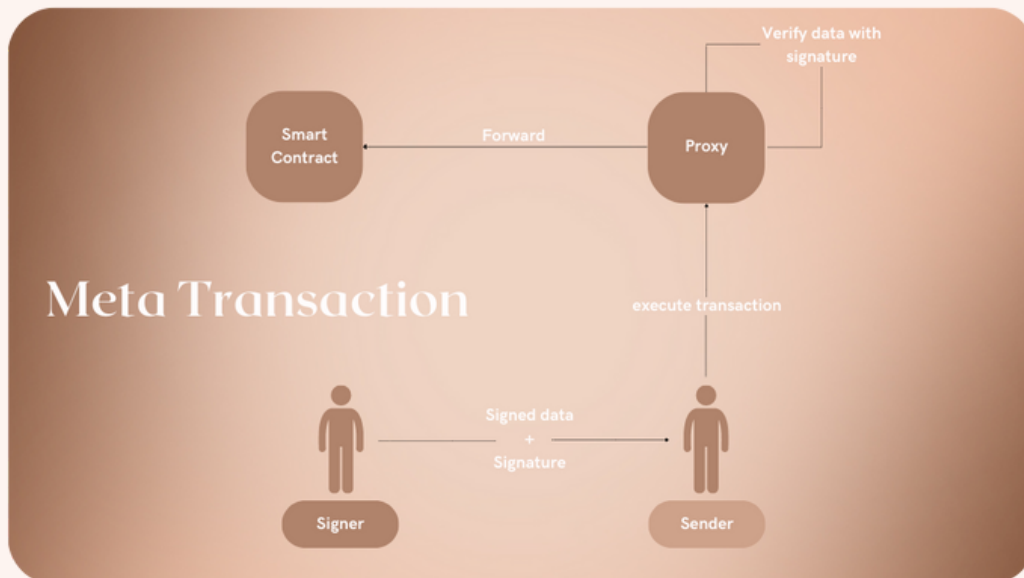
## Solution Breakdown

The Arkadia structure is based on several interactions with the blockchain. Players will be able to join each season by validating their MetaMask wallet in the game. Once the validation is completed the backend will secure the network between the game and the wallet. The backend then uses the Smart Contracts of the internal and external tokens ( other ERC-721 partner tokens) which register the data in our local servers. The data is then transmitted inside the game in order to operate the actions from that specific token.

For testing purposes ARKADIA will use local servers in the beginning. As the project grows ARKADIA is looking to change the servers into Cloud Server to increase the efficiency and frames-per-second in the Park.



System
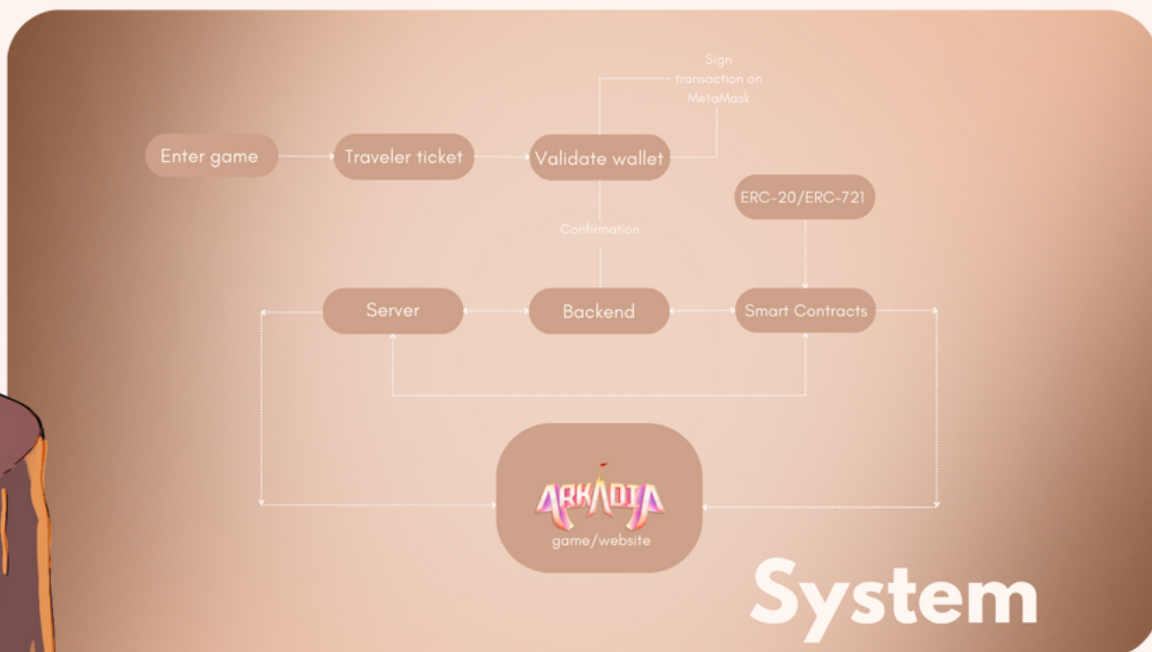
## Wallets & Security

It's imperative to understand that we make sure that storing the cryptocurrency assets provided to our wallets one of our main priorities. There is an ongoing debate between which one of them is better and that's the reason we chose to use them both emphasizing on their advantages.

**Hot wallets** - They are made for the everyday use of the assets in that wallet. Them being always connected to the web offer a seemingless way to do fast transactions for day to day activities but lack one really important thing which is security.

**Arkadia hot wallets**- Competition wallet, Collaboration Wallet, Game development Wallet.

**Arkadia cold wallets**- They are vastly considered the more secure way of holding cryptocurrency due to the fact that they are not connected to the internet. You only connect the cold wallet to the internet when you want to make a transaction. Our choice of Cold Wallet is a Hardware Wallet serving as signers to two multisig wallets.

**Our COLD wallets**- Treasury wallet, Reserve wallet, Stacking wallet, Smart Contracts Deployer

# Team

The Core team is made out of 12 members with additional four members that join the calls regularly and add comments on all project departments. As mentioned our back-end is made in partnership with OxPionners team developing and deploying the smart contracts of Arkadia. The team is working primarily only for Arkadia and it's looking to deliver a fun and quality product for the community.
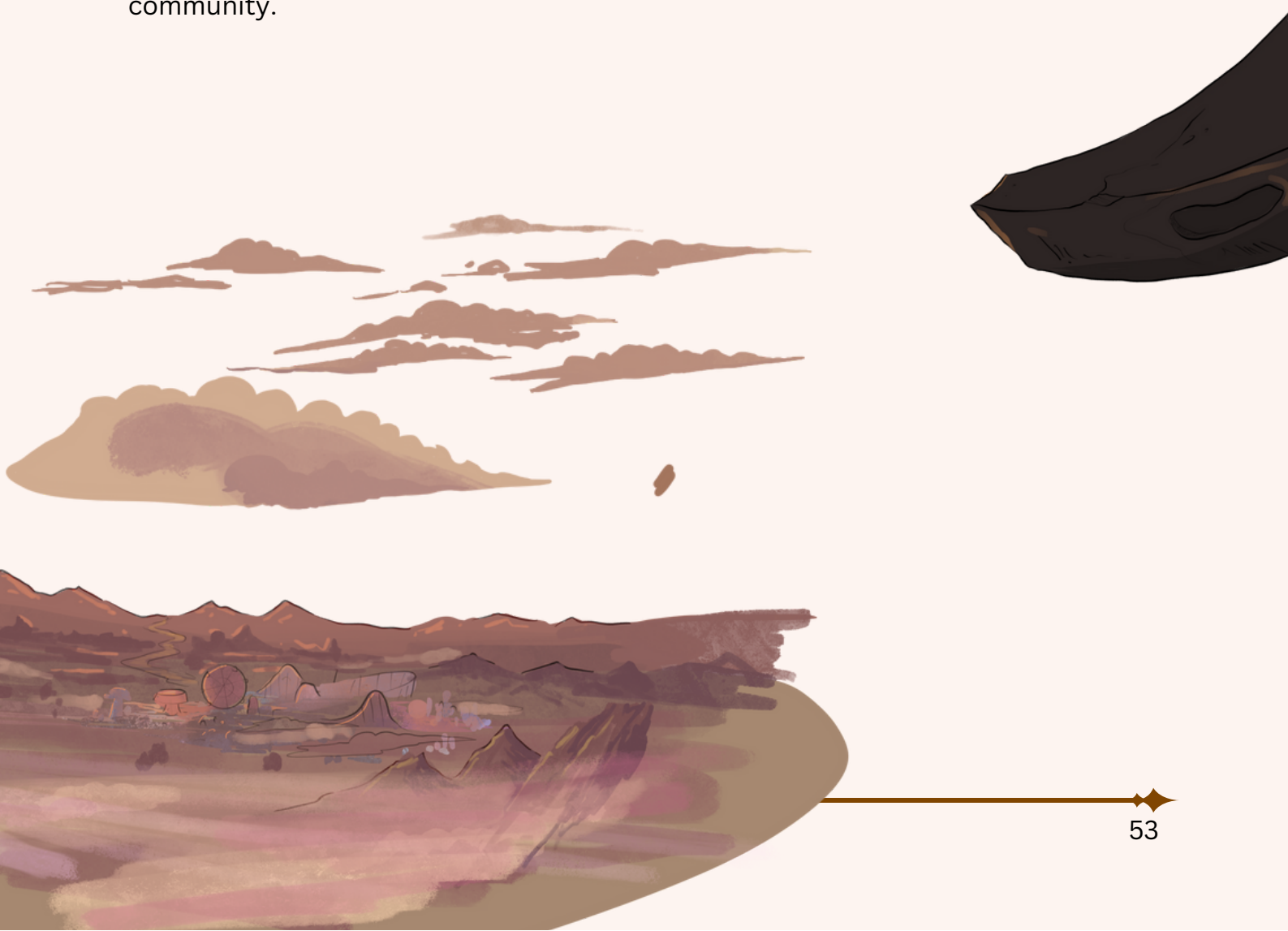
| Name | Role |
|---|---|
| Victor Cazacu | Product manager |
| Robert Farcas | Product manager |
| HaxyDraws | Artist |
| Josiph | Artist |
| Architect | Artist |
| Hasib | Game developer |
| Mouraxe | Game developer |
| Octane | Marketing Lead |
| Stanescu Alexandru | Front-end developer |
| Andoni Bogdan | Front-end developer |
| Bwy | Music producer |
| Ioannis Martakos | Storyteller |
| ShadowMoby | Storyteller |
| Bianca Stoicut | World Building |
| OxPionners | Back-end partnership |

# Conclusion

Arkadia is a place of entertainment for all its partner communities and players. It is the first blockchain theme park ever created and aims to bring together multiple NFT collections under the same umbrella in a common environment. Besides the exploring and social environment of the park Arkadia focuses on adding a competitive layer where communities can compete against each other, where members can add points to their community leaderboard.

Each of the attractions is a revenue generating business in itself, them being a sum zero game, fees from the games being redistributed to Arkadians & Attraction NFT holders. On top of that players can earn by trading Edibles and Souvenirs on the secondary market, given the fact that Arkadia rewards most active players in the community.