PIRATE LAND

Introduction

Pirate Land is an Action Role-Playing Game set in a deadly yet exciting pirate world.

The project is created based on blockchain technology combined with metaverse to collect tokens of real value through skilled gameplay. In a storyline inspired by ruthless pirates, you will fight to reclaim what was taken and embark on epic adventures. These will take place in a cruel world full of battles, lost lands and treasures. Pirate seas filled with great characters and breathtaking quests will keep you on your toes as you try to be the king of all pirates.

The team is building an ecosystem with Pirate Land being the soul, harnessing the power of non-fungible tokens (NFTs), and bridging social games with decentralized finance (DeFi). The goal is to increase participation in social gaming and enhance the ownership of commercial digital assets. The idea of actual possession of valuable NFTs that players create in the game, including characters, treasures, gear, accessories, and more, is set to be the project's purpose.

We strive to create a blockchain Metaverse, sustainable ecosystem, especially NFTs. A one-stop blockchain realm offers different services and products, script-less adventures, and a balanced in-game economy with infinite possibilities.

What is Pirate Land?

Catching up with the rising Metaverse trend, we develop Pirate Land to promote the mass adoption of blockchain in general and the expansion of the Binance Smart Chain.

METAVERSE

It is an endless 3D universe combined with many virtual spaces to create an infinite game world. Pirate Land believes that creating a game with an extraordinary story, diverse gameplay, and a metaverse game will give players a great experience.

NFT (NON-FUNGIBLE TOKEN)

The advent of blockchain has created an opportunity for the game to cherish its players more when each item is owned by the player, and they can sell those NFTs on the game's Marketplace for profit. Pirate Land hereby affirms that every NFT in the game is owned by the player and under the player's control and can be sold on the Marketplace. Owning NFTs with higher and rarer levels helps bring more profits to players!

Gameplay

Different from the NFT games available on the market. Pirate Land declares that the player's skill will be an essential factor in battles. Through being an RPG game, the initiative in combat is entirely yours.

Marketplace

Almost every item in the game is created by players, from materials found by players. They will become players' own unique assets which can be very valuable, and players can buy or sell NFT-items in the ingame market.

Decentralized Autonomous Organization

Furthermore, we aim to create a Pirate Land self-governed community. This will be ruled by you - players and investors in the virtual world, based on the real one, implemented with the Decentralized Automated Organization. (Decentralized Autonomous Organization - DAO) Pirate Land truly believes that the community will be the focus of the game and the project's development deciders.

Vision and Mission

Inspired by a breakthrough era of global NFT trends and a clear vision of the metaverse, we believe this will bring a breath of fresh air to both players and investors. The game enables players to go on missions, collect NFTs and earn money. Pirate Land also focuses on the player's satisfaction. We continuously develop by providing an Open World (Metaverse) with a constantly expanding and infinite map of islands, treasures, and items. We believe that the metaverse is the promising future of gaming. Pirate Land will become the game that offers a unique profitable metaverse.

On top of that, Pirate Land will not be limited to a single system that places constraints on the player's ability to earn money. By doing this, the maximum possible access for players will undoubtedly be set to a definite quantity of supply. At the same time, the project will make it easy for players and investors to buy or sell NFTs.

Ships

With one ship carrying out daily quests, the others can go into PvP battles and find treasures and other valuable items. However, the player can change ships during the quests and other modes. All players will start at Freeman Island. This is also the starting point of quests and the gathering point for the workshops and shops.

All ships are tradable on the game's marketplace.

Ship parts

Includes helm, cannon, sail, hull. These parts can be collected during the game's quests and other modes.

These items can be obtained during the game. The rarity of the equipment will be divided into 7 levels. Players must have a ship with equal rarity or higher than the item's rarity to use that item. Each NFTs can be sold on the marketplace.

- Helm: Changing direction's speed
- Cannon: Attack Power

- Sail: Movement speed

- Hull: Durability of the boat

Ships type

The ships built by the four Kingdoms will have different characteristics and unique skill sets

Southern Kingdom: Ships from the South are built with remarkable speed. With this characteristic, it is an excellent fit for adventures and plays the role of the navigator of every battle.

Northern Kingdom: With great destructive power, this type of ship causes severe damage in combat. It is suitable for players with a solid inclination to attack, vital for victory.

Western Kingdom: Western ships are equipped with firm and steel parts that execute powers of endurance to withstand any significant damage. Ships from the Western Kingdom will act as a strong shield for those who choose them.

Eastern Kingdom: Their ships are not too prominent in any aspect, but they are equally balanced, ensuring that you have a fair chance against any opponents.

A different type of ship will have distinguishing features according to the player's preferences and desires. Players can win not only in PvP but also in large-scale battles.

Ship rarity

There are seven types of boat associated with seven levels of rarity in the game:

- Sloop - Common
- Cog - Uncommon
- Clipper - Rare
- Booty - Super Rare
- Cutclass - Epic
- Jack Ketch - Legendary
- Man-O-War – Mythical

Upgrade

Ship upgrades can only happen after all of the ship's parts have been upgraded and are of the same level. The upgrade rate will have an absolute success rate.

RENT

Renting is one of the interesting and important functions in the game, making the game accessible to many people as well as one of the ways to help players make profit in the game.

Players can rent ships for more profit. If a player cannot afford a ship, they can rent a ship from a player that owns many ships. By this way, those who rent ships and those who have their ships rent can both have fun and earn.
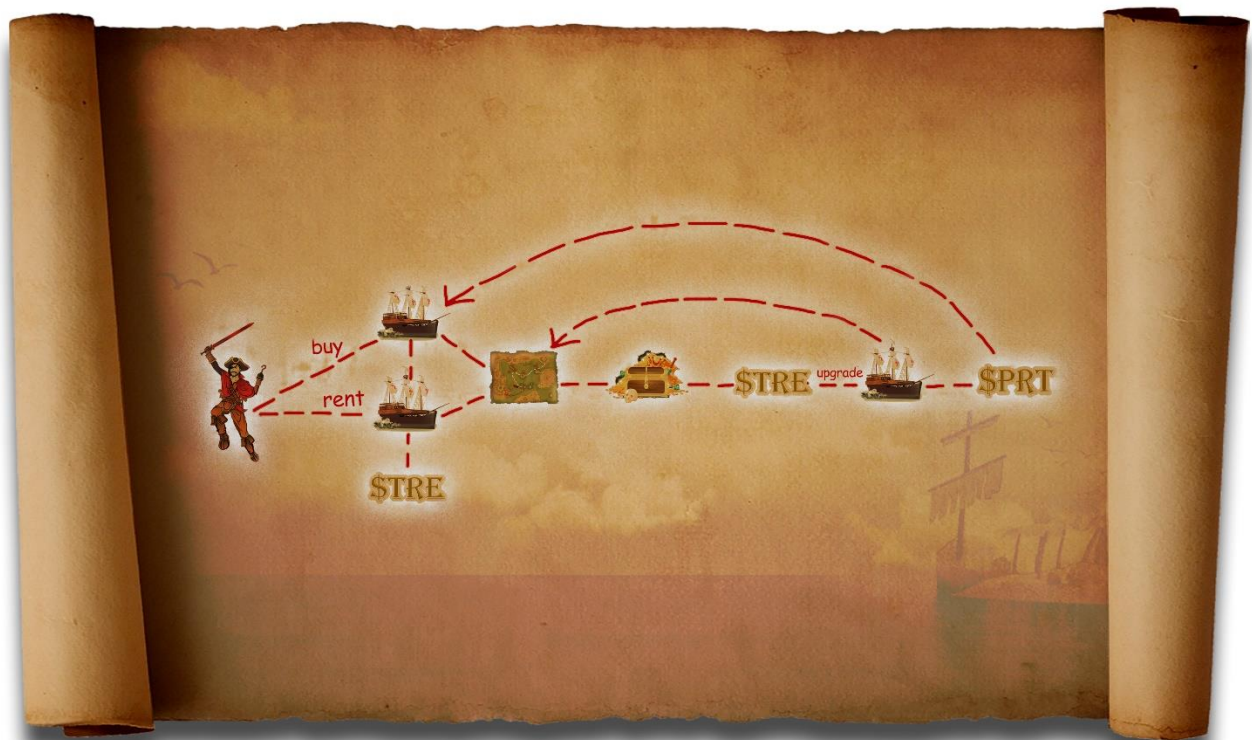
Gameplay

Long before the Pirate era had reached the zenith of their time, four kingdoms constantly fought each other for a very long time. Then it all began to change when all those civilizations were slowly submerged by the sea. In order to survive, they began to migrate continuously to higher lands, leaving behind what was once the most prosperous lands, and made a habit of living on

sloops. However, wars continued to break out, civilizations gradually gathered together to form Four Great Kingdoms: the North, the South, the West, and the East.

The scope of the Kingdoms was too large, so the wars of conflicts and territorial encroachment were taking place every day and every hour. They gradually consumed the resources of the kingdoms and inhibited the development of the Kingdom. Realizing this all, the Four Great Kingdoms agreed to sign a peace pact to prevent territorial conflicts. They decided to limit their property to specific regions. In order to avoid conflicts, the borders of this Kingdom were set to be far away and not adjacent to each other. The Kingdoms all have one common law: "Those dare to leave the territory of the Kingdoms shall suffer from a tragic death."

Still, there are those who do not want to be restrained by this law. There are those who choose to rob other ships for a living and hide in the sea. There are prisoners who escape Kingdoms' prisons and adventure seekers. But for whatever reason, these guys all call themselves Pirates. As time passed, the number of these people increased so many that it was called the era of pirates – Pirate Land.

Story mode

The player must complete a series of inter-connected quests. Each mission will be a story that leads the player to the next journey. In the process, the player will discover new or forgotten lands and mysterious treasures.
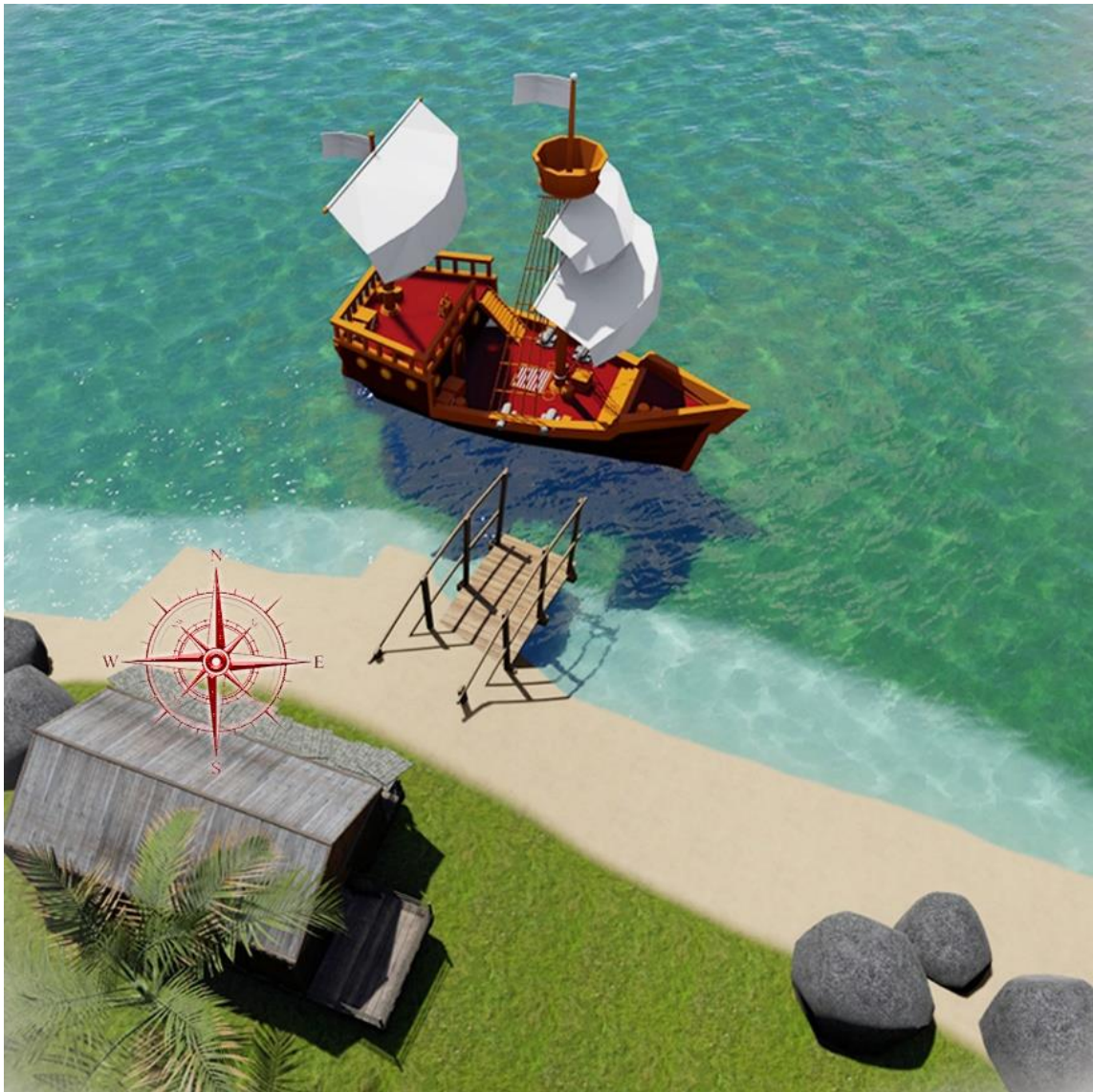
Daily mission

Daily tasks such as: transporting goods, fighting bosses, exploring,... To receive gold/items to help with the exploration or upgrade the sloop.

Special mission

Hidden quests that only appear in special events bring great rewards. These quests only occur when the player discovers lost lands or forgotten kingdoms. Get rarer gold and rewards to upgrade your sloop. PvE, PvP, collecting, etc., events gather players on a large scale and receive special NFTs that only appear in events with high value.

Combat

Besides being able to only attack predetermined targets, players can attack any player they want if both sides agree. The fighting will occur on a predetermined map area with many different maps to help players maximize their strategic thinking.

Ranking

The system uses the bonus value to rank. Any battle you win, whether against other Pirates or the Navy, will increase the value of your bounty. Be the most famous and valuable Pirate of Pirate Land. High-ranked Pirates will have special rewards for island upgrading.

RANK

| RANK	NAME	KINGDOM	BOUNTY
1	CANDY	SOUTH	2.658.236
2	HOBBITON	WEST	2.532.658
3	SKYHOLD	SOUTH	2.452.365
4	MORIA	NORTH	1.895.625
5	BREE	EAST	1.854.365
6	KIRKWALL	EAST	1.524.326
7	PIRATEKING	SOUTH	1.256.369
8	CACTUSJACK	NORTH	1.125.256
9	KANYE99	WEST	985.625
10	CONAN	EAST	975.365

Guild

A group of like-minded Pirates, each of which creates its own territory. Since the map is constantly expanding, the guild's territory will not be limited. The more Pirates you bring together, the more territory will grow. Guilds with various types of battleships will help in terms of tactics and gameplay in large-scale Guild Battles.

Treasure Hunter

Treasure Hunter mode helps players maximize their time. Players can have their Pirate ships enter this mode and find valuable items, allowing players to make a profit even if they are offline. However, ships that hunt for treasure in this mode cannot be used for a certain period of time. So, players who own more than 2 ships can earn much more profit. Moreover, ships with high levels and rarity will have a higher chance of winning and finding valuable items.
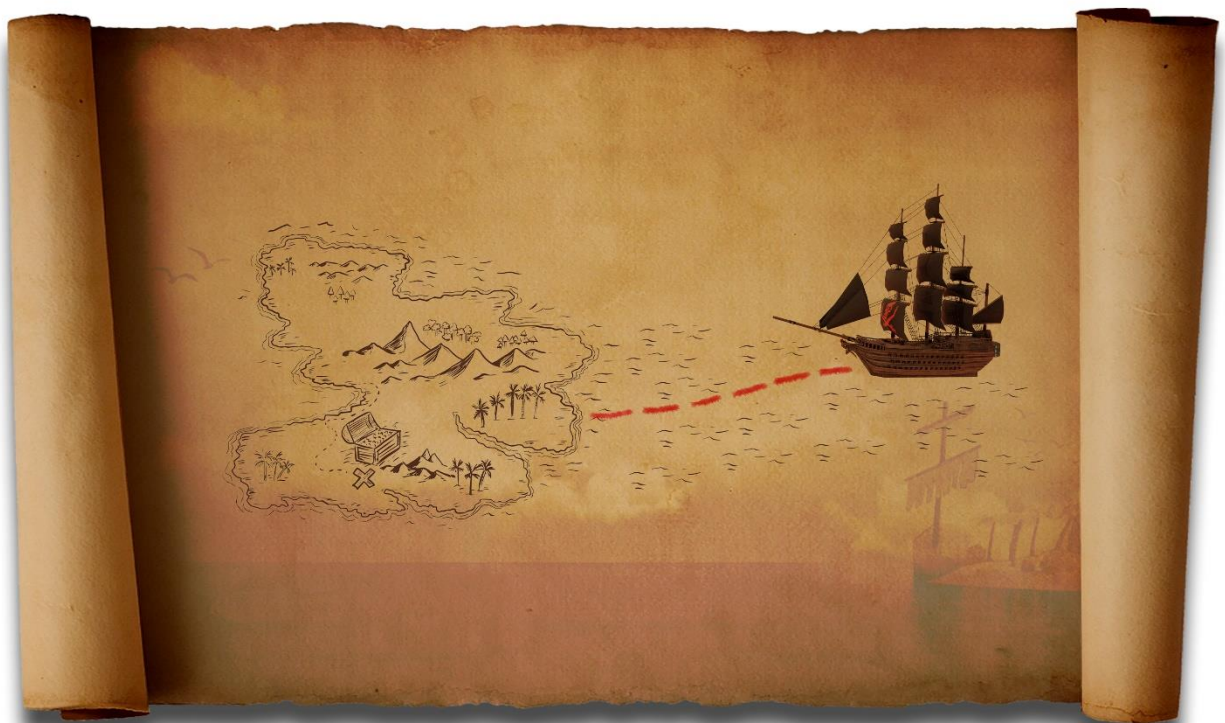
Metaland

In the game, the lands that players own are called MetaLand.

MetaLand is one of the most critical factors that increase satisfaction in players' experience. Players can name their Lands and have certification of ownership. Players can also customize their Lands according to

their styles.   MetaLand are NFTs where players can build workshops to increase their chances of earning $TRE. They also hold repair shops for damaged ships after battles.
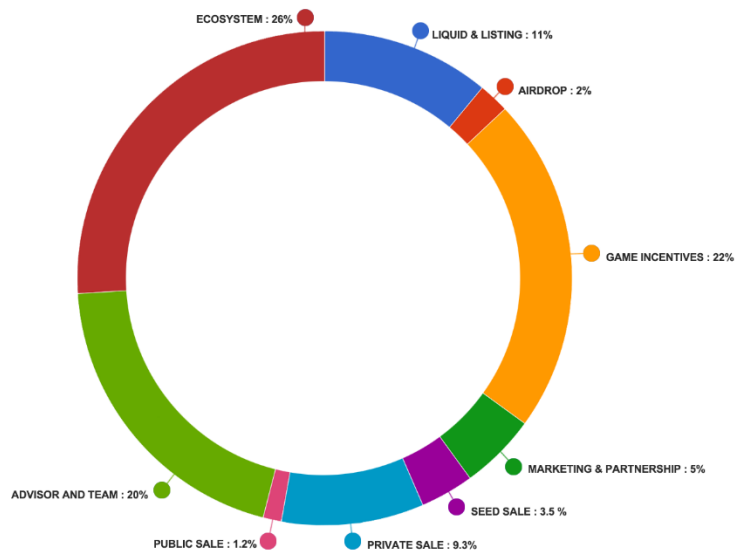
MetaLand with a high $TRE mining rate will have a higher value on the Marketplace. Owning many Lands will also help save players' time on earning $TRE. Additionally, players possessing many islands is an essential factor in forming a Guild, where a group of like-minded captains gathers and establishes an empire of their own.

Tokenomics

$PRT Token

- $PRT token is a BEP-20 Binance Smart Chain token.

- Name: Pirate Land

- Token Symbol: PRT

- Network: BSC

- Decimals: 18

- Total supply: 100,000,000 PRT

ECOSYSTEM : 26%
LIQUID & LISTING : 11%
AIRDROP : 2%
GAME INCENTIVES : 22%
MARKETING & PARTNERSHIP : 5%
SEED SALE : 3.5 %
PRIVATE SALE : 9.3%
PUBLIC SALE : 1.2%
ADVISOR AND TEAM : 20%

TOTAL: 100.000.000

| Allocation	Percentage	Vesting schedule
Liquidity & Listing	11%	
Airdrop	2%	100% at TGE
Seed sale	3.5%	10% at TGE, locked for 1 month, then unlocked linearly over 7 months
Private sale	9.3%	15% at TGE, locked for 1 month, then unlocked linearly over 6 months
Public sale	1.2%	33% at TGE, locked for 1 month, then unlocked linearly over 2 months
Marketing & Partnership	5%	15% in two months, then unlocked linearly over 24 months
Advisor and Team	20%	1 year full locked, then unlocked linearly 25% Quarterly
Ecosystem	26%	6 months locked, unlocked linearly 10% monthly
Game Incentives	22%	10% monthly

Use cases:

- In game transactions
- Staking
- Governance and DAO Events

$TRE Token

- $TRE is a BEP20 BSC Token
- No hard cap on supply
- You can get $TRE by :

- - Complete in-game quests
  - Win in-game battles
  - Mine Join in-game events
- $TRE Utilities
- In game activities In game upgrades Rent

Roadmap
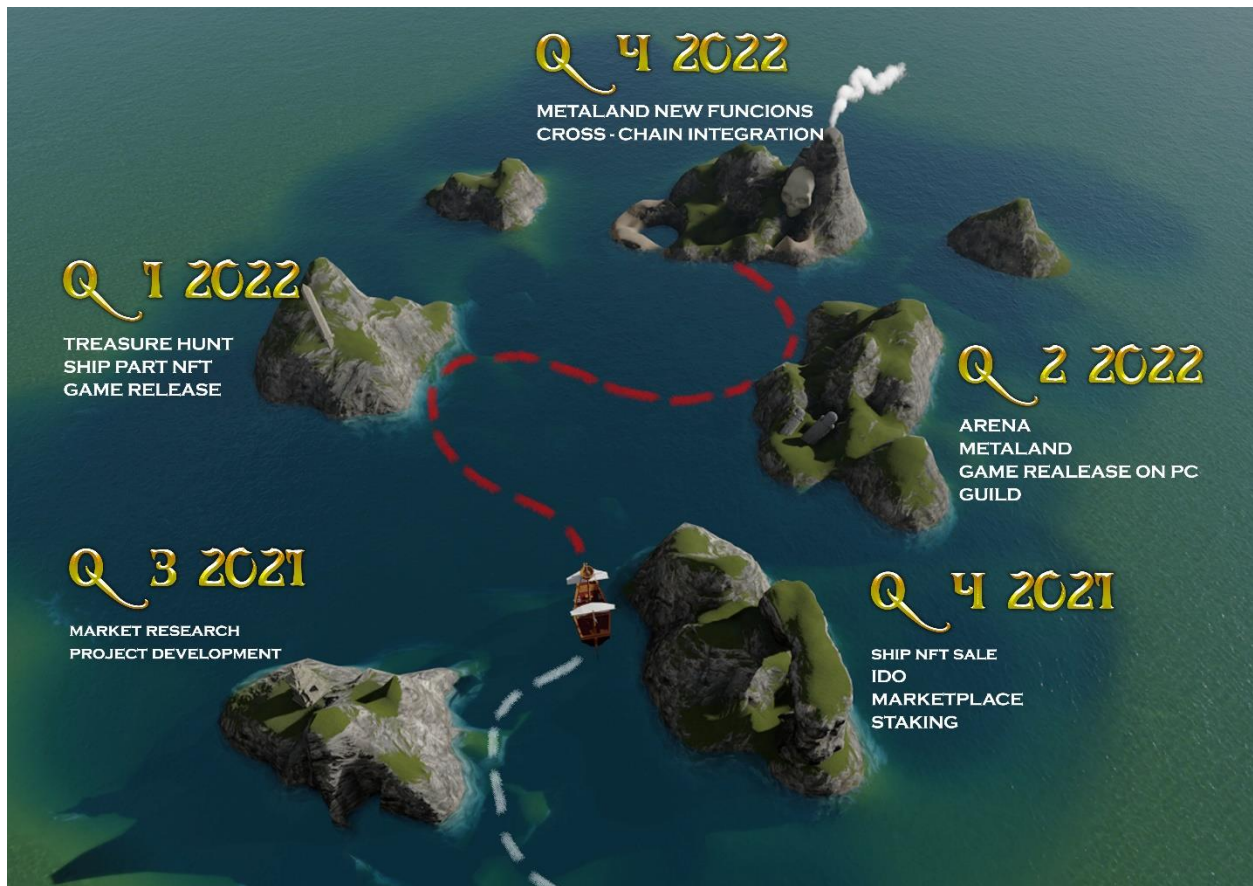
Q3/2021

Market Research

Project Development

Planning Game and Art concept

Q4/2021

Ship NFT Sale

IDO

Marketplace

Staking

Q1/2022

Treasure Hunt

Ship Part NFT

Game release 1.0 (Android + Ios)

Q2/2022

Arena Metaland

Game release 2.0 (PC)

Q3/2022

Metaland new functions

Cross-chain Integration

Disclaimer

Notice:

The Pirate Land's team will keep this whitepaper updated at all times. The goal of all adjustments is to increase the project's quality and long-term stability.

Because it is a work in progress, certain sections are missing or will be modified, and the information will be updated in stages without warning. Cryptocurrencies are not considered legal tender. Individuals cannot guarantee the value of crypto assets.

Market Risk

Market risks apply to cryptocurrency investing. Pirate Land tokens and credits are a type of virtual currency used in the game.

Legal Risk

The game is not a financial investment, and it should not be viewed as such. A swap is not an investment, securities, or a securities investment. Game items and tokens have no express or implied rights, uses, purpose, attributes, functionalities, or features, including, without limitation, any uses, purpose, attributes, functionalities, or features. Game assets may be valueless.

Version 1.2021 Release Date: 2021 November