



A sincere blockchain game

<https://imbalance.gitbook.io/imbalance-litpaper-en/>

ADVANTAGES THAT WEB3 GAMES **SHOULD** HAVE

- DECENTRALIZED
- THE OWNERSHIP OF DIGITAL ASSETS IS CLEAR
- SUSTAINABLE ECONOMIC CYCLE
- TRANSPARENT GAME MECHANISM
- THE RELATIONSHIP BETWEEN GAME DEVELOPERS AND PLAYERS IS MORE EQUAL
- RICH AND INTERESTING GAMING EXPERIENCE



THE MARKET NEEDS A FUN BLOCKCHAIN GAME

HIGHLIGHTS

Points of Distinction

- MASSIVE UNIT RENDERING
- EXTREMELY RICH GAME CONTENT
- VAST AND PROFOUND WORLD VIEW
- ENGAGING GAMEPLAY
- OPEN MAP EDITOR

Massive unit rendering

Main programmer from "Dyson Sphere Program"

Highly customized ECS architecture and data-oriented programming, capable of maximizing CPU and GPU performance to the extreme.

Players will engage in battles with massive monsters simultaneously.

An authentic and original diabolo-like gaming experience.

So far, no blockchain game has been able to achieve this.





Extremely rich game content

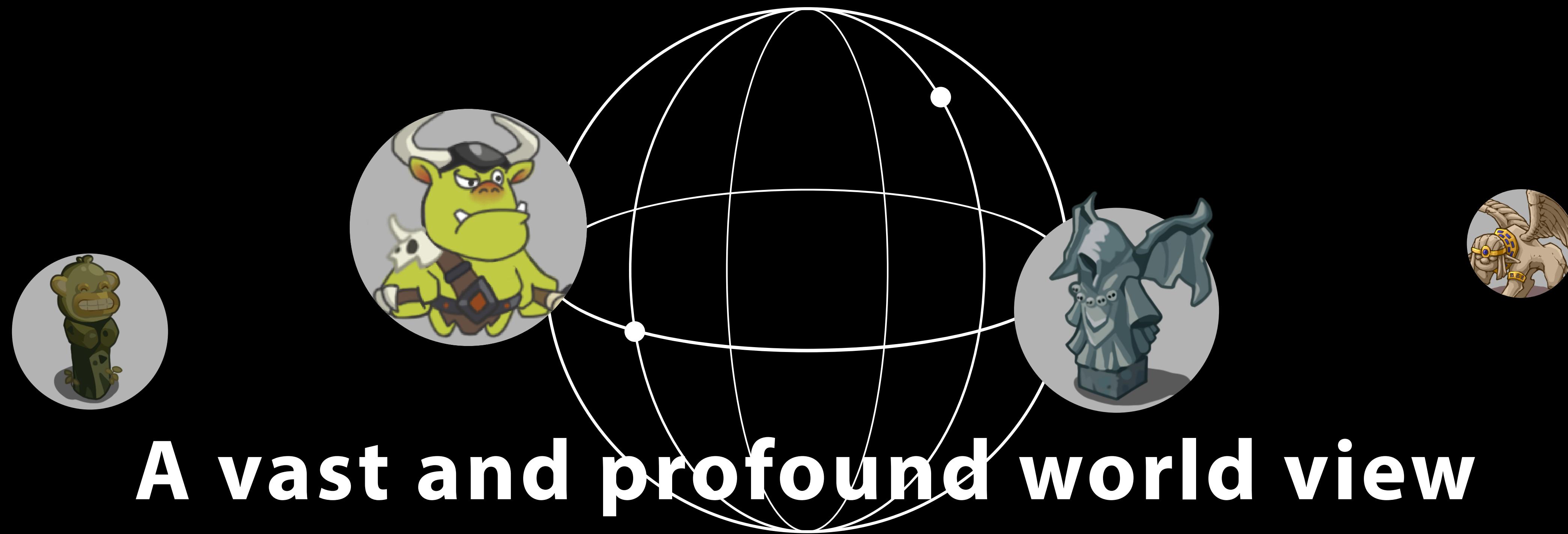
A vast number of levels, along with an essential endless mode.

Diverse gameplay mechanics.

Distillation of gameplay elements from games like "Path of Exile" and the "Diablo" series.

An authentic and original diabolo-like gaming experience.

Freedom to mix and match, combine as you wish, creating a gameplay style unique to each player.



A vast and profound world view

Adhering to the consistent style of dark games, the world in which the story takes place is not a pleasant one.

At the cusp of world transformation, during the birth of chaos.

The collision of new and old, life and death.

Survival and death, this is not just a question, but also a choice.



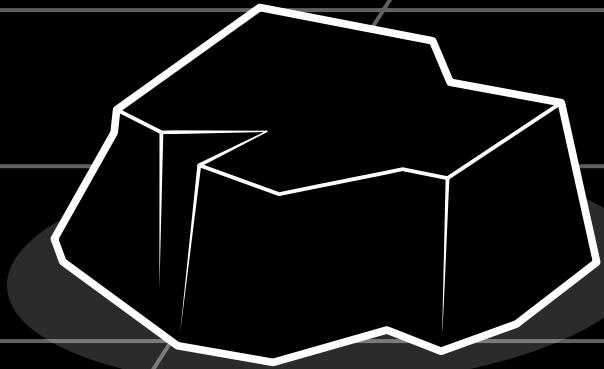
Rich online gaming modules

In the arena, showcase player's intelligence, strategize with unique tactics, and seize glory.
Cosmetics such as outfits, skill effects, and pets allow players to fully satisfy their desire for self-expression.

- Multiplayer teaming, free online cooperation

Together with friends, form a long line, with the leader taking the lead and other members participating passively.





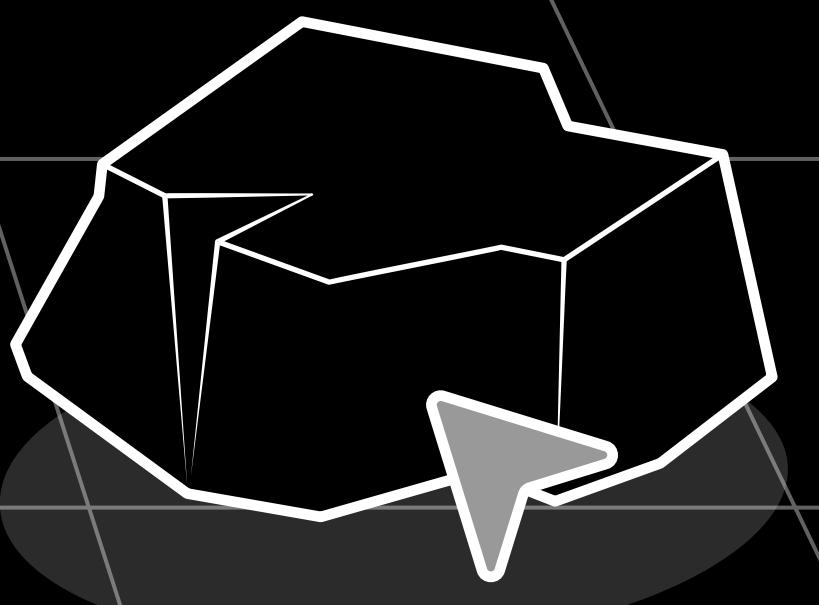
Open map editor

Players can unleash their imagination and use the editor to create even more enjoyable content.

Creators of exceptional maps will be selected for the player incentive program.

Player's creative achievements fully belong to the player.

The game developers genuinely hope that even if the main body of the game disappears,
as long as people continue to create new maps, the old NFTs will always have a purpose!



Evolution upon blockchain gaming

Unique NFT Souls

Diverse NFT Cultivation

Truly Owning, Freely Trading, and Using NFTs

Open Economic System with Positive Feedback Loop

Original Supervisory Mechanism

NFT System

Unique NFT Souls

Enormous part library for random combinations

Each NFT's texture is unique
NFTs possess various data types like attributes, rarity, class, species, etc.

Further subdivision of attributes, rarity, class, species

Every NFT's data is entirely distinct

Diverse NFT Cultivation

Distillation of card game nurturing strategies

NFTs have multiple cultivation methods like fusion, upgrading stars, and skill enhancement

Fusion can mint new NFTs

Upgrading stars significantly boosts a player's combat capabilities in the game!

Skill upgrading enhances skill power

Full Ownership

Players have full ownership of NFTs

The game only scans NFT data owned by the player's wallet

The game's official website provides a trading area for players to trade freely

Apart from this, how players use NFTs is entirely their own choice



Ferb



Lie



Morgan



WuKong



Capone



Candace

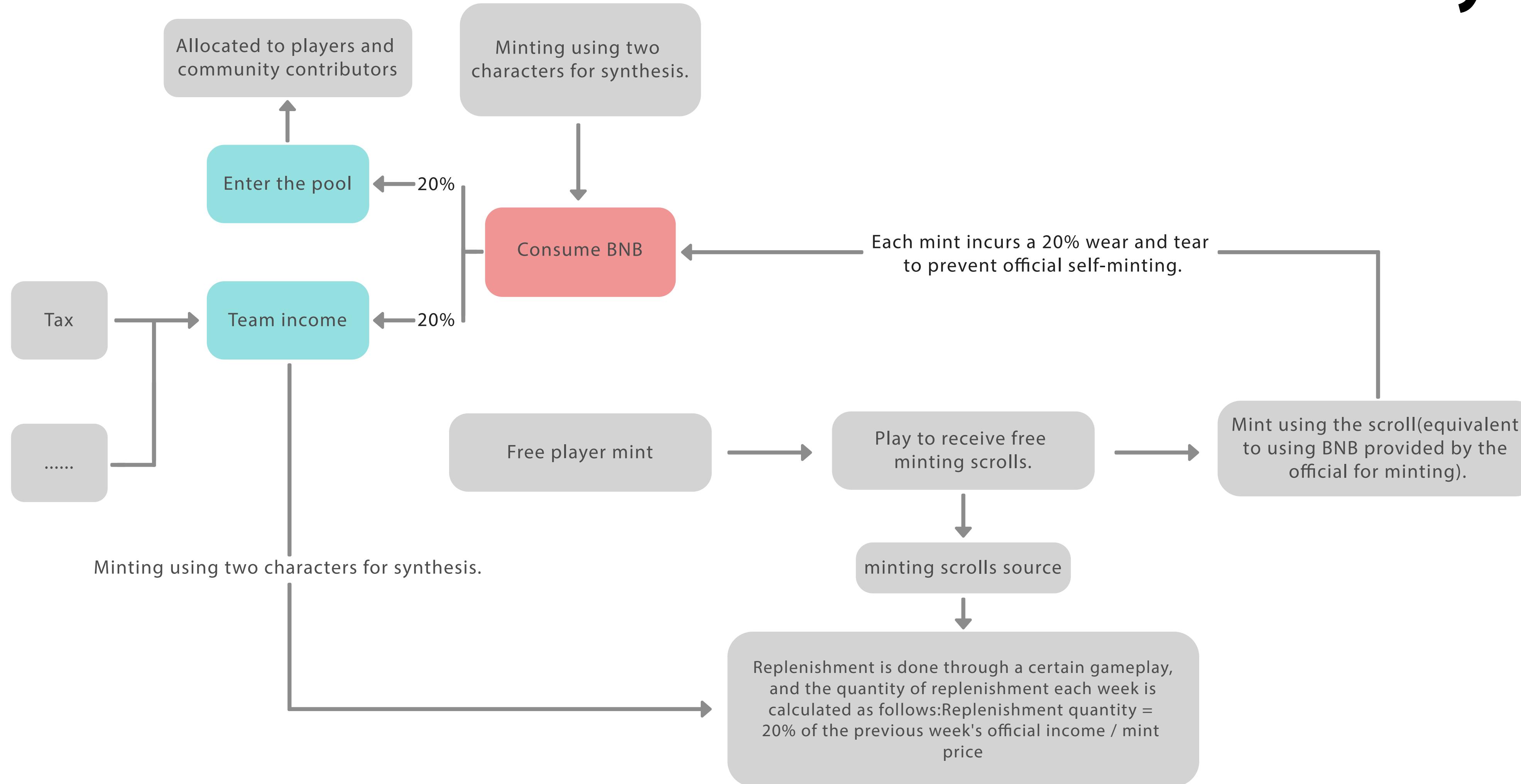


Van



Atalya

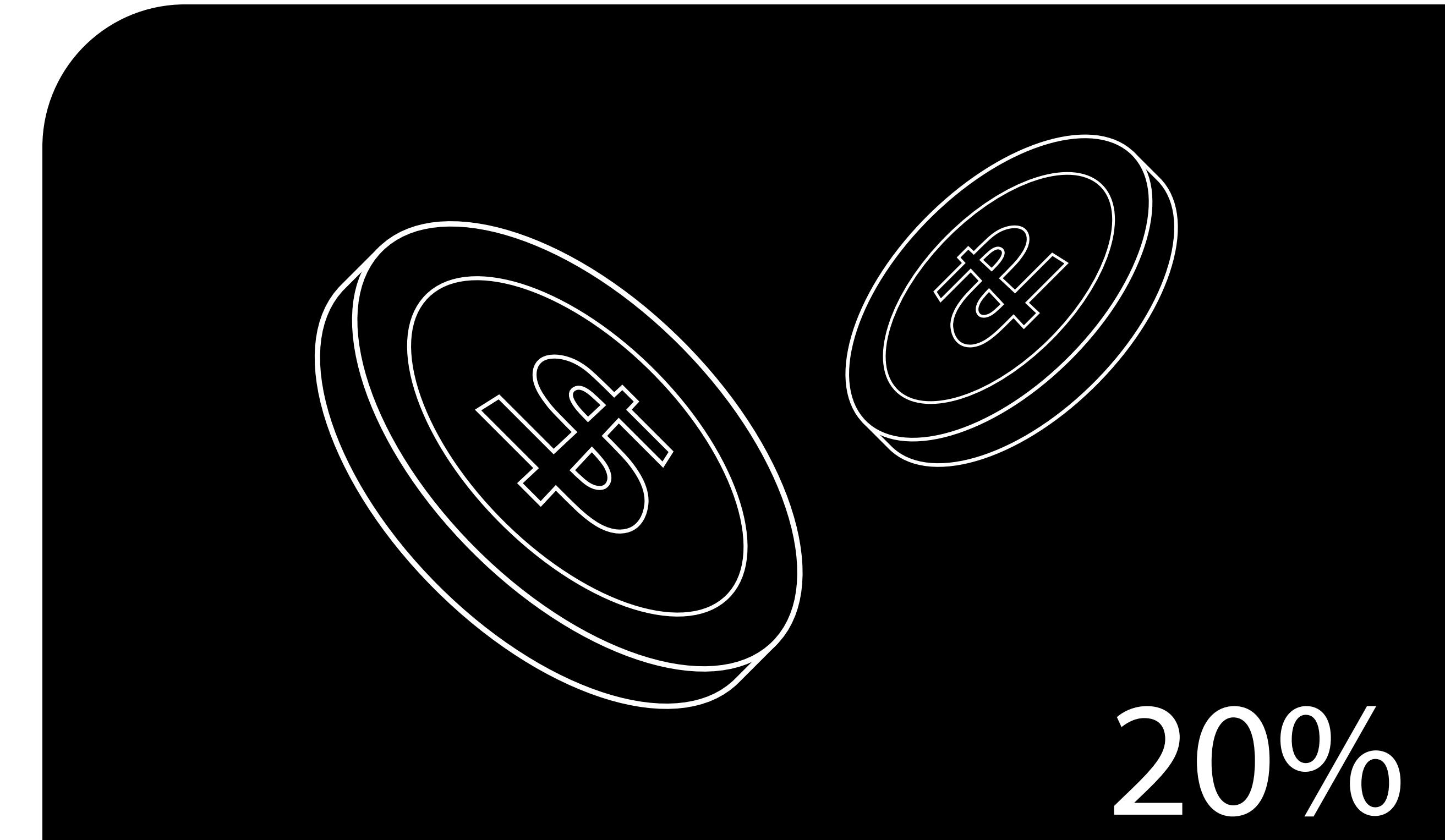
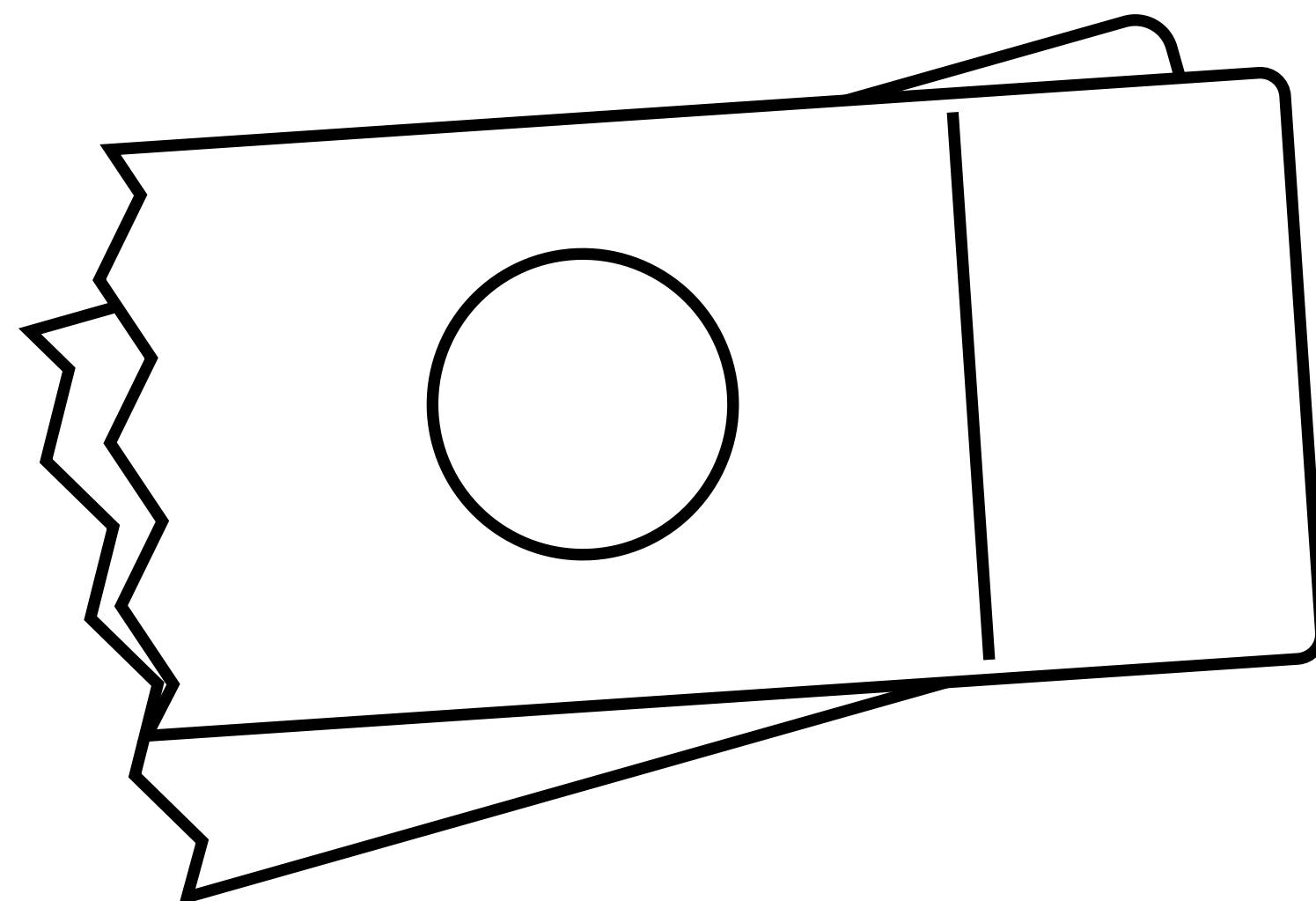
Positive Feedback Loop Economic System



Innovative Supervision Mechanism

The free mint vouchers provided by the official are actually funded by players who haven't used their free vouchers.

Apart from the Genesis Mystery Box, for every NFT minted by the game's official, 20% of the minting fee goes to the players!



20%

CHALLENGES & BENEFITS

Massive Unit Rendering

To achieve the massive unit rendering, we invested a significant amount of time in data-oriented programming and the foundational work of highly customized ECS architecture.

Open Map Editor

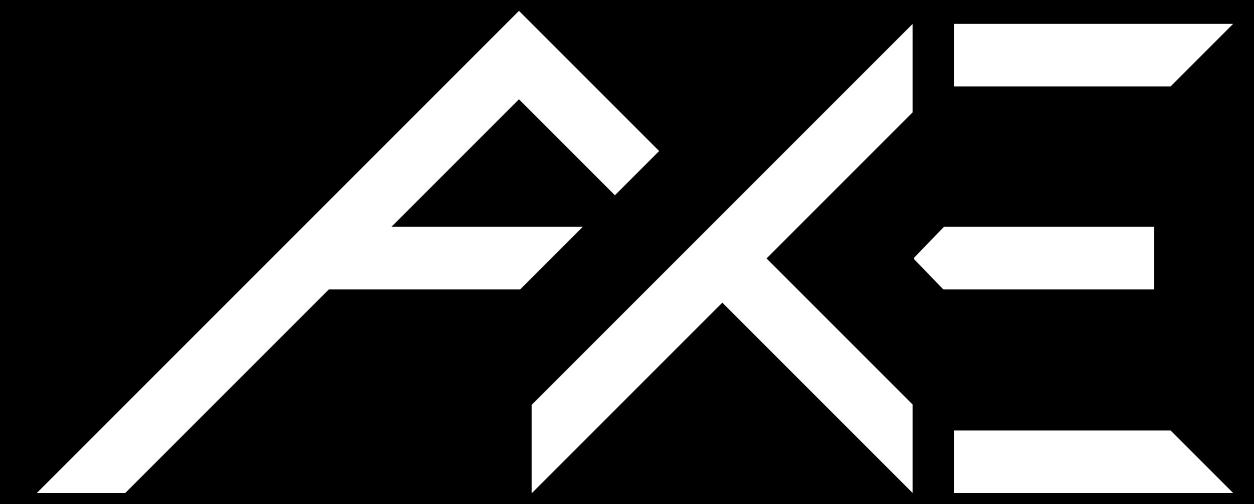
We started building the relevant infrastructure for the open map editor from the first day of game development.

High Gas Fees

In order to reduce gas consumption, we conducted a series of research and managed to achieve a scenario where even minting 500 completely different NFTs with distinct attributes would result in an extremely low gas cost.

Numerical Balance

To achieve game balance, we conducted a substantial amount of local simulation and validation.



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