



Explore, craft, and trade in a magical RPG
powered by TON blockchain.

THE GAME CONCEPT

Quibi lands is set in a Fantastical realm where the adorable, powerful creatures known as Quibi reside. These creatures are divided into six tribes, each with unique cultures, customs, and magical abilities tailored to their distinct lands.

The peaceful existence of the Quibi is disrupted by Thornatus, a powerful enemy whose arrival devastates their world, leaving it in ruins.

Players aim to restore tranquility to the Quibi world using their tribe's unique abilities, mastering magic, and leveraging a dynamic game economy.





GAME MECHANICS

Players can embark on two distinct paths: the Traveler or the Landowner.

The Traveler option is a Free-to-Play route that allows players to explore and adventure Freely. Those wishing to become a Landowner must purchase land, providing a more strategic and management-oriented gameplay experience.

EXPLORER

Exploration and Discovery: Navigate various landscapes, uncovering secrets for rewards.

Resource Management: Gather limited resources necessary for crafting, questing, and character upgrades.

Quests and Challenges: Undertake quests involving resource collection, exploration, and combat, to earn rewards and unlock new areas.

Player Interaction: Trade resources and collaborate on quests with others, enhancing the communal gaming experience.

Crafting: Create and improve items through crafting, utilizing diverse resources and discovered recipes.

Seasonal Events: Participate in events demanding exploration of new areas and combat against unique creatures for exclusive rewards.

Sea



Forest



Mountains



Vulcano



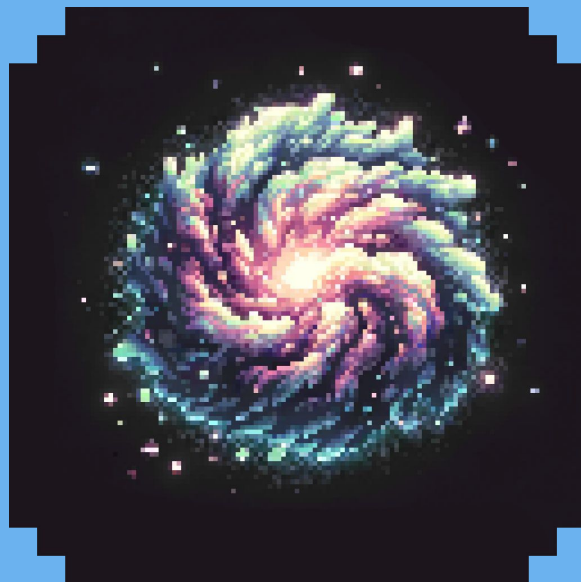
Heaven



Chaos



LANDOWNER



As a Landowner, players engage in a more strategic gameplay mode that requires the purchase of land to cultivate and manage resources:

Resource Collection: Start with tier-1 resource farming on owned lands, including mining, plant harvesting, and logging.

Tools necessary for collection degrade over time and need to be repaired or replaced.

Crafting: Use gathered resources to craft new tools, quest items, and improve lands. Crafting relies on specific recipes, which players can discover throughout the game.

Trading: Market resources, tools, and crafted items in-game, allowing for trade among players. Market prices fluctuate based on game-wide supply and demand dynamics.

PLAYER ATTRACTION STRATEGIES

We plan to attract players by launching targeted marketing campaigns across social media platforms and forming strategic partnerships with other popular projects.

Additionally, we'll implement a mechanism of seasonal tasks featuring limited and exclusive rewards in TON/native tokens.

We also intend to actively engage with our community to continuously improve the game and sustain interest. This proactive approach ensures a dynamic and engaging experience for all players.



ROAD MAP

Phase 0, Q2 2024

- The idea
- Building Team
- Development start

Phase 1, Q3 2024

- Tokenomics
- Sale of lands
- Lands reveal
- Game testing

Phase 2, Q4 2024

- Beta testing
- Heroes sale

Phase 3, Q1 2025

- Token listing
- Release of Quibi Lands V1.0
- New road map

OUR TEAM



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