

# NFT BATTLE MINERS METAVERSE

STAGE 1



P1

P2

P3

P4



# PHASE I: ARRIVAL TO ARCADIA SYSTEM

## (16.05.2022)



The first phase of the project is focused on prototyping basic game mechanics and visual authenticity. In addition, lore of the Metaverse will be presented to players.

### **Milestones:**

1. Metaverse lore
2. Metaverse roadmap
3. Teaser video
4. Stellar System Preview

### **Details:**

- Genre- Combination of Strategy, Grand Strategy, 4X & RTS
- Easy access to gameplay for conventional players w/o crypto background
- Metaverse will have F2P element added
- Metaverse will have unit based gameplay
- There would be 12 planets, 10 moons and asteroid belt in the initial metaverse stellar system

### **Lore:**

Over the course of the 21st century, mankind experimented with warp technology paving the way for the colonization of the solar system and interstellar space.

With the discovery of warp technology, humanity was given the possibility to find and explore new and faraway worlds...

After mastering the technique of warp technology, communication still needed to be transmitted at the speed of light, and though warp technology did shorten distances between distant regions, interactive communication remained almost impossible.



## PHASE II: DISCOVERY OF TERRA

### (July 2022)



The second phase of the project introduces the concept of planetary map and exploration alongside Player HQ, which will be cornerstone game elements in a game.

#### **Milestones:**

1. Planetary Map
2. Planetary Exploration
3. Player HQ
4. Continuation of the Lore
5. Teaser video

#### **Details:**

- Space stations will act as the control center or headquarters (HQ) for each player
- Areas on planets, moons and asteroid fields will be represented by external cells
- Hex (inner cells) exploration
- Stronger variants of Lands will have more inner hexes unlocked initially

#### **Lore:**

The first attempt of colonization was made after inventing a self-replicating spacecraft. Scientists proved that the most effective way of performing large-scale exploration and mining operations such as mining an entire moon or asteroid belt would be by self-replicating spacecraft, taking advantage of their exponential growth. In theory, a self-replicating spacecraft could be sent to a neighboring planetary system, where it would seek out raw materials (extracted from asteroids, moons, gas giants, etc.) to create replicas of itself. These replicas would then be sent out to other planetary systems. The original "parent" spacecraft could then pursue its primary purpose within the star system.

The second attempt was made after artificial gravity was achieved in space stations and ships. Finally, humanity has resolved the issues connected to long stays in space and the after-effects on the human body.



## PHASE III: THE SCRAMBLE FOR TERRA (Q3 2022)



After successful discovery of Terra, the short period known as "The Scramble for Terra" will be initiated for annexation, division, and colonization of Terra.

### **Milestones:**

1. Game launch (Minimum viable product)
2. The advent of Metaverse
3. Planetary industry
4. Planetary economic system
5. Continuation of the Lore
6. Teaser video

### **Details:**

- Gameplay on Planets, Moons and Asteroids
- In-game market / Job market / Renting
- Existing resources (Fusium, Actium, Constructium, Minium) will serve as a raw material for production cycles
- Production chains
- Referral system
- 5th token - NBM token - currency for all p2p trading

### **Lore:**

In 2164 an operation to start a colony in a far away stellar system in Sagittarius Arm named "Arcadia" that looked very promising started.

By 2170 Arcadia became a vibrant new world for us. From that space colony, exploration of planets started and the most habitable planet in this solar system was named "New Terra". New Terra was actually very similar to the planet we used to call our home... with gravity, oceans, plants, forests, oxygen, perfect temperatures... a true paradise for our species!

For five years the new colony kept developing, new space ships with material, people and AI robots continued arriving in our new paradise.



## PHASE IV: STRATEGIC RIVALRY

### (Q4 2022)



In phase 4, the gameplay will expand more into decision making to explore and expand. The gameplay will introduce planetary raids, multiplayer interaction and Alliances.

#### **Milestones:**

1. Transition to Metaverse
2. Space gameplay expansion
3. Planetary raids
4. Alliances
5. Continuation of the Lore

#### **Details:**

- Stopping generation for new Land and Construction cards as we know them today. Those assets will be limited to the issued supply at the moment of transition and be obtainable exclusively through the secondary market.
- Existing Users will be able to choose a place for land in the corresponding area (depending on rarity/level and type of land)
- Existing Lands will get Operation Tower building built where users will be able to set their mining operations with existing cards
- Player specializations
- High / Low security zones
- Gameplay dependence on User level

#### **Lore:**

But something happened back home. The last ship to arrive was fully intact but without a crew. Onboard AI was programmed to deliver only one warning message. This recording changed everything for us. It was a recording from our old home where an alien invasion was taking place.

Luckily the last survivors on Earth ensured to destroy all proof of our new colony in our new and far away galaxy. No proof was found of anyone following or tracking our last ship. We have to hope that this invasive species of aliens won't come in our way again. We are left alone, left in the unknown and far from our home. What was supposed to be an expansion, became our new beginning.



**2023**



Extremely powerful aliens invaded our old home and eventually annihilated it, killing everyone in their way. Their weapons and transportation seemed thousands of years more developed than our technology at this time. We were no match to fight back nor defend...

There was no turning back, so we had to continue with what we had. Growth became more important than ever. Will we ever dare to go back and check the situation in our old home? Will we ever dare to challenge occupation forces and try to take back what was once ours? Time will show... One thing is certain... It won't be soon.

We remember history when we believed that with breakthrough development, the future would bring peace for everyone. War would become a thing of the past. But alas! that was not the case... (It is still the case of survival of the fittest in a world beyond what we know) The rule of the strongest prevailing didn't change and still is the main rule like it used to be on earth...