



# Blockobot

Blockchain Bot Fighting with Decentralized Economy

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## **Introduction**

Blockobot is a decentralized robot economy, running on Binance Smart Chain. We aim to create a robot game with a player-centric economic system. It isn't a game just for fun but a real economy, powered by real people.

## **Collect parts to build robots**

Build your powerful robots by collecting different variations of parts. Use your unlimited imagination to build robots in your style. This is your first step to join the Blockobot economy.

## **Send your robots to work on missions**

Lots of things happen in the world of Blockobot. You can send your robot to join various missions like volunteering, catching robbers, or even space adventure to save the world. Every mission has rewards for you.

## **Buy and sell robots with our community**

Your robots aren't just for playing. You can sell your robots to other people in the community via our marketplace powered by Binance Smart Chain for a return in the real world. Not only that, you can buy awesome robots you like from your friends too.

## **Team**

The team behind Blockobot prefers to stay anonymous. There are a lot of decentralized projects which the developers behind are anonymous and have become very successful such as PancakeSwap, Autofarm, Alpaca Finance. All of their success is about the performance of the product. We have chosen to follow the same path as them.

## **Vision and Mission**

Our vision is to implement the concept of decentralized economy to the game and make gamers able to earn from playing a game.

Our mission is to create a blockchain game, enhanced with the environment which players can enjoy the game and earn by providing values to an in-game economy.

## **What You Should Know Before Start**

Blockobot is a blockchain game which has been created on Binance Smart Chain. Most activities of the game will rely on the performance of the Binance Smart Chain.

The knowledge about blockchain and cryptocurrency are highly recommended. To play this game, you should have at least the basic knowledge of how to deal with your own crypto assets such as the use of a crypto wallet, how to acquire crypto assets, and how Binance Smart Chain works.

To play the game, your crypto assets are required for activities in the game. Please consider carefully before doing any activities in the game.

You should acknowledge that the game may be affected by various factors, including technical difficulties, bugs, and glitches which result in the loss of all or a substantial part of your crypto assets in a game.

## **Minimum Requirements to Play**

Blockobot is a web-based game. The user will need to have access to the internet to play the game. The smart contracts of the game are deployed on Binance Smart Chain. To play the game, the player will need to install the MetaMask extension to the web browser and set up the MetaMask wallet to be able to connect with Binance Smart Chain mainnet. MetaMask will act as the player's wallet and account for the game. The player will need to have a certain amount of BNB cryptocurrency to pay for transactional gas fees. After all setups, the player can start by purchasing a starter kit and some fuel cells from the marketplace.

## **Gameplay**

### **Robot**

Robot is your buddy in the world of Blockobot. To play this game, you must have at least 1 robot to start. You can acquire your first robot by purchasing a starter pack which the game offers to you. Also, you can buy one from listed robots on an in-game marketplace. After you get your first robot, you will be able to send your robot to participate in any missions. If your robot succeeds in the mission, you would get items as a reward.

### **Parts**

To create a robot, six parts of the robot will be needed.

1. Body
2. Left Arm
3. Right Arm
4. Legs
5. AI (Artificial Intelligence)
6. Engine

You can acquire parts by purchasing a starter pack or available parts on the marketplace. Also, you can get some parts from events or missions. Each part has its own stats which will inherit to the robot when you use that part to create.

The total supply of each part will vary. The chance to generate each part will be defined by the smart contract. As a result, what the developer can define is a percentage of chance for generating part. Most of the time, even the developer does not know the total number of supplies of each part since the beginning. Mainly, the rarity of parts will depend on the demand of players in the game.

### **Fuel Cells (FCE)**

Fuel cell token is just like an energy for the world of Blockobot. It will be required for entering any missions in the game. Different missions require different amounts of fuel cells. You will be able to acquire fuel cells by participating in the events, purchasing from an in-game marketplace, or getting as a reward from the missions. Fuel cells will be sent to the burn account every time players spend.

FCE is the in-game item and can be exchanged only on the in-game marketplace. The total supply of FCE at the end of the pre-launched event is around 14,000 FCE but can be increased by the change of market conditions from time to time.

## **Upgrades**

Difficult mission requires a better robot. That is where upgrades come to play the role. Each part will have defined stats and you can increase the potential of the part by using upgrades. Upgrades are a consumable item which can be used only once per item.

## **Mission**

Mission is an important part of the gameplay. Players have to create good robots, set up a party of them, and participate in the mission for the rewards. Fuel cell token is required as an entry fee to the mission. There will be various types of missions. Some also require a certain number of robots and stats to participate. Each mission has a different level of difficulties. The higher the difficulty is, the better rewards the player will receive if the operation succeeds. The result of the mission will be calculated by using the stats of the robots in the party.

## **Marketplace**

An in-game marketplace is where players can buy and sell their parts, robots, fuel cells, and upgrades. The main currency for the marketplace is Binance Coin (BNB). Players can set a price for listing their items on the marketplace in terms of BNB. When the listed item is sold, the amount of BNB which the buyer paid will be shown in the "My Balance" section. The seller can withdraw and send the amount of BNB to the connected wallet by using the command "Withdraw". There is a certain amount of marketplace fee deducted when the transaction between the buyer and the seller completes.

## **How to Earn from Playing Blockobot**

Players can earn by selling robots, parts, fuel cells, upgrades, and other items on the marketplace in exchange for Binance Coin (BNB). This is a very straightforward way to earn from playing this game.

## The Flow of In-Game Activities for Players

Here is the flow of activities for players in the game

1. The player collects parts to create a robot.
2. The player finds a certain amount of fuel cells
3. The player assigns the robot to participate in a mission and spend fuel cells as an entry fee.
4. If the operation succeeds, the player would get rewards. If it fails, the player may try again.
5. The player can bring the rewards which can be parts, fuel cells, or upgrades to increase his or her potential for further play or sell in the marketplace to earn BNB.

This is a general flow of activities which you will experience in the game. Speaking of which, this flow does not include any special occurrences which can be added to the flow in the future.

## Revenue Streams

In the first phase of the game, the revenue streams to maintain the operation of the game are described as the following;

1. Selling a starter kit

A starter kit will be available for purchasing. Prospective players will be able to buy a starter kit by spending BNB. The amount of BNB will be sent to the Developer's address.

2. Marketplace fees

Every time the transaction between the buyer and the seller completes on the marketplace, the certain amount of BNB will be deducted as a marketplace fee and sent to the Developer's address.

3. Offers & fees from events

Special events and offers can occur from time to time in the game. To acquire the offer or participate in the event, there might be fees or price to pay. The amount is up to the requirements of the offer or event.

## Tasks

For the first version of the whitepaper, the following tasks are listed to be finished in order to make the game achieve its first milestone which is to have the core of the gameplay:

- Fuel Cell Token Distribution via The Pre-Launched Event

The objective of this event is to distribute fuel cell tokens to the first group of prospective players. This is a preparation for the game which will be launched after.

- The Launch of Starter Kit and Marketplace

The second part of the game which will be introduced is robots and marketplace. The prospective players can acquire a starter kit to build and collect robots at this phase. Also, the marketplace will be opened for buying and selling activities at this point.

- The Launch of Mission Center, Robot Stats, and Upgrades

The game will be playable by adding the mission center. Players can use your robots and fuel cells to play and get rewards.

The tasks will be finished accordingly. By finishing those tasks, the core of the gameplay will be completed and the players will have an ability to play and earn from the game. Other tasks can be added to the list later for the future improvements of the game.

## Further Development

Creating the core of the gameplay is just a beginning. The next step after finishing all tasks is to develop features which the players will be able to involve and create a unique economic system which is driven by players and can make the most from it. For the details of those features, they will be revealed in the future.



## **Disclaimers**

The purpose of the whitepaper is to provide information for prospective players to understand the overview and details about the gameplay and the economy in the game. The information set forth in this document may not be exhaustive and does not imply any element of a contractual relationship. Nothing in this document shall be deemed to constitute a prospectus of any sort or a solicitation for investment. This document is not final and will be updated from time to time.