WHITEPAPER

Massive Multiplayer Online Real Time Economic Strategy

Overview

Prospectors is the first of a kind economic multiplayer strategy with real economic and trading relations. The game world resembles the XIXth century - the epoch of the initial capital accumulation.

The rumor had gone about the uninhabited Northern lands, rich on gold deposits. News intrigued many people in search of fortune. Caravans of gold miners headed northwards, taking their families and abandoning their shanty homes. Gold dealers, moneylenders, traders, and a whole lot of adventurers followed their way.

But the lands with gold deposits are finite, and not every prospector would be able to stake the lucky lot. Although, rocking gravel for gold is not a single way to grow rich. North is the land of endless possibilities: fine woods can be found here, as well as coal and ironstone deposits.

One should also remember that prospectors constantly require tools that tear out and need change; construction materials to improve their craft; assistants - to mine faster and vaster. So the temporary settlements develop into small towns with the necessary infrastructure. The workforce is needed nonstop here, so everyone can find a business to his liking - work in mines, on construction, fell timber, or set up manufacturing.

The venture that's started as the gold rush would soon develop into complex economic relations, where both ordinary worker and an experienced trader could realize their potential.

PROSPECTORS

Goal

To create an alternative reality in the form of economic strategy with the monetization of game time.

Objectives

The primary task our team's already working on is the creation of mass multiplayer online real-time economic strategy with the game cryptocurrency.

The distinctive feature of *The Prospectors* is its blockchain-based decentralized world that will become fully autonomous with time. The prices within the game will be formed according to the rules of free economics, i.e., demand and supply ratio. Besides this, our MMORTES is the first game that rewards players for the time spent in its virtual world. This way, the work in *The Prospectors* can substitute the real-life occupation. Every player will look for his own way to build a career since the possibilities are multiple.

Prospectors game world reproduces the reality of second half of XIXth - beginning of XXth cc. We've been consulting the leading field experts to implement the real economic processes and credible financial relations.

We plan to develop the game platform for the web, as well as mobile versions for Android and iOS so that the players could be online everywhere and enjoy the game anytime.
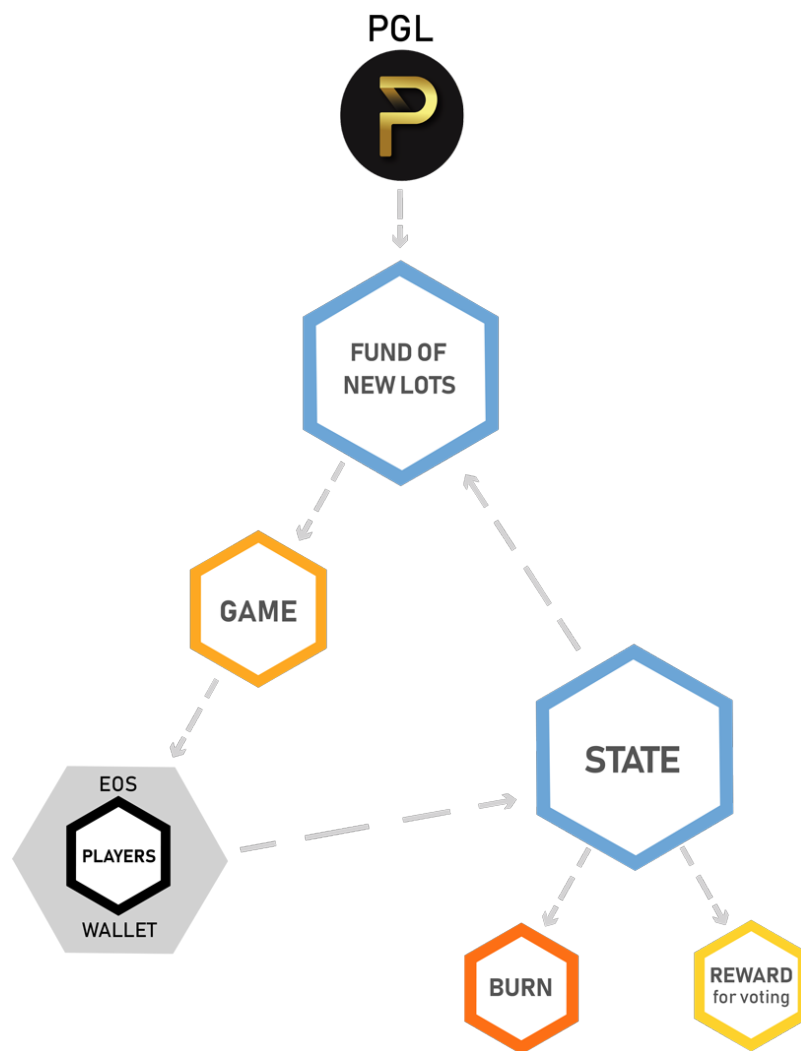

PROSPECTORS

Project Structure

Prospectors.io is the first MMORTES on **EOS blockchain**. All game activity happens within the project's smart contract, and all the assets, owned by a player, are secured to him in the blockchain. The players interact within the game. Every user receives the right to control three characters (workers) who will act on his behalf. The players can team up in unions and commercial organizations for communication and more efficient work. The game currency, Prospectors gold, is the basis for economic relations among players.

Prospectors world is grounded in the real economic model and functions due to the free market laws. Players have access to the resources, land, and tools. They pay taxes to the State for the land use and commercial activity. These payments fuel the development of Prospectors game world.

State

The State is a decentralized autonomous organization (DAO), the supreme body in Prospectors, where token holders act as a Board of Council. The State has a budget, the formation and spending of which is controlled by the Council.

At the start, the team of developers will govern the State. When the number of users grows to the sufficient level and the economics and inner system stabilize, the government will shift to the Board of Council that will consist of Prospectors token holders.

The State decides on the following issues:
- budget management;
- game world development;
- the strategic tasks of the project development;
- implementation of new features.

State Budget

The budget is filled by the rental payments, registration fee, income taxes, and auctions. The money is divided between several funds: Fund of New Lots, Fund of Development and Expenses, Fund of Rewards for Staking, and Fund of Destruction.

Sources of Budget Revenue

Rental payments for the land lot. Every player who rents a lot regularly pays for its use to the state budget.

Registration fee is a one-time commission that is paid in the moment of lot rental.

Income tax. The profits of the players are taxed. The tax in the size of 1-2% is laid upon all incomes the players receive from the commercial activities.

Auction property sale. The State can run an auction to sell or lease the confiscated lots and property. All movable and immovable assets, located on the lot at the time of arrest, will be put on auction together with the land. The bidding will last for some period, and the lot will go to the player who offers the biggest bid.

As the game proceeds, the listed lots will have a different value for different players. Every prospector will consider the location of the offered lot, the functions of the buildings on it, the available resources, etc. The lots that are highly valuable for some players, will be of no interest for others. Therefore, the one who offers the best bid wins.

In case of winning the auction, a player will pay the price of the lot only, without the registration fee.

Funds

Fund of New Lots. This fund contains gold for the deposits in the earth's depths. When the Fund accumulates sufficient amount, the State can decide on adding a certain number of new lots.

Fund of Rewards for Staking. Not all PGL holders will play *The Prospectors*, but we've taken care of them. As the project develops, those who stake tokens will receive the reward depending on the size of their stake.

Initially, the team will allocate X tokens; afterward, the Fund will be refilled from the players' fees.

Fund of Development and Expenses. The money from this fund will be spent on support, development of new features, scaling, and marketing.

Fund of Destruction. This fund will be burned.

PGL Token

Prospectors token name is PGL. Amount of PGL is limited - **220 000 000 tokens**. This is an approximate amount of all the planet's gold (mined and unmined).

PGL holders are the direct owners of *The Prospectors*. When the State governance goes to the Board of Council, the holders with the biggest stakes will have more value during the voting.

Staking. Players can stake their PGL tokens. In this case, they will receive rewards and enter the Board of Council, i.e., will be able to influence the decisions on the project management.

The players with the biggest stakes will be able to bring up their own suggestions on Prospectors development.

Rewards. The reward for PGL owners will depend on the sum of staked tokens. The rewards will be paid daily.

Inside the game, *PGL will be automatically converted into the game gold*. Gold is the game currency in Prospectors; it will be used for all trading relations in the virtual world. Such a model supports asset scaling so that one could operate convenient numbers during the game.
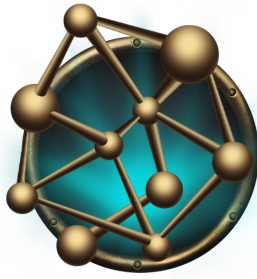
GAME DESCRIPTION

Goal

Every one of us has life goals. Some goals are small - like earning enough to have a vacation at the sea; others are big and distant - as building an empire and ruling people's lives. The Prospectors is a multifaceted project that creates the conditions for realizing your life ambitions regardless of their immensity and reasonableness. And if the real life throws multiple obstacles on your way, Prospectors reality will let you build the winning strategy and gain what you desire.

You can move from lot to lot, mine and sell minerals, offer your workers to other players, and earn every now and then. Or you can build your own business step by step, hire workers, improve your craft, develop the community inside the game, and influence the Prospectors governance. These are only two ways out of the multitude, and only you can decide which course is perfect for you.

Gold

Gold is the inner reflection of PGL; it serves as the main game currency and the instrument for all financial relations. You will need gold to upgrade your account, give salaries to hired workers, trade and pay taxes. Any player who wants to develop further will need gold.

A player can earn gold via multiple game assets (created by the player himself or by other users), or mine it with the help of his workers and appropriate tools on the lot with gold deposits. To register and use a lot, a player has to pay a fee to the State.

Each time a player mines gold from the depths, the complexity of mining increases. With every next time, the amount of gold reduces, up to the total depletion of the deposit. To increase the efficiency of mining, a player has to use the corresponding game technologies.

When a player withdraws gold from the game, it is converted into PGL.

PROSPECTORS

Player's Account

A player can rent any lot, anywhere and with any aim, if it is not occupied or under arrest. Every player can own several lots simultaneously.

A player owns the technologies he/she purchased. **Technology** is the knowledge and permission for construction, production, or upgrade.

A player can sell, exchange, or give **any owned property** to another player. Also, a player can pass his/her lot to anyone or sell it on the auction.

Property sale by auction. The players can sell any property by auction. The auction will last for a period of time, defined by the player. The goods will go to the best stake offered.

Every player has 3 workers.

Worker

A worker is located on the lot. Any movement along the map takes some time. Thus, the bigger the distance, the more time it takes.

The workers fulfill the player's tasks. They can carry cargo, mine minerals, build, explore the world, communicate, or they can be sent to work somewhere else, e.g., wash gold for another prospector.

 Worker's characteristics:

- the speed of movement;
- the speed of work;
- stamina (the maximum time of work without rest).

Every worker has initial characteristics that can be upgraded based on the track record. **Player's track record** is a number of points a user earns for the time spent in the game and fulfilling the work. The player can decide how to spend the earned points and what workers' characteristics to strengthen.

Every worker has a **backpack**, where he carries tools, materials, and resources. If a worker puts out anything from the backpack at the lot, this thing ends up in the lot's warehouse. Therefore, if a lot is someone else's, the thing moves to the lot's owner. The workers can exchange cargos, being on the same lot.

At the beginning of the game, every worker receives the initial set of tools.

Game World

The whole world of Prospectors is shown on the map. Every player has access to the map and ability to see everything that happens there, specifically:

- location of ground resources, i.e., wood and stone;
- location of buildings;
- available work;
- information on goods;
- lot information: whether it's free, occupied or under arrest;
- existent minerals, if the lot has been already investigated.

Lot

A lot is the land unit in Prospectors. Every lot has a **warehouse** which can contain a definite number of various resources, materials, and tools.

All resources on the lot are assigned to this land. If the lot isn't owned by anyone, the resources are common and any player can take them.

Every user can rent a lot on the map if it is free, and use it due to his own wishes providing he pays the rental fees and registration commission. If the player fails to pay, the lot will be **arrested** (all works are forbidden), and sanctions will be imposed. If the player fails to pay the rent and fine until the term of arrest expires, the State will **confiscate** the lot and pass it to the free market afterward. In this case, the player loses all the property that has been on the lot at the time of arrest.

One can construct buildings and fulfill any works on the lot, depending on the one's wishes and available **technology.**

The players can construct only **one building** on one lot. If the lot has ground resources, the construction will be possible only after the lot is cleared from stone and forest.

PROSPECTORS

Resources

Resources are the minerals and raw stuff on the lot. If a lot is occupied, the owner has an exclusive right to acquire resources from it. If the lot is free, anyone can investigate it and acquire resources. The resources (except gold) can be processed into materials afterward, that in their turn will be used in various industry fields.

At the moment, the following resources exist in Prospectors world:

Ground:

- wood;
- stone;

Underground:

- gold;
- iron ore;
- clay;
- coal.

To explore the number of underground resources, the player should send his worker to this lot to make the **exploration.** If someone has already made the exploration before you, the information about resources on this lot will be visible to all players whose workers get on this lot.

Resources are randomly distributed along the map. Also, deposits differ in volume. The amount of resources on the lot is defined in the moment of its exploration and recorded into the blockchain.

Activities

Since all lots differ in location and amount of resources, every player can choose different types of work. In most cases, one will need to cooperate with other players to succeed in the game. Possible activities in *The Prospectors*:

Employment. A player can employ his workers to other players and therefore earn even without his own lot. The workers can be hired for the construction, manufacturing, moving cargos, mining resources, etc. Job announcements specify the duration of work and payment.

Mining. A player can acquire resources manually or construct a building for a more efficient process. All the resources can be used, processed, or sold afterward.

Manufacture. A player can process resources into materials, produce details for the tools or tools themselves, create means of transportation, etc. To start the manufacture, a player should purchase the technologies for the necessary buildings and, in some cases, for the details or tools he plans to produce. When the building is ready, the player has to collect the required materials and find the workers with the related tools.

Trading. A player can buy and sell resources, materials, tools or even lots, speculating on the price difference.

Technology

Technology is the how-to knowledge on a specific construction, the way of manufacturing a particular detail or tool, as well as the permission for such construction or manufacturing.

When a player buys the technology, he has the right to use it on all his lots during the entire game. The right for the specific technology is assigned to the player's account, so it cannot be passed to another player.

Not all technologies are available right away. Some of them can be acquired only after the player reaches a certain level or possesses specific property.

The number of technologies planned for the pilot version of the game will increase as the list of buildings and possible activities grows.

The building can be constructed only on the lot, owned by the player. The lot should be cleared from the ground resources (wood, stone) before the construction.

To start building, the player should acquire the corresponding technology. The construction happens in three stages. Every stage requires specific materials and workers with certain tools. Both player's workers and hired ones can be involved in construction.

There are three purposes of buildings: **extraction, processing, manufacture.**

The ready buildings can be improved; every new improvement increases the productivity index.

Materials are the products of processing or conversion of the raw stuff, that are necessary for construction and manufacturing. The processing happens in the corresponding buildings with the help of workers.

Tools are the working equipment of the worker which allow him to fulfill certain works or make them more effective. The workers can exchange tools and leave them in the warehouse. They carry tools in the backpack. A player can produce tools independently or cooperate with other players for that.

At the beginning of the game, each of three player's workers receives an initial set of tools.

Free Market

A player can sell any resources, materials, details or tools he owns. Also, he can buy anything from other players. The prices on the free market are formed due to the laws of the market economy based on the supply and demand ratio.

Buy and sell operations are carried out in a separate tab. To claim the purchased goods, a player has to send his worker(s) or transport - depending on the weight/number of the goods - to the lot where the purchase is located.

Apart from the simple selling where the player sets the price of the product, he can sell his goods via **auction**. In this case, the player defines the initial price and the duration of the bidding. Other players offer their prices that should be higher than the last offered bid. The goods are sold to the highest bid offered.

Lot Sale. A player can pass his rental rights on the lot to another player. In this case, he sells or puts up to auction the lot with all the property on it. After the purchase, the new owner is obliged to pay the rental fee for the lot.

Means of Transportation

To move any materials, tools or resources (except gold) from lot to lot, one should carry or transport them. Every worker can carry a certain weight. To move cargo more effectively, a player can use means of transportation - carts and wagons.

A cart is a means of transportation that moves with the speed of worker and transports more cargo than the worker.

A **wagon** has the biggest loadability**.** To use a wagon, one will need a horse. You can buy one after you build a wagon.

PROSPECTORS

Union

Since every player will own a limited amount of resources and lands, it would be hard for him to reach any significant success alone. Therefore, the players can join into unions and commercial organizations - to communicate with other users with similar interests and make their businesses more efficient.

A union is the association of people joined together by some common interests with aim of communication, doing mutually beneficial business or further creation of the commercial organization.

There are two types of unions:

- closed - the access is possible by invitation only;
- open - free access.

If the Union members have a sufficient common number of staked tokens, they can choose their representative who will offer propositions from the Union to the vote in the Board of Council.

Every quarter, the State will hold a Union contest. The members of the most active and most useful for the Prospectors Society union will receive a reward.

Commercial Organization

A commercial organization is a union of people with the aim of joint conduct of business. After the reaching of consensus among the players, the game will create an Organization that will be owned by players and where they will function as its investors. The Organization can own land and property, and hire workers.

The players can pass their own lots, property or gold to the common fund of the organization - this will be considered a player's share in this organization.

The players can choose and change the managing roles within the organization, grant certain authority, allocate gold for activities, etc. by voting and reaching consensus.

The income of the Organization will be divided among the members due to their shares.

PROSPECTORS

Assets: Characteristics and Interaction

Account

Owns:
- workers;
- rights for buying and managing lots;
- rights for technologies.

It can interact with another account in the following ways:
- hire workers from other accounts;
- employ its workers to other players;
- give/sell anything;
- pass the rights for the land;
- join the union or commercial organization.

Land Lot

Rented:
- requires registration commission;
- requires rental fee;
- the State protects it from thieves;
- When the taxes are not paid, the state arrests the lot. If the debt and fine are not paid until the end of the arrest period, the state confiscates the lot;
- all property and ground and underground resources, located on the lot at the time of the rental agreement, belong to the owner.

Free:
- doesn't require fees and taxes;
- doesn't guarantee the safety of the left goods;
- cannot contain buildings;
- the resources on it can be acquired by the player's workers only - no hired help is allowed;
- has size;
- can contain resources;
- can be used to acquire/mine resources.

Resources

Types:
- ground: their location and amount are visible on the map;
- underground: invisible; the exploration is required.

Material is the resource after processing.

Tool

A tool is labor equipment of a worker:
- it is a part of a technology;
- it has a specific purpose;
- it has the following characteristics:
  - usage duration;
  - efficiency;
  - weight;
  - size.

Buildings

Types:
- extraction;
- processing;
- manufacture.

Construction

Requires:
- workforce + tools;
- technology;
- building materials ;
- cleared lot.

Fields of Activity

Extraction is a process of acquiring resources (ground or underground) on the lot. It requires:
- the lot with resources;
- workforce + tools + time, or technology + building + workforce + tools + time.

PROSPECTORS

Processing/manufacture requires:
- the lot for construction;
- building + technology + resources/materials/details + workforce + tools + time .

Worker

- is assigned to account, cannot be sold;
- has a backpack where he can carry tools/cargo/materials/resources;
- moves along the map alone or with transport;
- has the following characteristics:
    ○ The speed of movement;
    ○ The speed of work;
    ○ Stamina (the maximum time of work without rest);
- uses tools; can hold one tool in each hand simultaneously.

State

- the governing body in the game;
- serves as a guarantor of security for the rented lots;
- sets the price politics and:
    ○ sells technologies;
    ○ collects registration commission and rental fees;
    ○ collects income taxes;
- decides on money allocation;
- decides on map expansion.

Technology

- knowledge of the process of construction, necessary materials and tools, duration of works;
- the permission for construction or manufacturing.

Union

Union is a unity of accounts with the aim of cooperation and mutual benefit.

Commercial Organization

- an account that can be accessed by several players;
- doesn't have its own workers;
- governed by co-owners;
- the admission and exclusion of separate members are decided by the co-owners on mutually beneficial terms.

This document is not final and can be edited with new update.

https://prospectors.io/

PROSPECTORS