SOCIALFI + GAMEFI
NEW PARADIGM OF METAVERSE
Godland is a DnD-like strategy RPG. It is based on an adventurous story of a traveler who traveled to the Yggdrasil, full of gods and giants. Players need to summon drifters, indigenous heroes living in the Yggdrasil, to complete missions, defeat evil darkness and ultimately bring life to the Yggdrasil again.

Based on Metaverse Game Protocols (MGP), Godland realizes fully-decentralized game architecture with rich playability, and mixes SocialFi and GameFi up to become a new paradigm of Metaverse.
Ragnarök has swept the Nine Realms. The shock of the Armageddon also brought years of disaster. The long winter froze the land, clouds hid the sun, hungry crawled out of their nests, and people fought among themselves. The end of the Nine Realms has come.
But Armageddon didn’t really destroy the Nine Realms. Tenacious life rises from the ashes. The snow will melt, the trees will wither, and prosperity will return to earth under someone else’s leadership.
That person is you. Scattered drifters will gather under your banner. They will build cities, expand territory, and fill the world with life again.

But it is not easy. You have to be well prepared to conquer strong enemies.
Gather your own drifters!

They will help you colonize land, explore dungeons, and bring prosperity and wealth to the world. Each drifter is unique. You can tell something about their hometown from the gear they carry.
Develops your drifters in many ways entirely according to your strategies.

Places your drifters in various wild areas for adventure to get tokens as a reward.

Multiple paths to upgrade drifters’ equipment same as Monster Hunter.
**DUNGEON EXPLORE (PVE)**

Challenges dungeons to upgrade drifters and get tokens and rare materials for upgrading equipment.

**ARENA (PVP)**

Joins various arenas, such as PVP, championships and guild battles, to win prestige and large prize pools.

**COLLECTION HANDBOOK**

Collects NFTs on different blockchains as collectibles to earn benefits in the game without pledging.
Realizes on-chain interaction of guild membership, achievements and contributions/benefits.

Adventures on this vast world, with more than Nine Realms on the Yggdrasil waiting for you to explore.
**GAME ECOSYSTEM**

**INVEST**
- Hero NFT (Drifters)
- $ Tokens

**NFT DEVELOPMENT**
- Drifter rank up
- Drifter level up
- Drifter class transfer
- Forge equipment
- Equipment upgrade
- Land management

**ACTIONS**
- Adventure (Mining)
- Dungeon explore (PVE)
- Arena (PVP)
- Equipment upgrade
- Collections
- Decentralized guild

**REWARDS**
- In-game items
- $ Tokens

**EARNING**
- DEX
- Marketplace
**NEWBIE**

- **Summon**
- **Staking for adventure**
- **Rewards**
  - **DRIFTERS**
  - **LOW-LEVEL ADVENTURE**
  - **LOW-LEVEL RANK UP**
  - **Highers rewards**

**WHALES**

- **LEADERBOARD**
- **Summon**
- **Staking for adventure**
- **Rewards**
  - **DRIFTERS**
  - **HIGH-LEVEL ADVENTURE**
  - **HIGH-LEVEL RANK UP**
  - **Significantly higher rewards**

- **ARTIFACTS**
  - **Rare materials**
  - **Upgrade**

- **EQUIPMENT**
  - **Forge**
  - **Challenge**
  - **Spending**

- **DUNGEON**
  - **Rewards**
  - **Spending**
  - **Rare materials**

**Token Reward Path**
- **DGT (DeGames Token)**
- **AG (Ancient Gold)**

**Token Spending Path**
- **Low-**
- **High-**
- **Rank Up**
Ancient Gold ($AG) is the main in-game currency of Godland. Players can earn $AG for playing games.
A healthier economy that balances output and consumption.

Circulating Supply = In-game Output - In-game Consumption

Decrease Output Sources:
- Burning drifters to increase success rate of rank up
- Burning drifters to enhance the length of time to adventure
- No inflations
- Balancing num of mystery boxes and num of new gamers

Reduce Output of each point:
- Control total output by setting a limited adventure time for each drifter
- Control output rate by dynamic adjustment mechanism

Increase consumption in many ways:
- Rank up
- Ownership Upgrade
- PVE tickets
- Forging Equipment
- Equipment upgrade
- Expand size in high-level adventure

…”

Buy rare materials from marketplace
- Games of chance
- Leaderboard
- More consumption ways in the future…
The amount of $AG the drifter earns from adventure and dungeon will be subject to the economic environment. Different $AG to BUSD prices will affect the amount of $AG the drifter can actually earn.

<table>
<thead>
<tr>
<th>Price</th>
<th>Harvesting Ratio</th>
<th>Price</th>
<th>Harvesting Ratio</th>
<th>Price</th>
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<td>56.25%</td>
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</table>
MGP realizes fully on-chain storage and interaction of game characters, equipment, achievements and user growth, providing one-stop technology suite for GameFi projects and empowering traditional game companies to quickly launch GameFi projects.
Decentralized Character Protocol (DCP)  
Defines the basic attributes such as level, rank and experience value commonly used in game characters, which can be extended according to the needs of the game to achieve cross-game character inheritance.

Decentralized Equipment Protocol (DEP)  
Defines the basic attributes such as category, affix, strength and attribute bonus commonly used in game equipment, which can be extended according to the needs of the game to achieve cross-game equipment inheritance.

Decentralized Achievement Protocol (DAP)  
Defines player’s achievements in games, such as non-tradeable trophies and other features to increase game engagement, as well as providing leaderboards, global value bonuses, to achieve cross-game achievement inheritance.

Decentralized Growth Protocol (DGP)  
Defines fission-driven growth hacking system, including fully-decentralized multi-level user growth and bounty system, to achieve cross-game user inheritance, importing a large number of users with social relationships to new games.
**ROADMAP**

**COMPLETED**
- Overall Game Architecture Design
- Game Tokenomics Design
- MGP V1.0 Product Design
- MGP V1.0 Smart Contract Dev.
- Official Website
- Decentralized Bounty Camp based on DGP

**Q1 2022**
- NFT Marketplace
- Goddess Tavern
- Mystery Box Sale
- GENESIS-ADVENTURE AGE Launch
- Drifter Development
- Adventure (Mining)
- Dungeon Explore (PVE)
- DGT IDO
- DGT Listing On Top DEX
**Q2 2022**
- ARTIFACTS-RAGNARÖK AGE Launch
- Equipment Upgrade
- Advanced Dungeon Explore
- PVP & Guild Battle
- Advanced Equipment Upgrade
- DGT listing on Top CEX

**Q3 2022**
- MULTIVERSE (METAVERSE) AGE Launch
- 3D Virtual World with Immersive Experience
- Decentralized Guild
- Multi-chain Collection Handbook
- MGP V2.0 Launch
- Game-based SocialFi platform
**Top Devs**

- PhD Devs with strong original development ability of protocol layer
- Top 1 Devs in a renowned blockchain ecosystem
- Ranked #1 across all dimensions for months, including number of transactions and number of addresses

**Top Operations**

- International operations team in Southeast Asia, deep into GameFi
- Ranked #3 hot project on Telegram
- Built a community of 300K+ users in 100+ countries within 2 months
Active Character Development System (CDS)

Players can choose different classes for characters to form more diverse adventure teams, and manually improve the attributes of the character according to their strategies when the character is upgraded, which is more playable and strategic like the traditional game.

Flexible Equipment Upgrade System

Each equipment has multiple upgrade paths to get unique attributes, which can contribute to additional damage or states to specific boss. Equipment will ultimately become limited artifacts through multi-level upgrading. If the number of artifacts reaches the upper limit, all players can no longer acquire it anymore.
Decentralized Social Connections

Based on Decentralized Growth Protocol, Godland will keep a permanent record of all players’ social relationships on the blockchain to implement in-game social elements, such as teamwork, competition, leaderboards, social interaction, and even SocialFi. We believe that GameFi is the best-practice scenario for SocialFi.
**Fully-decentralized CDS**

All of characters’ development data, including changes in class, level and value, will be recorded on the blockchain in real time. As a result, characters (NFT) that players spent a lot of time and money to develop will remain unchanged when transferring to other players’ wallets, continuously improving characters (NFT) greater value.

**Cross-game Data Inheritance**

Metaverse Game Protocols (MGP) realizes the complete on-chain storage and interaction of game character, equipment and achievement data to achieve selective inheritance and sharing of NFT attributes across games, An interoperable architecture and the foundation of Metaverse.
Robust Tokenomics

Balancing in-game reward and spending offerings with careful calculations, and designing different game paths for beginner and whales to encourage a wide variety of players to participate. DGT, the governance token of Godland, adopts the economic model of extreme deflation and has at least 8 burning scenarios, with the maximum burning rate of 90%, stimulating the price rise steadily and consistently.

Agile Development

Monthly updates to keep players fresh and make more challenging missions for Whales.
DGT (DeGames Token)

DGT is a governance token of Godland.
The total supply is 1 billion, which will never be issued again and will continue to be destroyed.

<table>
<thead>
<tr>
<th>Feature</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>Summon Drifter</td>
<td>Spend DGT to activate the summoning array to summon drifters.</td>
</tr>
<tr>
<td>Drifter Rank Up</td>
<td>Spend DGT to upgrade drifters’ rank. There is a probability of failure in high-level ranking up, in which drifter disappears.</td>
</tr>
<tr>
<td>Ownership Upgrade</td>
<td>Spend DGT to upgrade Mining Ownership, which increases the maximum number of drifters that participate in for the Dwarven Mines.</td>
</tr>
<tr>
<td>Equipment Upgrade</td>
<td>Spend DGT to upgrade weapons and equipment. There is a probability of failure in high-level equipment upgrading, in which equipment disappears.</td>
</tr>
<tr>
<td>PVE Tickets</td>
<td>Spend DGT as a ticket to explore high-level dungeons.</td>
</tr>
<tr>
<td>Buy Lands</td>
<td>Spend DGT to purchase lands in the Yggdrasil Metaverse.</td>
</tr>
</tbody>
</table>
In-game DGT Burning

- 100% Burning
  DGT spent by summoning

- 100% Burning
  DGT spent by ranking up

- 100% Burning
  DGT spent by upgrade ownership

- 100% Burning
  DGT spent by upgrade equipment

- 50% Burning
  DGT spent by dungeon exploring

- 100% Burning
  DGT spent by purchasing lands

Mystery Box Buy-back

- 10% Burning
  BNB/BUSD from mystery box sales will be used to buy-back DGT
Standard: BEP20
Name: DeGames Token
Symbol: DGT
Total Supply: 1,000,000,000 DGT
Initial MarketCap: $225,000 at TGE

DGT Allocation Detail

- **Private Sale**: 70,000,000
- **Team & Advisor**: 200,000,000
- **Marketing & Partnership**: 50,000,000
- **IDO**: 20,000,000
- **Seed**: 30,000,000
- **Reserve**: 110,000,000
- **Liquidity & Listing**: 20,000,000
- **Game Incentives**: 500,000,000
## Private Sale

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<th>Allocation type</th>
<th>Tokens</th>
<th>%</th>
<th>Price</th>
<th>Tokens unlocked at TGE</th>
<th>Tokens unlocked at TGE</th>
<th>Vesting Period (months)</th>
<th>Full lock duration (months)</th>
<th>Monthly unlock rate</th>
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<td>1,500,000</td>
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<td>Private</td>
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<td>Team &amp; Advisor</td>
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<td>1</td>
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<td>LINEAR VEST – 8 MONTHS</td>
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<td>LINEAR VEST – 12 MONTHS</td>
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</table>
SOCIALFI + GAMEFI
NEW PARADIGM OF METAVERSE

@Godlandgame
26,000+ followers

@godland_en
22,000+ members