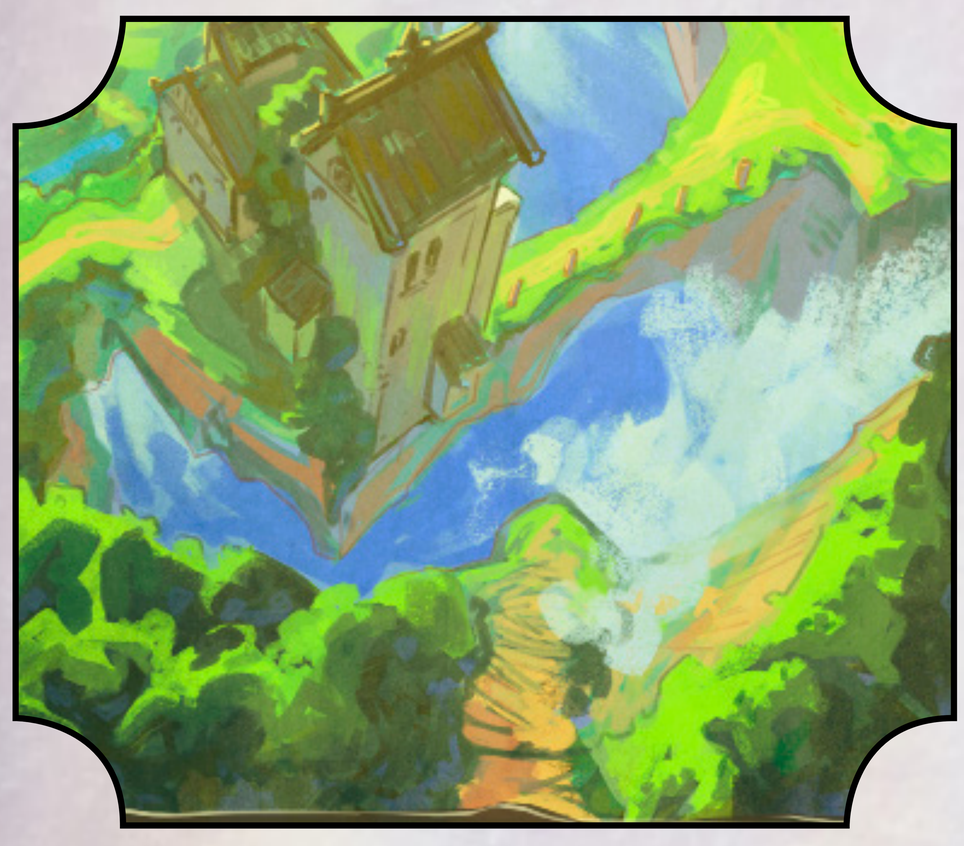
SKYLANDIA

Introduction

Skylandia is a planet located in the metaverse of Genesya, which is inhabited by the Goddess Mintasya and the Mintos, a race of mortal humanoids. The two have had a tumultuous relationship over the course of history, culminating in a tragic event where the Mintasya almost destroyed Earthlandia.



The ravaged planet was saved by the 7 angels of Genesya, who preserved it as a chain of floating islands, thus creating Skylandia.

As a Mintos, one of the humanoid inhabitants of Skylandia, players must survive this apocalyptic landscape, equipping themselves with powerful items and teaming up with other players to improve their chances.

The Skylandia metaverse is an explosive experience that combines three key elements:

- **Fun and competitive video game environment**
- **Social interaction**
- **Tradable assets**

Core Game and Social Mechanics

- Skylandia is a **medieval fantasy** massively **multiplayer** online **role-playing game** (MMORPG).

- It features **player versus player** (PvP) as a key game dynamic to incentivise players to team up, either to attack another team, survive their attack, or defeat a Boss.

- Bosses appear during **timed events** and offer players the chance to obtain **rare and finite resources**, starting a race between players to defeat them.

- Players can **create and join guilds**, which can take control of an area and get part of the earnings of other players within it. Guilds can be toppled by other players or guilds to wrest the land from their grip.

- Guilds are governed using **smart contracts** and give members complete freedom to choose how their guild is administered. These "constitutions" will define the dynamics of social interaction in the game and compete with each other to attract new players to their ranks.

Core Blockchain Elements

Every equippable item is an NFT and tradable in-game on the blockchain.

Trades are conducted using automated market makers (AMM) in-game or via DeFi.

The game's currencies, RedSky and BlueSky, are fully **decentralized tokens.**

Guilds are **decentralized autonomous organizations**, or DAOs.

Purpose and Intended Audience of This Paper

This document is a high-level overview of Skylandia, a blockchain-based social and gaming experience.

It is intended for business readers, crypto enthusiasts, and video game lovers. It is not overly technical and aims to be fully comprehensible to the general reader.

A Next Generation RPG

The 3 Pillars of Skylandia's Core Business Model

1 Mass Adoption: The Shift to Free-to-Play

Even as they embrace cutting edge technology, most blockchainbased games can't help but be archaic in one sense – the cost of entry. In 1977, the Atari 2600 was sold for the equivalent of US$850 today, which is close to the sum a player might expect to pay to be able to play Axie Infinity. The success of Axie has led many industry actors with no prior video game experience to believe that its business model is the only viable one, and to dismiss the potential of free-to-play to build a large user base.

The free-to-play model is essential for mass adoption. Anyone should be able to join the game and start having fun from the second they log on. League of Legends proved the strength of that business model in the traditional online multiplayer space, and blockchain-based games must realise that it's the logical next step for the industry.

Skylandia stands for mass adoption and free play!

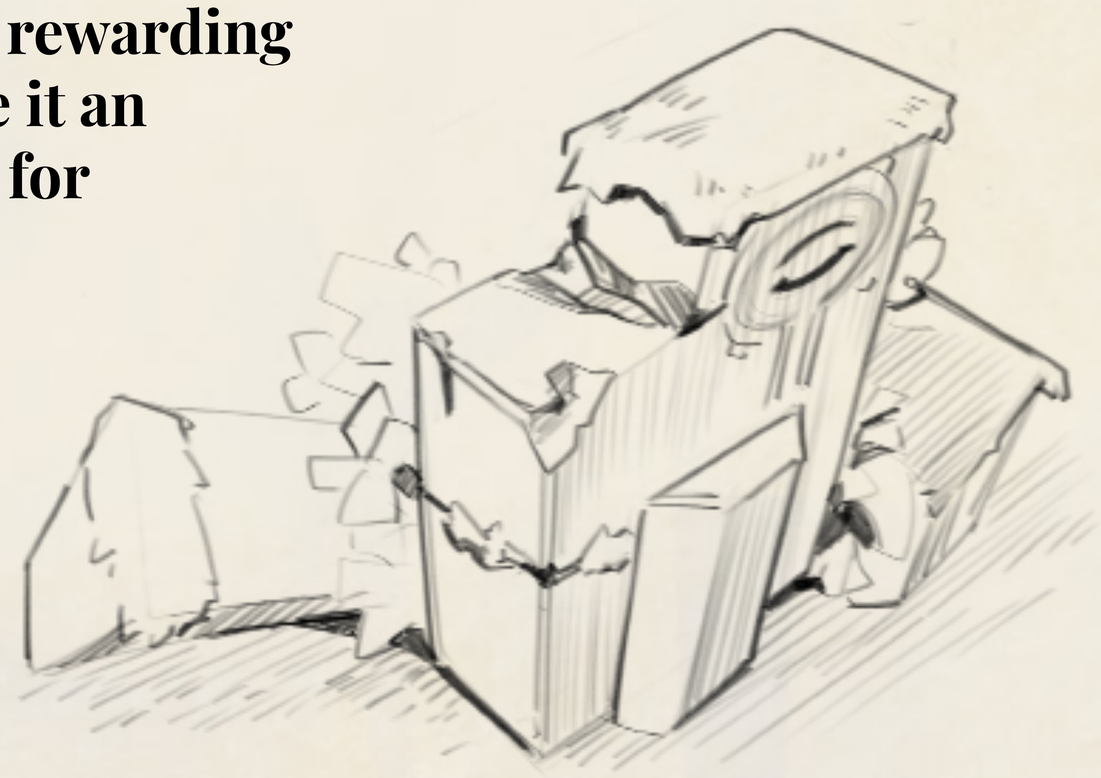
2 A Player's Game: The Shift to Play-to-Earn

Ever since it's been possible for users to trade virtual assets for virtual currency in-game, players have paid real money for the privilege of owning powerful or rare items. Such transactions have always been in violation of most online games' terms of service, and without a third party guaranteeing the transaction, rife with fraud, but players weren't deterred.

The explosive popularity of World of Warcraft carried over this aspect of online gaming to the mainstream, and most video game players today will find nothing unnatural about exchanging ingame assets, or even entire user accounts, for cash.

In an online video game ecosystem, there is a real demand for valuable items and there are players ready to invest their time and talent and to fulfill it—there is no logical reason that they shouldn't be allowed to or be rewarded for their efforts. The success of Axie Infinity and other blockchain-based games shows that the future of online gaming lies in that direction. The market share of video games in the entertainment industry is growing, and it's only fair that some of this money goes to users that bring value to the ecosystem. Players play a massive role in the success of an online game—they should have their cut!

Skylandia believes in rewarding the players who make it an enjoyable experience for everyone!



3 The Shift to Decentralization

For technical, practical, and entrepreneurial reasons, the 2000s and 2010s saw the rise of giant centralized businesses in the digital world. Today, the failings of that paradigm are obvious to everyone.

A lot of power concentrated in the hands of a few firms have led to privacy violations, data leaks, censorship problems, and the loss of individual data and digital asset ownership. Thanks to the blockchain, immutable and decentralized databases are now possible, rendering the model that led to the accession of the tech giants irrelevant. The decentralization and self-ownership of data and digital assets is unstoppable because it is an inherently superior arrangement for users.

Not only does the blockchain give back users ownership of their data and digital assets, it also allows them to monetize them by trading them on decentralized exchanges or peer-to-peer.

To name a few more of its advantages, the blockchain also has unbeatable uptime and security records and no operational cost for video game developers.

3 The Shift to Decentralization

	Blockchain	Centralized database
Self-ownership of user data	✓	x
Self-ownership of digital assets	✓	x
Trade digital assets on a decentralized exchange	✓	x
Trade digital assets peer-to-peer	✓	x
Unbeatable uptime record	✓	x
Unbeatable security record	✓	x
No operational cost for video game developers	✓	x

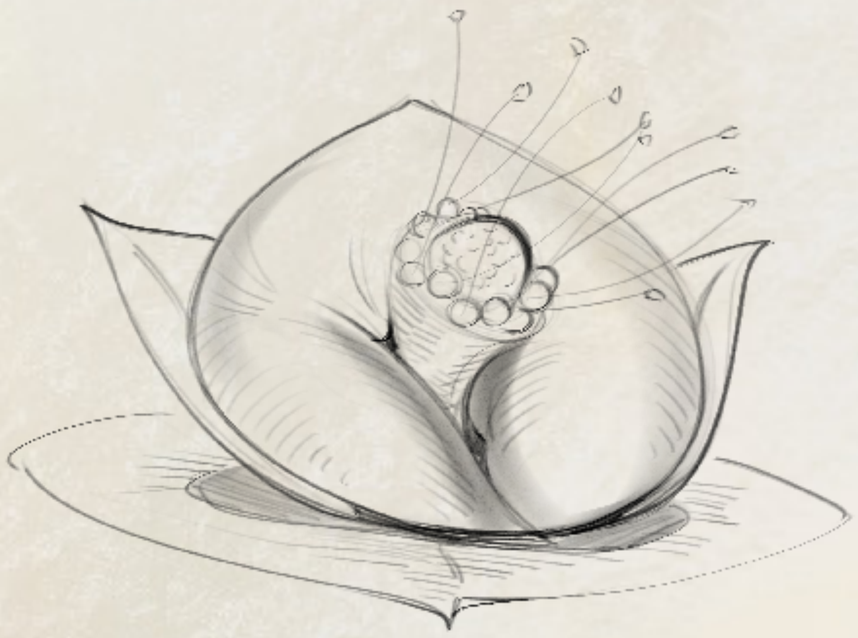
Skylandia is built on the promise of decentralization and the blockchain!

What is SKYLANDIA?

*Skylandia is a **3D MMORPG**. The central premise of the game is that its economy is **based on non-fungible tokens** (NFTs), unique units of data on the blockchain that **can be traded between users**.*

Every item in Skylandia is an NFT.

*This means that **the most valuable in-game assets are the items themselves**, not the player characters as in a majority of MMORPGs.*



What is
SKYLANDIA?

A Competitive, Item-Based RPG

There are no character levels in Skylandia. Quests, a vehicle for getting new players off the ground by having them embark on repetitive and often dull tasks in exchange for experience points, have long been a staple of the genre, giving developers a tried-and-true formula for adding content to their games.

Instead of having to kill 10 rats to marginally improve their character, players in Skylandia will instead face mobs (AI-controlled enemies) and other players in a dynamic way from the very first moment of the game. Skipping the traditional RPG introduction, players will be able to jump directly into the gameplay and social interaction mechanics that make up the real meat of the game.

What is
SKYLANDIA?

A Competitive, Item-Based RPG

Character 'level', or what defines the difference between an experienced player and a new one, is based on 2 things:

Player skill:

Two players with the same equipment will not necessarily fare the same in a battle. Being good at the game makes a difference—Skylandia is not an auto-battler, it's a competitive video game. An interesting video game should not force players to pay to win or devolve into routine.

Items:

Players who are tired of their current playstyle can immediately switch to a new one thanks to the marketplace. All a spellcaster has to do to become a thief or fighter is sell their old equipment and get their hands on a new set. This can be done by: Crafting it in-game from items obtained as battle rewards. Buying it from another player. Killing another player and looting their equipment.

A Social Game 1/2

It's possible to play Skylandia solo, but the incentives for competing and collaborating with other players are irresistible to most users.

United We Stand, Divided We Fall

A player fully-equipped with tier 4 items will not be able to withstand an attack from a group of 10 players with tier 1 equipment. Hence, both experienced and new players have a strong incentive to join a guild.

Rule Them All

A guild can challenge one or more areas of Skylandia. If they succeed, they take control of that area and can impose a tax on all items generated within it on other players. The tax rate is decided by the guild. If the other players are tired of being taxed, they can challenge the guild and end its rule if they're successful. Given that NFTs collected as tax can be sold on the marketplace like every other item in the game, guilds will be constantly trying to wrest control of the land from each other.

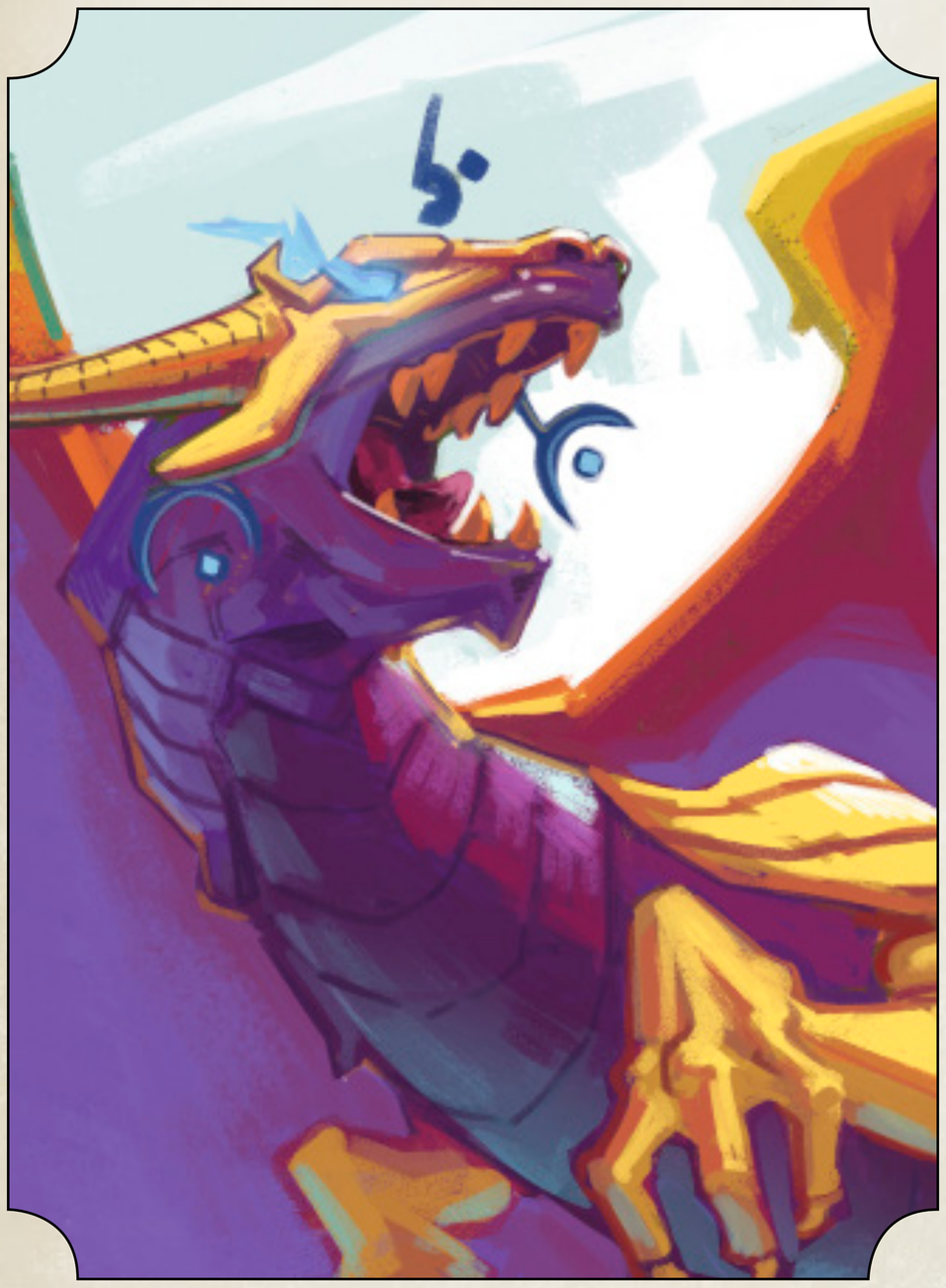
A Race for Powerful Items

The Mintasya will occasionally compel the angels to create a powerful, unique mob, setting off a timed boss event. During the event, the boss will appear somewhere in the metaverse. It poses a significant challenge and will take strong teamplay to go down. The first players to kill it will be rewarded with a very rare ingredient for crafting stronger equipment. The boss can be defeated repeatedly until the event ends, but its chances of dropping this item decrease each time. When the event ends, that particular boss, and its special item, will never respawn again, setting off a race between guilds to be the first, or at least amongst the earliest, to defeat it.

What is SKYLANDIA? | *A Social Game* 2/2

Castle

A guild that controls an area can build a castle to fortify its position. Guilds seeking to undermine it can build siege weapons like catapults or tame mythical creatures like dragons to attack the castle. Castles, siege weapons, and mythical creatures (and other large-scale assets) are guild-level items that can be bought and sold on the marketplace.



Guilds

Anyone can create a guild. The founder of a guild can set the rules of governance however they please, creating a democratic organization where everyone can vote or a despotic one. Guilds can own items (NFTs) and tokens and can pay out of their treasury to attract powerful players to their side or offer their protection to other players in exchange for recurring membership dues. Guilds can also choose any system to share the loot among their members. In reality, they are decentralized autonomous organizations, with their rules and transaction records stored on the blockchain.

One of the interesting parts of the game is to discover what kind of organization is more attractive to players and why. It's likely that many different ways to organize a guild will exist and that players will look to join a guild that reflects their values.

Cornelian Dilemmas and Social Dynamics

Guilds, and individual players, will face scenarios that force them to really think about the potential consequences of their choices, opening up a tactical and strategic layer to the game. There will very rarely be an obviously superior choice—instead players will have to decide which detrimental effects they can live with.

Guild Management

Although guilds can grow to possess great resources and assets, they still need to consider how best to distribute them to maintain their position or even, in dire circumstances, survive.

For example, a certain guild controls a great expanse of land with a castle at the center of it. A boss event triggers, and the guild is faced with 4 possibilities:

- Have some members participate in the boss event, weakening the castle's defenses and leaving it more vulnerable to an attack by opportunistic opponents.
- Hire some players or another guild using funds from the treasury to protect the castle while the defenders are away.
- Try to buy off the attackers with NFTs, tokens, or a strategic alliance.
- Skip the boss event entirely and risk the surrounding guilds getting richer and stronger off of their successful campaigns against the boss. Just like a group of 10 beginners can overcome a more experienced user, a strong guild can fall against a coalition of smaller ones, or grow complacent and weak from not taking any risks.

Friendships, Drama, and Betrayal

Most MMORPG players are familiar with the concept of in-game guilds and the power games that take place between them.

Some players have even been in pro-level teams, where real money is at stake and the competition is even more intense.

These circumstances have always acted as a catalyst for player relationships in online games, resulting in the networks of alliances and rivalries that distinguish them from single-player games.

But being able to trade every item in the game on the blockchain will give new meaning and excitement to these relationships—it will be like the difference between playing poker with fake bills and playing it with actual money.

The stakes will take the community in Skylandia to a new level of engagement with each other and with the game.

NFTs

NFTs

All items in Skylandia, from resources and consumables to castles, lands, siege weapons, and mythical creatures, are tradable NFTs. Being a competitive game, powerful equipment and other types of items are a must if players want to reach the top and stay there. Strong incentives will be put in place to encourage players to upgrade their items or obtain new, more powerful ones.

Crafting

It's become clear that gamers have some reservations about itemization in the crypto-gaming niche. Simply put, a lot of them feel that the game is rigged.

Being able to 'buy one's time' in-game and spend money in exchange for shortcuts is one thing, but it's another thing entirely when players can't win without paying. A healthier approach would be to let users understand that if they get good at the game, they will be rewarded by other players who are ready to pay for their hard-earned NFTs. Cosmetic features that don't confer any gameplay benefits are also a less contentious way of giving players an immediate way to distinguish their characters.

In video games, just like in sports, no one wants to play if they feel they have no chance of winning. A fact often ignored by most crypto-game designers is that users play games to overcome challenges and experience the catharsis of winning. And for most people, winning by paying is just not as fulfilling as winning through skill or experience.

NFTs

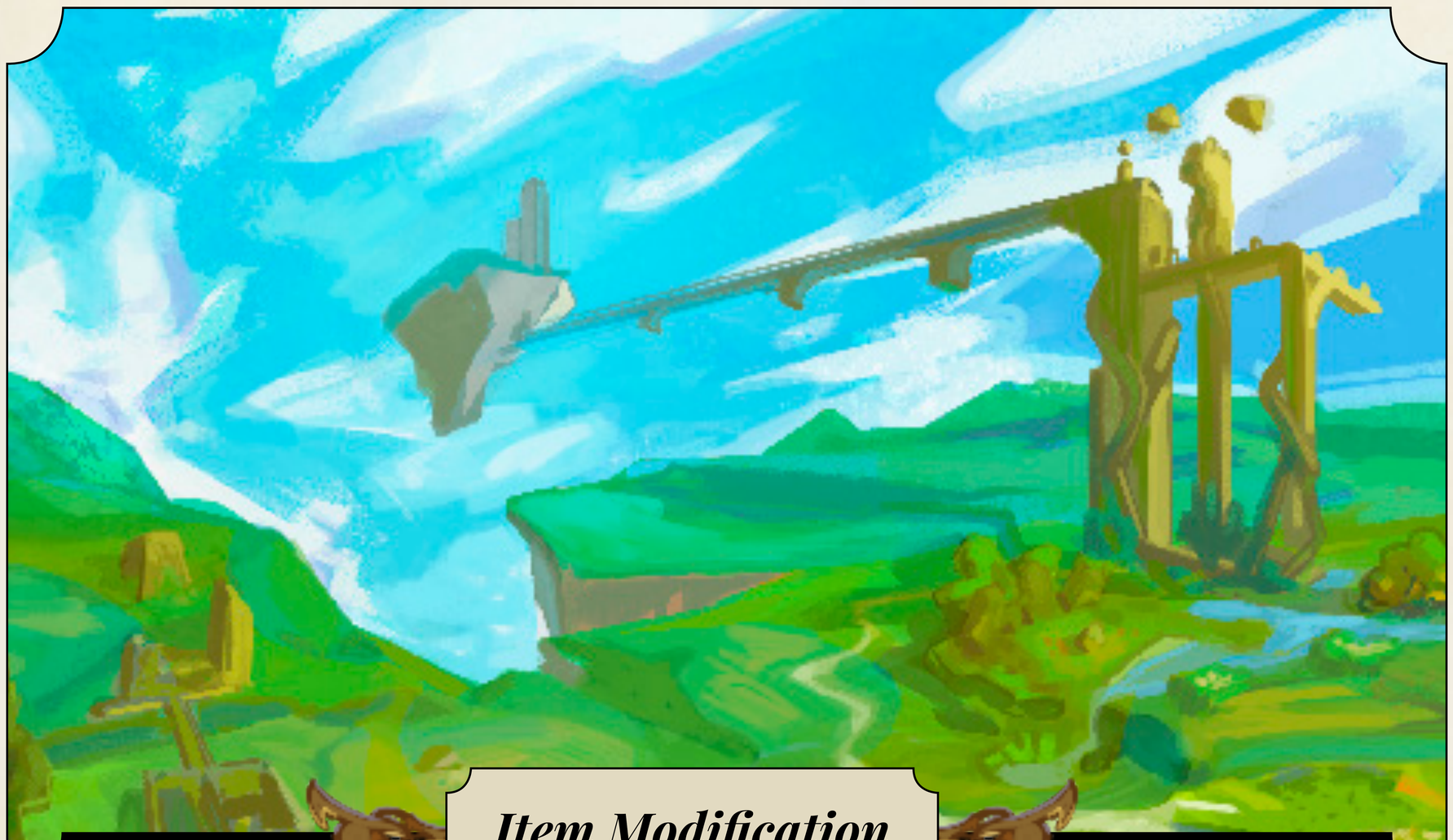
In Skylandia, every player has a chance to win. That's what makes crafting a key element of the game.

Gathering resources allows players to craft basic equipment. With this equipment, they can start exploring the metaverse and defeating mobs, which will drop higher quality resources for even better equipment. Users can choose either to create everything by themselves from scratch, buy everything they might need from the marketplace from other players, or any combination in between. Even players who refuse to pay for in-game advantages will be comforted by the fact that a share of the money spent by paying players is allocated for rewarding good gameplay.

Items Quality

Different areas on the islands vary in difficulty in terms of mob strength and inhospitable terrain. The more difficult an area, the better the quality of resources found there. Consequently, adventuring in difficult areas allows players to craft better items. Items will come in six different qualities of increasing strength and rarity: common, good, magical, rare, epic, and legendary.

NFTs



Item Modification

Any item can be improved in a process similar to crafting items from scratch. Players must gather the required resources to upgrade a particular item and then initiate the process from their crafting dialogue. For example, if a player wants to upgrade their epic-quality sword with a fire damage enchantment, they must seek out a specific mob and defeat it for a chance to obtain its special drop.

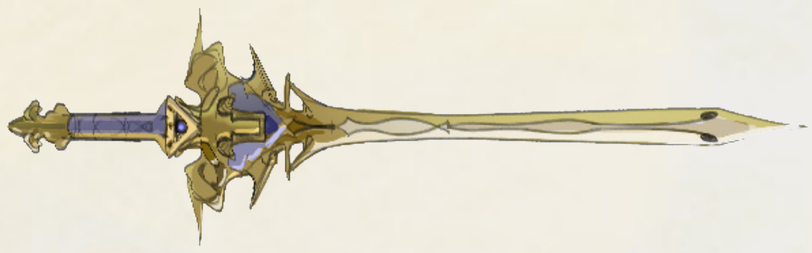
NFTs

Boss Event Items

Bosses have a chance of dropping resources that aren't found anywhere else in the game. These resources can be used to craft extremely powerful new items or modify old ones with great bonuses. Their finite nature makes them a natural draw for players who are already hitting the limits of what can be done with the game's current items. For example, a specific boss might drop the only 10 resources in the game required to craft a legendary item. If all the attempts to defeat the boss and obtain its resources fail, that particular legendary item might never materialize in-game. Every time a precious item is burned in this way it makes the other ones rarer and more valuable.

Early Adopters Items

Quantity-limited and never-reissued items will be available for the earliest adopters. Some of these will bestow modest-to-large in-game benefits, while others will be cosmetic upgrades, e.g. auras, flying pets, halos, back wings, fairy steps, etc. The frequency of early adopter item rewards will decrease with time, with the very first players enjoying the highest chances of obtaining them.



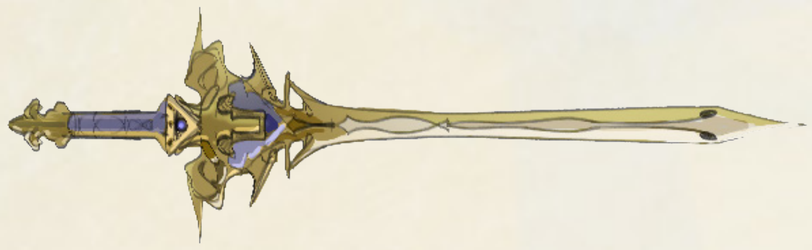
NFTs

Lucky Finds

Some common mobs will have an extremely low chance of dropping rare items, e.g. one in 10 million kills. Stories of lucky players who have managed to obtain these items will be a good marketing tool and add another layer of excitement to the game.

Guild Items

Large-scale assets, like castles, siege weapons, land, and farms, can only be built by guilds, and take the combined effort of many guild members to gather the required resources. A very limited quantity of guild items will be sold during development to reward early adopters.



NFTs

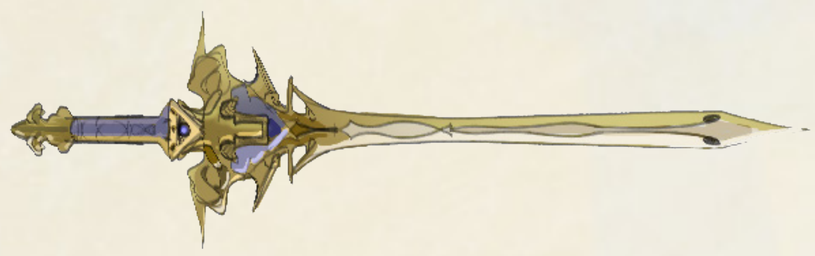
Synergies

As players will discover as they start exploring Skylandia, the cataclysm that created the world also sparked a degree of sentience in all of the equippable items in the game, giving them a level of emotional complexity between that of animals and humans.

Since equippable items are characters in their own way, they have their likes and dislikes that reflect their origins and affect how they interact with each other. These are referred to in-game as item synergies. For example, a shield made out of sheep resources might not feel at ease alongside a sword made out of wolf resources, and a fire protection gem will likely have a stronger effect when applied to a shark-item, since the latter has an affinity for water.

Similarly, siege weapons and mythical creatures can impart a synergistic effect to all surrounding characters carrying items of a certain origin, e.g. an ice dragon will likely boost spellcasters with ice magic and equipment that protects against fire. In fact, another layer of guild management will be to organize members' loadouts to synergize with each other and further the guild's current goals. To tame that ice dragon, for instance, the guild might have asked all members to equip themselves with items that increase fire damage and protect against ice.

Castles also have a soul and an area-effect synergy. Attacking and defending guilds will need to equip themselves with the appropriate items to exploit that effect and better their chances of succeeding.

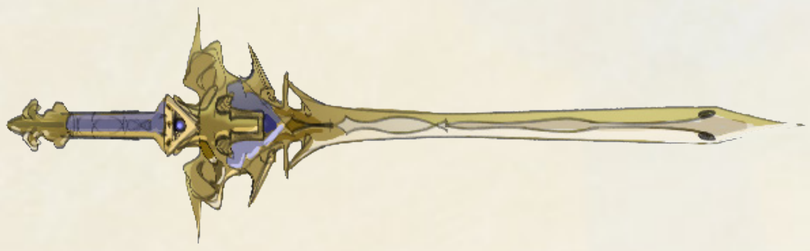


NFTs

Lands

Some lands in Skylandia will be available for sale as NFTs. Landowners have a large toolbox of policies, incentives, and punishments (e.g. building crafting halls and running special promotions) to develop their lands, invite player activity, and increase the value of their marketplace's transactions. They can even trade land parcels and lease them out for special events. These lands will be set by default as non-PvP areas, but landowners can enable the option if it pleases them.

Lands form the bedrock of the metaverse element of Skylandia.

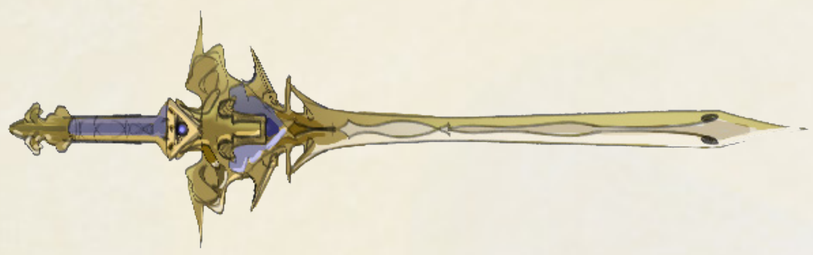


NFTs

NFT burn mechanism

Skylandia is a competitive game and equipment and NFT are key for players to reach the top. Strong incentives are given to better your equipment to either become more competitive or to stay on top.

Resources for upgrading equipment tend to be on the rare side. Every time a user attempts to craft a new item or modify an old one, there is a risk that the process will fail and consume the item and resources. Players must weigh up this failure rate against the benefits of obtaining more powerful items, learning when to take a gamble and when to hold off. This also means that crafts of the very best quality, which will have undergone many upgrades, will be exceedingly rare, as each upgrade compounds the risk of losing the item and crafting resources.

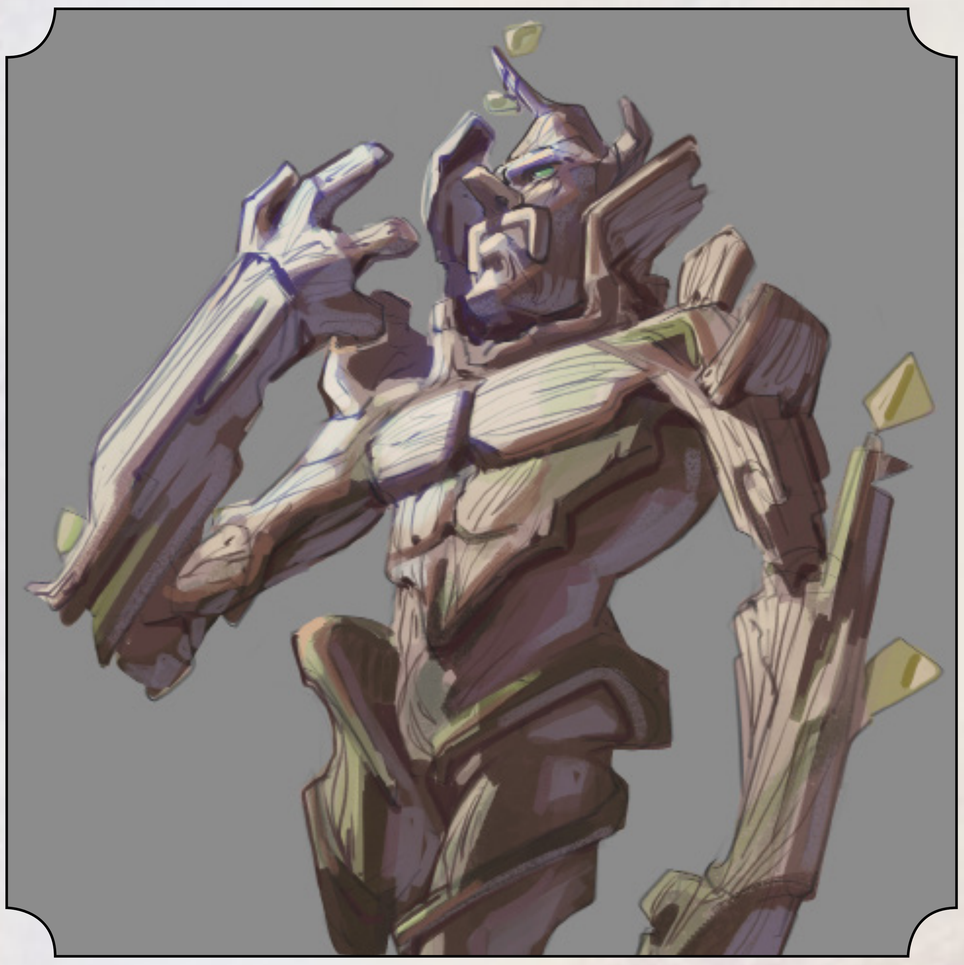


PvP Mechanics

PvP is the main way in which players will interact with each other in Skylandia. The aim is that the gameworld becomes a place where users show up to compete in a social way, the metaverse equivalent of a neighborhood soccer field where there are always players up for a quick game.

PvP Zones

PvP will be enabled in most parts of the game. The main non-PvP zones are some of the trading areas, cities where players can find a marketplace and encounter NPCs, and early-game areas where new players can get familiar with the controls and craft their first set of equipment.



PvP Mechanics

Player Death

When a player is defeated by another player (or mob or boss), there is a chance that they will drop an item or some resources, like potions or coins. This makes the prospect of defeat especially undesirable for veteran players, who stand to lose some of their hard-won items.

Bribing Death

Players might think it too risky to play with valuable items if they can be lost easily after a defeat, leading them to question the logic of seeking those items in the first place. To prevent that line of thinking and encourage risk-taking, the chance of losing an item is capped at 30%. If a player is unlucky enough to lose an item, they still have a 33% chance of being offered to buy it back from Lady Death in exchange for a few coins. This brings down the actual probability of losing an item to just 10%.

Cooldown

Players can't lose more than 1 item every 8 hours. As well, your chance to drop something in PvE is divided by 2 for 30 minutes.

Safe Slots

Equipping 5 items or more unlocks 2 safe equipment slots, any items in which will not be lost on defeat. Players can pay a weekly fee to unlock more safe slots in case they grow attached to more of their items.

PvP Mechanics

PvP Tag

Players who enable the PvP tag, indicating that they're up for PvP combat, double their chances of obtaining loot in PvE and enjoy a 15% bonus to their stats (health, speed, damage, etc.) This bonus is powerful enough to allow players to tackle mobs of a higher tier than their current equipment, but can leave them open to an ambush by PvP 'hunters'. Teamplay and scouting will be essential to avoiding this outcome.

To avoid abuse, the PvP tag can't be deactivated during battle and takes 30 seconds to deactivate outside of it, preventing players from dropping out of PvP mode the instant they see another player, for example. To avoid "griefing", players who disable their PvP tag are 5 times less likely to drop anything on defeat, making them less attractive targets for other players.

Mercenaries

Players can hire a mercenary, actually another player, who must be defeated before the hirer can be engaged in combat. For players acting as mercenaries, this can be a welcome bonus to their income, especially if they're participating in the weekly ranked PvP challenge (see the PvP Prize Pool section).

PvP Mechanics

Holder's Bonus

As an incentive for users not to hoard their money on a secondary account, players who hold a minimum of US$10 worth of coins will enjoy a 5% bonus to speed, health, and item drop rate.

It's likely that most players will choose to hold enough coins to get this bonus, making PvP drops more rewarding on average. Since these coins can be had by simply playing the game, this mechanic won't alienate players who are fed up with the play-to-win model.

PvP Prize Pool

The PvP prize pool is used to reward players who win PvP matches. It's a constantly replenished resource that draws revenue from several different sources:

- When a player bribes Lady Death, 80% of the bribe goes to the winner, 10% is burned, and the remaining 10% is added to the PvP prize pool.

- When a player wins in PVP and earns tokens, 10% of them are burned and the rest is split between the PVP prize pool and the player that won.

- When a player is defeated by another player in one of the situations where he could lose items or resources, Lady Death puts them on auction for 24 hours. 10% of the revenue from their sale is burned andand the rest is split between the winner and the PVP prize pool.

- The revenue from the sale of extra safe equipment slots also contributes to the PvP prize pool, since this mechanic lowers the chances of item drops from defeated players. 10% of the revenue is burned and 90% is added to the pool.

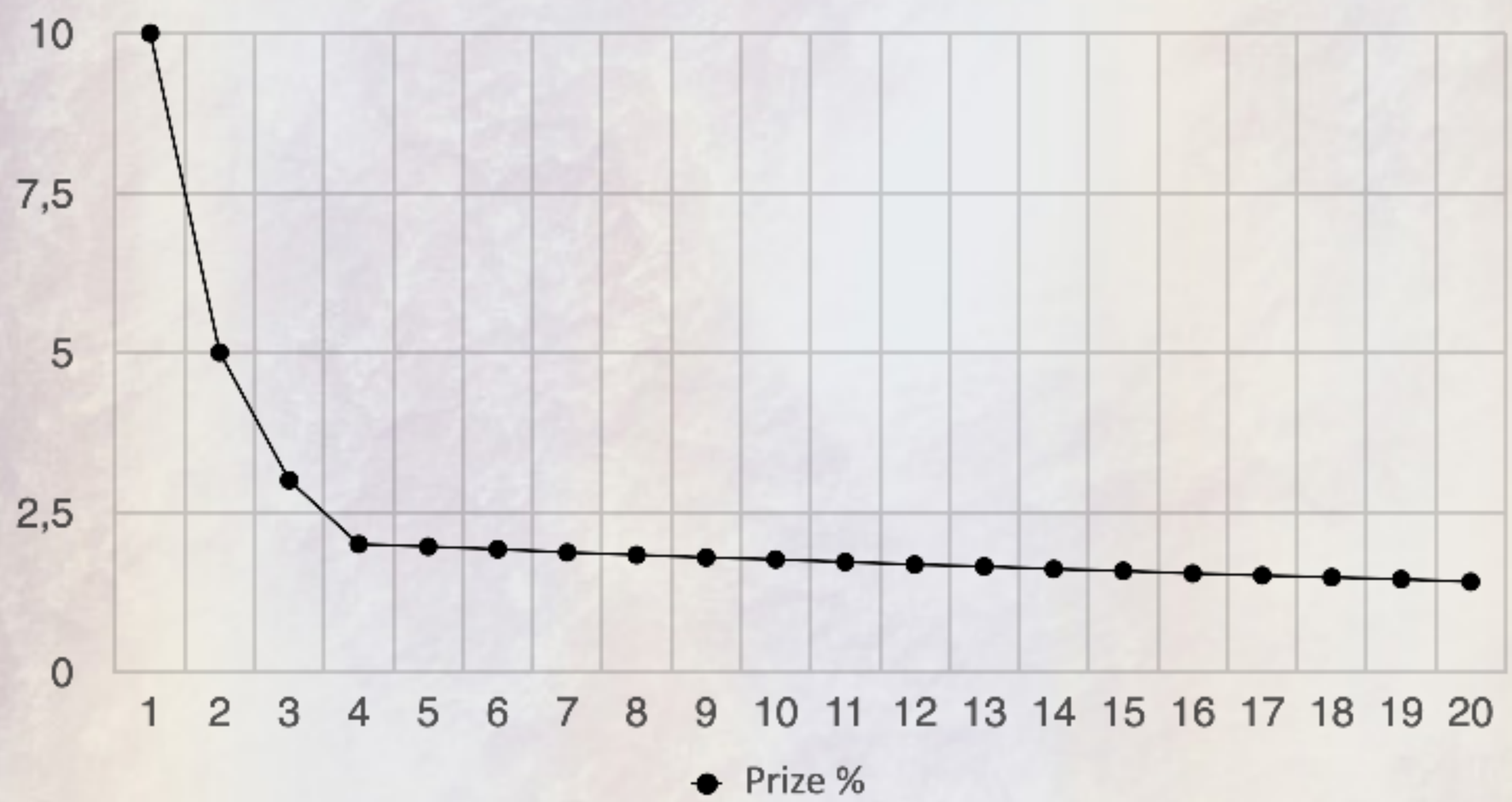
PvP Mechanics

Prize Pool Distribution

Every week, each user in Skylandia is ranked according to their performance in PvP matches. PvP rank determines how much of the prize pool a player is rewarded that week. The top 4 players share 20% of the total amount: 10% goes to the top player, 5% to second place, 3% to third, and 2% to fourth.

The remainder of the pool is distributed as shown in the following charts:

Prize % vs Rank



Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Prize %	10	5	3	2	1.96	1.92	1.87	1.83	1.79	1.76	1.72	1.68	1.65	1.61	1.58	1.54	1.51	1.48	1.45	1.41

The Economy of Skylandia

The Problem with Current Play-to-Earn Games

So far, play-to-earn games have not managed to find a sustainable formula. To many, the idea feels like a Ponzi scheme. The demand for tokens is created by newcomers who are mostly attracted to the game by the promise of in-game rewards for their investment. They also tend to get carried away by the hype surrounding some games and try to speculate on their digital assets.

Those games are not set up to cater to video game fans, rather they act like puzzlingly elaborate investment schemes. A perfect demonstration of this is Axie Infinity's scholarship program, which rewards successful applicants with tokens in exchange for playing the game with certain NFTs. The owners of those NFTs have no interest in the game itself and would rather delegate the burden of playing it to someone else, giving up a share of their profits to the 'scholar'. If Axie Infinity provided a fun experience for owners, they would not see the game as the obstacle between them and their earnings, they would simply play it. Other games, most recently CryptoMines, use the classic trick of minting more and more coins, leading to the total collapse of its market value.

A Sustainable Metaverse Economy

Building on 10 years of experience in cryptocurrency markets, Skylandia aims to adopt a new model for play-to-earn games and avoid the pitfalls that have plagued its predecessors. The central assumption is that most gamers are not experienced crypto traders, and so need a smooth and intuitive experience to truly enjoy the game and take advantage of the benefits of play-to-earn.

Skylandia uses two types of tokens, redSky for basic resources and blueSky for more valuable items.

A Sustainable Metaverse Economy

redSky Token

Since November 2020, AXS, the governance token for Axie Infinity, increased in value from $0.14 to $170, a jump of more than 120,000%. This success has had the undesirable effect of driving some players to hoard the token rather than spend it. redSky tokens will discourage this kind of behavior. They are used for basic resources and items like wood, stone, health potions, and so on, aiming to have the same significance as Axie Infinity's Smooth Love Potion token. Their supply will be controlled so that their market value does not incentivize players to save instead of spend them. They can be freely spent without the fear of missing out.

A Sustainable Metaverse Economy

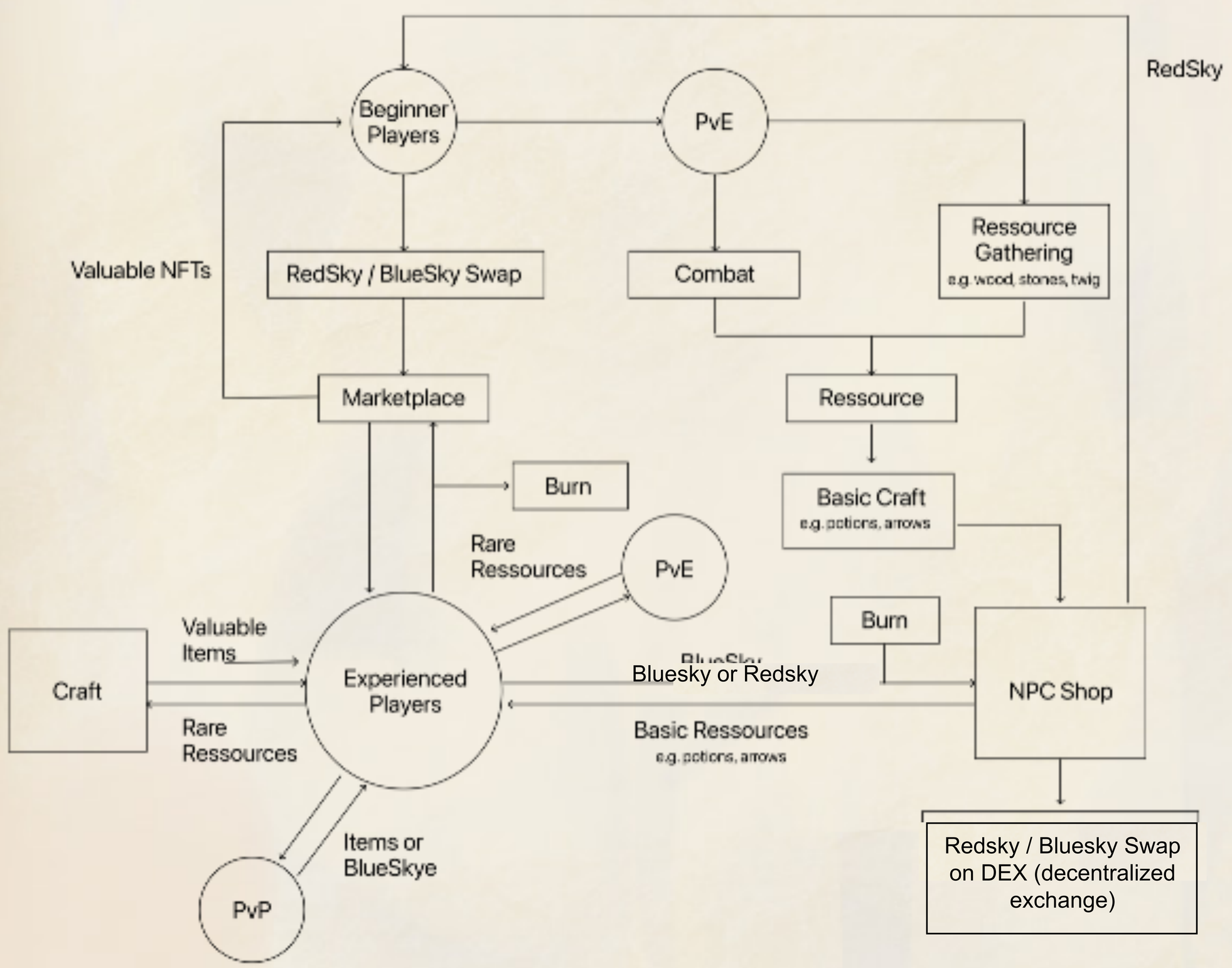
blueSky Token

blueSky tokens can only be earned in PvP or in marketplaces; there is no way to earn them by killing monsters. This means that they are not subject to inflation—they have a fixed maximum supply and will never be minted after creation. These tokens play a crucial role in game balance, especially PvP mechanics, e.g. players will need to have US$10 worth of blueSky tokens to get the Holder's Bonus (see the PvP Mechanics section). To control its supply and maintain deflation, daily in-game events will burn blueSky tokens. The Skylandia team will also publicly carry out routine buy-and-burn transactions based on company revenue on the same decentralized exchange that all players and NPCs use. The process is similar to Binance's and FTX's burn transactions.

A Sustainable Metaverse Economy

blueSky Deflationary Mechanics

blueSky is also burned in many regular in-game transactions. These are highlighted earlier in the paper and in the next subsections, but a quick summary can be found below. 10% of the value of all the following transactions is burned: Lady Death bribes (see the PvP Mechanics section) Extra safe slot fees (see the PvP Mechanics section) Coin drops from PvP Items auctioned from players defeated in PvE All marketplace transactions (see the following subsections)



A Sustainable Metaverse Economy

blueSky Burn

Each marketplace transaction will incur a 10% blueSky burn. If the player pays in redSky, the burn will be swapped for blueSky and burned. The token will be automatically swapped with the desired currency by the marketplace to credit the seller. In addition, a 1% share of all transactions will go to the PvP prize pool.

Airdrop

Airdrops of blueSky will be awarded to early, active users. To unlock them, players will need to have been active in-game for the past 12 months and complete the monthly quests at different difficulty levels.

A Sustainable Metaverse Economy

NPC Shops

Basic items like building resources, potions and tiers 1 items can be bought and sold for redSky at NPC shops. When a player sells a basic item, redSky is minted. If too much redSky has been minted, the price of that item drops, and the minting of redSky decreases as a result. Therefore, redSky minting is controlled entirely by NPCs.

When a player spends redSky to buy a basic item and there is an oversupply of the token in the market, it is burned, driving up its value. If the price of the token has to go down instead, the NPC will swap it for blueSky in the background, burning 10% of the value of the transaction and adding the remaining 90% to the PvP prize pool.

NPC shops will be useful for all players. Beginners will appreciate that they can earn tokens in a dangerous area by selling resources, and experienced players can save their valuable time for more important tasks by buying whatever resources they happen to need, e.g. wood and stone for repairing their guild's castle after a siege.

Buy and Sell Marketplaces

In-game marketplaces will allow players to trade with each other items that are not found in NPC shops. A player can put any item on sale for a price of their choosing, or put it up for auction. Prices can be set in redSky or blueSky, and buyers have the choice of paying in either.

A Sustainable Metaverse Economy

Rent Marketplaces

Owners of powerful or visually distinctive items can lease them out via an auction system, allowing them to earn money while they're away from the game. Other players will want to rent powerful items if it means being one of the first to defeat a boss with a limited supply of ultra-rare resource drops.

Castle Marketplaces

A guild can open a marketplace in its own castle and impose its own tax on top of the blueSky burn and PvP prize pool taxes. In theory, any player can sell their items there, but the guild has the ultimate say on who can or can't trade at their marketplace.

A Sustainable Metaverse Economy

Peer-to-Peer Marketplaces

It's often annoying in games to walk back to town to sell unwanted loot and buy supplies. Players will be able to set up their own marketplace next to the battlefield or in other convenient areas. To open their shop, a player will first set prices on some of their own items. They'll then enter peer-to-peer (P2P) market mode, at which point they will be disconnected from the game and their character will acquire a special skin for merchants. Other players can then find the shop on the map and trade with them. A player in P2P market mode cannot be attacked.

Mercenary Marketplaces

Guilds and individual players can post a job offer to hire mercenaries for different assignments or seek the same kind of work themselves.

DeFi: Decentralized Finance

NFT Insurance

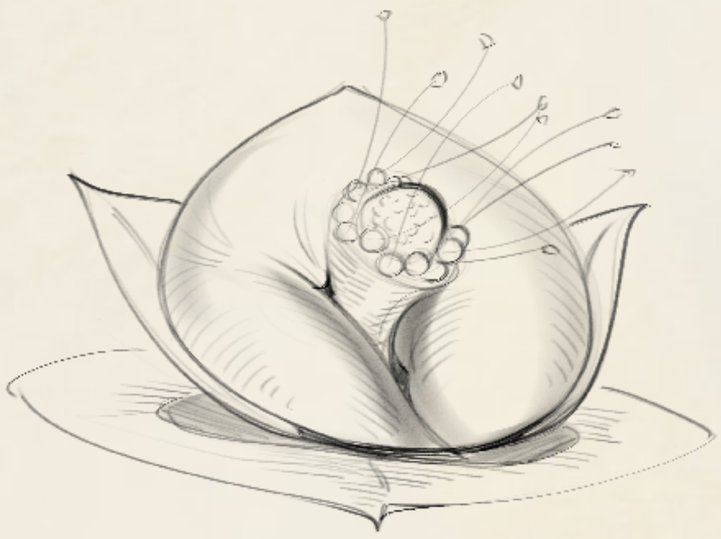
NFTs, or items in Skylandia, are valuable digital assets that players wouldn't like to lose. Just like one might take out an insurance policy for their car or house in real life, players will want to insure their most valuable NFTs against loss in PvP or crafting.

Players will be able to pay a weekly fee on a DeFi protocol to get compensated in tokens in case they lose an insured NFT during a battle or in the event of crafting failure. Investors will be able to provide liquidity and get a yield on this protocol.

Since all player data is on-chain, players with the best records will pay the least for their policies, while players with shaky records will have to pay more. Whatever they end up paying, a part of their insurance premium will be burned.

Liquidity Provider

A redSky/blueSky liquidity provider token as well as a blueSky/USDC stablecoin will be created on Serum, Solana's best exchange.



Automated Market Makers

Automated market makers (AMMs) will be available to players so they can earn on trading fee. Any player can earn yield on the redSky/blueSky liquidity pool or on the blueSky/USDC pool.

Tokenomiks

Token use	Token Amount	% Total	Lock up and Vesting Period
Ecosystem Rewards	400,000,000	40%	Linear vesting over 6 years
Marketing, Ecosystem building, Treasury	200,000,000	20%	10% unlocked on TGE then linear vesting over 2 years
Public Sale	50,000,000	5%	3-month cliff with different unlock schedules (few options)
Private Sale	70,000,000	7%	6-month cliff then linear vesting over 2 years
Seed	100,000,000	10%	9-month cliff then linear vesting over 2 years
Reserves	30,000,000	3%	10% TGE then 1 year cliff then linear vesting over 3 years
Team & Advisors	150,000,000	15%	10% unlocked on TGE (only to stake in the DAO), 6-month cliff then linear vesting over 2 years
Total	1,000,000,000	100%	

Market Research

— The Collectible Toy Market —

The Skylandia team counts among its members a professional trader in vintage video games, toys, and deck-building card games with more than 20 years of experience in the market. It's fair to believe that this knowledge is not particularly relevant to the current NFT market, but it's difficult to deny that professional traders understand the long term dynamics of geeky collectibles.

Market Research

From an external point of view, it can be hard to understand why an adult with a good income and a fulfilling life would spend a sizable amount of money on an outdated video game that he could have easily played for free via PC emulation, or that he has no intention of playing at all.

The key to unraveling this mystery are the chemicals serotonin and dopamine. (For those who wish to explore the subject further, the books and lectures of Dr. Andrew Huberman, a professor of neurobiology and ophthalmology at Stanford University School of Medicine, are a great start.) In fact, serotonin and dopamine are a key to understanding many human behaviors. The nervous system (including the brain) is a fascinating part of the body that is widely influenced by hormones. For our sanity and mental health, the brain rearranges our memories of the past in a happier and more colorful way. The consequence is that when we recall those memories, we sometimes experience nostalgia. Nostalgia allows us to think positively of our past and ourselves, leading to a release of dopamine, and therefore happiness, in the brain.

Vintage video games can trigger a madeleine effect, making us relive a time in the past when our lives were simpler and happier. That is why an adult with a good income and a fulfilling life would spend a sizable amount of money on an outdated video game.

On top of that, there is also the "Bitcoin effect". Thanks to the blockchain, we know that some coins haven't movaed in 10 years or more and are probably lost. And we know for a fact that every year, some individuals lose access to their coins or accidentally send them to an address that doesn't exist.

In a sense, the same thing is happening to vintage video games and toys. Every year, some of them are lost or damaged, and therefore every year their supply shrinks.

— Vintage Video Game and Toys —

Market Research

— Wizards of the Coast: Magic the Gathering —

Magic the Gathering, or just Magic as it's known by fans, is a deck-building card game created in 1993. While the cards are needed to play the game, some of them have become so iconic and so rare that collectors have taken to hoarding them. When such cards are found in good condition, they are sent to a grading company for an evaluation and then sealed in plastic cases.

The most expensive Magic card is the Black Lotus. Extremely powerful in game, this card is banned from most competition formats. Nevertheless, it can still be played in vintage or old-school rules. For Black Lotus cards from the alpha or beta edition (the older and more valuable ones) with a grade of 9 or 10 out of 10, it's unlikely that collectors will take them out of their plastic case to play with them. But anything short of that is fair game, which is the main difference between Magic collectors and vintage video game and toy collectors. The latter collect to own, not play, and keep their collectibles sealed under most circumstances.

— Skylandia NFTs —

Skylandia can't start generating the same dopamine reaction that old-school collectibles do right off the bat, but in 10 years' time its NFTs could have the same appeal as video games for long-forgotten consoles or rare trading cards. The game's NFT component has all the makings of an exciting and long-lived collectibles environment, with limited edition NFTs, NFTs that might disappear if modified, NFTs with unique visual effects, and much more.

Market Research

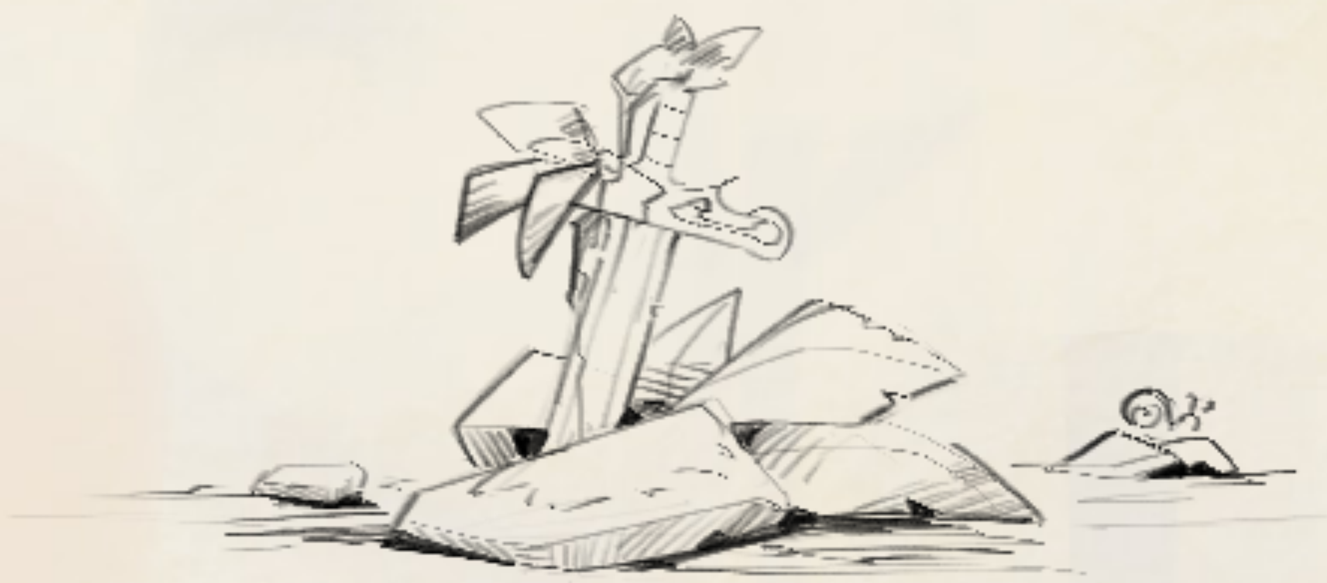
— Dostoyevsky's Desire Paradox and René Girard's Interpretation —

In a nutshell, René Girard explains that we always desire what others do – that is, desire is mimetic in nature. But what happens if everyone desires the same thing? What happens when all players desire the same NFT, boss resource, or castle? The answer is simple: conflict.

Like soccer teams that grow to hate each other over time, great rivalries will arise between guilds.

Why does Skylandia have to be so harsh? It's because of the paradox of desire. There is no desire for and no pleasure in things that come too easily. As Dostyevsky teaches, people lose interest in things that are given freely or at little cost. It's as if people are programmed not to assign any value to something that they didn't have to pay for.

Guilds and other antagonists, because they sometimes present players with great difficulty, make the game an attractive and rewarding place to be. And since it's always possible for users to pool their forces to beat someone stronger, the game will always retain this dynamic of dominant players that can nevertheless be taken down by coalitions.



More than
A GAME...
A Metaverse

The goal of Skylandia is to connect people and let them live through a bonding experience together. In sports, when a team wins a difficult match against another team, their experience is highlighted by their sense of camaraderie. Some members of the Skylandia team met this way, going from long-term video game friendship to real life friendship and then a business partnership.

Yes, a good video game requires good graphics.
Yes, a good video game requires good gameplay.
Yes, a good video game today must be free to play.
Yes, a good video game today must be play-to-earn.

But Skylandia is betting that the best video game today must be a metaverse, a way for people to connect with each other and live great adventures that they will remember fondly for a long time afterwards.

Everything in Skylandia is designed to create situations with high emotions, teamplay and social connections.

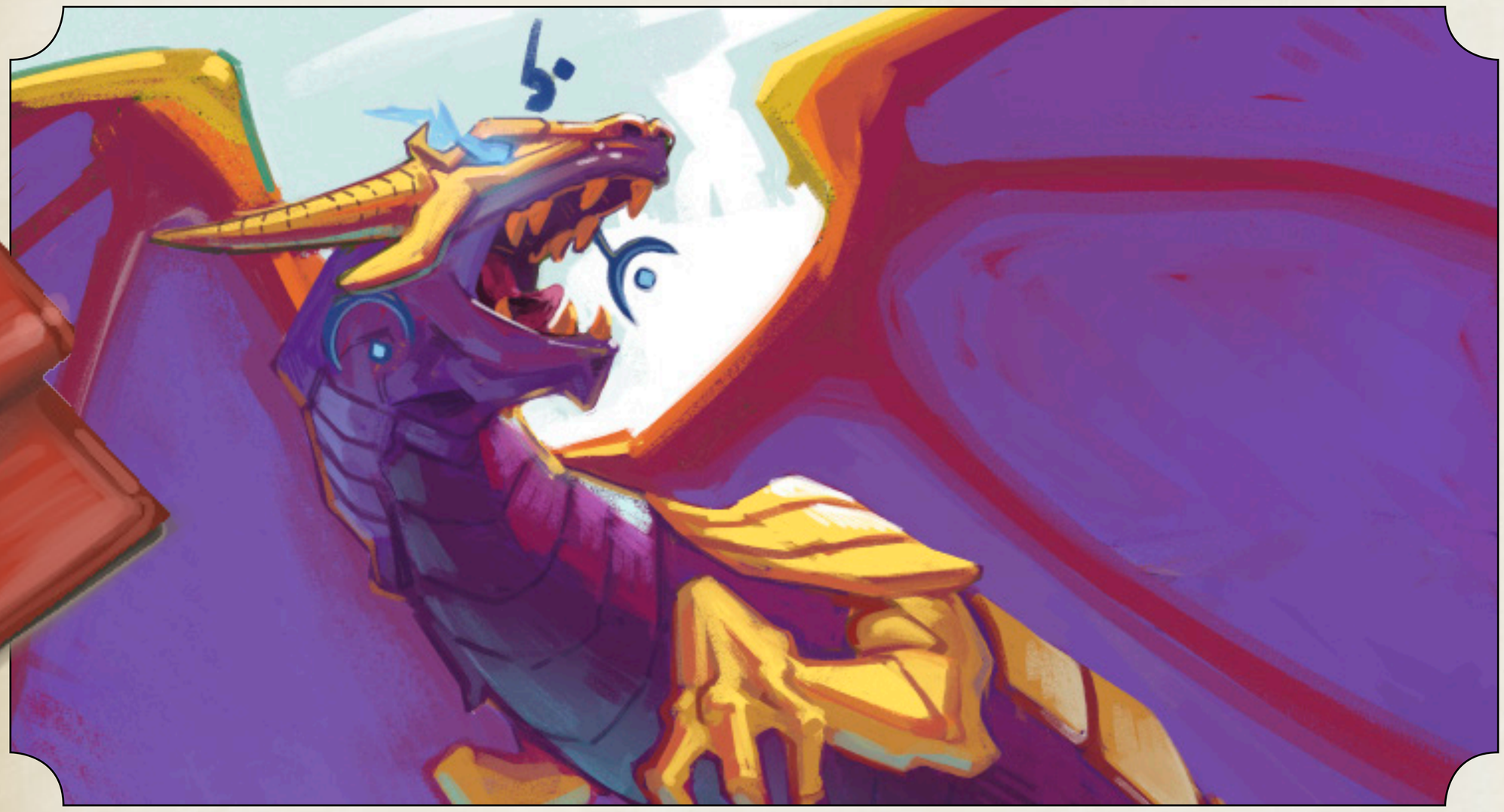
Our ambition for Skylandia is to be this game!

Lore

Genesya had been sleeping since time immemorial. Lost in the infinity of her creative mind, she knew only happiness for millions of years, even before the existence of the universe. Her pleasure grew every second up until that very special moment when she blinked. An immense beam of warmth burst out of her eye as if it was a tear of joy. The universe was born. From this fertile blink, she had 12 children, and each of them had many more.

One of those children, Mintasya, was the most talented goddess of her generation, but her talent was matched by her naivety. All of her siblings were delighted to listen to her sing. One day her song was so beautiful that Genesya herself smiled at hearing it and 7 angels were created to worship her.

Lore



For the pleasure of this incredible beauty, the angels created Earthlandia, an idyllic planet with vast landscapes, in the hope of hearing her singing about it. When she did, those songs were so enchanting that Genesya blew on the planet and Mintasya gave birth to the Mintos, the first mortal humanoids of the universe.

Mintasya loved them so much that she gave them the gift of the talent of crafting. Thousands of years and generations after, life was very peaceful on Earthlandia.

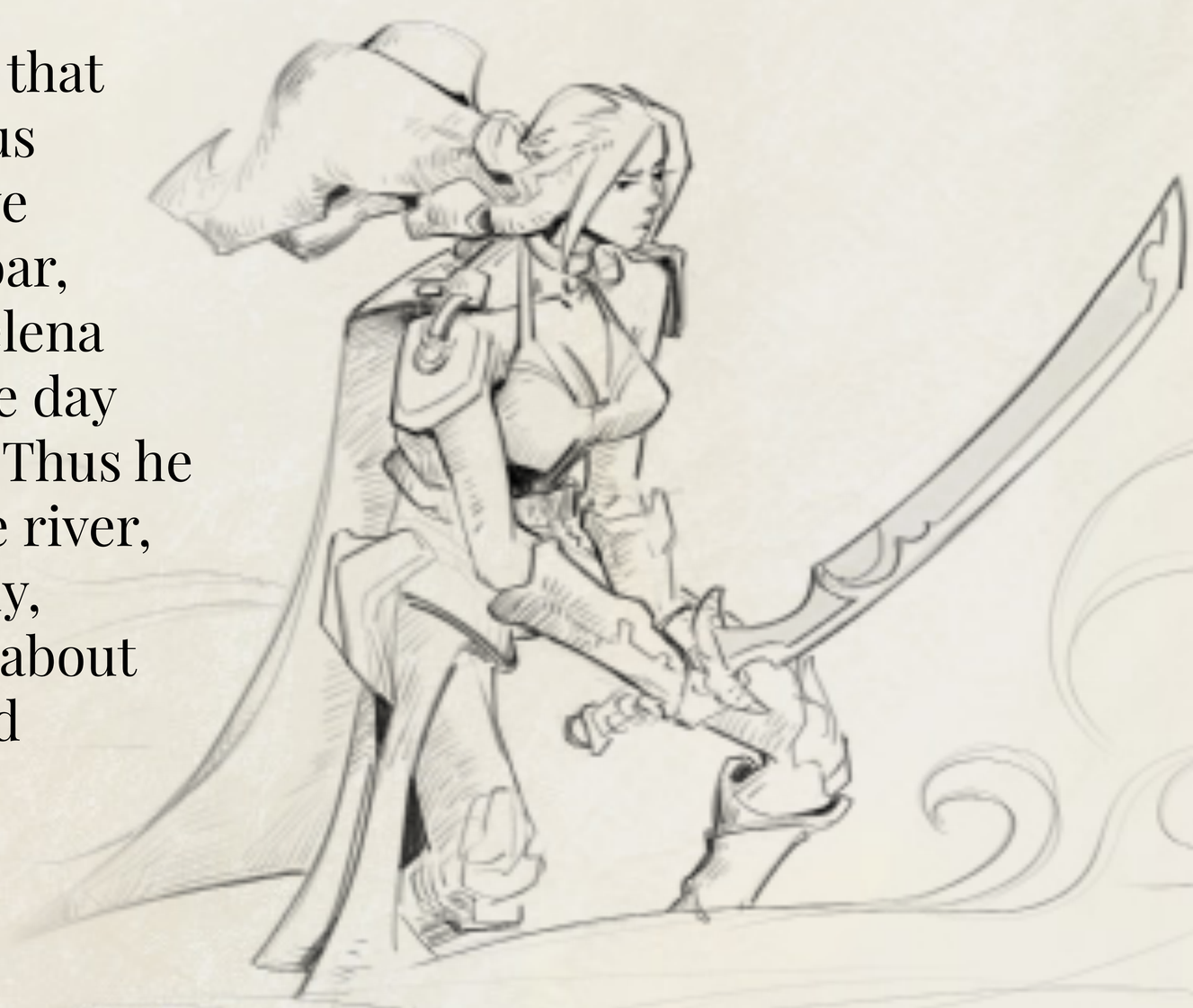
Orionos was a great hunter and an extremely handsome Mintos. For months, he lived in the forest, hunting the biggest and the fastest boar. This animal was so strong and so fast that no one had managed to catch him, and even though Orionos was a very respected hunter, no one truly believed that a human could capture that animal.

Lore

Orionos was so passionate, so strong and so determined that secretly Mintasya fell in love with him. If Mintos were blessed craftspeople, Mintasya was a goddess. She created a very special sword that she laid next to him while he slept. In the early morning, Orionos saw this fantastic weapon and as soon as he held it, felt a remarkable change. He ran in the direction of the boar with a speed that exceeded even its own. And in just one blow, the boar was defeated.

On his way back, Orionos was extremely proud of himself and knew that Helena, the most beautiful girl at the Castle would admire him for this feat. However, close to the river, a long way before the castle, Mintasya was waiting for him. Disguised as a Mintas as she was, Orionos didn't recognise his goddess. When she praised his skill as a hunter and expressed her admiration, Orionos could only think of Helena saying those same words. But then Mintasya said, "What a beautiful sword! Did it serve you well?"

Indeed, Orionos knew that without this mysterious sword he wouldn't have been able to kill the boar, and was afraid that Helena might find that out one day and cease to love him. Thus he threw the sword in the river, telling Mintasya, "Truly, women know nothing about weapons! This is an old and useless sword. I don't even know why I still carry it!"



Lore

Orionos continued on his way to the castle to see Helena, and Mintasya left Earthlandia with the sword, hurt that he had spurned her offering. The seven angels tried to help her cope with this unfamiliar feeling of rejection.

Soon after, Mintasya was full of rage and threw the sword at Earthlandia. The impact would have destroyed the planet completely and broken Mintasya's heart had the seven angels not intervened to save it as quickly as they could.

Despite the incredible power of the angels, the impact was terrible and Earthlandia was shattered. The floating islands that used to make up its land are now called Skylandia, held together by the angels so they don't drift apart forever.

After a while, Mintasya remembered that she had given the Mintos the talent of crafting. But after her exchange with Orionos by the river, she realized that the Mintos did not really respect their crafts. To change that, in the hope that no one would throw such a sword in the river anymore, she decided to alter this talent into something different. From that moment, the crafts of the Mintos became living creatures, able to impart the same feelings they're experiencing to their users. The 7 angels were charged with sending terrible and dangerous creatures to Skylandia to plague the Mintos and teach them not to neglect their crafts if they're to survive.

SKYLANDIA