# R land

Game Plan

Whitepaper

Written by: Dr. Baby G.

## Disclaimer

The information contained herein is only conceptualized outlines of future development goals for the RLand game, the BIT's token and its sub-token "parts" respectively named ALLOY, CIRCUIT, PIXEL, rGAS. This document is provided solely for informational purposes and does not constitute any binding commitment. Please do not rely on this information in making purchasing decisions because ultimately, the development, release, and timing of any products, features or functionality remains at the sole discretion of the company, and is subject to change. This Game Plan may be amended at any time. There are no obligations to update the Game Design or to provide recipents with access to any information beyond what is provided herein.
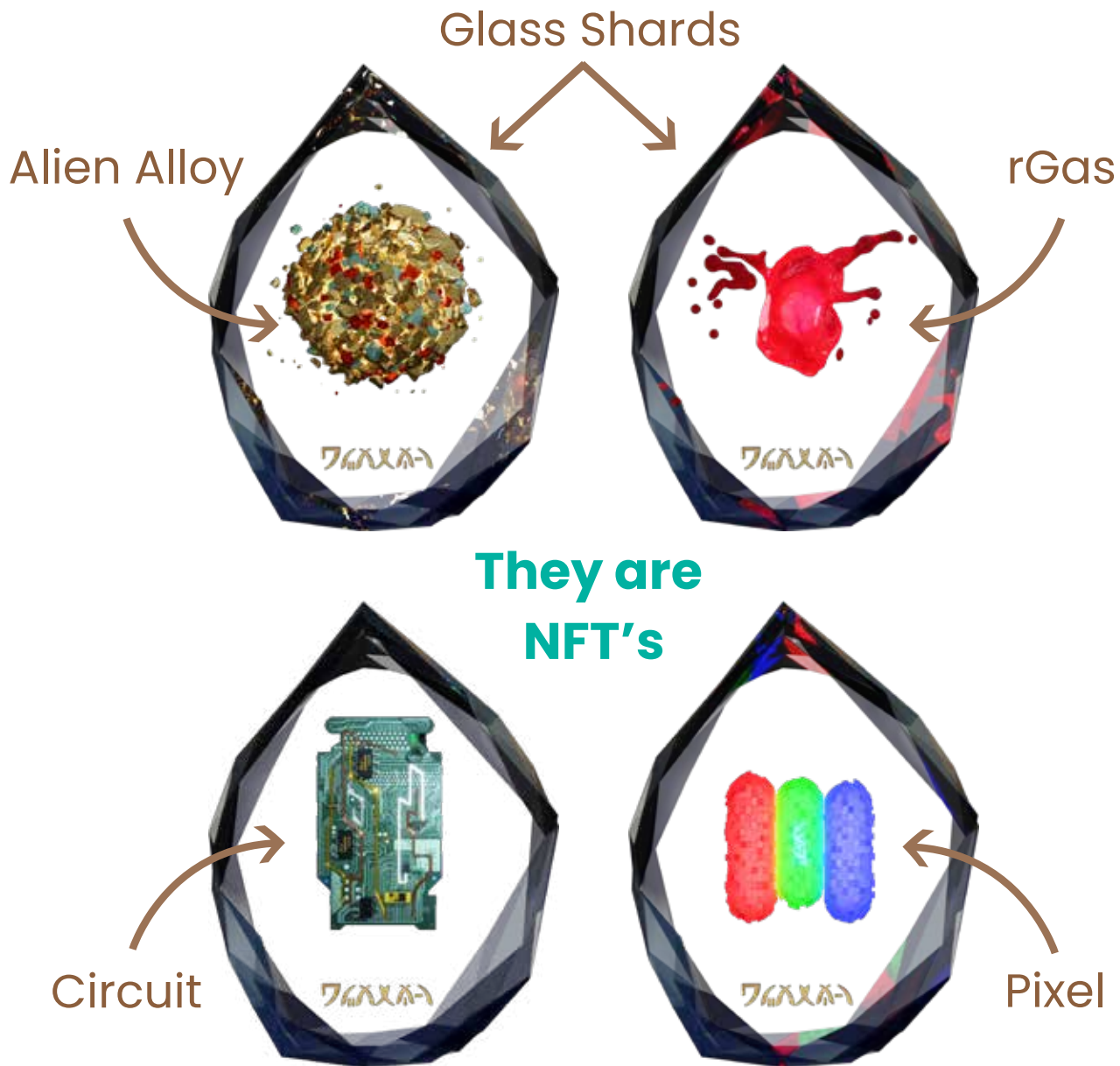
# OPPS!!..

Sorry I forgot to translate to English

# Owner Shards

What are they?

Glass Shards

Alien Alloy

rGas

They are
NFT's

Circuit

Pixel

Owner Shards (OS) are NFT's for the RLand game. Each glass shard encapsulates 1 type of part that is used in RLand. The 4 parts are: Alien Alloy ( aka Alloy ), rGas ( aka Gas ), Circuit ( aka PCB ), and finally Pixels ( aka RGB ). These NFT's will come with multiple benefits depending on the rarity of the OS. On the next page there is a list of the benefits as of today, however there are plans to add more benefits in the future.

The numbers are subject to change before the game starts.

# Owner Shards

## Rewards



**Common OS:**
- Earn 1x parts daily. The type of part earned is based on the part that is encapsulated in the OS glass. The amount of parts earned will be equal to 1 share of a daily pool for all owners. Pool amount is determined by game performance and usage
- Can participate in RLand's beta release

**Uncommon OS:**
- Earn 3x parts daily.
- Beta
- Whitelisted for future drops

**Rare OS:**
- Earn 8x parts daily.
- Beta, Whitelisted
- Voting rights proportional to parts multiplier

**Epic OS:**
- Earn 15x parts daily.
- Beta, Whitelisted , Voting
- Auto entered into future contests that require a wax address.

**Legendary OS:**
- Earn 40x parts daily.
- Beta, Whitelisted, Voting, Contest Entries
- Early access to future drops

**Mythic OS:**
- Earn 150x parts daily.
- Beta, Whitelisted, Voting, Contest Entries, Future Drops
- Earn daily aether based on AtomicHub sales performance
- Cross chain transfers ( In the future: ability to trade/hold on eth, bsc, ada and etc )
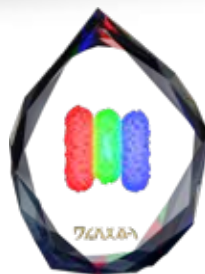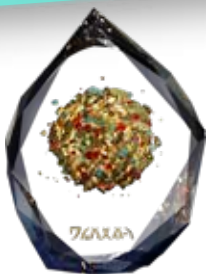
**Super Secret OS:** ( its a secret ) - will be a blend of all 4 different Mythic OS
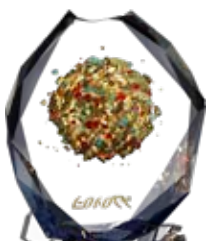
# Owner Shards

Rarities

| | | | | |
|---|---|---|---|---|
| **Mythic** | | | | |
| **Legendary** | | | | |
| **Epic** | | | | |
| **Rare** | | | | |
| **Uncommon** | | | | |
| **Common** | | | | |
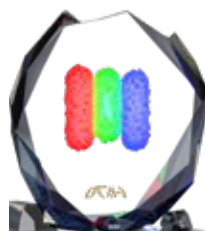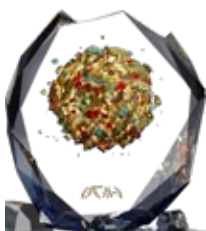
# Owner Shards

Blending - Upgrade your OS

4 Common blended create ⟶ 1 Uncommon

3 Uncommon blended create ⟶ 1 Rare

Blending can be any random parts. The upgraded OS will be a randomly chosen part.

2 Rare blended create ⟶ 1 Epic

3 Epic Blended create ⟶ 1 Legendary

4 Legendary Blended create ⟶ 1 Mythic

All 4 different mythics will blend to a super secret NFT late 2021

# Owner Shards

## How to get one?

**#1**

**1st Drop:**

The first drop for RLand is coming soon! This will be the biggest and only drop for owner cards. 100,000 OS will be available for sale. The price will be determined the day before the sale. based on current projections, the price will be 1,000,000 AETHER per OS. You read that right. AETHER!! We will be the first drop to EVER be done with AETHER only. Don't miss out

**#2**

**For sale:**

After the 1st drop, any of the 100,000 OS left over, will be available for sale on R.Land after the game starts. The price will be set at the market rate right before the game launches to be fair to all OS holders from the drop.

**#3**

**Winners:**

Play RLand, all Inventors get an OS, custom mythic rig and a standard rig. Compared to Rplanet, We have no complex crafting with 1000's of different elements. We just have Only 4 parts (elements) that can be used in different quantities. Simple.. Try it out (coming soon)

**#4**

**#5**

**Gift.Land ( coming 2022 )**

# Owner Shards

## 1st DROP - DONT MISS IT



**~ 1,000,000 aether**



**~ 4,000,000 aether**



**~ 40,000,000 aether**

### unpacked stats

| 1 Owner Shard (os) | 4 Owner Shards (os) | 40 Owner Shards (os) |
|---|---|---|
| **Rarity chances** | **Rarity chances** | **Rarity chances** |
| Common: 70% | Common: 66% | Common: 60% |
| Uncommon: 18.5% | Uncommon: 20% | Uncommon: 23% |
| Rare: 7.5% | Rare: 9% | Rare: 11% |
| Epic: 3% | Epic: 3.75% | Epic: 4.5% |
| Legendary: 0.8% | Legendary: 1.0% | Legendary: 1.2% |
| Mythic: 0.2% | Mythic: 0.25% | Mythic: 0.3% |
| **Part chances** | **Part chances** | **Part chances** |
| Alien Alloy: 15% | Alien Alloy: 20% | Alien Alloy: 25% |
| Pixel: 22% | Pixel: 25% | Pixel: 25% |
| rGas: 28% | rGas: 25% | rGas: 25% |
| Circuits: 35% | Circuits: 30% | Circuits: 25% |

**Drop Length:** 24 hours

**OS for sale:** 100,000 - No pack limits. Once 100k nfts (in packs) are taken, drop ends

**After drop:** 7 days afer the drop, packs can be opened and OS blends will be enabled.

**Unsold OS:** All unsold OS nfts will be made available for purchase after the game begins

Hello fellow Inventors!

I'm Dr. Baby, welcome to RLand. Let's get down to it. WE need inventors like you to solve our power and resource issues. I'm afraid time is running out, without your help, we might not survive...

Quick now, come to my laboratory

# Rig Discovery

Phase 1 of RLand

Welcome to my lab

In here, we need you to figure out what combination of parts will succesfully create an working Rig. Rigs will help us in future developments of RLand. They are very important. Dont waste time, just start throwing parts into the generator!

Good luck

# Rig Discovery
## Phase 1 of RLand

The generator below will fuse nearly any quanity of parts you have.

Just know, there are some limits.
- You can only put 1 type of part in each chamber.
- Each chamber can hold up to 600 of 1 type of part
- The same type of part can be used in all chambers at one time
- Level 1 recipes use 1-100 parts in each chamber.
- Level 2 recipes use 101-200 parts in each chamber.
- Level 3 recipes use 201-300 parts in each chamber.
- Level 4 recipes use 301-400 parts in each chamber.
- Level 5 recipes use 401-500 parts in each chamber.
- Level 6 recipes use 501-600 parts in each chamber.

Your goal:
- Create a rig using a formula of Alloys, Pixels, rGas and Circuits.
- If you fail, you need to get more parts and try again
- If you succeed, we will give you an OS, a mythic Rig and a standard Rig. Then everyony at RLand will be able to create their own Rig from your recipe until the limits of the recipe run out. Since it is your recipe, you get 10% of the parts used to craft the Rigs by other players.

Wow look at it, the generator is so glorious from this angle

# Rig Discovery

Phase 1: Game Mechanics

## The Parts
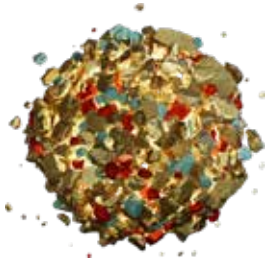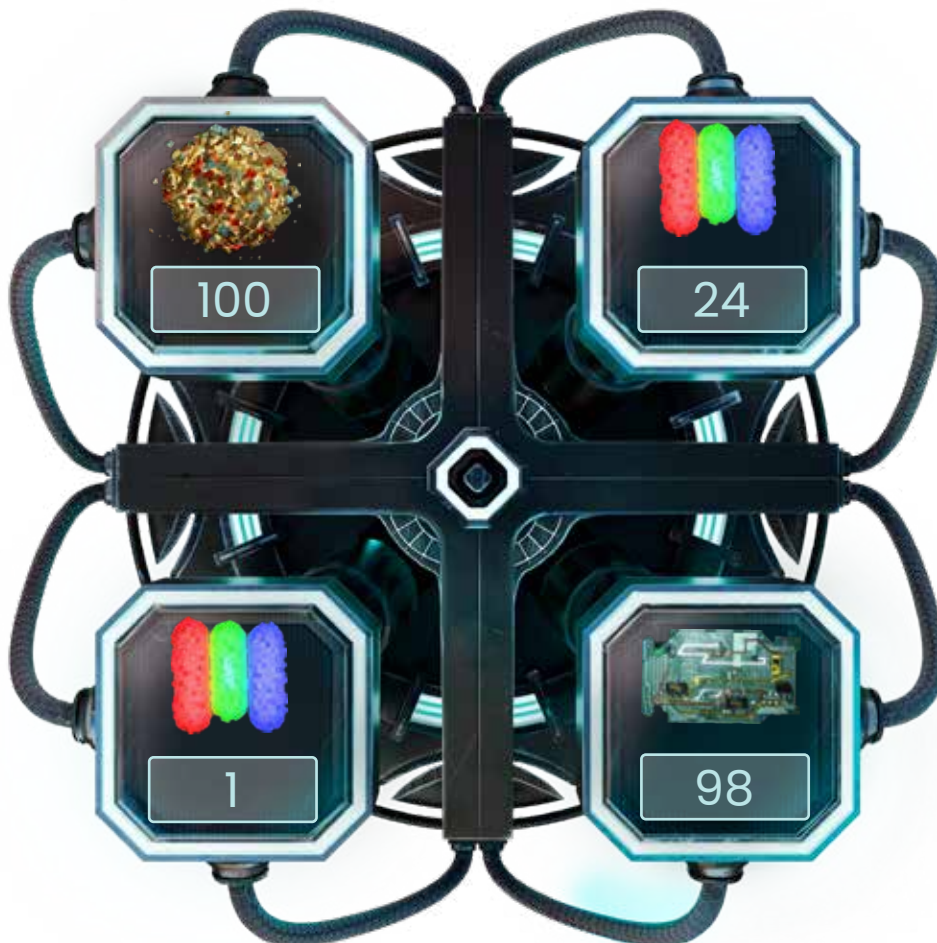
| Alloys | Pixels | rGas | Circuits |
|--------|--------|------|----------|

**The Generator**

100

24

1

98

# Rig Discovery
## Phase 1: Game Mechanics

**Step 1:** Buy parts using AETHER



100
24
1
98

This recipe invents and creates a rig



**Step 2:** Put the parts into generator.



1000 INVENTOR L1

002 PLANT RIG 002
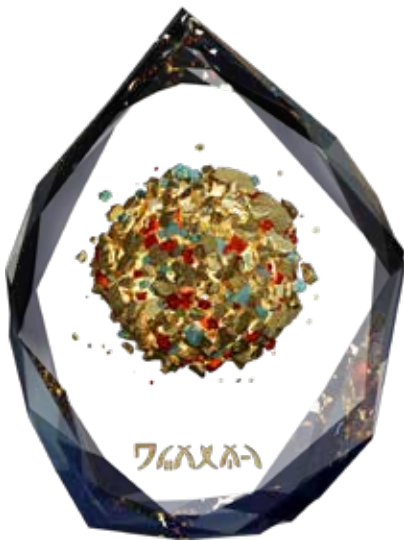
Level 1

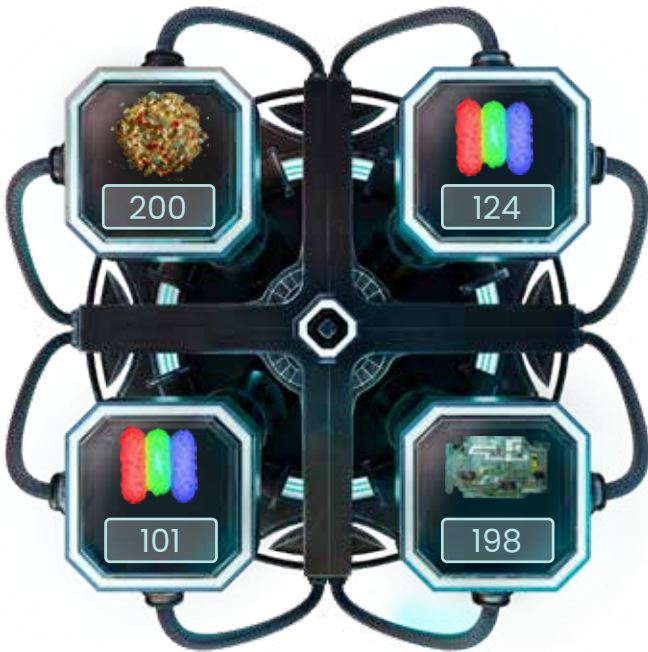**Step 3:** If the recipe is new and correct, you get a random Owner Shard, Inventor Rig and standard Rig (pack).

# Rig Discovery

**Step 4:** Invent higher level rigs



200

124

101

198

This recipe plus a rig will create a higher level rig

+



002

PLANT RIG 002

Can be a level 1 - 5 rig
( aka, Common - Legendary )



The end goal of phase 1 is to create level 6 rigs. The OS rewards for level 6 rig invetions have a higher to be a mythic, and all level 6 rig recipes will produce only mythic rigs. However to invent and craft level 6 rigs, you have to burn a level 5 rig ( aka. legendary Rig ) for each craft. Rigs earn aether/hour, and higher rarities earn more aether/hour.

# Rig Discovery

## Phase 1: Rig Levels

## Stats

| Rigs to discover | NFTs to craft | NFT rarities % ( c/u/r/e/l/m )* | Parts needed (each) Alloys, Pixels, rGas, Circuits | | |
|---|---|---|---|---|---|
| ~ 500 | ~ 5,000 | 70/18.5/7.5/3/0.8/0.2 | 1-100 |  | **Common** level 1 |
| ~ 1000 | ~ 1,000 | 0/80/12/6/1.6/0.4 | 101-200 |  | **Uncommon** level 2 |
| ~ 1500 | ~ 250 | 0/0/88/9/2.4/0.6 | 201-300 |  | **Rare** level 3 |
| ~ 1750 | ~ 125 | 0/0/0/95/4/1 | 301-400 |  | **Epic** level 4 |
| ~ 2250 | ~ 40 | 0/0/0/0/98/2 | 401-500 |  | **Legendary** level 5 |
| ~ 3000 | ~ 10 | 0/0/0/0/0/100 | 501-600 |  | **Mythic** level 6 |

* ( c/u/r/e/l/m ) = ( common, uncommon, rare, epic, legendary, mythic )

# Rig Discovery

## Phase 1: Rigs

Rigs are crafted after a rig recipe gets discovered. Rigs will produce AETHER/hr, the amount, depends on the rarity of the Rig. There are 6 rarites of rigs, aka levels. Level 1 Rigs can be crafted at anytime, by anyone. Higher level rigs, however, are more exclusive. Any level of rig can be discovered by anyone at anytime, and the prize for discovering higher level rigs payoff better than lower levels. But, you won't be able to craft Rigs from higher level rig recipes unless you burn a Rig from the previous lower level. Level 2 Rig recipes require a level 1 Rig + parts. Level 3 Rig recipe needs a level 2 Rig + parts and so on until you reach level 6.
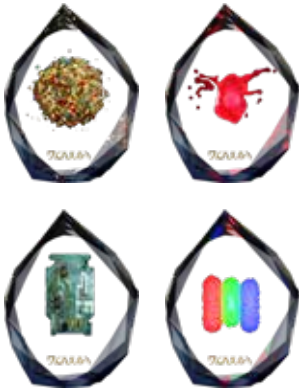
The goal for all players should be to discover and craft level 6 rigs. They pay out the most aether/hour and cost the least. But to get there, everyone will have to start at the bottom and craft their way to the top.

| | aether / hour | How to earn guaranteed? | Used for |
|---|---|---|---|
| Common<br>Level 1 | 2.0 | Crafting lvl 1 only | Making lvl 2 Rigs<br>or earn aether |
| Uncommon<br>Level 2 | 8.0 | Crafting lvl 2+ | Making lvl 3 Rigs<br>or earn aether |
| Rare<br>Level 3 | 20.0 | Crafting lvl 3+ | Making lvl 4 Rigs<br>or earn aether |
| Epic<br>Level 4 | 35.0 | Crafting lvl 4+ | Making lvl 5 Rigs<br>or earn aether |
| Legendary<br>Level 5 | 100.0 | Crafting lvl 5+ | Making lvl 6 Rigs<br>or earn aether |
| Mythic<br>Level 6 | 400.0 | Crafting lvl 6+ | Earning aether<br>and next phase |

# Rig Discovery

## Inventor Prize



**One of these OS**

Rarity percent increases
with the more parts used
in the discover recipe

**One Inventor Rig**

**One rig pack**
*Inside is a standard rig*

**10%**
of prize fund and
10% of parts from
players crafting rigs
with your recipe

**Prize fund:**

Every craft or discover attempt is initiated with a transfer of 100 aether along with the recipe try as the memo. The aether goes into a prize pool for inventors as well as random contests and daily winners. These amounts can change depending on demand and prices.

**Contests:**

From the prize pool, we may occasionally award aether to random inventors, players, OS holders, Rig holders and more. The amounts and timing will be determined after RLand is running smoothly.

# Be

an inventor

crafter

owner

player

hodler

flipper

or watcher

# Tokenomincs

BIT's Token

RLand is creating a new asset class for players. We call the asset class "HybridAssets". In 2022, we will release a standardized asset for everyone to use, similar to atomicassets/simpleassets.

Rlands token will be called "BIT's". BIT's is our main wax currency for in and out of game. We have no future plans to issue any other token for RLand because of the way a HybridAsset works. BIT's can be 'extended' for future gameplay vs constantly creating new assets/tokens.

## 1 BIT's
## =
## 4 different sub BIT's

A sub bit is non-transferable and can only be earned or used on RLands game. If you have 1 BIT's, you will have 1 sub bit A, 1 sub bit B, 1 sub bit C and 1 sub bit D. If you have 100 A, 200 B, 200 C and 1000 D, you will only have 100 BIT's. In RLand's game, you can spend sub BIT's individually, or BIT's as a whole. Outside RLand, you can transfer, buy or sell BIT's openly.

## Phase 1 of RLand

Sub BIT's:
```
A -> Alloy
B -> Pixels
C -> rGas
D -> Circuits
```

## Phase 2 of RLand

Sub BIT's:
```
A -> Alloy      &/or  Base element 1
B -> Pixels     &/or  Base element 2
C -> rGas       &/or  Base element 3
D -> Circuits   &/or  Base element 4
```
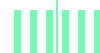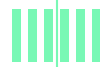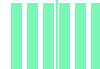
When RLand extends the BIT's asset, it means that the sub bit A,B,C,D can then also represent a different, or same, in game token. Nothing changes on the WAX blockchain since sub BIT's can represent anything in RLands game. This new hybrid asset will ensure our BIT's token is usable in all phases of the game, and we don't constantly need to create new tokens that will undervalue RLands main token, BIT's.
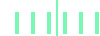
# Timeline

## Phase 1: Rigs

- ( ) Owner Shard drop
- ( ) OS unpack and blending
- ( ) RLand Beta start
- ( ) Rig discovery
- ( ) Craft level 1-6 rigs: Producing Aether
- ( ) Earn Hybrid BIT's tokens
- ( ) Bot farm gaming access
- ( ) Competitions, giveaways, hints
- ( ) BIT's drops
- ( ) Group discoveries/crafting
- ( ) Automation

## Phase 2: Elements

- ( ) Hybrid BIT's asset extended
- ( ) Element discovery: You need a rig
- ( ) Craft elements: Producing BIT's
- ( ) OS holder voting dapp
- ( ) Rig rentals enabled
- ( ) AETHER/BIT's Marketplace
- ( ) Start expanding chains

## Phase 3: Land

- ( ) Hybrid BIT's asset extended/split
- ( ) Land Discovery & crafting
- ( ) OS cross chain enabled
- ( ) Hybrid assets standardized
- ( ) Teleport opened

## Phase 4: Run

- ( ) Hybrid BIT's asset extended
- ( ) Land owners advantage
- ( ) Missions

## Phase 5: 3D

Timelines will change based on phase completion progress when a new phase rolls out because as each new phase starts, previous phases will still be playable. OS voting can affect timeline as well.