Updated Litepaper MoD 2.0

Introduction

It is the year 11,752. The Metagalactic Collective rules most of the known systems.

A benevolent but incomprehensible A.I known as The Onemind guides the Collective, ensuring peace and prosperity.

The Onemind has revealed a revolutionary new technology: Terraforming Capsules.

These capsules cause a planet to spontaneously undergo millions of years of evolution in seconds. Even a barren rock will grow an atmosphere, a thriving ecosystem, and vast subterranean resources.

Three planets in a sector called Dalarnia have been chosen to undergo the first wave of terraforming experiments.

News quickly spread of boundless riches to be unearthed on these strange new worlds. Any rumors of unexpected side effects, bizarre underground formations, or abominations in the depths were quickly suppressed.

Peoples from across the Galaxy flocked to the newly terraformed planets, seeking their fortunes in a spacefaring goldrush. As one of these hopeful miners, you have spent your life savings to travel to a moon on the outskirts of the system.

Are you prepared to make your fortune in the Mines of Dalarnia?

Vision Statement

With Mines of Dalarnia our goal is to utilize the opportunities offered by blockchain technologies for creating unique and community-driven gaming experiences.

To achieve that, we focus our efforts on the following key aspects:

Fun
Mines of Dalarnia is first and foremost a game. We want to create gameplay that players have fun and stick with, creating a community that will ultimately make Mines of Dalarnia a world that players can enjoy for years to come. While the buzz is currently about the "Earn" in "Play to Earn," we believe the "Play" is critically important as well. A game that many players love to play will grow a vibrant in-game economy, which will make it easier to earn.

Ownership
Blockchain, NFTs and Tokens create a game world that is truly owned by the players. Nearly every ingame asset is a NFT or token at launch, and the few that are not will be tokenized in the future. Players can take their assets to the ingame or secondary marketplaces to trade them or gift as they please. It's all in the hands of the players!

Open Game Economy
With complete ownership of their ingame assets, players are in control of the game economy. The asset value is defined by supply and demand, all of which is controlled by the way players interact with the game. Driven by our native token $DAR, our goal is to create a framework for a sustainable game economy so that Mines of Dalarnia and its community can grow together.

Ecosystem
We believe in Ecosystems, and are proud to be among the first partners within the Chromia Ecosystem next to My Neighbor Alice and Chain of Alliance. We have a close relationship with both projects and look forward to collaborations that add value to the players, the projects, and the Chromia ecosystem in general.

The Game

Mine of Dalarnia is an intergalactic mining adventure game where players dig for rare resources (minerals and gems) in order to craft new items and equipment to progress into more dangerous territory. A Darlanian miner's goal is to become more powerful and efficient, gather wealth, face challenges and monsters in the depths, and look awesome doing it. In the future, players will be a part of multiplayer shared spaces and engage in thrilling multiplayer competitions.

The majority of in-game land plots (LAND), which are used for mining, are player owned. Each LAND plot is unique, with a different distribution of resources, and more attributes of each piece of LAND will be unveiled over time as the game is expanded. LAND owners must actively take care of their mining plots with Terraforming Capsules in order to remain attractive for miners.

Game Roles

Mines of Dalarnia offers two Roles to participate in the Game: Miners and LAND Owners. However, players don't have to stick with just one role and can participate in both aspects of the game at any time.

Miners

Miners are focused on creating and improving their equipment by playing the mining game in order to gather resources. Mining options are limited by the average power level on the miner's equipment, indicating their overall progress.

When a player begins a dig on a plot of LAND, the game creates a unique procedurally-generated mine based on the attributes of that LAND. Players dig, jump and fight through the mine, trying to fill their bag with valuable resources before they die or choose to exit and bring their haul to the surface, where it will be refined into usable resources.

These resources can be sold to other players directly, or used to craft equipment, cosmetics or consumables to use or to sell on the marketplace. Among these craftable items, the Terraforming Capsule is key, as it must be purchased by LAND owners to replenish their mines.

MoD is free to play on the introductory planet. Players need a Mining Passport to access gameplay on the larger, player-owned planet. Passports are purchased from MoD directly.

LAND Owners

LAND owners offer their plots for rent to miners. They directly receive a rent fee from miners who dig on their LAND in the form of the game's utility token $DAR.

However, as resources of a LAND deplete with each successful dig, land owners will have to manage their LAND by periodically terraforming it, replenishing its resources. In the future we

will allow LAND owners to upgrade their land as well, unlocking new tiers of resources and exciting new content.

LAND owners are able to mine on their own plots for free.

Game Features

Mining

Mines of Dalarnia's Core Game is all about mining sessions: action-based mining gameplay in a procedurally generated mine.

In order to start a "dig," players must move their miner to a specific LAND they want to interact with. Traveling between planets and moving about their surface via the "Navigator" is a free feature that takes real-life time to complete.

Once players are situated on the LAND plot they wish to dig on they must select a Depth as well. Higher depths give more and better resources as rewards, but will generate more dangerous monsters and environments, and require higher miner Power Levels to access. Finally they pay a small rent fee to the land owner for access.

During a mining run, players battle monsters and unearth resources of different qualities to earn points. When they exit the dig, either by reaching an exit point or by dying, their final score decides which tier of rewards they receive when their haul is melted down. Rewards are randomly selected based on the player's reward tier, the LAND plot resource attributes, and the depth of the dig.

This layer of abstraction between the gems collected in the run and the specific refined resources received at the end is an important security measure to close exploits we encountered during Mines of Dalarnia 1.0 testnet phase.

Note that every resource collected here is a tradable, sellable, collectable token.

Crafting

Crafting equipment is at the core of Mines of Dalarnias progression system. Crafting and upgrading equipment improves the player's overall power level which grants them access to mines and depths of higher difficulty

Craftable equipment is grouped in the following categories:
- Mining Tools that are used for digging through blocks.
- Weapons that are used for killing monsters.
- Armor that provides defense against enemies and elements.
- Exos that add specific benefits and increase specific attributes.
- Helmets that are entirely cosmetic.
- Holos that change how you look without changing stats.

At launch only Picks and Helmets will be active in the game. Armor and Weapons are prioritized for shortly after launch. Exos will come later.

Players can also craft consumables. At launch the primary crafted consumable will be Terraforming Capsules, which are used by LAND owners to replenish their plot's resources.

In the future, additional items will become craftable, including more equipment, more cosmetic options, more consumables, and additional items supporting announced features.

Note that every item and equipment discussed here is a tradable, sellable, collectable NFT. Crafting runs a smart contract that burns resource tokens in order to mint new item NFTs.

Upgrading

Each piece of equipment has a Power Level and an Aspect, as well as up to two randomized perks.

To upgrade an equipment, players must combine two equipment items of the same type and upgrade level. Doing so burns the original items and mints a new one.

For example, a player can combine two Iron Pick +1 into a single Iron Pick +2.
However an Iron Pick +2 and an Iron Pick +3 cannot be combined together.

Power Level is the primary measure of an equipment's strength, compared to item level in many games.

Aspect denotes the environment in which this equipment functions best, such as Jungles or Crypts. It can be compared to "elemental type" in a fantasy game.
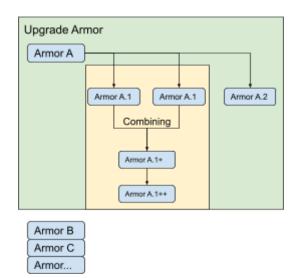
Perks are passive modifiers than influence the player's stats and behavior, increasing attack or movement speed, or adding special procs or attack patterns.

Combining equipment cannot fail. The resulting new piece of equipment will always be of a higher upgrade level (+2 becomes +3, and so on), up to the upgrade cap of that specific equipment type. The equipment's base stats will increase, as will its Power Level.

Perks on the newly upgraded equipment are determined by randomly mixing the Perks on the original equipment items. If two of the same Perk are present, one on each item, that perk will always be transferred and will be upgraded to a higher perk bonus tier. Therefore carefully curating your upgrades to bring along desirable Perks is necessary to craft the ultimate, most-desireable equipment.

Likewise, Aspect will be chosen via 50/50 "coin toss" between the two Aspects on the original equipment items. It is possible for a piece of equipment to have no Aspect, so if crafters want to maintain a certain Aspect through the upgrade process they may wish to combine only with other equipment with the same Aspect.

Mining Plots

The Mines of Dalarnia Universe consists of numerous planets. Each planet is split into a 40 x 40 grid of LAND plots. Each grid square contains a unique mining plot. The ownership, upkeep, and rental of these plots will be a central pillar of the game's P2E economy.

Plots contain resources which are valuable for miners and owners alike, and necessary to progress in Mines of Dalarnia. Before mining a specific plot, players need to pay a "Dig Cost", containing a $DAR fee that is paid to the owner of the mine. As a result of this mechanic, mining plot owners can generate a real estate income source within the Dalarnian Universe.

The following image shows the full map of the first planet to be released: Terra Prime. This planet belongs to the planet type **Terra.** Future planets will feature different types.

In the 'Land Details' section, users will have access to more in depth information about any given plot.

Each mining plot has 3 difficulty levels, named 'Depths.' In general, deeper depths require stronger equipment but award more abundant and valuable resources.

More depths will be revealed in the future on all existing plots.

LAND Attributes

Each plot also has a number of particular attributes. These attributes include: planet type, biome (called Aspect in MoD), resource distribution for each depth, and any special access restrictions.

Depths
Each LAND has 3 "depths" associated with it at launch, each with a required minimum Power Level and Aspect type.

The Power Level is used to determine a miner's access to a dig, defined by the miners currently selected equipment, called their "loadout." This is similar to Item Level in traditional games.

Each depth has an Aspect as well.

Aspects (Biomes)
At launch, four Terra-specific Aspects will exist (similar to biomes in other games):

- Terra (standard)
- Jungle
- Rock
- Crypt

Accessing depths belonging to any biome other than standard ("Terra") will require equipment with the matching Aspect type. To mine these plots and depths, the player must use an equipment loadout that has a biome aspect power level equal or greater than this value.

Aspected mines will include unique environment art, monster variants, and more. In the future, additional biome-specific rewards, items and resources may be added.

In the future, additional aspect-specific rewards, items or even resources may be added.

Resources
Each resource on a specific LAND has a frequency and a drop amount which varies between Depth Levels. Frequency is how likely the miner is to get that resource as a reward for completing the dig. Amount indicates the number of resources the miner is likely to get if they do find that mineral.

Example: if a plot has a low frequency but a high amount of Ozymodium, miners have a low chance to get a large cache of Ozymodium in their reward crate from completing the dig. If it has a high frequency but low amount, they are likely to get some Ozymodium each time they dig but probably only one or two.

Power Levels
Each plot and depth will have a specific 'Power Level'. At first, these levels will be from 1-10, though higher levels are possible in the future. A miner's power level needs to be within 2 levels of the plot to attempt it. So, a player with a power level of 6 can mine plots up to a power level of 8 (though they may find that dig to be extremely challenging).

Terrain
Terrain is defined by the planet type the mining plot is located on. At launch Mine of Dalarnia will only include Terra type planets. Future updates will introduce new planets with new terrain types with very specific mining requirements.

LAND Maintenance

The resources available in a mining plot diminish over time as mining sessions are initiated. In order to keep their land attractive to prospective renters, landowners must perform upkeep on their plots by using consumable items called **Terraforming Capsules.** These capsules replenish the resources available in a mining plot (they DO NOT change the distribution or types of resources).

Terraforming Capsules will be entirely player generated and traded. They can either be crafted by expending mined resources and a DAR fee, or they can be purchased on the marketplace directly from other miners.

Due to this mechanic, it is conceivable that a player could perform a 'job' of farming resources for Terraforming Capsules in order to sell on the open market to landowners.

LAND Ownership

Mining plots are represented by NFTs, providing users with the opportunity of true ownership.

These **private** lands will be acquired in land sale events using $DAR tokens and will generate revenue via being rented out to other players who wish to mine them by paying $DAR tokens.

Approximately 10-20% of the land in Mines of Dalarnia will be public lands, owned by the game and available to all players. These public lands are necessary in order to offer new players a starting point in the game and can also be used for special events or other promotions.

The resources available in public lands will be common and there will be limits on how often players can mine them. These restrictions are designed to ensure that the game generates value for private landowners. Users can rest assured that the investments they make into land ownership and upkeep will be respected by the protocol.

Planetary Travel

Players need to travel between planets if they want to mine specific mining plot types and biomes. For getting access to planetary travel, they need to have a Mining Passport.

Some planets may require a minimum Power Level, restricting access to players with a minimum amount of progression.

Trading

Once fully implemented, players will be able to trade their Ingame assets (NFTs and tokens) at the Ingame marketplace against $DAR.

Holos and Cosmetics

Looking cool is a big part of games, and Mines of Dalarnia is no exception.

Players can change their appearance by equipping new items, or by making use of "Holos" – special items that transmogrify your character's appearance regardless of what items they are wearing.

At launch, Holos will be able to change your helmet, your armor, and add special particle effects to your pick and weapon.

More Holos will be added to the game regularly, as backer rewards, gameplay drops, craftable items, and more.

Pets

Every miner needs a trust space side-kick! Players can bring a pet into each dig to assist them.

At launch, robot birds known as Canar-Es will be the only pet type. More types of pets, and alternate skins for existing pet types, will be added to the game over time.

Competitions

Post-Launch Feature Plan

LAND owners with the highest numbers of active miners over a specific time, will be able to host multiplayer matches for which they can charge a $DAR participation fee.

Competitions reward the winners with a Token Reward and exclusive resources. Players participating in competitions will therefore not only receive a specific amount of $DAR but will also be able to craft special equipment due to the unique resources they receive.

Space Stations

Post-Launch Feature Plan

Space Stations are moveable, player owned Social Hubs which will allow players to meet each other in real-time. Space Stations can be relocated and will be used to optimize traveling within the ever expanding MoD universe.

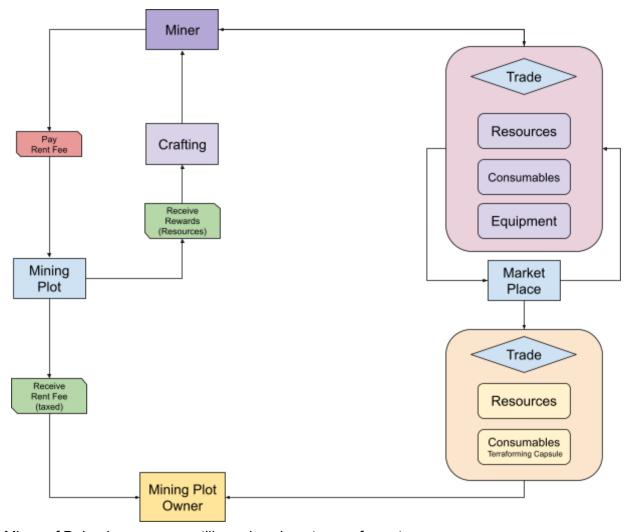Space Stations consist of several apartments that can be bought by a player similar to mining plots.

Each apartment owner will be able to vote in decisions regarding the Space Station and can teleport to that Space Station free of charge at any time. Moving a Space Station within the universe costs $DAR. The position of a Space Station to planets specifies the costs of travelling to those planets due to the distance between the space station and a planet.

If a Space Station is within a certain reach to a planet, traveling to that planet is free of charge. Therefore relocating a Space Station is a strategic decision. Players have to decide if they want free access to a few planets or cheaper traveling costs to more planets.

All MoD players will be able to teleport to every Space Station, which will cost a teleport fee in $DAR. Choosing wisely will allow them to optimize their travel costs.

Game Economics

At its core, the game economy relies on the relation between LAND Ownership and Mining based Progression.

Mines of Dalarnias economy utilizes six unique types of assets:
- $DAR
- Mining Plots
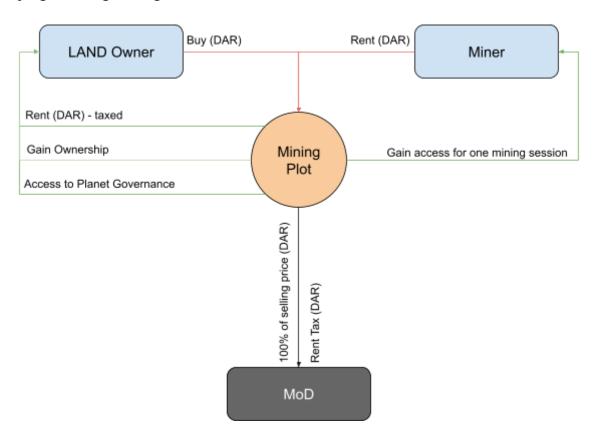- Equipment NFTs
- Resource Tokens
- Consumable Tokens

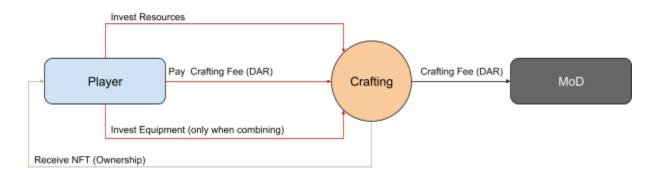In the future, Space Station Apartments will be added to this list.

$DAR

$DAR is Mines of Dalarnias native token and primary Ingame Currency.

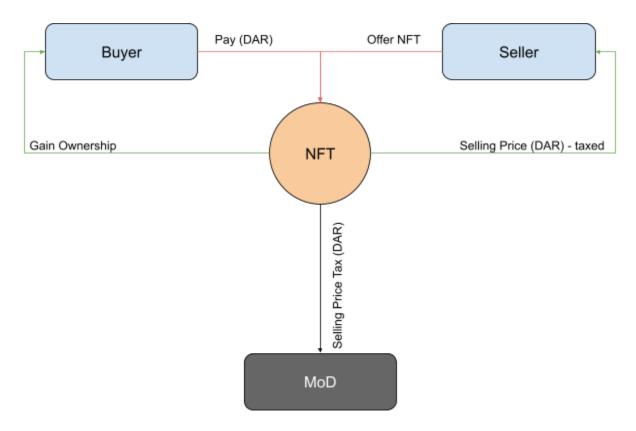Within the 1st year after Release, $DAR´s primary use cases will include the following:

Buying, Renting Mining Plots

| LAND Owner | —Buy (DAR)— | —Rent (DAR)— | Miner |

Rent (DAR) - taxed

Gain Ownership | Mining Plot | Gain access for one mining session

Access to Planet Governance

100% of selling price (DAR)

Rent Tax (DAR)

MoD

Crafting

Invest Resources

| Player | Pay Crafting Fee (DAR) | Crafting | Crafting Fee (DAR) | MoD |

Invest Equipment (only when combining)

Receive NFT (Ownership)

Trading on the Ingame Marketplace

Staking
Post-Launch Feature Plan

Players will be able to stake their tokens in order to receive several kinds of benefits and to participate in the game's ongoing development.
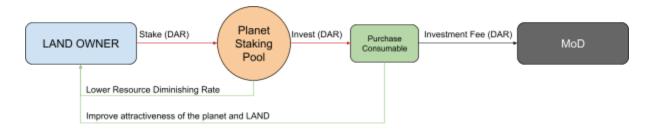
Staking into Planets
LAND owners can stake $DAR into the planets that host their mining plots. By doing so, they reduce the resource diminishing rate for all mining plots on that planet according to the amount of $DAR in the planet's staking pool. In addition to that, staking allows them to participate regularly on the following votes:

- Pay [x] $DAR out of the staking pool in order to raise the chance for rare NFTs as mining rewards for a limited amount of time
- Pay [x] $DAR out of the staking pool to give the planet, for a limited time, access to a transportation device which makes it possible for miners to travel to that planet by spending Engagement Points instead of $DAR

$DAR staked into a Planet Pool will take [X] hours to defrost.

Due to the ability to improve the attractiveness of a Planet by staking and voting, LAND Owners will collaborate and there will be a natural competition between LAND owners of different planets.
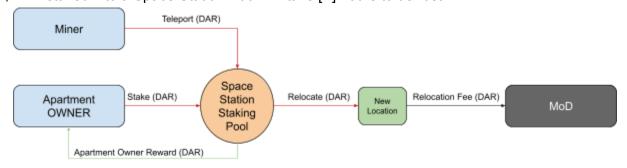

Staking into Space Stations
The fees players pay to teleport to a specific Space Station go into that Space Stations Pool. This Pool can be used in several ways depending on voting by the Space Stations Apartment owners. Individual Apartment owners can choose to stake additional $DAR in the Space Station Pool in order to have more impact on the votes.

Apartment owners can vote on the following decisions:
● Teleporting Fees - sets the amount of $DAR needed to teleport to a Space Station
● Space Station Location - defines where the Space Station is going to be located in the next week
● Apartment Owner Rewards - Defines the amount of $DAR that is going to be transferred to Apartment Owners
● Miner Rewards - Apartment Owners could choose to add a reward to successful miners (can be limited to certain mystery box tiers) for the first mining session after teleporting. This could make a Space Station attractive for players which in return will pay teleporting fees in order to get there.

$DAR staked into a Space Station Pool will take [X] hours to defrost.

Staking into the MoD Pool
All players can stake into the MoD pool to contribute to the game's ongoing development. After a minimum staking time this will grant them the following benefits:

- early access to NFT drops
- NFT Rewards
- Token rewards
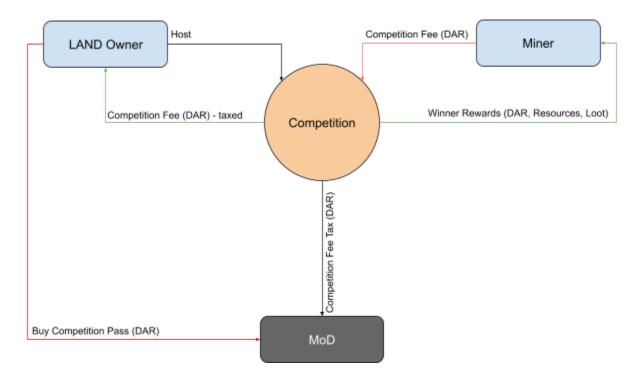- Access to votes on community treasury use

$DAR staked into the MoD Pool will take [X] hours to defrost.

As the games development continues, new staking options could be included reflecting the games growing feature scope.
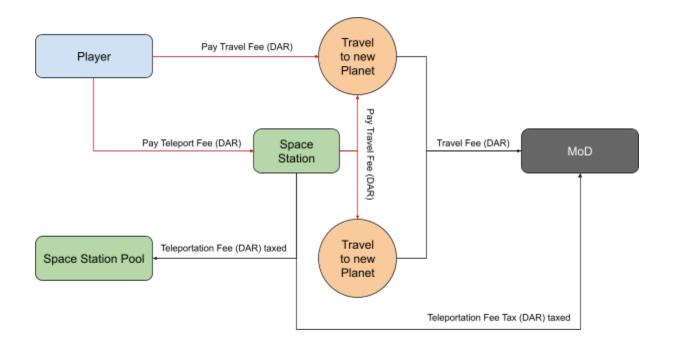
Hosting of and participating in Competitions
The top performing LAND owners will be able to host competitions in which players participate to win rewards in the form of $DAR Token, special resources or special loot.

In order to host a competition, LAND Owners have to buy a competition pass which will allow them to host a limited amount of competitions on their mining plots, for which they can set a competition fee for participants.
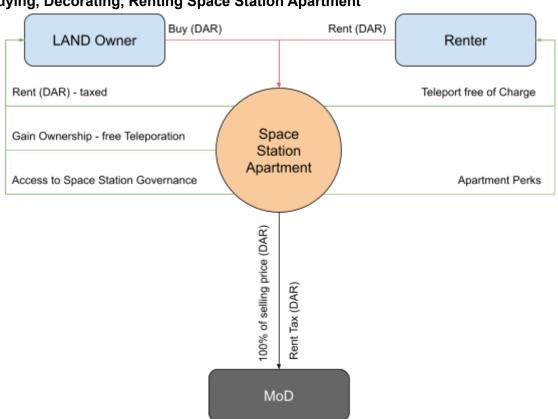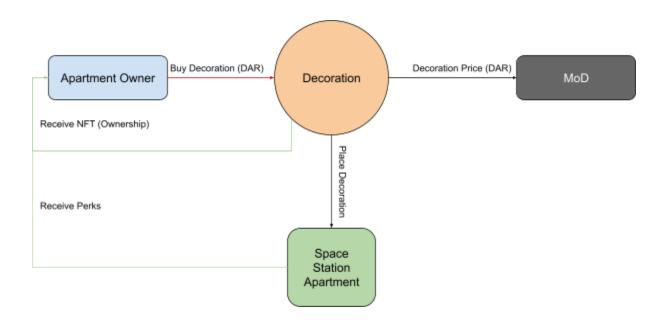

Traveling the Planetary System
Players who want to mine on a different planet have to pay a travel fee. Players can also choose to teleport to a Space Station in order to optimize their travel costs to a larger amount of planets.

Buying, Decorating, Renting Space Station Apartment

$DAR Tokenomics

A detailed overview regarding our native $DAR token can be found on
https://research.binance.com/en/projects/mines-of-dalarnia

Governance

Post-Launch Feature Plan

The vision for Mines of Dalarnia is the game becoming an autonomous, player owned experience that is controlled and funded by its community. Governance Features will be available for all token holders and be rolled out gradually once the development team has established its core vision for the game. Initially, the governance structure will be enforced to decide on in-game rewards as well as staking rewards. Additional features will roll-out once the game has matured and DAR tokens are more distributed.

The general idea behind Mines of Dalarnias`s governance model is a multi-layered approach that reflects the game roles while allowing all active players to participate in decisions regarding the game's direction to a certain extent.

DAR DAO

Requirements for Participation

Min. amount of DAR in wallet for [x] time

Weighting Factors for Voting

Amount of DAR in wallet

Amount of Engagement Points

Votes on
Balancing Updates
Staking Rewards

MoD Staking DAO

Requirements for Participation

Min. amount of DAR staked in the pool for [x] time

Weighting Factors for Voting

Staking Time of DAR

Staking Amount of DAR

Amount of Engagement Points

Votes on
Community Treasury Use

Planetary Staking DAOs

Requirements for Participation

LAND Ownership

Min. amount of DAR staked in the pool for [x] time

Weighting Factors for Voting

Staking Time of DAR

Staking Amount of DAR

Amount of LAND owned on planet

Votes on
Consumables Purchase

Space Station Staking DAOs

Requirements for Participation

Apartment Ownership

Weighting Factors for Voting

Staking Time of DAR

Staking Amount of DAR

Amount of Apartments owned on the Station

Votes on
Space Station Location
Teleportation Fee
Apartment Owner Rewards

Roadmap

Phase 1 - Retention Optimization, InGame Marketplace
Phase 2 - Multiplayer Features / PVP / Companion App
Phase 3 - Space Stations / collaborative Features