

MINES OF DALARNIA



Introduction

Mines of Dalarnia is an action adventure game with procedurally generated levels. Players mine and combine various in-game items, improving their skills and gear in order to unlock the secrets of the MoD universe while searching for rare relics and artifacts. There are different terrains to be explored as well as monsters to conquer in the quest to those rare resources and friends can play together in the Dalarnian world.

MoD is a game that is truly owned by users -- all the assets in the game are represented as non-fungible tokens and can be exported and traded on open markets. The in-game transactions are all recorded on the blockchain to ensure that there is no centralized party that could tamper the game results.

MoD issues a native token, DAR, as the governance token as well as the necessary currency for upgrading tools and trade on marketplaces. It's like the default currency in the Dalarnian world.

Gameplay elements and in-game NFTs

The main gameplay is set up around mining, combating as well as collecting resources. Leveraging blockchain technology, assets in the game are issued as non-fungible tokens and can be transferred and traded freely in the in-game marketplace.

1. Mines and lands

In the world of Dalarnia, there are abundant resources of different minerals underground waiting to be discovered by brave explorers. The terrain of lands varies and so do the resources. In order to better develop Dalarnia and get the best use of the resources, lands will be sold to ambitious entrepreneurs that are driven both to make the world a more attractive place for new entrants and to make a fortune for themselves.

1.1 Types of terrains

At the moment, four types of land have already been discovered by brave explorers of Dalarnia and more remains to be visited. Plots are sorted into four types: Terrestrial, Lava, Ice, and Darkness. They are represented with different colors (Terrestrial - purple,

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Lava - red, Ice - blue, Darkness - green) as players visit the main mining dashboard. For example, as shown in the graph below, Kindred Gauntlet is a lava land marked in red.



Terrestrial Mines contain some of the tamer enemies in the MoD universe. However, each of these enemies have specific attacks and properties which the player must adapt to. While many can be taken out with a few strategic swings of your pickaxe, remember not to get careless — even these basic enemies can take out a reckless player.

In addition, players can gauge its difficulty level by the number, beginning with a D in the bottom right corner. In the bottom examples, the 'Free Zone' is a D0 zone, meaning characters of all levels will be able to mine it. However, 'Acrid Bilge' has a rating of D9, meaning you must upgrade your character to a high level to mine it successfully. Players will need to collect essential minerals as well as experience points in order to upgrade their level in the game.

2. Miners and Landowners

2.1 Miners

Miners are focused on improving their equipment by playing the mining game in order to receive resources. Mining options are limited by the miners power level, indicating his progress. During mining they battle monsters and destroy blocks of different qualities in order to find the most precious resources. Each successful action improves their highscore which ultimately decides which rewards they will receive after mining in terms of resources (NFTs) and loot (NFTs). Mining sessions are limited in time. The session will be aborted if the time runs out or the player dies, due to losing all health points. In that case the player's high score will be reduced by a certain amount, resulting in lesser rewards.

Starting the game, miners can either purchase a Limited Edition Starter Pack, purchase a Basic Starter Pack or use a Free 2 Play Pack. All these Pack contain basic versions of the necessary mining equipment but do differ from each other as followed:



Limited Edition Starter Pack

Limited Edition Starter Pack are limited in supply and contain the following NFTs:

- Limited Edition Cosmetic NFT
- Consumable NFT that give a Reward Bonus for [X] Mining Sessions
- Key Item NFT that gives players access to Depth 2 and 3
- Crafting Pass that allows players to craft NFTs

Due to the limited amount of these Starter Packs, it is to be expected that the NFTs they contain will become collectibles.

Basic Starter Pack

The Basic Starter Pack contains the Key Item NFT that gives players access to Depth 2 and 3 as well as the Crafting NFT Pass that allows players to craft NFTs.

Free 2 Play Pack

The Free 2 Play Pack only includes the basic equipment like the above packs. With that players can mine in Depth 1 mines but won't be able to start runs in Depth 2 and 3 mines and don't have access to the crafting features. They can trade their Resources on the marketplace but will have to buy a Basic Starter Pack if they want to interact with all of the game's features such as crafting and different mining Depths.

2.2 Landowners

Being a landowner in the game offers a variety of opportunities to make money. There will be land sales carried out in batches to offer opportunities to participants. Players will need to pay a price in order to buy the piece of land, which is represented in the form of NFT. Buyers can choose to buy the land of different types (for example, if they have a preference for lava lands). There will be a minimum reward for land owners either in the form of tokens, necessary tools or minerals airdrop or other formats based on the collective decisions of the token holder.

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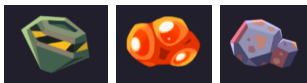


However, rather than a pure investment, buying a piece of land in Dalarnia also comes with responsibilities to grow the economy in the game. Over each month, the number of activities in a mine will be measured -- for instance, the number of new miners that joined the mine, the amount of minerals being unearthed etc. For the well-managed and active mines, additional token rewards will be given to the owner; as compared to inactive mines, there will be actions taken if the owner is no longer active.

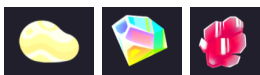
For the proceeds from miners generated in a mine, the owner reserved the right to charge tax and the taxing rules can be designed by the owner. The land can also be rented out on customizable terms determined by the owner.

3. Resources and minerals

There are basic minerals and exotic minerals in the game. Basic minerals are used to perform basic equipment upgrades and can be found in the 'Free Zone' available to every Mines of Dalarnia player. For example, scrap, falun copper and iron ore are all considered basic minerals.



Other than the basic minerals, there are also exotic minerals that are used to perform advanced equipment and plot upgrades and can only be found in 'paid' mines that a player owns, or in plots you have rented from another player. In addition, certain minerals can only be found in specific mine types. For example, petrified neon, prismaticium and crystallized plasma are all exotic minerals.

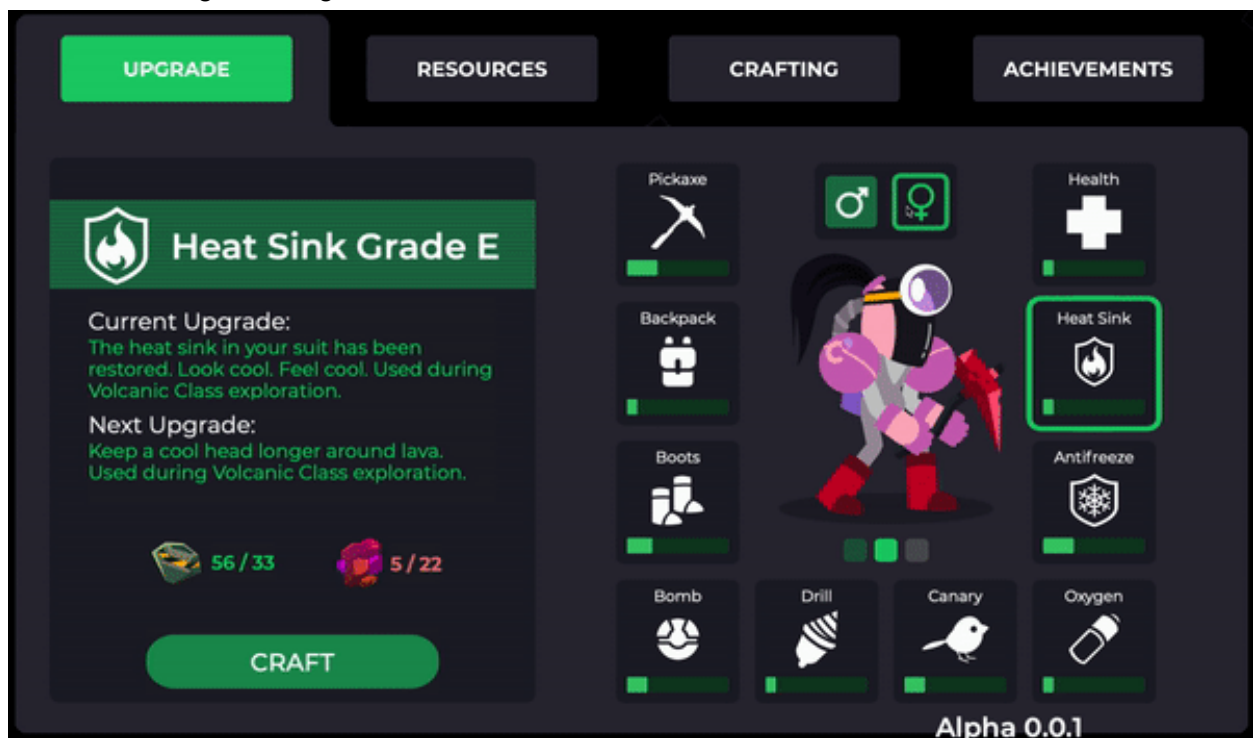


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4. Mining tools and weapons

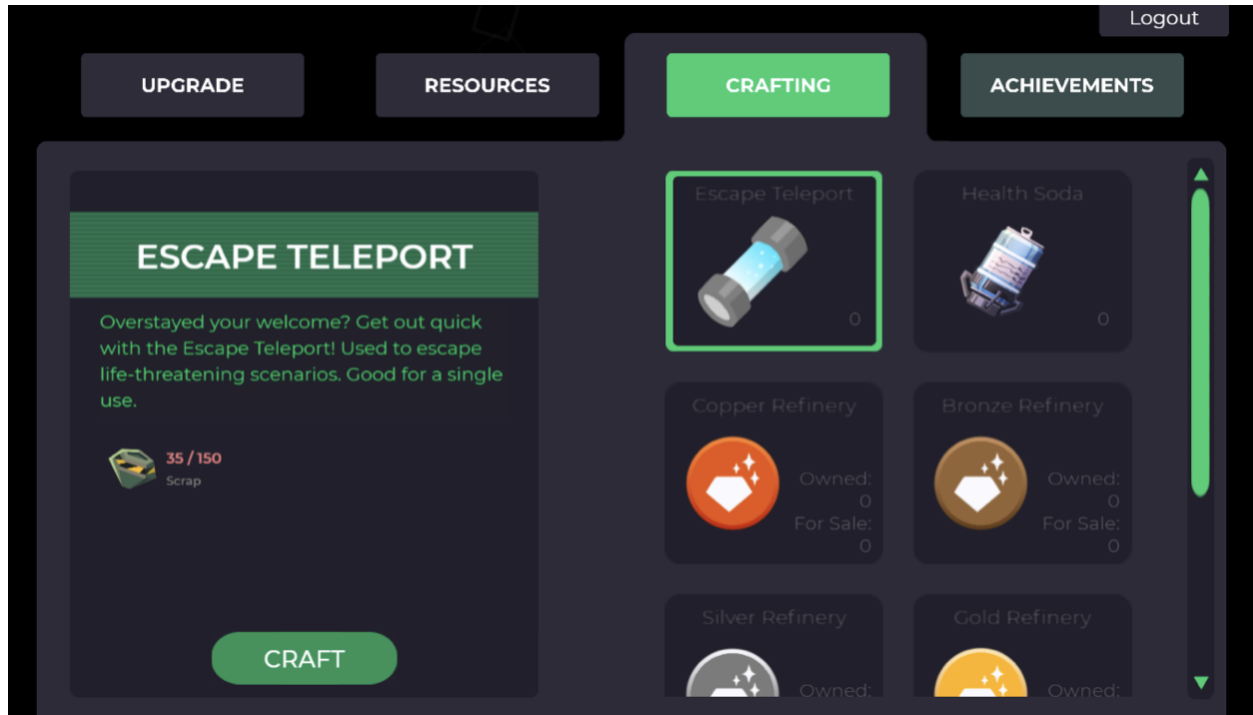
To start playing the game, players need to purchase the starter pack which includes the basic pickaxe and oxygen packs. There are different resources required to upgrade a tool depending on the functionalities and a fixed amount needs to be paid in DAR tokens. Noted that there is an upper limit to each player's tool slot - after that amount has been reached, players need to either trade their item or drop their item or place it on their lands.

Different mine types use different equipment to keep you alive. In Terrestrial mines, the level of your oxygen tank determined how long you could survive on the run. In this Lava mine, your Heat Sink will determine how long you can stay alive. Upgrade your Heat Sink to go on longer runs in Lava mines.



There are also items that can be crafted using minerals collected through the mining process. For example, players can make an escape teleport pack for 150 scraps on the crafting menu. If a player has one of these on hand, s/he can escape a mine from anywhere at any time and keep all the loot you have collected.

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5. Marketplace

Mines of Dalarinia offers an in-game marketplace for users to trade or rent items ranging from minerals mined, tools crafted to unique cosmetics. For each transaction that happened on the marketplace, a fee will be charged in DAR. Due to the different distribution of minerals on each terrain, players might be abundant in one type of mineral while lacking another type. It also provides an easy venue for landowners to monetize on their proceeds.

Mines of Dalarnia Token \$DAR

DAR is the native token in the game and it serves key functions in managing the economics in the game, incentivizing players as well as keeping the economy in the Dalarnia world growing sustainably.



1. In-game currency

DAR is the default in-game currency that will be used each time users upgrade their tools or trade on the in-game marketplace. The DAR collected from these activities will be stored in the community reserve; collectively, the token holders will decide on the use case of the DAR tokens: either to fund further game play development or to be burned. It is also the currency used in the marketplace, transaction fees are charged in DAR as well.

2. Decentralized governance

Mines of Dalarnia is a game that is owned by the players and token holders. By implementing the decentralized governance structure, mechanisms and policies in the game are up for the token holders to collectively decide. For instance, the maximum versus minimum tax ratio that could be charged by the landowners could be decided by the token holder council.

3. Play to earn

Players have a chance to win token rewards in the game through multiple ways. Firstly, the minerals collected and the tools can be traded on NFT marketplaces for cryptocurrencies. Since the tools are only available for users at a certain level, it is a shortcut for new comers to purchase more advanced tools, offering an opportunity for gamers to monetize their experiences. Secondly, players could participate in competitions and win token rewards in DAR. Players will be grouped based on their levels and the more advanced a player is, the higher the rewards are for these competitions.

4. Staking rewards

DAR tokens can be staked in order to generate returns and to make the game progression faster for players. There is a corresponding tool set available only for players at the required level; players can level up through either earning experience points by playing the game or through staking DAR tokens.



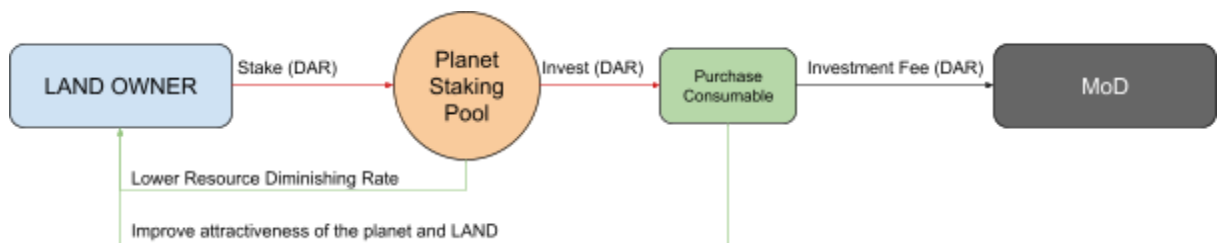
4.1 Staking into Planets

LAND owners can stake DAR into the planets that host their LAND. By doing so, they reduce the resource diminishing rate for all LAND 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.



4.2 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
- Boost on Engagement Points gained, dependant on the DAR staked
- Access to votes on community treasury use

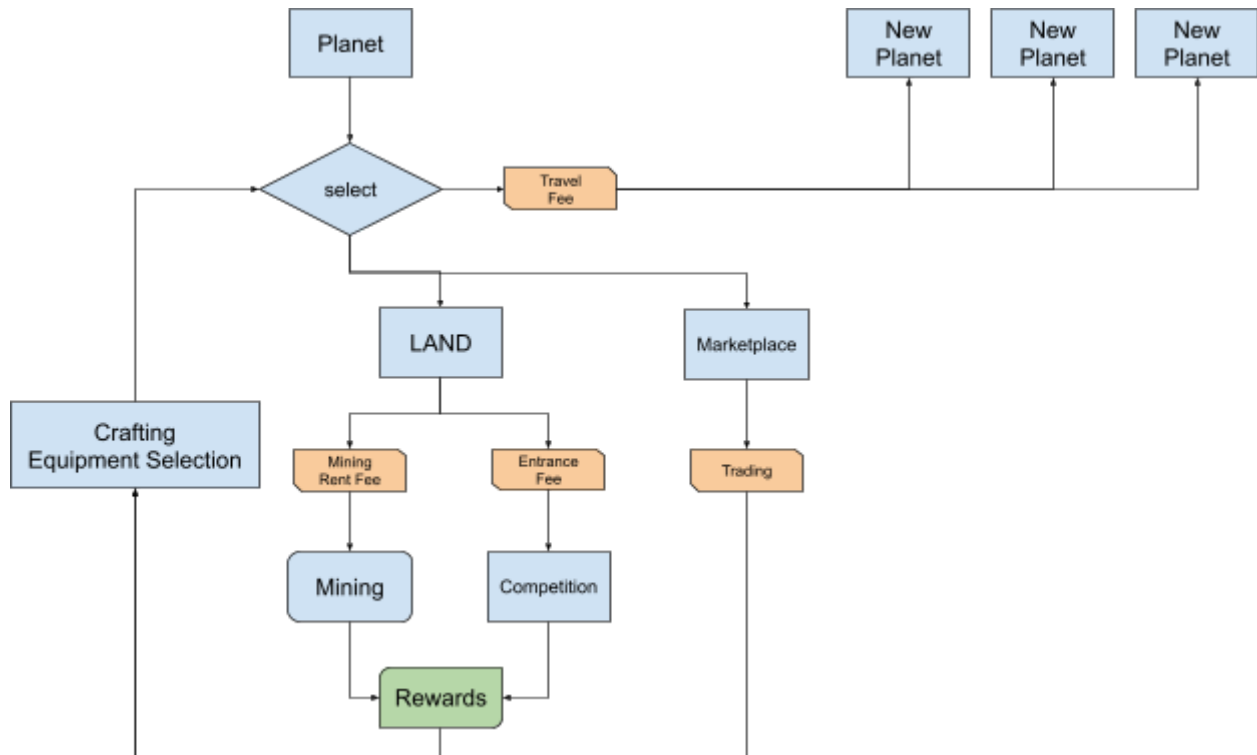
DAR staked into the MoD Pool will take [X] hours to defrost.

As the games development continues, new staking options could be included reflecting the games growing feature scope.

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Game Economy

The game economy relies on the relation between LAND Ownership and Mining based Progression.



1. Mining

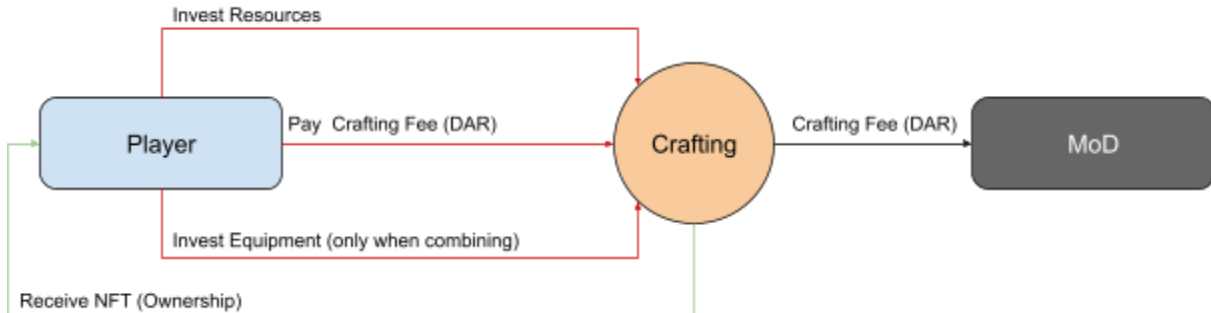
Progression is the primary motivator for a miner and reflects the player's ability to mine in more difficult mines and to deal with more powerful monsters. In order to progress a miner has to craft new equipment / tools or to improve his current equipment / tools. For that he needs resources that he can find while mining LAND or by purchasing them on the market place. Progress allows a miner not only to improve his performance on LAND that he can already mine, but also grants him access to LAND that he couldn't access before.

In order to start a mining session, miners have to choose a planet as well as specific LAND. Travelling between planets costs a travel fee. Renting a LAND for mining costs a Rent Fee that will be issued to the LAND owner. During mining players will gain points for successful actions that contribute to a high score. This high score determines the quality and quantity of the rewards players will receive after the mining session. These rewards include resources of different qualities and rarities as well as loot.

2. Crafting

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Crafting equipment is at the core of Mines of Dalarnia's progression system. Crafting and upgrading equipment improves the player's overall power level which grants him access to mines of higher difficulty. Higher difficulties reward players with rarer resources and loot.



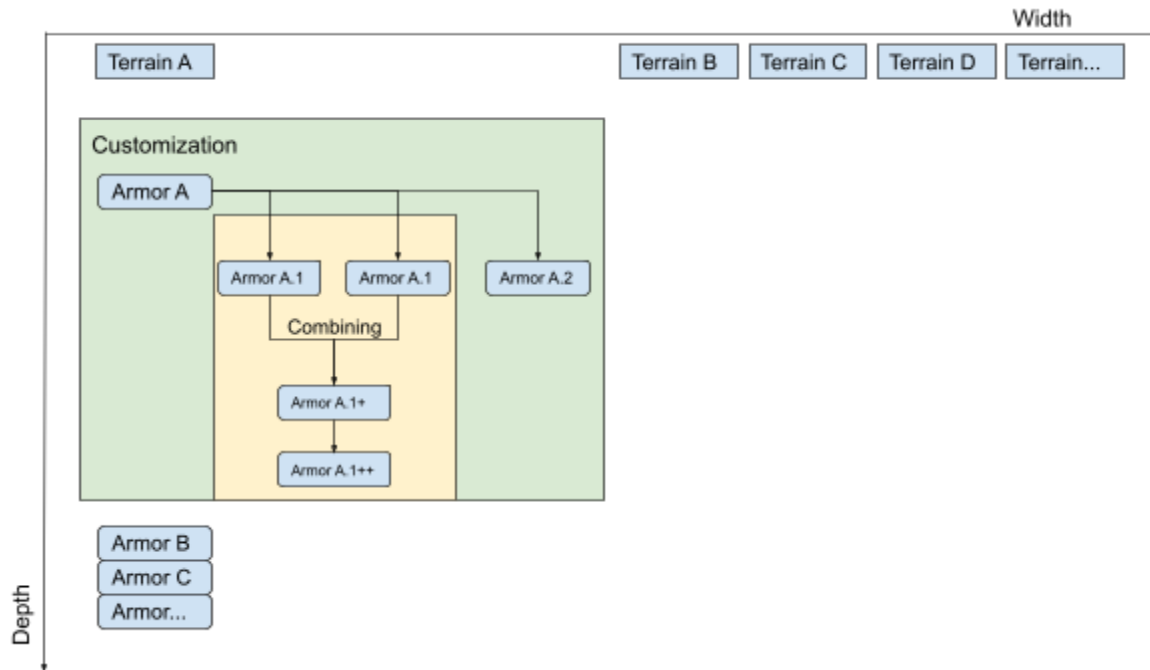
Equipment is grouped in the following categories:

- Picks that are used for destroying blocks.
- Weapons that are used for killing monsters.
- Armor that provides defense against enemy attacks and protection against various elemental effects.
- Exos that add specific benefits and increase specific attributes.
- Helmets that are entirely cosmetic.
- Pets that provide minor mechanical benefits but are mostly cosmetic.

The crafting system focuses on three scalable aspects:

- Width
- Depth
- Customization

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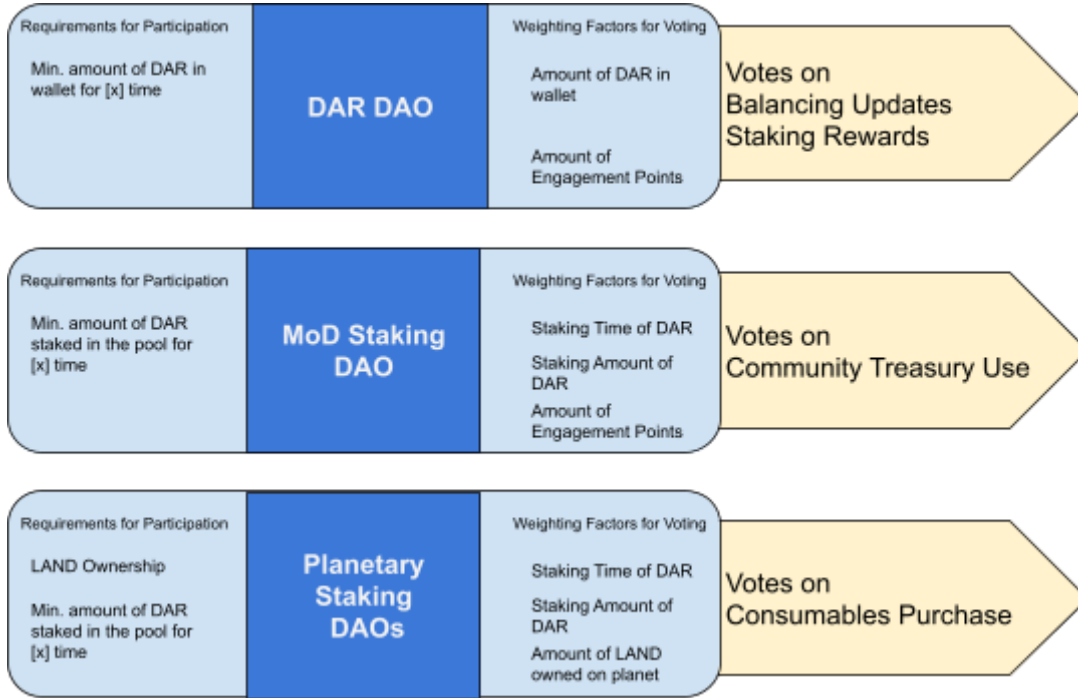


Decentralized Governance

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 Dalarnia'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.

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Roadmap

