

COIN VOYAGE

WHITEPAPER V 0.9



Foreword

In winter 2017, *CryptoKitties* first introduced the concept of Blockchain Game, which has become a hot topic in the past two years.

Different game developers have different understandings on how to utilize blockchain technology in games, and we saw high quality works like *My Crypto Heroes*, *Gods Unchained*, or *EOS Knights*. To catch the trend, our team also finished a product called "Crypto Sanguo", which luckily became the game with the highest trading volume among all the blockchain games on November 12th, 2019, for one day.

However, comparing with games of other genres, all the above products, are still far from being successful. Currently, the most successful blockchain game, has merely a few thousand daily active users. A better product is needed to show us the true potential of blockchain technology.

This time, we are not interested in making another "Cypto Sanguo", or copying any of the games you have seen. Instead, we want to use this new game (based on TRON and IOST blockchain) to explore the boundary of technology, art, and virtual economy.

Introduction

Coin Voyage is the world's first blockchain game with the theme of sailing and the Age of Discovery. In this game, players recruit heroes, navigators, and pirates of the real history, to conquer uncharted waters and collect treasures by building their own "Armada Invincible".

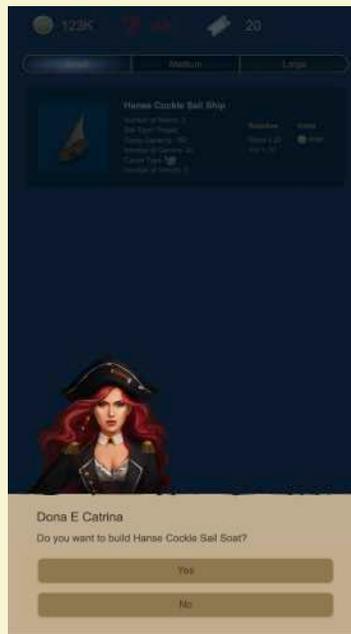
The game is free to play and anyone can acquire coins and various items, including resources, goods, equipments, and ships for free. Players mine most items by playing the game! We the developers only monetize by selling some characters.

Coins and most of the NFTs will be unlimited in number, as we aim to serve millions of players. However, we also offer NFTs that are limited in number, through special events, periodically, to meet the needs of players who wish to collect things.

And we have diamonds, with a total supply of 100 million, which need to be mined by holding and burning coins, and the supply decreases by 1% every 30 days. Diamonds will be used as the only medium for exchanging coins and items in the game. If more players join the game, the mining difficulty will go up, and you can expect diamonds value going up.

Native IOS and Android apps will be provided for players to download.

Game UI



The main menu has the following options:

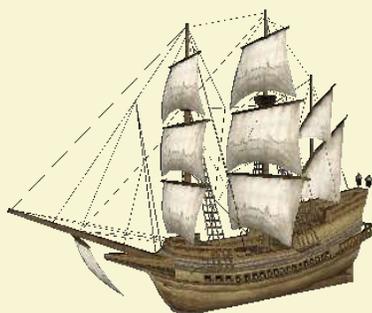
- Home: Players build ships, recruit heroes, or upgrade buildings here.
- Explore: Players battle with NPCs in different stages to win coins and various items here.
- Battle: Players battle with other players to snatch their assets here.
- Trading: Players trade with other players freely here.
- Treasure: Players mine diamonds by holding and burning coins, and participate in different events here.
- Settings: Players verify their identities, manage their wallets here.

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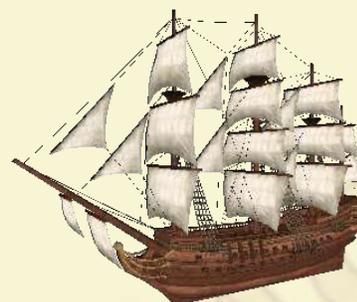
Characters

Players can play with heroes, navigators, and pirates in the real history: Sindbad, Sir Francis Drake, Calico Jack, Cheung Po Tsai, and Koxinga etc.





Ships



"Wind and Sail" is an important part of the game experience.

All the battleships in the game are modeled in 3D to restore what they really looked like in history. From Galleons to Ships of the Line, you have all the choices.

A player's goal is to collect any many resources and coins as possible to build and grow his fleets.



Hanse Cockle Sail Ship (F1S2)



Captain



Decoration



Number of Masks: 2

Sail Type: Triagle

Cargo Capacity: 100

Number of Canons: 20

Canon Type: Straight

Number of Armors: 2

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Discovering treasure from the sea is a joyful process.

Items

Collect resources to build ships and upgrade your base, and use equipments to enhance your characters.

Resources (selected)



Equipments (selected)



Stages



There are 30 initial stages, and in each of them, players will encounter different enemies, and can collect different items.

Before entering the stage, players can view the enemies and items of it. And if you don't encounter what's listed, just re-play multiple times.



In addition, there will be special stages that are limited in time, where players may get rare items.

PvP Battles

Players can attack other players of a different clan freely. In such a PvP battle, all fleets of the both sides join the battle in turn.

Once a player is defeated, he or she immediately loses 5% of the coins, and needs to spend another 1% to repair his or her base.

In the following 12 hours, the defeated players become unattackable. However, if the base is not repaired when the next attack happens, he or she will lose 10%; if the base is still not repaired, the percentage will keep going up to be 20%, 40%, 80%, and eventually 100%.

If multiple players want to attack the same player, the player with a higher rank gets a higher priority.



Chatrooms



The game has a basic built-in chatroom, which allows players to communicate in any language.

The interface of the chatrooms will be similar to Facebook messenger, and allows players to chat 1-on-1 or in a group.

A group can support up to 10K players simultaneously.

Ads or spams are strictly forbidden, and some selected admins have the right to ban the violating accounts.

Clans

Anyone can create or join a clan by paying enough coins.

Players in the same clan can't attack each other. And if a clan launches a war against another, by defeating a player from the rivalry side, one can snatch more coins.

Every 30 days, there is a new season, and the top ranked clans can get additional rewards.

In the future, more game modes may be introduced to enrich the clan-based relationship.

Coins and Diamonds

Coins and Diamonds are all TRC-20 or IRC-20 tokens issued on TRON or IOST blockchain.

Coins are unlimited in supply. Player can hold coins or burn coins to get diamonds.

Diamonds has a totally supply of 100 million. And in the first 30 days, 1 million diamonds can be mined, and then the supply decrease by 1% every 30 days. According to simple mathematics, we know that the total supply of diamonds will converge to 100 million.

The diamonds constantly go to two pools, with a ratio of 4:1. The holding pool is refreshed every 10 minutes, and is for players who hold coins. The burning pool is refreshed every 24 hours, and is for players who burn coins.

If more player joining the game, it's expected that it will be harder and harder for players to mine for diamonds, and the diamonds value will constantly go up.

Exchange

Coins, resources (e.g. wood, iron), and goods (e.g. Spices, Cigarettes) in the game are TRC-20 or IRC-20 tokens.

Pairing pairs of the above tokens versus diamond will be available in the internal exchange. Players can have buy orders and sell orders.

In some versions of the app, we will allow players to exchange diamonds using TRX or IOST. But in some other versions (for example IOS App), to comply to the store's policy on cryptocurrencies, we will remove the function.

Equipments and ships are NFTs, or Non-Fungible Tokens. And players can list them for sell and wait for other players to buy.

Verification

Any players can play the game directly without any identity verification.

However, because the game is free to play, to prevent hackers from mining the in-game assets using API calls, we only allow players who pass identity verification to exchange assets and mine diamonds.

The verification process will be made very simple and seamless for real human beings. Players from China just needs to login with a WeChat account bound to a bank card; players out of China, can use any Visa or Master card to pay 1 USD to get himself or herself verified.

We will also restrict the number of game accounts that can be used on each device. In every 24 hours, a user can only login with one account on one device.

The goal is to ensure that only real human beings are playing the game and getting diamonds. In the future if the above process has any flaws, we may further upgrade the rules.

Timeline

From April 10 to April 17, an invitation-only test will be conducted among volunteers. All data generated in the test will be deleted afterwards.

In late April, the game will be available for download from Google Play Store and Samsung App Store. The game will be also promoted in some of our partners apps and websites, including TokenPocket and DappBirds. In this version, some of the functions may be missing, for example, the Clan system.

In May, the game will be available for iPhone users through either the official AppStore or some 3rd party platforms.

In June, all the functions mentioned in this whitepaper will be complete.

If by Jun 1, we can acquire 50K real players, or make more than 100K USD revenue, an extended version of the whitepaper will be published to introduce more content, including:

- A game mode that support real time battles of fleets.
- A world map that allows players to navigate from port to port.

Disclaimer

Coin Voyage is a game instead of a financial product.

We don't welcome players to spend more than what they can afford, and don't welcome any players who are under age 18.

Anything you bought from the game may decrease in trading price, and we are not responsible for it. Once the payment happens in blockchain, it's not refundable.

No stipend, interest, or cash back is provided in this game. All the revenue will be used to cover our engineering and marketing cost.

Coins or Diamonds are just utility tokens in the game. There won't be any pre-mine, ICO, or private sale. And we have no promise that these tokens will be listed in any external trading platform.

If we continue to make money from the game, we will keep developing and adding more good content to the game.