Inseedious White Paper

Disclaimer

- This White Paper is meant to inform the reader about the Inseedious game and how its tokens, NFT, and network operate.
- This White Paper gives information about the current design and the planned design.
- This White Paper is informational and by no means a commitment to you, the reader, of any current or future design of the game, the tokens, and the network.
- This White Paper is not a solicitation to purchase a game token or game NFT.
- Purchasing game tokens is a considerable risk as tokens may become worthless. No purchase can be refunded or exchanged.
- You are advised to consult legal, financial and tax experts for further guidance before purchasing.
- Purchasing the game tokens does not guarantee any ownership or interest in the digital assets held.

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Executive Summary

Introduction

Inseedious is a **roguelite RPG** video game using a blockchain ecosystem with user-generated levels in the Slavic mythological world.

The central axis of competition is **landlords vs. players**. It's a unique concept of rivalry between players.

Landlords create levels using their Lands, and they are rewarded according to the number of players who fail on their level. However, players are rewarded by completing a set of landlords' levels that are connected procedurally.

The Inseedious world is heavily based on **medieval Slavic mythology** and folklore. It includes traditions, old Gods and mythical creatures.

The game has **isometric 2D levels** designed for **mobile devices and computers**.

Though it's a Web3 game, it also allows Web2 players to **play without any knowledge of blockchain** and utilizes free-to-play mechanics. At any time, any player can connect a wallet and use NFTs (but it's not required).

The most significant difference between Inseedious and traditional games (Web2 games) is a blockchain economy design that **rewards players for contributing to the ecosystem.** This ecosystem is revolutionary in terms of the interaction between a publisher and players.

All items acquired in the game can be resold inside the game's marketplace or outside the game universe on external NFT marketplaces. It makes the economy based on player-to-player trade. Thus, it makes players confident that these items belong to them. It's a vast difference in player satisfaction.

Inseedious uniquely combines:
- Rouguelite with user generated levels
- Level creator vs player unique rivalry
- Slavic mythology and folklore theme - it's fresh and liked by players, e.g. Witcher series
- Seamless start for Web2 and Web3 players
- Crossplay mobile & computer

INSEEDIOUS

Ecosystem

The Inseedious ecosystem consists of (but is not limited to):
- **The PC/mobile video game**
- **Level designer** for landowners
- **Web application** with token staking, NFT marketplace etc.
- 🪙 **ISD** token & **NFTs** on smart contracts (read more)

User-generated content

An Inseedious player can unleash their creativity by **designing playable levels** on their NFT Land. The feature offers various elements, such as creatures, traps, decorations, and walls, to add to the creation process. Once the level is submitted, all Inseedious players can enjoy playing it.

Active Levels gain statistics and ranking positions based on their **efficiency in defeating players**.

Lands allow Landlords to **receive rewards passively** based on their Land efficiency.

Free to Play (F2P)

We believe that Web3 gaming is supposed to be easy and transparent for every player.
Therefore, Inseedious is extremely **easy to start - install the App and play**. It will allow the game to reach a vast player base, encouraging advanced Web3 players to join.
All of it requires no initial investment or knowledge of Web3.

Inseedious has been designed to provide an enjoyable experience for Free to Play (F2P) players. They can access most of the game features without spending any money.

However, purchasing equipment from the Marketplace is an option for those who wish to speed up their progress.

Professional players often invest money to acquire top-tier equipment that can significantly increase their chances of winning ranking battles and expand possibilities.

Play & Earn (P&E)

Connected Free to Play (F2P) and Play & Earn (P&E) mechanics encourage players to earn money by investing and contributing to the game's ecosystem. However, **no investment is required to enjoy the game**.

Players can earn by:
- Completing levels (main game loop)
- Completing periodical quests and global events
- Earning a high position in seasonal ranking games
- Staking tokens for rewards
- Selling loot from passed levels on a marketplace
- Crafting items and selling them on a marketplace
- Planting Seeds and selling harvested rewards on a marketplace
- Leveling up Heroes and selling them on a marketplace

Landlords can earn by:
- Creating competitive levels (passive income)
- Renting Lands and Creatures to other players (passive income)
- Staking unused Lands or tokens for rewards (passive income)

Player perspective

Players start playing a game, level up, gear up, customize their characters and unlock new content.
The more levels players conquer, the better seasonal rewards they acquire.
Players choose to go further by fighting and looting or looking for a path home to secure loot.
Defeated players lose inventory and faith, keep level, experience, and statistics.

Shortly after, players see valuable rewards available to win, but there is tough competition.
They can progress slowly or decide to buy unlockable content and boosters.
It will be considered an investment to increase earning rate, survivability and fun.

Landlord perspective

Landlords buy Land and build playable levels on it. It earns them a few tokens. Land efficiency can be vastly improved with better creatures, traps, etc. So landlords invest in NFTs related to Land at a marketplace, redesign a level with them and see improvement in their earnings.

Game

Platforms & crossplay

Inseedious offers **crossplay** for players on different **platforms to play together**. The game is designed for mobile and desktop. The game will be released on ⊞ Windows, ▶ Android, ⬤ Mac and iOS.

Gameplay

Levels

Players play on randomly assembled Levels created by other players.

Main game loop

1. Craft gear and prepare for an adventure
2. Choose a path (expected reward type)
3. Plays a randomly generated dungeon (about five levels) consisting of different Levels made by Landlords
4. During the game, players collect loot to enhance character strength
5. If the player fails, they lose gained loot (but not experience) and go to choosing a Path (step 1)
6. If the player successfully passes the whole dungeon, the player can choose to advance, upgrade or secure loot. Each choice leads to step 1 and a new Path.

Talents

There are four Talent trees to invest points earned by leveling up a character.
1. Wanderer - increases fight capability
2. Gardener - helps to get better loot from farming
3. Blacksmith - allows the creation of better equipment from recipes
4. Designer - enhance level designer possibilities and increase limits

Talents enhance in-game possibilities dedicated to the game style.

Faith

There are two major Slavic Gods: Perun and Veles. The Slavic Myth of the Storm states that their conflict is an everlasting epic battle. So, it is in the hero's heart.

Each weapon, armor and trinket is dedicated to one God.
The player can decide whether to mix equipment dedicated to different Gods to use a wider variety of equipment or stay with one God to enhance the God's bonuses.

Perun   **Veles**

Farm lootbox system

Seeds and Farming are a form of a lootbox mechanic. Sometimes, players find Seeds during adventures instead of immediately usable loot. Seeds must be planted and harvested to receive usable Equipment.

A player can plant a limited amount of Seeds at the same time. The amount of Planted Seeds can be increased by possessing Lands. In addition, Seeds require three days of growth time before harvesting.
Harvested loot quality can be improved and waiting time decreased by putting additional plant care, e.g. by watering or using Fertilizers.

Blacksmith

Blacksmithing is a crafting activity to unlock possible new in-game loot pieces like better weapons, armor, traps, props or blacksmithing tools. Unlocked technology has a chance to drop as a Starting Weapon or drop during an adventure.

Level designer

An Inseedious player can unleash their creativity by **designing playable levels** on their NFT Land. The feature offers various elements, such as creatures, traps, decorations, and walls, to add to the creative process. Once the level is submitted, all Inseedious players can enjoy playing it.

Active Levels gain statistics and ranking positions based on their **efficiency in defeating players**.

Lands allow Landlords to earn passive income based on their Land's efficiency.

Active Levels gain statistics and ranking positions based on their efficiency in defeating players. However, if the creator chooses to re-submit, the level's statistics and ranking will be reset.

The Lands properties:
- Allows the use of props on them
- Each land can be designed and published as a playable level
- After publishing, the Land acts as a passive income for Landowners
- Lands can be modified and re-submitted to the level at any time.

Blockchain

Tokenomics

Inseedious uses an 🪙 **ISD** token, which is an ERC-20 type utility token built on the 🟣 **Polygon** blockchain. It serves as the basis for transactions between players and between the game and players. The total number of tokens is limited to 1,680,000,000 and cannot be increased. All tokens will be minted at the deployment of the contract.

The token **burn mechanic**, making 🪙 **ISD** a **deflationary** token, is essential for increasing its value and as part of the game's Treasury workflow.
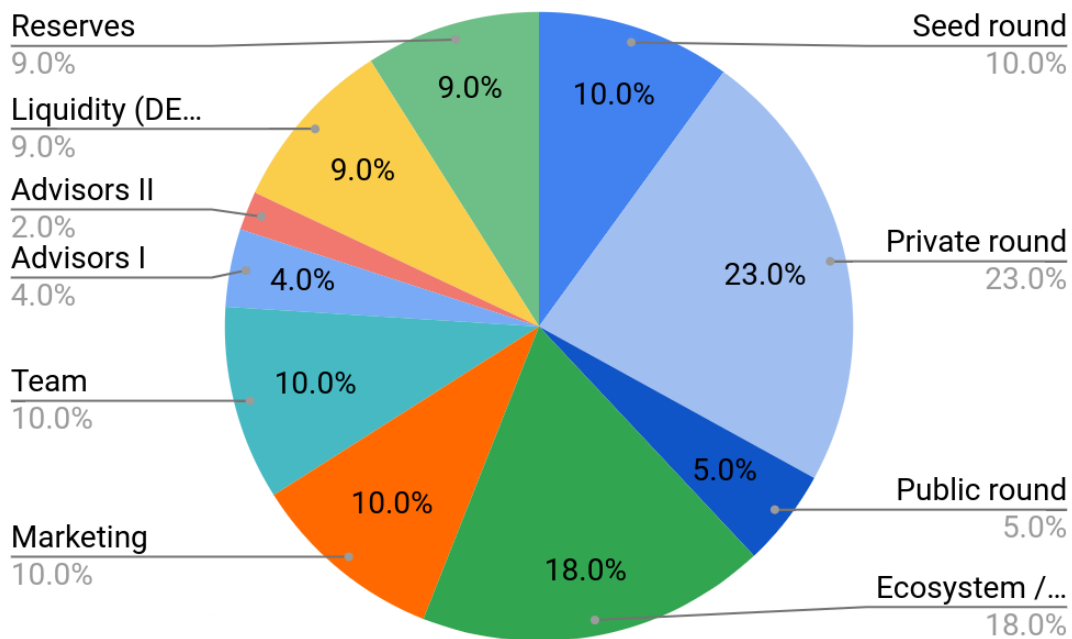
| Token allocation		Token amount	Price	Raise		
Sum	**100%**	**1,680,000,000**		**$3,015,600**	**Release at TGE**	**Vesting terms**
Seed round	10%	168,000,000	$0.0032	$537,600	8%	2 months cliff, then 12 months linear vesting
Private round	23%	386,400,000	$0.0050	$1,932,000	15%	2 months cliff, then 10 months linear vesting
Public round	5%	84,000,000	$0.0065	$546,000	25%	4 months linear vesting
Ecosystem / P&E	18%	302,400,000			4%	24 months linear vesting
Marketing & Community	10%	168,000,000			5%	12 months linear vesting
Team	10%	168,000,000				12 months cliff, then 24 months linear vesting
Advisors I	4%	67,200,000				6 months cliff, then 12 months linear vesting
Advisors II	2%	33,600,000				1 month cliff, then 6 months linear vesting
Liquidity (DEX & CEX)	9%	151,200,000				Strategic release as per market demand
Reserves	9%	151,200,000				12 months linear vesting - strategic release to support game

Token

ISD token is build-in to game economy and has following uses:

- Buy & repair equipment
- Earn as Land owner on designed level
- Earn as player for completing daily quests and sets of Rooms
- Stake for rewards
- Trade on a marketplace
- Entrance fee for tournaments
- Reward for top participants in Ranking games

Game economy

The project is designed for active and passive players along with investors. Chart below shows asset flow.
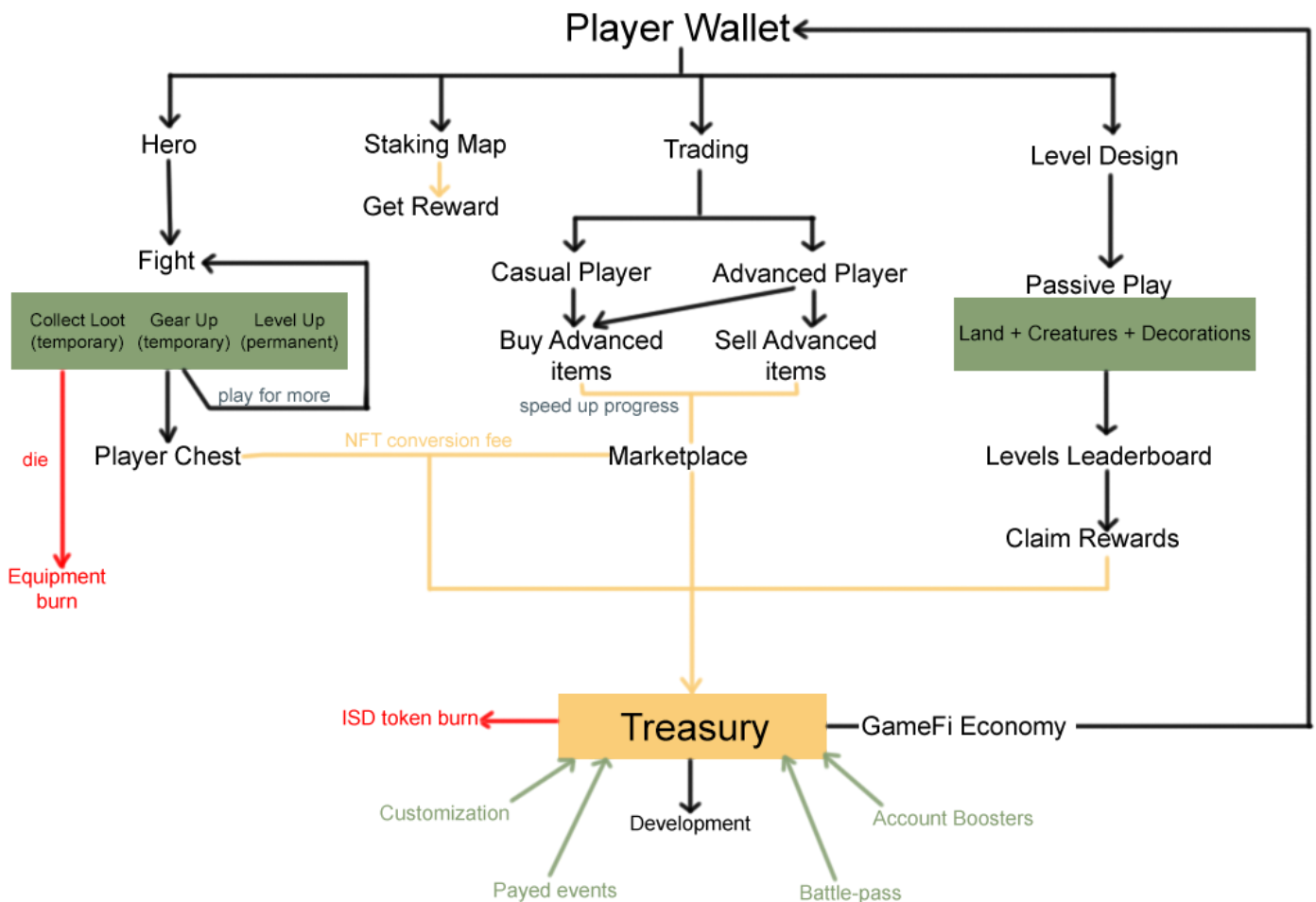
Treasury
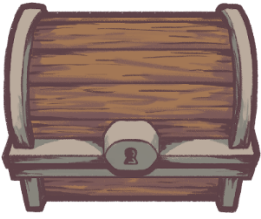
The Inseedious treasury is designed to manage the game's assets and tokens to stabilize the economy.

Token and fiat income go to the Treasury. They are spent as follows:
- 60% to cover running costs
- 30% to return to the community as rewards
- 10% to burn tokens

Play & Earn pool

There is a designated token allocation used for rewards to players. It's planned to use this pool within one to two years from the game release. After this, Play & Earn rewards will be solely supplied from the Treasury.

Token staking

Staking doesn't reward participants with tokens to avoid further inflating token circulation by giving a high percent yield. Instead, all participants are rewarded with NFTs or in-game items they can use to enhance their gameplay or sell on a marketplace.

Inseedious is a video game, so staking will benefit from gamification. Therefore, staking is a mini-game in tabletop style. The longer and bigger the stake is, the better and earlier items can be gained.

Ecosystem

The economy is based on the NFTs found in the game by players.

Assets

The Inseedious blockchain ecosystem is divided into several types of assets on blockchain:
- Inseedious [🪙**ISD**] – the game currency used across the system
- Lands - Levels on which players play
- Heroes - Main characters to play in place of default one
- Creatures - Creatures to put on a Land in Level Designer
- Props - traps and decorations to put on a Land in Level Designer
- Recipes - Consumables for learning new crafting recipes
- Equipment - Wearables and consumable items, e.g., swords, potions, fertilizer
- Seeds – A type of lootbox which needs to be planted as a way to open

Land

Lands allow owners to design their own levels, which are available to play on by other players. Later, owners of Lands are awarded based on performance, especially how many players have been defeated on their levels. It's like a competition of players against Land owners.

Lands are blockchain-based unique virtual tokens NFTs, which are limited to 25,000 units. Lands will be sold in chunks on periodical sales depending on the cryptocurrency market stage and number of active players. Lands differ by biome.

Heroes

Heroes represent the main game characters.
There is a default, free, non-NFT character available for each player. It has limited customization and limited leveling up. Players can upgrade their free Hero to NFT to unlock those features and make it tradeable. Moreover, players can level up their Heroes, customize them and make a profit by selling them on a Marketplace.

Leveling up Heroes can specialize them into fighters, gardeners, blacksmiths, and designers.
To optimize account development and earning rate, it's best to have more heroes.

Creature

Used to put on level by landlords. Their purpose is to defeat a player playing on designed level. They have different kinds, skills and behavior which allows landlords to create unique and challenging levels.
Each creature is unique and can earn levels which leads to evolving into better forms. So using them increases their effectiveness and value over time.

Props

Used to put on a level by landlords. There are different kinds of props, e.g., traps designed to defeat a player playing on the designed level or decorations to enhance and shape level structure. The more decorated it is, the higher the Land's daily ranking rate.

Recipe

Recipes are blueprints for particular items. It allows the player to unlock equipment drop rates and craft them using the required resources. Since recipes are NFTs, they must be in player equipment to experience their benefits.

Equipment

Equipment items are varied by a character wearing slot type:

Weapon - Main hand, off-hand (weapon or shield), two-handed
Armor - Helmet, body armor, gloves, boots
Trinket - Remains in player inventory even after character death

Equipment appears at five quality levels: Broken, Common, Decent, Unique, and Legendary

Each piece of the same type and quality is not unique, and all pieces are immutable (don't earn levels, cannot be upgraded, etc.).
A character wears equipment pieces during play to enhance their power.
Because the game is in the roguelite genre, equipped pieces are lost when a character dies.

A few items of the same type and quality can be merged to create a better-quality single item.

Seed

Seeds are a form of lootbox. To receive a reward, it must be planted on the player's farm, and a certain time must be waited. Loot quality can be improved and waiting time decreased by taking additional care of a plant, e.g. by watering or using Fertilizers.
The seed type indicates the reward type, e.g. Creature Seeds can drop a random Creature.

Technology

⬡ Polygon

Polygon has been chosen for the Inseedious ecosystem because of its popularity, mature technology, and low cost for end users. Shortly after release it's planned to go multi-chain to leverage the audience.

◈ Unity

Unity's cross-platform capabilities make it easy to deploy games to a variety of devices, including mobile devices and PCs. Also, a vast plugin store allows developers to introduce Web3 and partners' SDKs at minimal cost.

Team

Inseedious is produced by 🌵 Flying Cactus game studio. The studio gained extensive crypto experience creating a crypto game named Wizarre (wizarre.io). Flying Cactus has **practical know-how** of blockchain gaming and an **active team** of 15 people, which is planned to be extended further.

Founders

Chris Chodakowski
Software engineer with over 14 years of commercial experience. Fascinated by blockchain technology, he mined his first Bitcoin in 2013.

He won the first The Sandbox game jam organized in 2020.
Founder of Poduchownia – an online shop with customized pillows for geeks.

Maciej Adamczyk
Sound designer in the film and game industry with over 14 years of experience. Founder of Studio Kamerton focused on sound production for films and games.

Actively participated in many game jams, with successes: LAG (1st place), Global Gamejam (1st place in region), and Game Jam Square (the best small team).

Roadmap

Q1-Q2 2024 **MVP** ❖ Seed investment round ❖ Game development	**Q3 2024** **Beta** ❖ Beta game release ❖ Genesis Creatures mint ❖ Marketplace release ❖ Level Builder Early Access	**Q4 2024** **Early Access** ❖ Private investment round ❖ Release trailer ❖ Crafting
Q1 2025 **Global release** ❖ Public investment round ❖ **Token release (TGE)** ❖ **Game release** ❖ Beta Land Designer ❖ 1st Land Sale ❖ Translations	**2025 & 2026** **Live operations** ❖ Full release Level Builder ❖ Guild system ❖ New biomes with new lands & creatures ❖ Social features ❖ New character races ❖ Further translations for new markets	