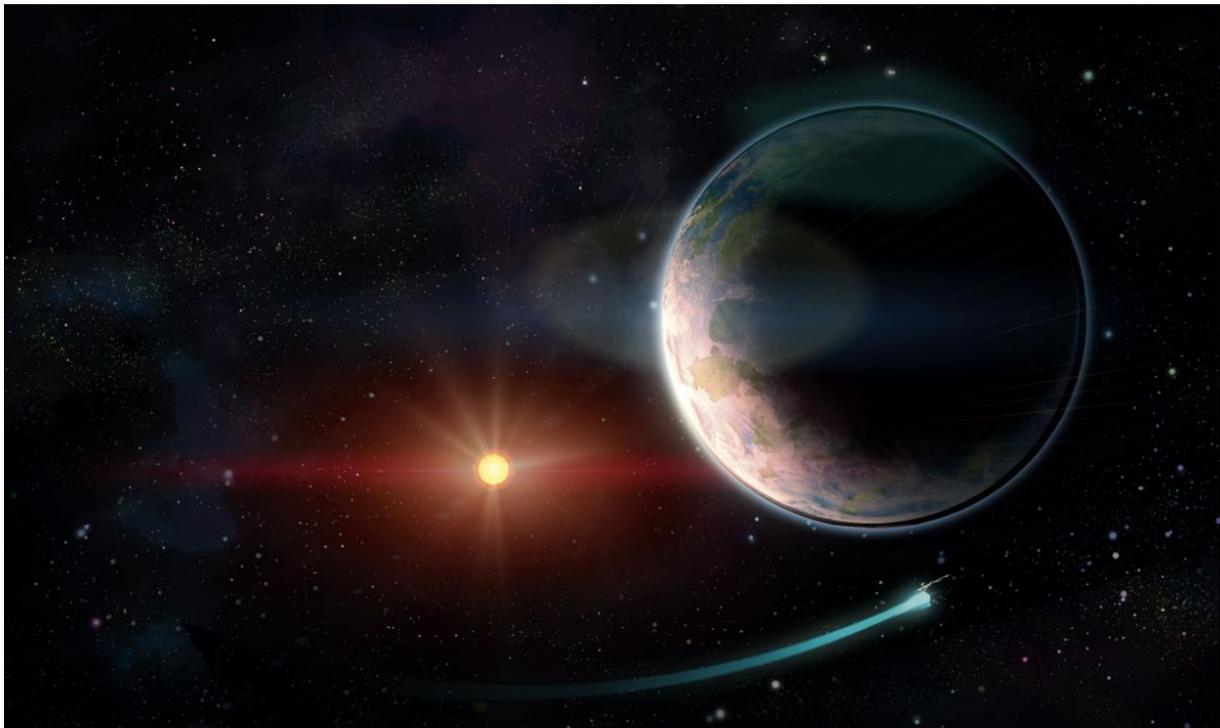


# GENESIA

A blockchain based virtual universe where you can:  
Explore, Discover, Collect, Create, Own and Earn.

As game creators, we want to bring a universe full of discovery and freedom. The Genesis team is aiming to bring a constant evolutive world where possibilities are endless.

## GENERAL INFORMATIONS



GENESIA is a game platform linked to the Ethereum blockchain. In GENESIA users can explore the universe, search for tokens, create their own NFTs, claim and build their own worlds and monetize content.

All NFTs created, bought, and found in the world are permanently owned by players which can choose to keep them or sell them anywhere.

The player will be a part of a big and evolutive system: the world will live and develop by itself thanks to a well-developed AI and machine-learning systems. From creatures' behaviors to plants evolutions to NPCs, everything will work in harmony... or disharmony! Planets, Lands, Ships, Creatures, Weapons and Genes are non-fungible, transferrable, digital asset stored in an Ethereum smart contract. They can be acquired by spending an ERC20 token called DNA.

DNA can also be found in the world by playing and discovering things.

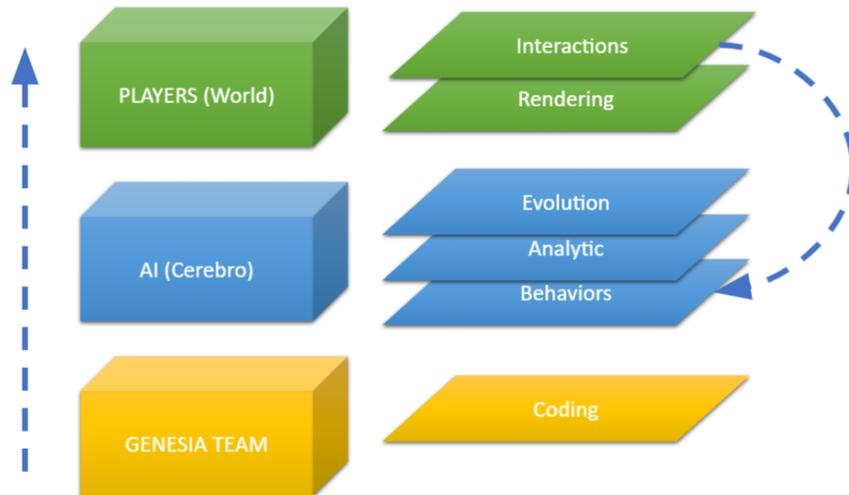
GENESIA will be controlled on some part by the company (gameplay wise and balancing) while other parts will be controlled and totally managed by players (Planets rules and constructions in lands).

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# GAME LAYERS

The AI and all the interactions with them is divided by blocks which are themselves divided into layers



## Genesis Team

The team will manage the creation and modification of the base components of the IA from its root behaviors to how it will be translated into the game.

## Cerebro

Cerebro will manage all the AI: from fauna to flora, which have different types of root's behaviors and evolution possibilities. It will try to make the IA survive in the world, thanks to the analysis of the interactions with the other entities such as players and other AI, by creating evolution patterns.

All organism will be able to evolve by themselves but Cerebro will manage them somehow depending on our vision and needs.

## Players

This is the block where all the players will be able to see and interact with the world. The Rendering layer will be used to show the results of Cerebro while the interaction layer will be used to interact with the world, GENESIA, and all its components.

# WORLD GENERATION

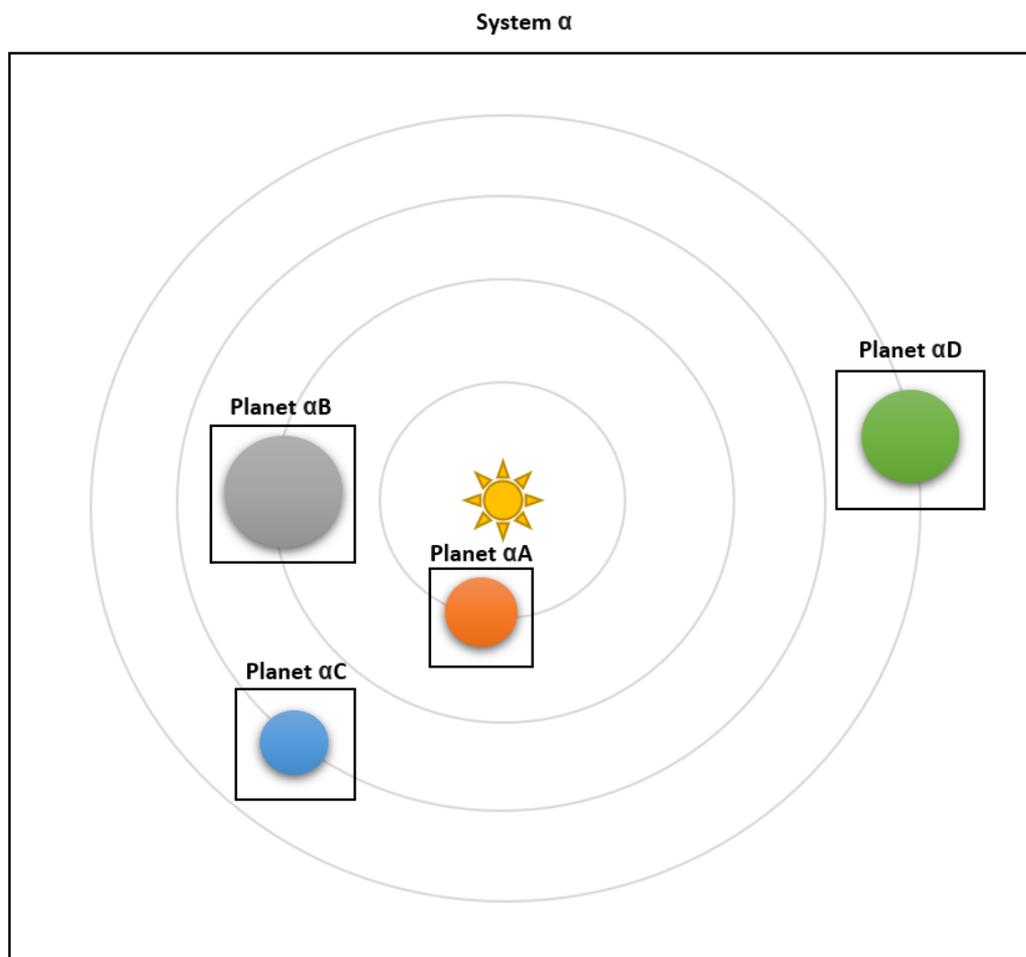
We will first create the base of the world:

- Planets stats
- Base genomes
- Base behaviors

We will then launch all of these into a special engine which will create hundreds of planets and distribute the base of life.

We will test multiple scenarios and decide at the end the number of evolving iterations we need before starting the game, but it will only be the starting point. Which means even the team will be unable to know what will happens to the universe at some point.

# SERVERS INFRASTRUCTURE



Each system will have its own group of servers and each planet will have its own server instances/rooms:

- The number and size of servers on one planet will change dynamically depending on the number of players.
- The servers will change their assignment depending on the needs (for example if we have 2 servers working on Planet  $\alpha B$  and 1 on planet  $\alpha D$ , if the number of players switch then the server assignments will also switch to have 1 server on  $\alpha B$  and 2 on  $\alpha D$ ).

We will also have dedicated servers to manage space as there will be spaceship and space exploration.

## GAME STRUCTURE

There will be planets hubs where players will start: these planets will be owned by Genesia but there will be lands available for sell and claim. In these hubs players will be able to play, talk, exchange, and start crafting things to explore further.

The hubs will not start completely tamed: only a small % of the planet will have buildings and people. The rest will need to be explored.

It will also be the spawnpoint when players will die outthere.

## GENES

Fauna and flora will each have their own genome and they will evolve based on their environment: meaning on which planet they are they will be totally different. Even if two planets have the same statistics (temperatures, ) there will be random values which will make them different.

We will not necessarily stick to "real world values" as we can still decide: breathing sulfur is good, living in magma is okay... if you have specific genes. All of these choices will first depend on our initial values, but it will also (and mainly) be impacted by the way they can adapt to their environment.

Each living organism will have the basis loop of evolution: self-replication, blueprint, blueprint inheritance, mutation and selection due to environment.

The genome will be coded in hexa counting multiple genes and will look something like:

*654d4b58e6f4f2a41a*  
*7a9b79b8978 a978e46*  
*f4a4f6a8ef1c313d1e*  
*a13f13aa313b1b88ae*

...

Genome and genes length are not decided yet and will be set according to our needs but will also expand as the organisms evolve.

## CREATING YOUR OWN NFTs

Let's be clear: you will not create NFTs out of nothing. You will need the world base materials, but at some point you will be able to:

- Create your own species by working on the genes
- Create your own vehicles by working on the materials, mechanisms, thermodynamic...
- Create your own buildings by working with blueprint, materials, gravity...

Note that all these functions will not come as an easy things to do but will need a certain amount of investment before being able to perform it successfully.

Also you cannot create indefinitely as each NFT will need base materials that can only be found in the world and are limited somehow.

## CRAFTING & OWNERSHIP

### Organism

The base of the game will be exploration, but players will also be able to collect organism to study them. Each time a player finds and study a new organism he will be rewarded in DNA which can be used to claim ownership of things.

There will be also way to own them and transform them to NFTs.

### Planets

All the other planets will be claimable at some point but it will cost a lot of DNA and will need special actions. Not everyone will be able to claim one and players will probably need to play as a team to have a chance to do so.

Owning a planet will let you manage taxes income, lands management and distribution and laws.

## **Lands**

Depending on the planet setting you will be able to purchase lands where you can build everything within the game system: house, shop, company...

You will be able to purchase lands from the planet's marketplace and NFTs' marketplace (like opensea).

## **Buildings**

Using your hard gained money you will be able to choose what to build and where (if you have a land). You will also be able to transform it into a NFT and sell it to other players.

## **Vehicles**

Same as the buildings, you will be able to build vehicles using using the game mechanism by following the universe rules (gravity, conductivity, friction etc...). Every working vehicle will be able to be transformed to an NFT for being sold to other players.

## **Equipment**

Equipments can be created and bought from NPCs. Except for the ones we will distribute, we don't plan for now to transform the crafted ones into NFT.

# **EXPLORATION**

This world can be a dangerous one and players will need some ways to travel but also to protect them.

Cooperation and competition will also be part of the game.

Going to another planet or even another system will require specific vehicles (that can be bought and crafted) but also time, equipment and people. Because who knows what you can find in the planets you will visit... and even in space?

# WHAT IS DNA?

## How can I gain some?

DNA will be the hard currency that you will find in the game by exploring. Only some specific actions and achievements will let you win DNA:

- Analyzing new species for the first time (if you are the first player to do so)
- Claiming special chests dispersed randomly in the world (once a chest is opened he will disappear and never be claimable again)
- Completing NPCs requests (these requests will be shared between everyone but will also depend on players actions)
- Other hidden stuff we will let you discover (we want the game to be an exploration game first)

## What can I do with DNA?

- Claiming Planets
- Buying lands
- Creating your own genomes and creatures
- Creating your own spaceships

For other things like buying equipment and renting ships from NPC will only cost you the ingame soft currency.

# ROADMAP

“Rome wasn’t built in a day”.

We believe creating a universe as huge as this one requires lots of experience, testing and budget. So, in order to achieve it we created a number of objectives set as games and we defined the biggest challenges we will need to work on:

- **[Launch: 2022/2023]** Wild Sea (NFT: Boats)
  - o Teamwork & organisation
  - o NFT link and integration
  - o Proving we can complete a project
- **[2023]** Birds Invasion (NFT: Birds)
  - o Coop game
  - o First servers & BDD architecture
  - o Increasing team funds

- **[2024]** The Dark Awakening (NFT: Weapons & NPCs)
  - Genome and evolution system
  - Cerebro phase 1
  
- **[TBD]** Builder (NFT: Buildings)
  - 3D world
  - Planets generation
  - Creating buildings logic using the worlds values
  - Customize NFT from a base
  
- **[TBD]** Tamer (NFT: Weapons & Catchball)
  - 3D action
  - Fight system and weapons
  - Catching and merging creatures
  
- **[TBD]** Action Game (NFT: Spaceships)
  - Creating spaceships using our game tools
  - Creating your own NFTs using our game tools
  - Cerbero phase 2
  - Stronger servers architecture
  
- **[TBD]** **GENESIA** (all NFT above + partnerships)
  - We will not start Genesisia after everything have been done: we already started developing it. Everything we will work on will be, at some point, part of Genesisia. Genesisia will be a mix of everything we tested before.