



THE ISLAND

PRIVATEERS, LIFE

WHITEPAPER

The first MMO game
with Blockchain based
economics

Survival game in
XVII century pirate colony

The Island (Privateers.life)

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1. About game Privateers.life and its features

1.0. Intro

The Island game (and Privateers.life as well) is our vision of an ideal survival-universe in a pirate setting.

It's important to know: The Island is only the first chapter of our pirate saga. This is a single player for the MMORPG game universe developed by us in the world of pirates of the 17th century, in which every player can live the life of an ordinary colonist, pirate, or - feel like a woman or a child of that time. The goal of the game is to survive at any cost in the world, which seeks to kill you by all available means.

After conducting a preliminary study of the survival-games market, we found several facts that spurred us, eventually, to the development of the game The Island (Privateers.life).

Fact 1: survival-games currently in a trend (this type can include games such as: ARK Survival Evolved, Arma 3 Exile, RUST, Conan Exile, Playerunknown`s Battleground, Last Man Standing etc.).

Fact 2: The overall popularity of survival-games is growing (according to the data of the Steam Spy analytics service, the Playerunknown`s Battlegrounds audience continues to grow from the beginning of sales to the present time:

<http://steamspy.com/app/578080> at a constant game cost, the number of sales today exceeds 6 million copies; the same service tells us that copies of the game named RUST (survival-game in open world) today sold more than 5.5 million: <http://steamspy.com/app/252490>)

Fact 3: the greatest total popularity is survival-games with the open world (an example of RUST alone speaks volumes)

Fact 4: pirate topics are increasingly gaining popularity (you may watch on the recent release of the fifth series of the Pirates of the Caribbean franchise, the success of the games of the Assassin's Creed series in general and the pirate Black Flag, in particular, the announcement of a new part of this endless series in the framework of the recent E3 exhibition and other events in the industry)

Fact 5: Games created by the fan-community (namely, people who are passionate players and understanding the expectations of other players), as additions to the main game, gained popularity, comparable (or even greater) with the base game from the professional studio (typical examples: Counter-Strike (HalfLife fan-mod) with more than 75 million players (CS, CS: CZ, CS: Source, CS: GO and other modes, <http://steamspy.com/search.php?s=Counter-Strike>) and Dota / Dota 2 (fan-mod to WarCraft 3) with more than 100 million players: <http://steamspy.com/app/570>)

Fact 6: The Island development team is a longtime fan of the genre of survival and creates a game "from players to players"

Any gamer knows how much the developer's interest in developing the game and the game universe as a whole is expensive, when developers react to the expectations and signals of players vividly, improving the gameplay, correcting the found bugs, allowing players to get new emotions from the development of the game world.

We, the developers of The Island, create a game that will be interesting for us to play. So it will not leave any other players indifferent either.

1.1. Features of The Island (Privateers.life) game

Our game from other similar projects is distinguished by several important elements:

- **The use of Blockchain technology** to monitor the game economy, effectively monitor suspicious activity (and combat cheaters and hackers who violate the game balance)

- **A high level of realism** (as much as this can be achieved at the modern technical level)

- **Detailed study of intelligence of Non-Player Characters (NPC)**

- **An economic system in which nothing is taken from the air** (that in the in-game store there are goods that players can buy, someone must produce them and put them in this store: they can be NPCs or live players); Even in the planned premium store, the goods will not be drawn (unlike other games), but **production contracts will be issued that ordinary players can perform, receiving a weighty reward** - in more detail in the sections "Economic system of the game" and "Tokens. Details. ")

- **In our game it will be possible to buy or seize any territory in your property** and establish its own orders, taxes and rules on it

- **Expanding the game world** (first it's a single player and a small island in the ocean, then - multiplayer and an archipelago from several different sized islands, then a big continent will be added, and over time the game universe will cover our entire planet, in particular - the opportunity to fulfill the dream of any boy from Recent past: a round-the-world trip on a sailboat (trade, military or pirate).

1.2. Gameplay

In our game, first of all, we want to show the world of the 17th century the way it was at that time. With all its advantages (wide opportunities for anyone to rise from the very bottom to the very top of the pyramid of power (albeit through the path of a pirate as one of the options), the development of scientific thought, geographical discoveries) and cons (wars, cruelty, epidemics, etc.). Here, any player can choose his own way and role in a vast expanding world, try to take his place under the sun, or die, trying.

The Island is only the first part of the Game that we have conceived. The essence of the single-player version is simple: survive, as long as possible, on an island that is not that uninhabited, but - abandoned by residents, and find out where the inhabitants of the two fishing villages have gone and what will happen if they suddenly come back and see the consequences of yours Survival in their absence...

The island only seems small. But here the player is waiting for a huge number of dangers, trapping at every step: wild animals, dangerous insects, natural phenomena, random events, household dangers, fraught with injury and painful death.

You are free to choose your path, how to survive. You can gather and hunt, grow food, tame animals, fish. And it is possible - to hack abandoned houses in the settlements in search of valuable and useful things, to smash the buildings out of the cannon or even burn the whole island to ashes... But, think what the returned inhabitants will say if you, by a lucky chance, live until their return...

The main idea of the game process: **to survive in a harsh world in conditions that are as close as possible to the real.** Remember that you need to eat and drink, you are tired and afraid, you may get sick or get poisoned, a small cut or bruise can turn into gangrene and loss of limb, which means that you will become an easy prey for predators, bleed or die from infection... In truth to say, we ourselves have lost count, trying to count the number of events that can kill a player. And this is only a small part of what we are meant to realize.

In multiplayer mode, one of the fundamentals of the gameplay will be **the ability to gain control over the territory** (a piece of land or an island in the property) - through capture from another player or purchase from the developers. The variant with the purchase is considered in detail in the section "Business model of the game", as for the option with the capture, then it is permissible, but it will not be easy to retain control over the territory, since, in addition to other players, the forces controlled by the developers (the fleet created by other players on contracts from the developers, for example, which, nevertheless, does not attack the territories officially bought, but after the seizure of territory from another player, our fleet can recapture it, returning to the control of the administration of the game).

How the territory is captured? It is necessary to kill all of its defenders and keep it under control for a certain time. After that, the territory passes into the ownership of the brotherhood that carried out its capture, until a stronger enemy blocks it.

1.3. Economic system of the game

***Note:** the economy is more of a multiplayer, but the main postulate is true for the single-player version of the game.*

The main postulate of our gaming economy: "**nothing appears out of nowhere**". This means that, like in the real world, any goods that you can buy (or get "just like that") must first be produced, grown, born or appear in this world by any other that does not contradict the laws of nature way.

The economy of the game is built of two components: fully in-game turnover and contracts from developers.

***Note, for a better understanding in the single player version:** in order to eat something, you need to harvest (for example - ripened coconuts and pineapples), grow yourself (for example - corn or bananas) or kill a wild animal (or the same to score on meat homemade, which is someone's, albeit abandoned, property and, undoubtedly, will affect your reputation among the returning colonists). And - the plants do not bear fruitlessly and constantly, but in a random way and for a certain period, and animals multiply not at the click of their fingers, and if you kill the last animals of some kind, this will lead to their extinction.*

In-game turnover involves the production of goods (including wild plants, the reproduction of wild animals and other aspects) used by players in the daily gameplay. For example - to meet the needs for food and beverages, tools and weapons, and so on.

Contracts from developers are designed to fill a premium store, and not only. They work so:

- In the premium store is announced the appearance of a new product, somehow influencing the gameplay (for example - a merchant ship)

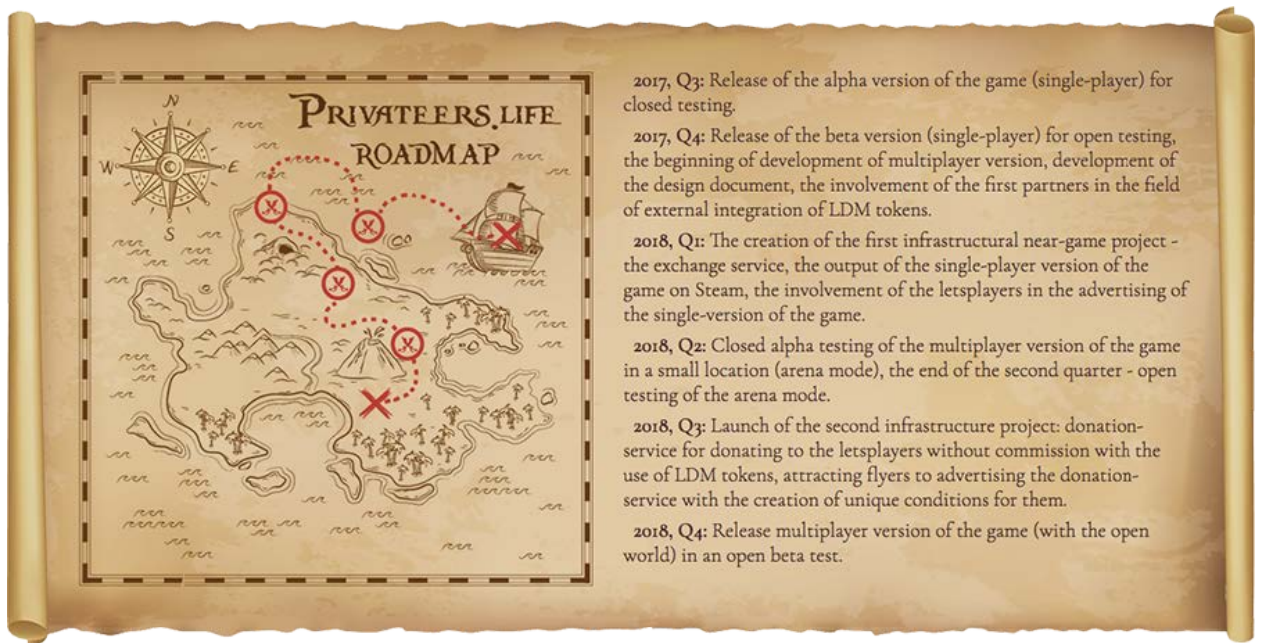
- To fill the "void" are announced contracts (with the payment of the finished goods in tokens) to produce this product on a prescription that includes components that can be obtained through mining, harvesting or crafting

- Interested players take on the obligation to execute the contract (they collect the necessary ingredients and craft the item or component) and deliver the finished goods to the store (this is necessarily - the premium item left to yourself, not passed through the store, will not work), and then get the agreed compensation in coins (tokens), which have not only in-game value, but also turn on the open market

- The goods delivered to the store can now be bought by anyone who wants to, having paid the price, consisting of the cost price and the store's selling margin

An Important Moment 1: In the game economy LDM-tokens (Ludum crypto currency) are used, which has a beneficial effect on their trading volumes (to buy something in the store, you need to have tokens (buy on the open market, earn or receive from another person), and by executing a contract, you can not only buy something, but also sell the earned tokens on the stock exchange or other players).

An Important Moment 2: Execution of contracts from the developers is beneficial not only to developers who receive goods for the premium store, but also to the player (not even talking about the remuneration of the crypto currency, if he buys the goods he produced in the store - it will cost him less (relatively simple players) exactly the amount of remuneration received for the production.



An Important Moment 3: Developers, in our person, do not interfere with the secondary movement of goods from the premium store. And this means that a whole industry appears and is encouraged, in which enterprising players execute contracts, buy out the manufactured goods and put it up for sale at an arbitrary price (even if it is lower than the price of a similar product in a premium store).

Business model of the game

2.0. Basic concepts

The business model of the game is simple and elegant: we (the developers) announce contracts for the production of goods for the premium store, add a trade mark-up to the finished product and earn a profit from the sold items. In addition, such a system in itself stimulates the growth of trade turnover, due to increased interest in the goods produced by the producers themselves, who receive the goods produced by them, not even for the cost price (we paid them for production), but for the size of our trade margins.

Additional moment 1: We get a profit by issuing a commission for the sale of goods to players in our store, and if a player opens his own store on our territory (see the "paradox" below), we charge an automatic tax on his turnover.

Additional moment 2: We get profit from the sale of land and entire islands (the player can buy himself a small or not very small island in order not to pay a commission for the sale of goods in our stores, and to establish his own, or - to allow other players to establish their stores and charge From any operations (including the extraction of resources) arbitrary taxes on their land).

Additional moment 3: We get profit from any paid inside and outside game services (for example: for advertising an in-game store of an enterprising player on our resources)

Additional moment 4: We have profit from the growth of the LDM token exchange rate on the exchanges due to the growth of interest in them not just as a payment or investment product, but also as in-game currency from ordinary players (tokens are needed for making all purchases inside the game, as well as for use in the framework of the surrounding infrastructure that we create, for more details - in the "Infrastructure" section)

2.1. Infrastructure

Around the internal game world, we will also create an external infrastructure. In the nearest plans the following elements:

- **Exchange office** with a low commission for the exchange of third currencies and crypto-currency and, practically, without commission for transactions using Ludum tokens

- **Contractual integration of Ludum tokens in the gaming industry** (purchase of electronic goods in third stores for LDM tokens on special terms, for example - with discounts)

- **Donation-service**, which allows to carry out donates to the letsplayers using Ludum tokens with practically no commission

2.2. Distribution of profit

In the process of development of the gaming universe, all the profits we receive are accumulated by us in the form of Ludum tokens purchased by players on the open market (on exchanges, from the hands of other investors, etc.) and further spent by them for the acquisition of gaming or near gaming goods and services.

In turn, this reduces the number of tokens available in open sale (on exchanges and at the hands of investors), with the increasing interest in tokens from new investors and the growing community of players, and ultimately causes the growth of the market price of tokens traded on the open market.

The distribution of the received profit is made quarterly as follows:

50% of the profits will be sent to encourage community activity (competitions, promotions, sponsorship of events, etc.)

50% of the received profit is directed to the development of the game and payment of current expenses

3. Tokens. Details.

3.0. Learn more about Ludum tokens

Ludum tokens (from Latin "Gaming") is the implementation of the in-game currency of the game The Island and created on its basis the game world of Privateers.life. At the moment, the single version of The Island is close to the alpha release and we decided to launch the game currency in the form of Ludum tokens traded on the open market.

Why do we need Ludum tokens?

Ludum tokens allow you to easily and quickly invest in the development of the game any amount (the minimum number of tokens, which can be bought before entering the stock exchange, is 100 LDM tokens). In addition, they are the in-game currency of the game The Island and in the future - the entire corresponding game universe. Ludum tokens can also be used as a means of payment in friendly stores and our own services that are opened within the framework of the development of the near-game infrastructure (for more details - in the section "Infrastructure") or freely transfer to third parties in payment for goods and services.

3.1. How to participate in the Crowdsale of Ludum tokens

Since August 28, 2017, the Ludum tokens go on sale with the following parameters:

- 3.1.1. ICO is held from 12.00 hours on August 28 to 12.00 hours on September 25, 2017 (UTC time);
- 3.1.2. A maximum of 100,000,000 tokens will be issued;

- 3.1.3. The base selling rate is set at 10,000 Ludum tokens per 1 ETH;
- 3.1.4. The minimum number of tokens for purchase within the ICO: 100 LDM (for a total of 0.01 ETH);
- 3.1.5. From September 25, 2017, it will be impossible to create new tokens, in order to maintain the Ludum token rate after entering the stock exchanges - the number of tokens issued at that time will form the initial capitalization.

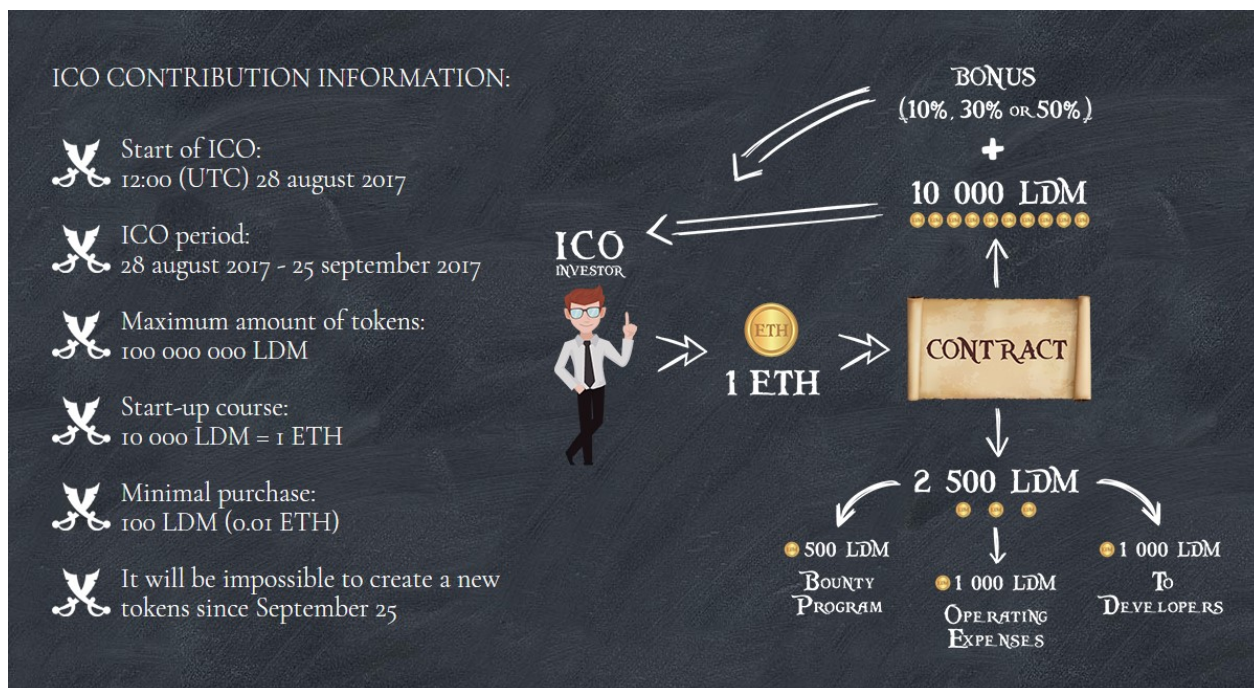
Any interested investor can get Ludum tokens by one of these methods:

- Buy within ICO before 12.00 UTC on September 25, 2017 at the rate of 10,000 tokens for 1 ETH (with bonuses up to 50% in the first 2 weeks of crowdsale)

- Participate in the bounty program (during the period until September 25, 2017) to increase the recognition of Ludum tokens among the cryptocurrency community and receive a reward for the results of the bounty program (in accordance with its terms) during the summing up of its results (September 25 to 30, 2017)

3.2. How are tokens distributed?

A total of 100,000,000 Ludum tokens will be issued. On sale within ICO, the tokens are up to 12.00 UTC on September 25, 2017, or until the total amount of tokens is released, after which the release of the tokens will not be possible, then the tokens will be added to the exchanges for free trade.



The distribution of issued tokens is as follows:

5% for all Bounty Campaigns

10% for operating expenses

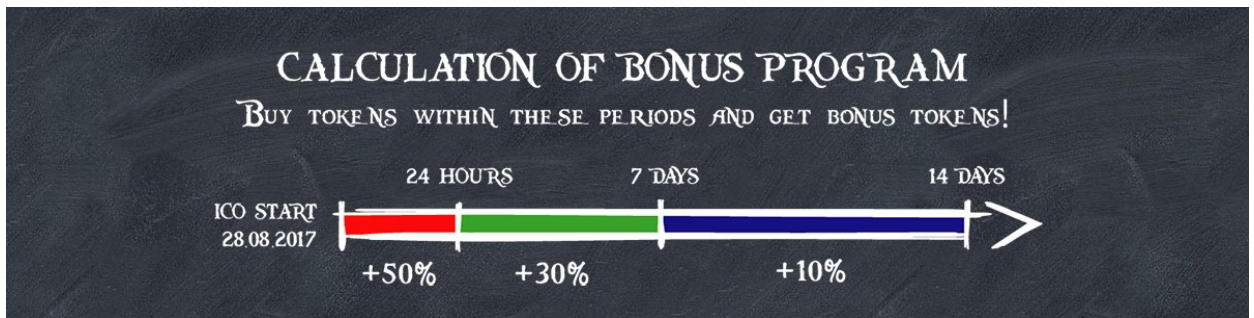
10% to Developers

75% to Investors

Ludum tokens are issued only when they are purchased by investors in time of ICO (there is no pre-mined tokens). Tokens in providing the bounty program, the interests of developers and for covering operating expenses are issued **in addition to the amount of tokens purchased by investors**, but in total there can not be issued more than 100,000,000 Ludum tokens.

3.3. Financial bonuses for ICO participants

There is a bonus program for buyers of Ludum tokens in accordance with the date of purchase:



Bonus 1: To the number of tokens purchased in the first 24 hours after the start of the ICO (from 12:00 on August 28 to 11.59 on August 29, 2017, UTC time), a bonus of 50%

Bonus 2: To the number of tokens purchased in the period from 12.00 UTC on August 29 to 11.59 UTC on September 4, 2017, a bonus of 30%

Bonus 3: To the number of tokens purchased in the period from 12.00 on September 4 to 11.59 on September 11 (UTC) in 2017, will be added a bonus of 10%

Tokens purchased from 12.00 on September 11 to 12.00 on September 25, 2017, are delivered without a bonus, at the established rate of 10,000 Ludum tokens for 1 ETH.

To get Ludum tokens - go to the [website of the crowdsdale](#) and follow the instructions.

3.4. Universal gaming bonuses

In addition to the financial bonuses listed above, we offer the following **gaming bonuses to all ICO participants** (including those who purchased tokens in the last days of the ICO), which, meanwhile, may be converted into a financial form in the future:

In-game Bonus 1: All ICO participants, regardless of the amount of tokens purchased (including the minimum amount), will receive a game

item that reflects their participation in ICO Ludum tokens (the base value of the item will be up to 10% of the number of tokens purchased by its recipient).

There will be several varieties of such items for the character: earrings, brooches, pendants, sashes, etc. And several types of each item: for investors who purchased from 100 to 500, from 501 to 1000, from 1001 to 5000, from 5001 to 10,000 and over 10001 LDM tokens. The item can be put on public display (put on a character) or hide - at its discretion. Also - the item can be freely sold in the gaming market at a negotiated price.

In-game Bonus 2: All ICO investors receive a lifetime discount in the premium store, the percentage of which is equal: 1% for every 1000 tokens purchased (maximum 15% discount in the store for the purchase of more than 15,000 tokens under the ICO). Discount, as well as the items described above, can be the object of trade or free transfer to any player. In addition, a large discount will help serious investors build a successful business within the gaming economy, gaining advantageous items for subsequent sale below the prices of the official store.

UNIQUE ITEMS AND IN-GAME BONUSES
FOR THE PARTICIPANTS OF ICO:

100 LDM - 500 LDM:	COMMON ITEM BONUS
501 LDM - 1 000 LDM:	UNIQUE ITEM BONUS
1 001 LDM - 5 000 LDM:	RARE ITEM BONUS
5 001 LDM - 10 000 LDM:	EPIC ITEM BONUS
10 001 LDM AND MORE:	LEGENDARY ITEM BONUS

+1% DISCOUNT IN GAME SHOP FOR EVERY PURCHASED 1000 LDM
MAXIMUM AVAILABLE DISCOUNT IS +15%

4. Disclaimer

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