

# ∞ Infinity Skies



## Goal(s) of the Game

### Short Introduction:

In "Infinity Skies", players will build, socialize, trade, and undertake numerous adventures. Players will compete to build the most prestigious castle in the community while collecting rare NFT decorations, skins, and building components. They own their island in the sky on which they can build their castle and allow other users to visit. The ultimate goal is to become the King of Infinity Skies.

Infinity Skies is a game of the sandbox genre, where people are able to set their own short-term and long-term goals. The game mechanics are designed in such a way however, that several long-term goals are incentivized for players to work towards.

These goals are:

- ◆ Building a castle/island to attain votes for a high standing on the social leaderboard in order to reap NFT rewards.
- ◆ Gather as many rare and unique NFT's as possible.
- ◆ Turn your time into money with our cryptocurrency "Skyblocks", by trading in NFTs with other players, using our marketplace.

# 1. Blockchain Assets



## 1.1 The “Skyblock” token

A Skyblock is a ERC-20 token, which is the primary currency used in and around the Infinity Skies ecosystem.



### 1.1.1 Swapping

Skyblocks can be swapped for other established cryptocurrencies on a decentralized exchange platform. For now, this will be Quickswap. Liquidity will be locked at a rate of 10% of the raised funds from our public presale unless a large listing event occurs elsewhere.

### 1.1.2 Trading

Skyblocks can be traded with other players for NFTs on the website marketplace and can be traded in other Exchanges. See 2.3 Trading.

### 1.1.3 Burn Feature

Skyblocks will have a recycle feature of 5% on each transaction. None of the Skyblocks will be burned forever through automated mechanics, but they are recycled to our community. The distribution of our recycle feature will be as follows:

- ◆ 3% distributed to Play-to-Earn stash.
- ◆ 1.5% distributed to Claim Pool.
- ◆ 0.5% distributed to the Development Team

### 1.1.4 Play-to-Earn

The largest portion from our recycle feature will be deposited into the Play-to-Earn stash. This stash is emptied each week by distributing it to active players that are playing Infinity Skies. Once emptied, the stash builds up again until the next week when it is emptied again. Each week players must complete certain tasks to be eligible for this weekly airdrop.

# 1. Blockchain Assets



## 1.1.5 Claim Pool

The Claim Pool will be accessible for each eligible investor to claim their share of Skyblocks from the tax. Skyblock token holders can claim their share at any moment on our website and will be available to be claimed at any moment if they hold Skyblocks in their private wallet. The amount received from the pool is based on their share from the Skyblocks supply.

## 1.1.6 Liquidity Providers

Skyblocks Liquidity Providers stake LP tokens on our website and earn Quicksilver Fragments in exchange. These fragments are tradeable, uncapped utility tokens and can be used to fuse (mint) Silver Crystals with.

## 1.1.7 Distribution

Skyblocks will be distributed in multiple ways upon minting. We will list the distribution model below, along with all vesting periods. These vesting periods are subject to change, but once we mint the tokens everything's set in stone, and we will communicate with the community directly if there are to be any changes.

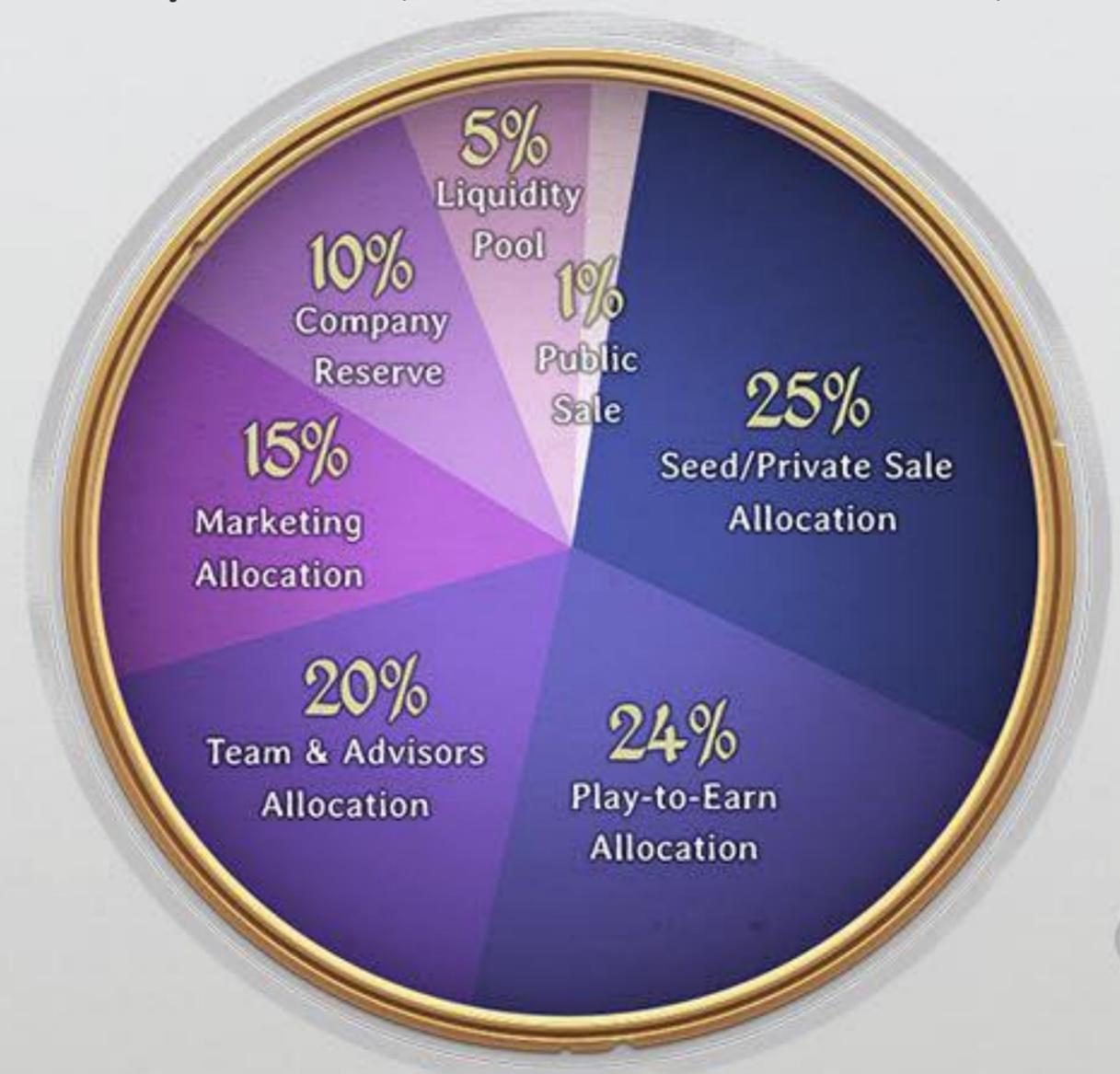
## 1.1.8 SkyBlocks Token & Allocation

Ticker: ISKY

Max Supply: 100,000,000

Vested: Monthly release of tokens for X amount of time.

TGE Unlock: Released proportion of vested tokens upon TGE (Token Generation Event).



# 1. Blockchain Assets



## 1.1.9 Vesting

Most of the Skyblocks are vested starting with the first regular vesting release on the first month after the TGE month. See the vesting schedule in the table below.

	Play to Earn	Marketing Fund	Liquidity Pool	Team & Advisors	Company Reserve	Public Sale	Seed Sale	Private Sale
JAN 2022 (TGE)	100.000	2.500.000	500.000*	0	0	200.000	1.500.000	2.250.000
FEB 2022	100.000	1.000.000	375.000	0	0	266.666	354.167	531.250
MAR 2022	100.000	1.000.000	375.000	0	0	266.666	354.167	531.250
APR 2022	100.000	1.000.000	375.000	0	0	266.666	354.167	531.250
MAY 2022	100.000	1.000.000	375.000	0	0	0	354.167	531.250
JUN 2022	100.000	1.000.000	375.000	0	0	0	354.167	531.250
JUL 2022	200.000	500.000	375.000	555.556	0	0	354.167	531.250
AUG 2022	200.000	500.000	375.000	555.556	0	0	354.167	531.250
SEPT 2022	200.000	500.000	375.000	555.556	0	0	354.167	531.250
OCT 2022	200.000	500.000	375.000	555.556	0	0	354.167	531.250
NOV 2022	200.000	500.000	375.000	555.556	0	0	354.167	531.250
DEC 2022	200.000	500.000	375.000	555.556	0	0	354.167	531.250
JAN 2023	300.000	300.000	375.000	555.556	0	0	354.167	531.250
FEB 2023	300.000	300.000	0	555.556	0	0	354.167	531.250
MAR 2023	300.000	300.000	0	555.556	0	0	354.167	531.250
APR 2023	300.000	300.000	0	555.556	0	0	354.167	531.250
MAY 2023	300.000	300.000	0	555.556	0	0	354.167	531.250
JUN 2023	300.000	300.000	0	555.556	0	0	354.167	531.250

	Play to Earn	Marketing Fund	Liquidity Pool	Team & Advisors	Company Reserve	Public Sale	Seed Sale	Private Sale
JUL 2023	500.000	225.000	0	555.556	0	0	354.167	531.250
AUG 2023	500.000	225.000	0	555.556	0	0	354.167	531.250
SEPT 2023	500.000	225.000	0	555.556	0	0	354.167	531.250
OCT 2023	500.000	225.000	0	555.556	0	0	354.167	531.250
NOV 2023	500.000	225.000	0	555.556	0	0	354.167	531.250
DEC 2023	500.000	225.000	0	555.556	0	0	354.167	531.250
JAN 2024	500.000	225.000	0	555.556	0	0	354.167	531.250
FEB 2024	500.000	225.000	0	555.556	588.235	0	0	0
MAR 2024	500.000	225.000	0	555.556	588.235	0	0	0
APR 2024	500.000	225.000	0	555.556	588.235	0	0	0
MAY 2024	500.000	225.000	0	555.556	588.235	0	0	0
JUN 2024	500.000	225.000	0	555.556	588.235	0	0	0
JUL 2024	600.000	0	0	555.556	588.235	0	0	0
AUG 2024	600.000	0	0	555.556	588.235	0	0	0
SEPT 2024	600.000	0	0	555.556	588.235	0	0	0
OCT 2024	600.000	0	0	555.556	588.235	0	0	0
NOV 2024	600.000	0	0	555.556	588.235	0	0	0
DEC 2024	600.000	0	0	555.556	588.235	0	0	0

# 1. Blockchain Assets



	Play to Earn	Marketing Fund	Liquidity Pool	Team & Advisors	Company Reserve	Public Sale	Seed Sale	Private Sale
JAN 2025	600.000	0	0	555.556	588.235	0	0	0
FEB 2025	600.000	0	0	555.556	588.235	0	0	0
MAR 2025	600.000	0	0	555.556	588.235	0	0	0
APR 2025	600.000	0	0	555.556	588.235	0	0	0
MAY 2025	600.000	0	0	555.556	588.235	0	0	0
JUN 2025	600.000	0	0	555.556	588.235	0	0	0
JUL 2025	600.000	0	0	0	0	0	0	0
AUG 2025	600.000	0	0	0	0	0	0	0
SEPT 2025	600.000	0	0	0	0	0	0	0
OCT 2025	600.000	0	0	0	0	0	0	0
NOV 2025	600.000	0	0	0	0	0	0	0
DEC 2025	600.000	0	0	0	0	0	0	0
JAN 2026	600.000	0	0	0	0	0	0	0
FEB 2026	600.000	0	0	0	0	0	0	0
MAR 2026	600.000	0	0	0	0	0	0	0
APR 2026	600.000	0	0	0	0	0	0	0
MAY 2026	600.000	0	0	0	0	0	0	0
JUN 2026	600.000	0	0	0	0	0	0	0
<b>Total</b>	<b>24.000.000</b>	<b>15.000.000</b>	<b>5.200.000</b>	<b>20.000.000</b>	<b>9.800.000</b>	<b>1.000.000</b>	<b>10.000.000</b>	<b>15.000.000</b>
<b>Total%</b>	<b>24,00%</b>	<b>15,00%</b>	<b>0,20%</b>	<b>20,00%</b>	<b>9,80%</b>	<b>1,00%</b>	<b>10,00%</b>	<b>15,00%</b>

- ◆ Initial circulating supply (7.050.000 Skyblocks)
- ◆ Public sale price (0.22\$ per token)
- ◆ Initial marketcap (1.551.000 mil marketcap)

# 1. Blockchain Assets

## 1.2 “Infinity Skies Collection” NFTs

### 1.2.1 Overview

Assets are ERC1155

Name: InfinitySkies Collection

Symbol: InfinitySkies

Nearly all the assets that can be collected and used in our game are NFTs and will be owned by the players. Depending on the type of NFT, they can be used by players in many different ways in-game.

### 1.2.2 Rarities

There currently are 8 types of NFT rarities, from rarest to least rare, these are:



Royal and Astral rarity NFTs can not be collected through Summoning Crystals but only through Leaderboard rewards. Astral NFTs can also be used as rewards for future special events.

### 1.2.3 Minting

All assets will be mintable up their respective cap. Most NFTs will not have caps, and only some special NFTs will be capped.

### 1.2.4 Crafting & Burning



All NFTs within the Infinity Skies collection will be ‘craftable’, that is, there will exist an upgrade path for all accumulated NFTs. You may accumulate hundreds of undesired common NFTs over the course of your play time. Because of this it was important to implement a feature set that allows these NFTs to hold value and not stagnate the economy. The following table shows a tentative guideline for upgrade paths.

# 1. Blockchain Assets

INPUT	OUTPUT
2x Common	1x Uncommon
2x Uncommon	1x Rare
3x Rare	1x Epic
10x Epic	1x Legendary

*All input NFTs will be burned upon crafting.*

NFTs come in 6 types that act as overarching categories. These are:

- ◆ Islands
- ◆ Walls
- ◆ Floors
- ◆ Roofs
- ◆ Objects (eg. tables, chairs, etc.)
- ◆ Cosmetics (for character customization)

## 1.2.5 Types

## 1.2.6 Categories

Most NFT types contain categories. Some examples of this would be:

- Roofs → Tower
- Objects → Tables
- Cosmetics → Headwear

## 1.2.7 Subcategories

Some NFT categories contain subcategories. Some examples of this would be:

- Objects → Table → Dining Table
- Objects → Chair → Throne



# 1. Blockchain Assets

NFT types, categories, and subcategories are used throughout the game, wallets, and marketplace for sorting purposes. Other than behaving differently in-game there are no properties attached to these classifications on the blockchain-side.



## 1.3 Fragment Tokens

Fragments are obtained by playing the game or as reward for staking LP and are ERC-20 tokens. There are 4 different types of fragments, these are:

	Obtained from:	Tradeable:	Fuses in to:
Gold Fragment	Adventures	No	Gold Crystal
Silver Fragment	Adventures	No	Silver Crystal
Bronze Fragment	Feasts	No	Bronze Crystal
Quicksilver Fragment	LP Staking	Yes	Silver Crystal

As seen in the table, these fragments can be fused into 3 different ERC-1155 summoning crystals; we'll go over these in the next sections.

# 1. Blockchain Assets

## 1.4 Summoning Crystals



SILVER



GOLD



BRONZE

### 1.4.1 Gold Summoning Crystals:

Gold summoning crystals (ERC-1155) can be fused from Gold fragment tokens (ERC-20) that are obtained by playing adventures. For exploitation security, a time-lock is placed upon the claiming of such fragments. Once fused, they can contain NFTs of every type, category or subcategory of the following rarities, with the following drop-chances:

Divine		0.1%
Legendary		0.9%
Epic		4.5%
Rare		13.5%
Uncommon		27%
Common		54%



### 1.4.2 Silver summoning crystals:

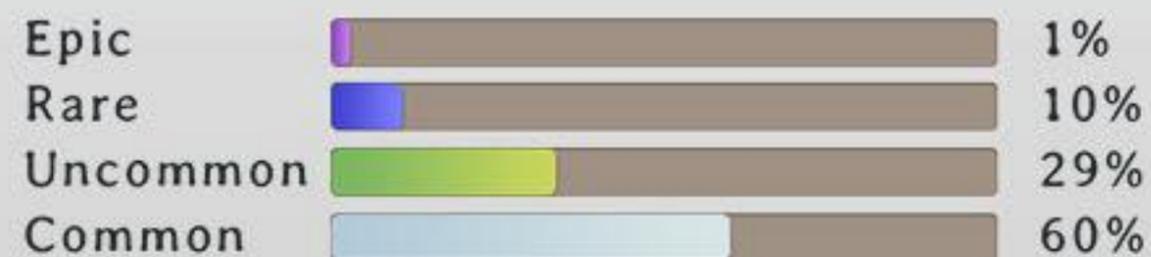
Silver summoning crystals (ERC-1155) can be fused from Silver fragment tokens (ERC-20) that are obtained by playing adventures, but also from Quicksilver fragments (ERC-20) that are obtained from LP staking rewards. For exploitation security, a time-lock is placed upon the claiming of such adventure-mode fragments. Once fused, they can contain NFTs of every type, category or subcategory of the following rarities, with the following drop-chances:

# 1. Blockchain Assets



## 1.4.3 Bronze Summoning Crystals

Bronze summoning crystals (ERC-1155) can be fused from Bronze fragment tokens (ERC-20) that are obtained by attending other players' feasts. For exploitation security, a time-lock is placed upon the claiming of such fragments. Once fused, they can contain NFTs of every type, category or subcategory of the following rarities, with the following drop-chances:



## 1.4.4 Seasons & Loot Tables

The crystals that can be fused from fragments gained from adventures, attending feasts and staking LP change on a per season basis. For example in season 1 you'll be able to fuse

season 1 crystals, whereas in season 2 you will fuse season 2 crystals. These crystals can always be used to summon NFTs of the corresponding season, regardless of what the current ongoing season is. This means that in season 2, it is still possible to summon season 1 NFTs with season 1 crystals if you still own one.

Loot Tables are bound to seasons through crystals. Crystals draw from different loot tables of NFTs depending on the season the crystal belongs to.

## 1.4.5 RNG Logic

We will use the Chainlink VRF Oracles for our RNG logic, this would allow us to implement a provably-fair and verifiable source of randomness for our NFT distribution.

# 1. Blockchain Assets



## 1.5 “Voucher” NFTs

### 1.5.1 Overview

Vouchers are a recurring theme within our ecosystem. Vouchers serve as a means of exchange for a real ecosystem NFT.

### 1.5.2 Skyplots Vouchers

Extension of Infinity Skies Master Collection

Name: InfinitySkies Collection

Symbol: InfinitySkies

Skyplots vouchers will be obtainable via purchase from a partnered platform or our website. These will be burned off to mint real, usable in-game Skyplots.

### 1.5.3 Free Crystal Voucher

Name: Giveaway Collection

Symbol: ISGIVE



A pre-release Dapp will exist where applicable whitelisted users will be able to mint themselves a Crystal Voucher to be used when our Mainnet Dapps go live. These will exchange 1:1 with a real Crystal. For example, one bronze crystal voucher will be exchangeable for a bronze crystal when the Crystal System Launches.

### 1.5.4 Staking Tickets

Name: InfinitySkies Staking Tickets

Symbol: ISNFT

As explained in sec 2.6.2, NFTs that are staked will be turned into staking position NFTs. These Staking Position Vouchers can be viewed as simple vouchers to be later turned in for the real NFT they were staked with.

## 2. Gameplay



### Build, Socialize, Trade & Venture

Build, Socialize, Trade & Venture.

As stated in the concept intro, the core gameplay of Infinity Skies revolves around four major gameplay elements: Building, Trading, Socializing, and Adventuring. In the following sections, these four gameplay elements will be further dissected.

## 2. Gameplay

### 2.1 Building

Each player owns their section of the Sky where they can build their castle. The building mechanics of Infinity Skies are broken down into three main scopes, but before getting too deep into that subject, we will explain sky plots.



#### 2.1.1 Sky-plots

The world map consists of 4 rings of 4 different rarities, Astral, Divine, Legendary and Epic, outside these rings is the area that is named deep-sky. The rings have a radial coordinate system and these positions / coordinates are owned through Sky-plot NFTs. The deep-sky also has coordinates but no NFTs need to be owned to be able to play there.

The Sky-plot NFTs are positions on the world map that players can own, but do not have any functionality in the sense of size or building space. The main benefit of these NFTs is how easily your plot is found by others, where the higher rarity plots are found on the innermost rings of the world map.

The inner rings have less coordinate plots (NFTs) than outer rings.

You can find the supply of NFTs per ring below.



## 2. Gameplay

### 2.1.2 Island Placement



The placing of islands is the biggest scope of the building system. Islands can be placed on a large grid, and when placed create a 10x10 grid for

objects and walls on the surface of the placed island. They come in different variations (eg. an island with or without a body of water; a grass island, or a snow island), but their size is fixed. Islands are NFTs that can be traded and different variations will have different rarities. Each new player starts off with one standard grasslands island, which is not an NFT and thus untradeable. Do note that this variant also exists as an uncommon NFT that can be traded, but this gifted version will not be.

### 2.1.3 Walls, Doors and Windows

The placing of walls is an integral part of the building system. Walls can be placed down on the edges of the smaller grid that covers

each individual island. They come in different variations (stone walls, brick walls, wooden-walls etc.). We plan to have an option to place curves as well. Doors and windows can be snapped on to walls that have been placed down.

Some Non-NFT walls, windows and doors that are untradeable will be granted upon account creation.



## 2. Gameplay

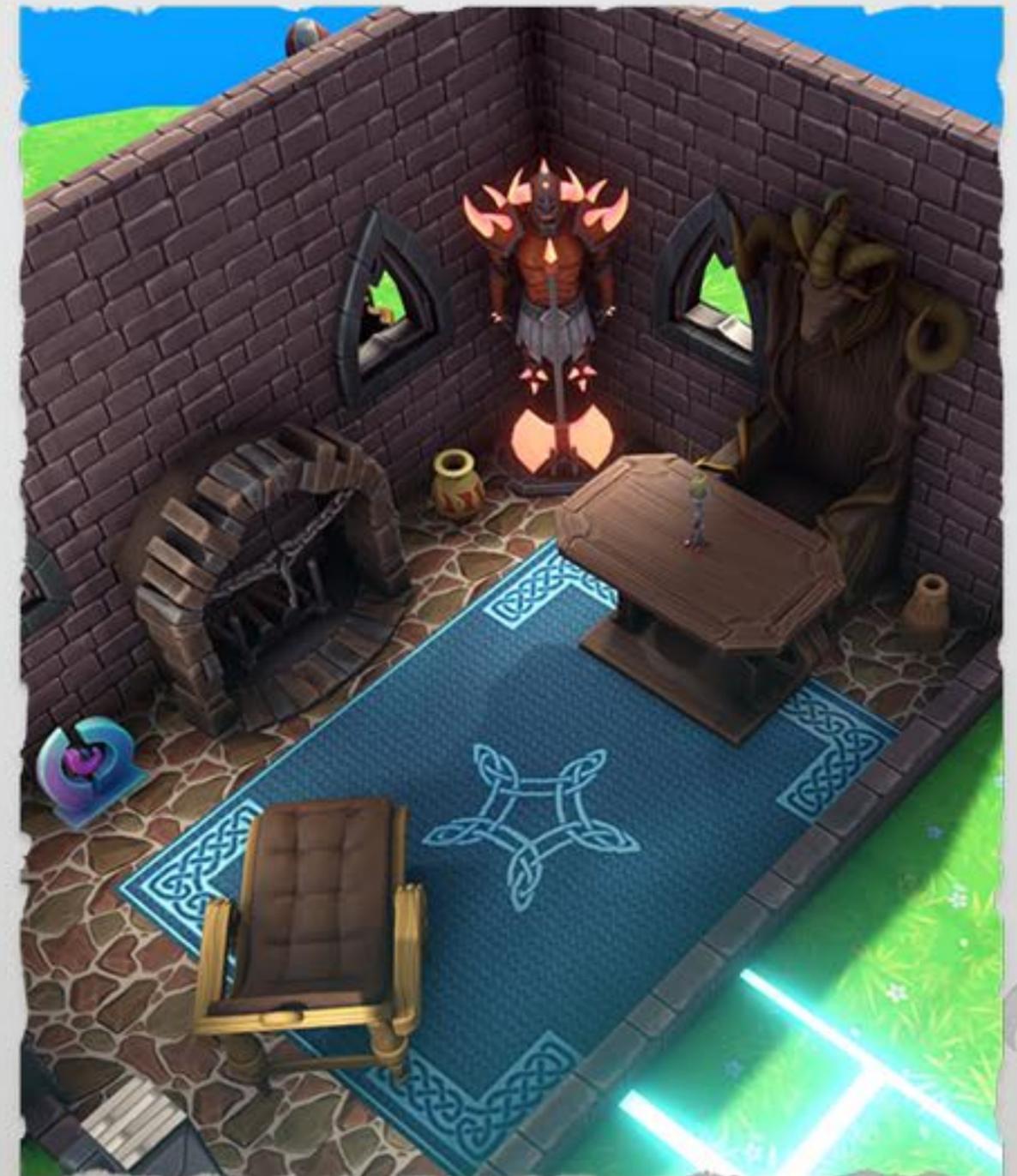
### 2.1.4 Object Placement



The placing of objects is the smallest scope of the building system. Objects can be placed down on islands on the grid or freely without grid constraints using free-placement mode as long as they don't collide with other structures or decorations. They come in many different variations (statues, tables, chairs, paintings, etc.). Decorations are NFTs that can be traded and different variations will have different rarities. Each new player starts off with a basic furniture set of Non-NFTs. There are also object

NFTs that can be placed on top of other objects, such as vases on top of tables.

Some Object NFTs will have their own presale, such as the Astral rarity presale line.



## 2. Gameplay

### 2.2. Socializing

#### 2.2.1 The Portal



Each player Sky must contain at least 1 portal. The portal acts as a gateway to the world map. Players can enter the portal by clicking on it and walking up to it, through the user

interface, or by hotkey for quick access. Once a player enters the portal the world map is opened up.

#### 2.2.2 The World Map



On the world map, all the (public) player castles that exist are shown. Players can click on castles in the sky to visit them. Alternatively player castles can be searched for using the advanced search option, this will open up a pop-up with sorting and filtering options. This list is by default sorted by amount of active feast stacks, but can also be sorted by other filters.

#### 2.2.2.1 Sorting filters

- ◆ Active feast stacks (default)
- ◆ Castle ranking / Votes
- ◆ Combined NFT value contained in the castle build.
- ◆ Number of active visitors.
- ◆ Alphabetically: castle name.
- ◆ Alphabetically: player name.
- ◆ Alphabetically: guild name.
- ◆ Guild size.

#### 2.2.3 Visiting Castles

Players can visit castles through the world map in order to socialize with the owner and other visitors of the islands. Players will be able to see each other walking around the castle and

## 2. Gameplay



will be able to chat with each other. There will be object NFTs that allow players to play minigames against each other if they are placed within the visited castle. These minigames are chosen randomly from a wide variety of fun games (eg. chess, pool, air hockey, pong, etc.).

### 2.2.3.1 (Social/Explorative) Interactions

There are a wide variety of social or explorative interactions players can make when visiting castles social interactions include:

- ◆ Chatting (Global, Local, Guild)
- ◆ Whispering (Friends, Strangers)
- ◆ Dancing (Mutual Emote)
- ◆ Shaking hands (Mutual Emote)
- ◆ Other Emotes
- ◆ Adding friends
- ◆ Joining guild

Exploration interactions include:

- ◆ Inspect object (brings up description/lore and relevant statistics such as price, rarity)
- ◆ Interact with object (sitting down, lying down, playful interaction)
- ◆ Interact with mini-game object (play mini game, single-player or with other players)
- ◆ Finding easter eggs.

### 2.2.3.2 Voting on Castles:

When players that have obtained the required player rank to vote will receive a pop-up upon leaving a visited castle, it will ask if the player would like to give the castle a prestige point. Players are by no means obliged to do this and can do this to their own liking. This incentivizes the host player to A.) to create a nice looking castle and B.) to provide a fun social experience. Prestige points govern the ranking system of the social leaderboard.

### 2.2.4 Feasts

Feasts are NFTs of common rarity, meaning that they will be dropped from summoning crystals fairly frequently. These are, however, compared to all other NFTs, unique in their usage. They are, for example, burnable. Burning a feast NFT requires the player's Sky to be set to the public. Once burned it will grant the player's castle the feast state; in the advanced search window of the world map, castles are sorted by feasts by default.

## 2. Gameplay



### 2.2.4.1 Stacking Feasts

As stated earlier in the previous section, one feast effect lasts for one hour. A player can however burn more than one feast at a time, the effect this has is the following:

- ◆ Activating a feast whilst one is active will not add one extra hour to the duration.
- ◆ Each feast has its own individual timer of one hour until it runs out.
- ◆ Activating a feast whilst another one is active will add an extra feast to the feast size counter.
- ◆ The feast size counter is displayed as follows: “Feast x2”
- ◆ The larger feast size counters are shown higher up in the world map’s advanced search sorting than the feasts with a smaller feast size counter.
- ◆ The top 10 grandest feasts are featured on the world map in a newsfeed.

### 2.2.4.2 Visiting Feasts

Players that visit a castle that is hosting a feast will be rewarded with bronze fragments if they complete the feast interactions, these interactions can be a variety of things:

- ◆ (always) Eat from the boar (placed down by host when activating a feast)
- ◆ (random) Dance with another player.
- ◆ (random) Shake hands with x amount of other players.
- ◆ (random) Play a mini-game.
- ◆ (random) Wave at the host.
- ◆ More to come.

After completing all feast objectives, the player is eligible to claim the bronze fragment reward, these fragments however can for security reasons only be obtained up to a capped amount every 10 minutes and can be claimed on the website into the player’s wallet. These fragments can be fused into a bronze summoning crystal that yields NFT rewards as described earlier.

### 2.2.5 Ranking Rewards

At the end of each month, all the castle rankings are logged after which all prestige points, and subsequently the points are reset.

Based on the end-of-the-month log, rewards are distributed to the top ranking castle owners as follows:

## 2. Gameplay

- ◆ Top 3: “Kingship status” for 1 month + 1 Unique Royal Crown NFT per king + all lower rewards
- ◆ Top 100: 1 Unique Astral NFT + all lower rewards
- ◆ Top 500: 1 Unique Divine NFT + all lower rewards
- ◆ Top 2500: 1 Unique Legendary NFT + all lower rewards

All ranking reward NFTs will be unique NFTs that are specifically created by the art team for that month and are only obtainable through the social ranking system, thus making them exclusive and collectible.

### 2.2.5.1 Kingship status

Each of the top-3 ranked players of the last month will be crowned king for the entire duration of the coming month. This kingship status grants each king a 0.33% tax (1% for all kings combined) on NFT trades made during their kingship month; delivered to their wallet in the form of Skyblocks. On top of that they each receive a unique crown NFT of Royal rarity, named after them (e.g. TheLegend27’s Crown).

Three crown NFTs will be made each month and

the top ranked king will get to choose his crown first, then the second, then the third. The max supply of the crowns will always be 1, and will contain a tag that shows which month they are from and which rank that specific king was that month. Providing a sense of history to the game's lore. (tags examples: #1-King, Month-1, #2-King, Month-5)

### 2.2.6 Social castle Options

Players have a wide range of options when deciding how to control the social aspect of their castle. They are, for example, able to invite, kick, mute, whitelist or blacklist other players and visitors.



## 2. Gameplay

### 2.2.6.1 Public and Private Skies

Players can toggle their castles between private and public. When a castle is public it will be shown as accessible to anyone on the world map and the advanced search. When a castle is private it will appear as locked in those scenarios. Castles are set to the public setting by default. When a castle is set to private, other players can only visit the castle if the host invites them.

Players are able to put locks on certain doors within their castles too, depending on what type of lock the player used it can only be passed through using a password or whitelist. This makes it possible for players to create private rooms or VIP rooms.



## 2. Gameplay



### 2.3 Trading

The Infinity Exchange will be where users can reap the benefits of our play to earn model. All orders within the marketplace will be bought and sold using the Skyblocks token.

#### 2.3.1 Orders

The Infinity Exchange is driven purely by a Master Orderbook Ledger System. All purchases and sells must first be created as a buy or sell order respectively. The existing orders for NFTs are not visible and are only known to the people that have listed the order.

##### 2.3.1.1 Buy Orders

When a user lists a buy order, the orderbook will first make sure no sell order exists at or below this buy price. If one does, then the order is fulfilled immediately and the user can claim their purchased NFT, and the seller can claim their earned Skyblocks. If no sell order below or at the specified price exists, then the buy order is simply listed, allowing a sell order to come along and instantly fulfill the order.

At an instant buy, the cheapest sell order is fulfilled before any other sell orders are. The buyer gets the excess ISKY of the buy order paid back, in this scenario the sell order's price

gets used as the transaction amount.

Example:

1. Player A, has a sell order listed for NFT1 at a price of 10 ISKY. (Only player A knows this order exists)
2. Player B puts up a buy order for NFT1 at a price of 15 ISKY, this order is fulfilled instantly.
3. Player A receives 10 ISKY, Player B receives NFT1 and 5 ISKY.
4. The (latest instant) buy price is now displayed as 10 ISKY.

##### 2.3.1.2 Sell Orders

When a user lists a sell order, the orderbook will first make sure no buy order exists at or above this sell price. If one does, then the order is fulfilled immediately and the user can claim their ISKY amount, and the buyer can claim their NFT. If no buy order above or at the specified price exists, then the sell order is simply

## 2. Gameplay



listed, allowing a buy order to come along and instantly fulfill the order.

At an instant sale, the most expensive buy order is fulfilled before any other buy orders are. The seller first gets the ISKY amount of the cheapest buy order in full even if the sell order was listed as cheaper, in this scenario the buy order's price gets used as the transaction amount.

Example:

1. Player A, has a buy order listed for NFT1 at a price of 15 ISKY. (Only player A knows this order exists)
2. Player B puts up a sell order for NFT1 at a price of 10 ISKY, this order is fulfilled instantly.
3. Player A receives NFT1, Player B receives 15 ISKY.
4. The (latest instant) buy price is now displayed as 15 ISKY.

### 2.3.1.3 Buy / Sell Price:

Since in the Infinity Exchange, existing sell or buy orders are not visible except for the user that has put them up. It might be somewhat tricky to tell how much an NFT is worth exactly,

this is why we display the Buy / Sell price of the latest instant transactions.

A NFT on the exchange has both a buy and a sell price, these prices are the prices of the latest instant buy transaction and latest instant sell transaction, as such, they are historic rather than actual prices.

In addition to the pricing, we also show how recent this price was used in seconds, minutes, hours or days.

Putting a sell order up with a price above the (latest instant) sell price, likely means that you'll have to wait for it to sell, but you gain more skyblocks in return. Similarly, putting a buy order up below the buy price will likely mean waiting as well, but gets you the NFT for cheaper.

### 2.3.1.4 Profit Margin

The Profit Margin is the buy price minus the sell price and is displayed on the Infinity Exchange as a means to provide information to the user as to how profitable buying low and selling high at the cost of waiting can be.

### 2.3.4 Royalties

All sales on the marketplace are subject to a 10% royalty tax.

## 2. Gameplay

### 2.4 Adventuring

Adventures are quests that a player can go on. Through the interface players can leave their Skyplot and embark on such an adventure, venturing into a whole new world. Adventures are full-fledged games on it's own. In this manner Infinity Skies is making its own metaverse, with the floating islands as the hub for players to embark to different games.

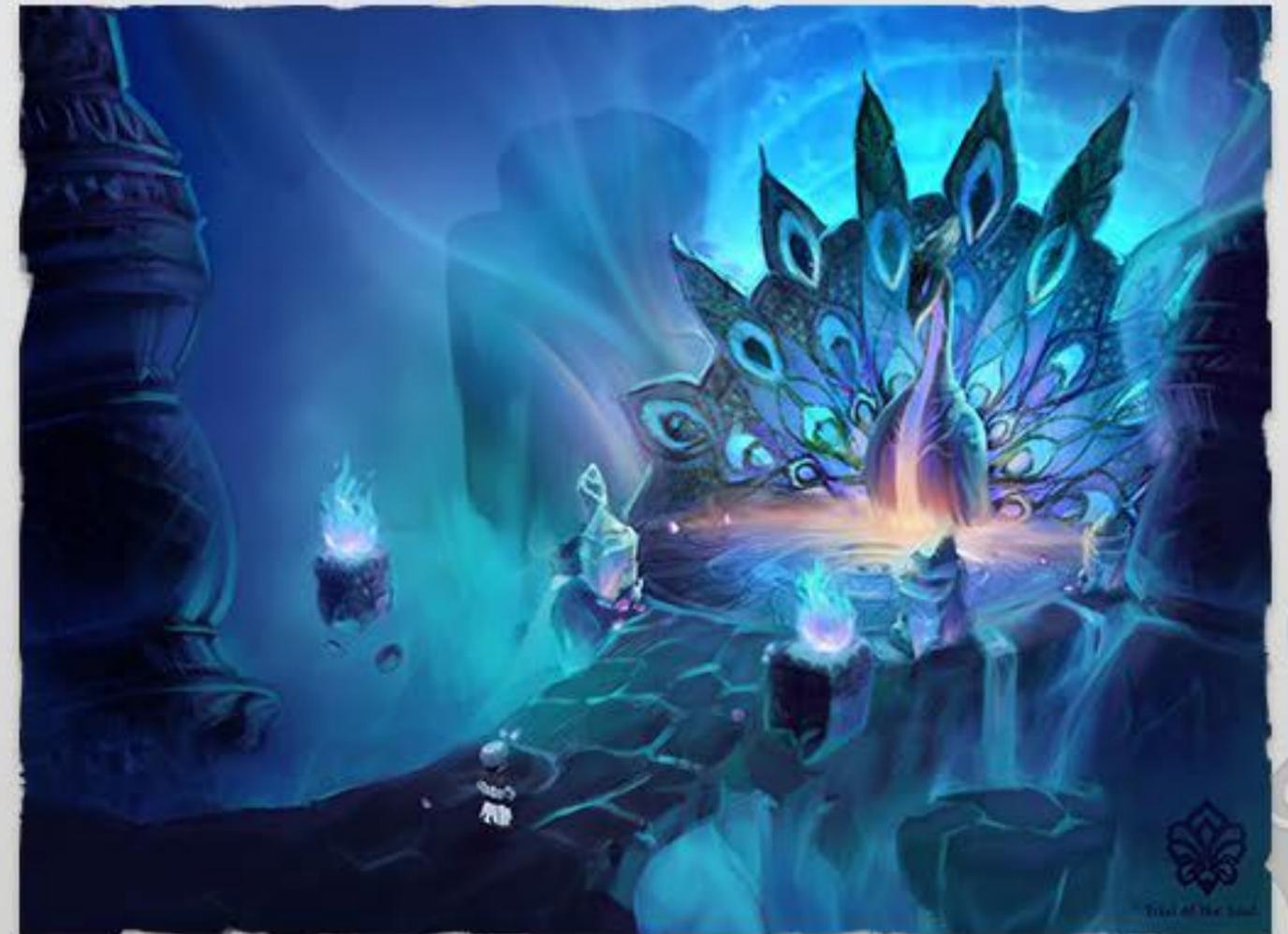
On launch, we will have one adventure game that players will be able to play: Immemorial Chronicles. As the game progresses after the launch date, we will be able to add more games to this adventure list. Immemorial Chronicles will be a rogue-lite dungeon-crawler inspired by games like Diablo and Hades. In Immemorial Chronicles the player goes on an introspective journey to reveal details and memories about it's past.

In this adventure none of the NFTs or other castle assets can be used to give the player an edge, this is done in order to prevent adding in pay-to-win elements into our main play-to-earn mechanic. As such, all players start off each adventure on equal footing. Immemorial Chronicles



will be extremely difficult and failure is more likely than completion. When players fail, they will have to start over at the beginning of the adventure, losing all progress made. Earning only a limited amount of Valor Badges (points).

Valor Badges can be used to purchase Silver and Gold fragment token bundles.



\*This concept is still in development and not indicative of final concepts and quality.

## 2. Gameplay

### 2.4.1 Immemorial Chronicles: Level Design

#### 2.4.1.1 Chapters

As an adventure, Immemorial Chronicles is divided up into chapters, where chapters are seasonal. At launch we'll be releasing chapter 1 alongside at least 1 trial that is part of that chapter. The chapters encompass the greater narrative of all the trials belonging to that chapter.



\*This concept is still in development and not indicative of final concepts and quality.

#### 2.4.1.2 Trials

Trials are the subsidiary to the chapters and players are able to pick what specific trial they want to do within a chapter. Each trial has a it's own narrative, environment, boss, enemies and difficulty. Each trial comes with it's unique starting buffs and curses that the player starts off with and they persist through the entire trial. For example a trial might have the starting buff of increased damage dealt as a bonus, but also increased damage taken as a curse.

#### 2.4.1.3 Stages

Trials are made up out of 5 different stages, with the final stage containing the boss. The stages themselves consist of rooms and corridors that are randomly seeded to create a labyrinth. The goal in each stage is to get to the exit and move on to the next stage. Rushing to the exit might however not always be the best strategy as you might miss out on equipment and other boons.

#### 2.4.1.4 Rooms

As stated in stages, rooms (and corridors) are randomly seeded in different patterns. Rooms

## 2. Gameplay

come in various shapes and sizes and can contain different encounters. Encounters can be enemies or landmarks or both

### 2.4.1.5 Landmarks

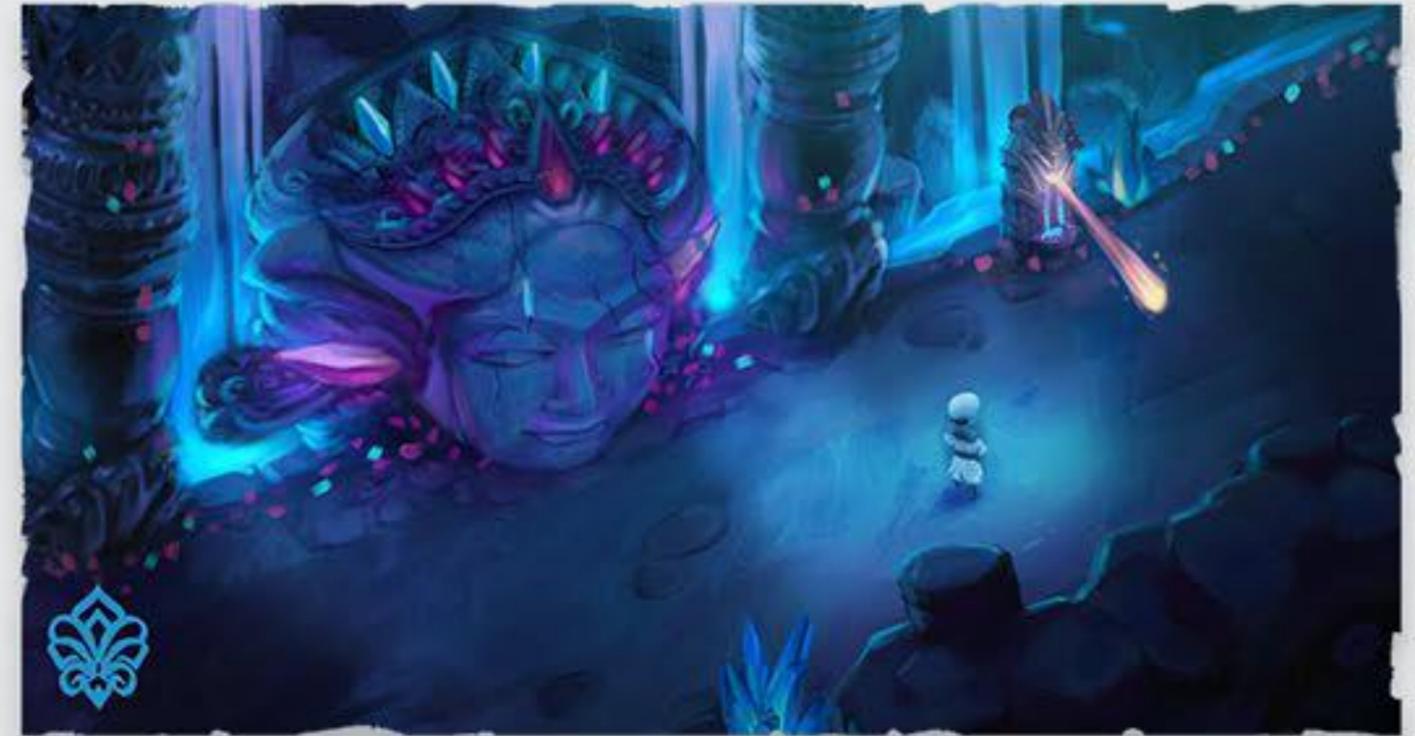
Landmarks can spawn in rooms and can be advantageous or disadvantageous, they can be things such as chests with equipables, shrines that grant curses or buffs, campfires that let you recover energy or traps.

### 2.4.1.4 Enemies

Enemies are randomly spawned in rooms of the stages, adhering to the spawning formula that dictates the stage and room's difficulty rating. Enemy types will vary based on what trial was selected and fit the environment and narrative of that specific trial. Enemy behaviours will be different for each enemy type in such a way that different enemies require different tactics from the player in order to be defeated. Enemies drop Valor Badges proportionate to their difficulty rating, which the player can take with after leaving the trial.

Certain enemy types have elite versions that come with additional behaviours, damage, speed

and health. These enemies also drop a higher amount of Valor.



\*This concept is still in development and not indicative of final concepts and quality.

### 2.4.2 Immemorial Chronicles: Character Progression

Character Progression is integral for the overall progression within the trials of Immemorial Chronicles. It can be broken down into weapons & equipment, buffs/curses, abilities, spells and alignment.

#### 2.4.2.1 Weapons

Weapons can be obtained from chest landmarks found in rooms of some stages, they come

## 2. Gameplay



in various forms with their own stats. Stats such as speed, damage, reach are very important. The two main categories are ranged and melee weapons. Different weapon types come in various rarities as well, this means that a spear can be found as common but also as legendary. Adventure weapons are not NFTs.

### 2.4.2.2 Equipment

Equipment can be obtained from chest landmarks found in rooms of some stages, they come in various forms such as Armor, Shields, Amulets and Rings. Equipment provides bonuses to armor or if specified other stats.

### 2.4.2.3 Buffs/Curses

Some buffs and curses are obtained at the start of trials as the trial specific buffs and curses. All other buffs and curses however are obtained by interacting with either shrines of chaos or shrines of order. Character alignment plays a factor in the likelihood of obtaining a buff rather than a curse, from these respective shrines. Buffs and curses are powerful passive stat modifiers.

### 2.4.2.4 Abilities

Abilities are obtained at the end of each stage, they are combined with deities that you have to pick as your stage's patron and have an alignment on their own. Matching the ability's alignment with the deity's alignment grants a more powerful version of the ability. Once unlocked abilities can be used in combat using hotkeys.

### 2.4.2.5 Spells

Abilities are obtained similarly as equipment, from chest landmarks. Unlike equipment and abilities however, they are consumable scrolls. The player can choose to cast a spell for an increased damage or utility output, at the cost of destroying that scroll.

### 2.4.2.6 Alignment

Alignment is a mechanic that ties into many different character aspects. The player character can have an alignment on a scale between 100% Order and 100% Chaos and starts off at 0% for both at the start of each trial. At the end of each stage next to choosing an ability, the player gets to select a patron deity, depending

## 2. Gameplay



on which deity was picked the player's alignment will change according to that deity's alignment. If the player leans towards Chaos alignment, all attacks will have a randomized damage modifier added on top, this modifier is effective against order enemies. If the player leans towards Order alignment, all attacks will have extra flat damage added, this flat damage is effective against chaos enemies. Certain abilities also scale better than others with a specific alignment. Lastly, alignment also affects the chances of obtaining buffs rather than curses from Chaos and Order shrines.

### 2.4.3 Immemorial Chronicles: Combat

Combat is done with mouse and keyboard controls, where the mouse handles the movement and targeting of the player and the keyboard handles the usage of abilities and spells.

When the player encounters enemies that spawn in the stages, they will, depending on their behaviour, often try to attack the player. This is the beginning of combat.

All combat is handled in real time. The player can click on an enemy to set that enemy

as the target for auto-attacks. When the player wields a melee weapon, this means that the character will try to move into range first. With a ranged weapon however, it will stay within the weapon's range.

The player can right click to dash out of harm's way or use it for other utility. The dash will be directed at the cursor position.

Abilities and spells can be cast from the hotbar using keyboard shortcuts, abilities each have their own individual cooldown timer, whereas spell scrolls share the same spell cooldown.

Once an enemy is defeated they will drop Valor Badges.

### 2.4.4 Immemorial Chronicles: Rewards

At the end of each stage the player has the option to exit the trial, taking with all the gathered Valor Badges from slain enemies. If they die however along the way, they lose 50% of the Valor but get to keep the other half.

At the end of the fifth stage, a.k.a. the boss stage, the player can choose to loop back to

## 2. Gameplay

stage one whilst keeping all character progression. For every completed loop, the Valor drop amounts from enemies will increase with a percentual modifier, this means that the more loops the player goes through, the higher the rewards will become, making it so that there is plenty of reward for attempting to make it further into the trial. The difficulty however also increases accordingly, making death more likely.

Once the player decides to exit at the end of a stage or if they die, they get to take the appropriate amount of Valor with them, these are tracked in the adventure mode UI, once certain milestones are reached these points can be used to purchase Silver and Gold fragment bundles.

