



City Tycoon Games Whitepaper

Play-to-Earn

City Tycoon Games is a Simulation Game where anyone can earn tokens through skilled gameplay. Players can obtain rewards through daily activities, limited-time activities and trading market. The rewards include a small amount of tokens.

Daily Activities

The game will have a daily ranking event available. Players will be ranked according to the sum of their daily dice rolls. All players will get a fixed reward of certain resources according to the ranking, and the top 10 will also get a random treasure chest, which has a chance to open a small amount of tokens.

Limited-time Activities

The game will offer interesting limited-time activities on an occasional basis, such as participating in resource plundering events within a fixed period of time at the end of which players will be ranked according to the number of resources plundered and rewarded with certain tokens.

Trading Market

Players can get heroes and props etc. by various gameplay or buying blind boxes, and sell them freely in the trading market to get tokens.

Game On-chain

In the game industry, developers can be manipulative by the arbitrary issuance of resources for considerable short term revenue at the expense of users assets.



City Tycoon Games is a fully on-chain game. The process of generating all heroes, props, tokens, etc. can be transparently traced back. Ownership of items is impossible to be tampered with or cheated, thus enabling all in-game items to be real assets with real value.

Main Gameplay

The core gameplay of City Tycoon is Monopoly and building. Players obtain resources with monopoly and use building to improve the efficiency of obtaining further resources. In addition, players can collect and train heroes, buy and acquire props, visit and plunder others, etc. to gain more revenue.

Monopoly

The core way to acquire resources is through Monopoly style gameplay, by rolling the dice to randomize the number of moves. The hero walks on the plots, and each plot he walks through he will earn resources, random events will also be triggered.

City

There are dozens of different cities and many different types of buildings in the game. Buildings can be upgraded, renovated, etc. Different buildings have different roles, and cities can be expanded through building upgrades.

Hero

There are hundreds of heroes in the game, each hero has different attributes and strengths to bring different benefits to players. Heroes can be upgraded to enhance their effects.

Props

There are hundreds of different types and effects of props in the game, which can be obtained in various types of gameplay. Some props can also be purchased in the store.

Social game

There is rich social gameplay between players. They can visit, plunder, add friends to chat, etc., through these activities they can gain resources or earn bonuses.

Monopoly

Dice

Players randomize the number of steps they move by rolling the dice. Two dice will be rolled each time. The number of steps moved is the sum of the two dice numbers. The hero character will walk around the city grid. Each grid can earn a certain amount of resources. The amount of resources will increase according to the building and city level. The number of dice rolls will be consumed and then restored by time, up to 6 times per hour.

Random Events

When the hero character stays on the grid in front of certain buildings, it will trigger special events, such as visiting, plundering, and earning token rewards directly.

Grid Extension

The total number of grids the player can walk in each turn is related to the level of the city, the higher the level of the city, the more grids can be walked.



Construction

Upgrade

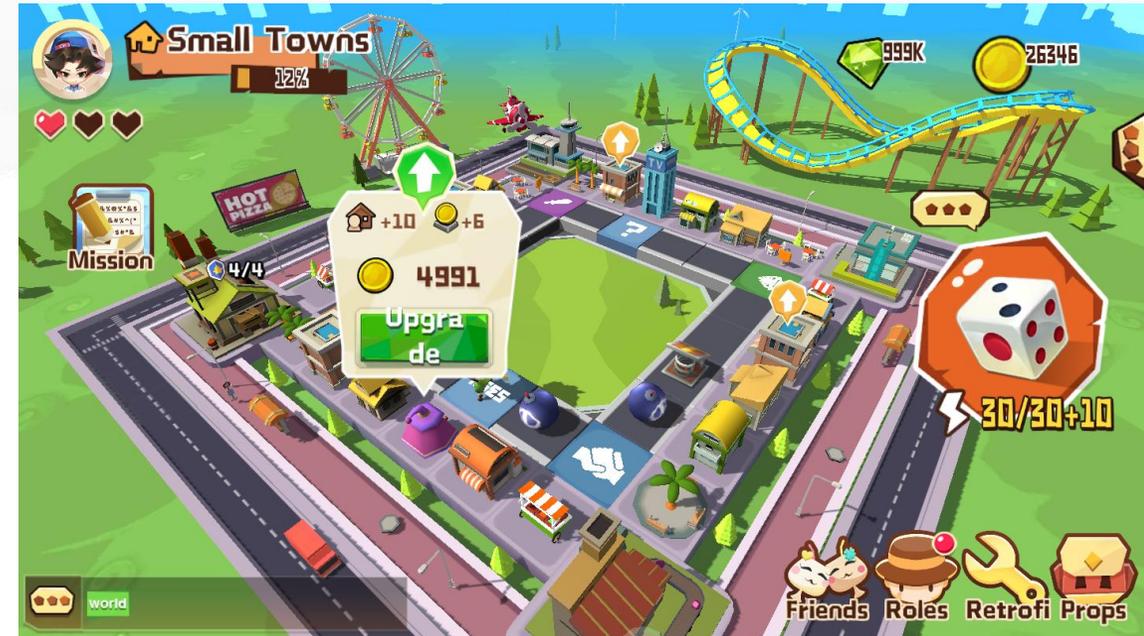
There are dozens of buildings in the game, each of which can be upgraded. Upgrades require the resources obtained in the Monopoly gameplay. After upgrading, the amount of resources that can be obtained by the hero walking through the grid in front of the building will also be increased.

Trigger events

Some of the buildings come with specific gameplay. When the hero stays on the grid in front of these buildings, the corresponding events will be triggered, for example, if you stay in front of the Defense House, you will randomly get defense-type props and display them on the grid in front of the building.

Building Renovation

When the city reaches a certain level, some special buildings will be unlocked. You can spend some resources to transform the existing buildings into these special buildings. Special buildings have a special appearance and effects. For example, they can make heroes gain extra benefits when passing by them.



Cities

Upgrade

Upgrading buildings will increase the prosperity of the city. When prosperity reaches a certain scale, the city level can be upgraded. Each level has a different appearance, and the city level can reach up to 80. When the city is upgraded, the resources obtained through the Monopoly gameplay will also be increased.

City Expansion

For cities, players can expand the number of grids in the city for every 5 levels, which can accommodate more buildings.

City Ranking

There is a city ranking based on the city's rank and prosperity, and players can check their ranking with their friends or at regular events.

City Reconstruction

Players can collect or purchase city shape designs that, when activated, can turn their city into what they like.



Heroes

Acquire

The game will continue to offer hundreds of different heroes, which can be exchanged through rare items or acquired by directly buying packs. Except for a few heroes whose attributes are fixed, all other heroes' attributes will be randomly generated and unique. If you get the exact same heroes, you can exchange them for materials for upgrading.

Upgrade

Heroes can use special items to upgrade, each time they level up the hero's attributes will improve the effect up to a maximum level of 50. In the future a higher level cap will open up.

Star Rating

Heroes have a total of 5 levels of stars, from 1 star to 5 stars, with the highest open to 3 stars at the moment. The higher the star level, the rarer the attributes of the hero, and with the same attributes, the higher the star level, the higher the attributes.

Attribute

There are dozens of types of heroes' attributes, each with different effects. There are those that enhance the number of resources obtained when passing by a building, those that enhance the number of resources obtained when visiting, and those that enhance the probability of obtaining rare items. Players layers need to match different heroes for different gameplay.



Props

There are many different kinds of props, defensive and offensive, as well as some rare props.

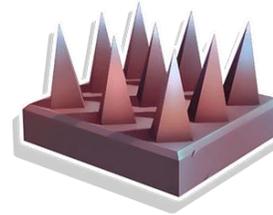
Defense

Defense props are divided into bombs, barricades, spring traps, building reinforcements, ground spikes, etc. Each prop is divided into different levels, and the higher the level the stronger the effect of the prop. These props can only be used in the player's own city.



Attack

Attack props are divided into invincibility cards, missile cards, grab cards, etc. Each prop is divided into different levels, and the higher the level the stronger the effect of the prop. These props are mainly used when attacking others.



Rare

Rare class props mainly include pathfinder bots, character medals, god stones, etc. And each prop is divided into different levels. These props are used to obtain heroes, exchange for special rewards, etc.



Social Game

There are a variety of social gameplay elements within the game, which can be used both to connect with friends and to gain income from playing.

Visit

Players in City Tycoon will trigger the visiting gameplay when they stay in the visiting grid. The visit will randomly match 3 players, and the player will choose one of them. The player's city will have randomly placed treasure chests, and the visiting process is also randomized by rolling the dice to randomize the number of steps. When staying on the treasure chest, you can earn random rewards. There is a limit to the number of times you can roll the dice, and the visit will end when the number of times is consumed.



Plunder

Players in Monopoly mode will trigger the plundering gameplay when they stay in the plundering grid. The plunder will randomly match 3 players, and the player will choose one of them. The player has a fixed blood value during the plundering process, and the number of steps is randomized by rolling the dice. All the grids passed will yield resources, and when staying on the defense props, the blood will be consumed, and when the blood is zero, the plundering ends.



Friends

Players can add friends to the game, and friends can chat with each other. Friends can visit each other or plunder each other to get an extra bonus of resources.

About the NFTs

The game offers hundreds of heroes and props. Heroes are divided into 1 to 5 stars according to their quality, and props are divided into four types: normal, excellent, rare, and epic according to their rarity. More heroes and props will be provided in the future.

Heroes



Props



Features

The vast majority of the game's heroes and props are unique in that they differ in appearance or attribute effect.

The Monopoly style gameplay makes the game process full of random fun. Players can never guess what the next roll will be.

The diversity of architectural features and urban appearance will always set your city apart from others.

A wide range of social interaction gameplay allows players to meet others in the process of playing the game.

Powerful trading market function, players can earn more income while playing games.

CTG Token

CTG Tokens are circulated in-game and can be transferred or purchased to buy scarce heroes or props. It can also be used to train heroes and build cities.

Get CTG Token

Players can participate in in-game daily events or limited-time events to improve their ranking and earn a small number of tokens.

Players can sell their characters or props in the in-game trading market to get tokens.

Players can also actively participate in the activities on the community platform, and the top-ranked players also have a chance to get a small number of tokens.

Referral Reward

Refer friends, and earn more CTG Tokens as rewards by completing tasks together.

CTG Token Utility

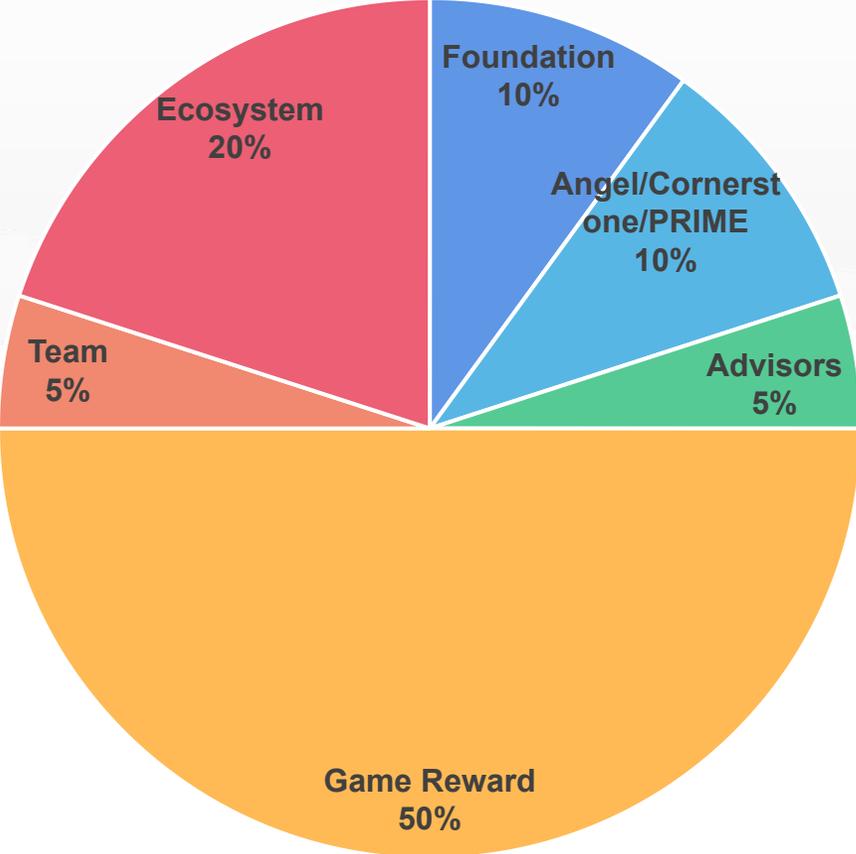
Players can use CTG Token to buy in-game packs or blind boxes to get better heroes or props.

Upgrade heroes with more effectiveness by paying with the CTG Token.

Player can use CTG Token to buy unique city appearance, rare buildings that can boost players' ranking in various events.

CTG Token

CTG Token Allocation



Token: CTG

Total Supply: 1,000,000,000

Foundation -- 10%

Angel/Cornerstone/PRIME -- 10%

Advisors -- 5%

Game Reward -- 50%

Team -- 5%

Ecosystem -- 20%

Roadmap

This roadmap is a record of what we have done and what we are planning to do. As we progress and receive feedback from the community, some priorities may change. We will regularly update the roadmap to ensure it is an accurate reflection.



2022 Q1

Concept and dea
CityTycoonGames is announced



2022 Q2

Game prototype design
Complete the initial hero
and city design



2022 Q3

Develop heroes, cities, and
props
Introduce the gameplay
Build the CTG community



2022 Q4

Provide airdrop benefits for early participants
and contributors of the CTG community
Create liquidity for CTG token and plan to list
on exchanges
Develop new hero and cities
Introduce P2E-specific gameplay
Start of in-game testing



2023 Q1

Provide a whitelist for game testing in the community,
and invite community fans to participate in game testing
Invite community fans to participate in the writing of the
background stories of the heroes in the game
The NFT of the first batch of heroes is on sale
New PVP gameplay developed
The game beta version launched



2023 Q2

The second batch of Heroes NFT
for sale
The development of new heroes
and props
The game closed beta version
launched



2023 Q3

Develop new buildings and cities
Increase the hero level cap
The game is officially launched

THANKS