

WEALTH
OF
NATIONS

WHITEPAPER

WEALTH OF NATIONS

WHITEADDER



ABOUT THE "WEALTH OF NATIONS" GAME

TYPE: ECONOMICAL STRATEGY, GEOPOLITICAL STRATEGY

PLATFORM : ONLINE SERVER- RENDERING BROWSER GAME

ACCESS : FREE GAME

GAME SPECIFICS : PLAY- TO- EARN

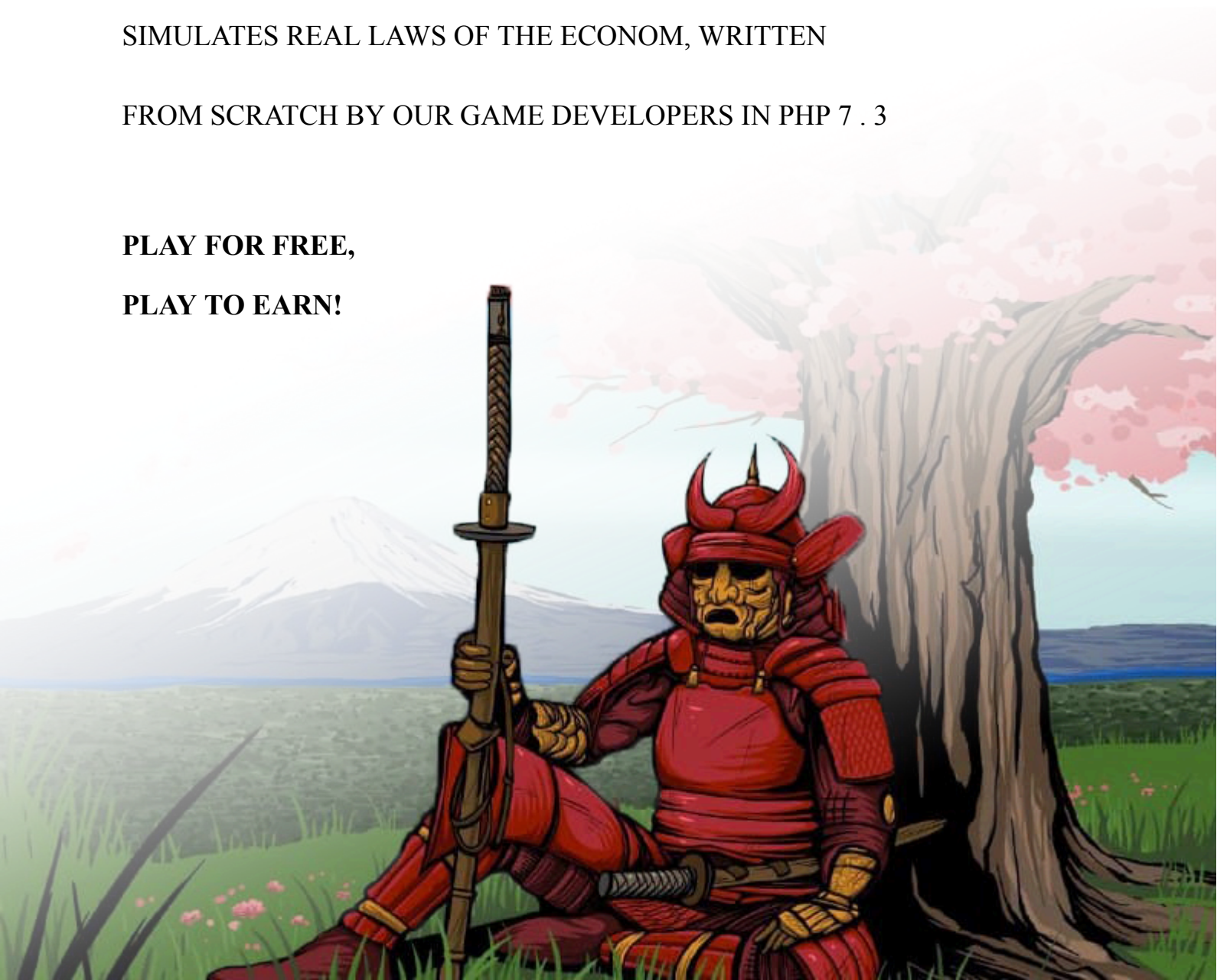
GAME- CORE AND ECONOMICS- CORE . A UNIQUE GAME ENGINE
AND ECONOMIC ENGINE THAT

SIMULATES REAL LAWS OF THE ECONOMY, WRITTEN

FROM SCRATCH BY OUR GAME DEVELOPERS IN PHP 7 . 3

PLAY FOR FREE,

PLAY TO EARN!



DISCLAIMER

The Wealth of Nations is a multiplayer browser-based strategy game and at the same time an economic simulator in which any player can play the role of the head of a medieval state. Build cities, develop crafts, establish trade and diplomatic relations with neighbors.

The project includes best features of the strategic games industry; both their economic and military components. The game allows you to automate all processes, or manage them yourself, suitable for both, casual and hardcore players.

In-game currency is a token that is traded on the stock exchange and can be freely deposited or withdrawn from the game to the wallet. The game world allows you to mine a token that has a real market value, just like gold is mined from mines, with the development of appropriate crafts. At the same time, the interactivity of the game world allows you to earn tokens in the game, even in the absence of mines, with the help of an active foreign policy and economical development of your state.

The game has many mechanics that you will not find in any other project. Realistic corruption schemes, unique simulation of population consumption, synthesis of tactical and strategic warfare, the largest ethnic and cultural diversity of peoples, interactive and highly flexible diplomacy are just some of the features that you will not find elsewhere.

Unlike other projects in this genre, we used a scientific approach - a real economic theory - when describing the interaction of game elements. For example in our game; the population does not invest their savings randomly; corruption depends on the scale of bureaucracy, and the fall of market prices affects the fall in wages and other such things.

In Wealth of Nations, everyone can realize himself, depending on his skills; become a skilled merchant, a warrior, a political intriguer and receive a worthy reward for these achievements - earn real money in the game. Our project is loyal to those who will withdraw tokens from the game and exchange them in the future on the exchange to generate income. Since our concept of mining is that you, as a participant, earn not from the power of your video card, but from your management talents and diligence.

Your capabilities can go far beyond your personality, you can gather a team of friends or make new ones, create alliances and become a full-fledged manager of an organization that brings real income! Our project is more than just a unique entertainment for fans of the strategic genre and economic games, it will undoubtedly bring a lot of fun. We actually encourage people to learn to work on themselves and work in a team, after which they will receive real income for their achievements.



GAME WORLD

Wealth of Nations World is a game map replica of planet Earth. You choose the tribe for which you want to start the game and the first settlement is at your disposal. Then everything starts to happen as in the real world. The settlement grows thanks to your skillful internal policy, arrangement and laws. In the game world, your interests begin to intersect with the interests of other players, which can lead to conflicts or even wars. Or vice versa, to unions and dynastic marriages.

GAME PROCESSING

Trade

A key feature of the game is the ability to actively trade between players, almost any resource of the game. Resources are traded on a kind of exchange, where prices are indicated taking into account the cost of supplying these resources. And these costs depend not only on the distance, but also, for example, on the fees set by the players and even on the activity of robbers in the areas of trade routes.

In addition, not only players participate in the trade, but also the population of the countries that the players control. The population actively produces, buys and sells resources for their own consumption or investment. The choice is up to the players how they will regulate these processes in their own interests. Trade is so important in the game, as in the modern world, that in many ways it determines what kind of production the player will develop.



Global map

At the beginning of the game session, the player chooses the area of the map where he plans to start the development of his tribe. In total, up to a thousand players can play on one map at the same time. If the map is filled with players, then in the start menu, there will be an opportunity to select other free maps. Since resources are unevenly distributed on the map, the choice of a place on the map largely determines the player's specialization in the game world. The map itself repeats the geography of our planet, with the cities and countries of players allocated. In addition to the informative function, on the strategic map, you can control the movement of troops and ships.



Account

After registering in our project, your account can be used to enter one of the available game cards. The account allows you to communicate with other players, and also be used as a wallet for tokens. Tokens are stored in the account wallet and can be credited to the game you are playing as your in-game money. And accordingly, game money can be withdrawn to the account wallet in the form of tokens.

In-game assets

The game features a wide range of mined and processed resources. Since all these resources can be traded on the market, they can all be exchanged for money, that is, for tokens. The money in the game is called thalers. 1000 thalers are equal to 1 ducat. That is one token. Prices for other resources change depending on supply and demand in a given game session. If the players entered a lot of tokens into the game session, then inflation will be present in this game session and vice versa, with the active withdrawal of tokens - deflation. In each game session, among other extracted resources, there is a resource - ore. Metal can be smelted from ores of precious metals and subsequently thalers can be minted from it. Since resources are mined in different areas of the game world, these areas - land, are also an asset and can even be rented out to other players.



Quests

For additional variety, there are specific tasks in the game, for the completion of which the player receives either rare or unique resources and abilities.



Communication between players

The game provides the possibility of communication between accounts, as well as the general chat of the game session. All this facilitates the establishment of diplomatic relations and agreements.

GAME MAPS

In the Wealth of Nations maps are as real as possible. The map represents the real planet Earth. State borders are marked by their color. When zoomed in, we see a strategic map of the area where cities, armies, mountains, rivers, resources, forests and other important strategic objects are visible.



Battles and tactical maps

Since you can produce weapons in the game, you can also create your own armies to battle other players. Armies are hired in cities in special institutions, after which they can be controlled on a strategic map. When meeting with an enemy army, the battle begins and players can switch to the tactical map mode and directly control the units during the battle. In an ongoing battle, new troops that have approached the battle site on the strategic map can be connected. Moreover, from which side they approached on the strategic map, from that side they will appear on the tactical map, so complex maneuvers can be implemented in the game for more successful tactical battles.



Cities and Settlements

In this mode, the main tools for the development of your civilization are concentrated. Religious buildings, buildings related to the development of technology, hiring troops, management, processing and storage of resources, incl. money. All these opportunities open up in connection with the development of the city by the player.

It is also possible to switch map modes.

Following map modes are available:

- Strategic map, it is also a map of the world (it, in turn, has several modes; political, climatic, geological, natural, religious, ethnic maps)
- Tactical maps
- Settlement map



GAMEMODES

Economy

In the game, the economy can be regulated in various ways:

- direct trade and production
- creating conditions for trade and production by your population.
- regulation by laws and tax policy

Diplomacy

Diplomacy allows the use of a wide range of treaties. Alliances, trade agreements, duty-free trade, embargoes, etc. You can also enter into dynastic marriages and even commit suicide to your character. There are no restrictions, you can use any mechanisms to achieve your goal - the creation of the greatest state in the world of the Wealth of Nations.

The suicide of a game character does not lead to the end of the game session, just like with a coup d'etat or a change of government, only the avatar changes for the player, the control of the country remains in the hands of the player.

However, if there is a capture of the state by another state and a change in the territorial status and ownership of the lands occurs, as in reality, the player loses his state.

Politics and legislation

Choose in what political system you will develop your society - monarchy, dictatorship, feudalism, democracy ... Options are unlimited.

Issue decrees, laws, develop the law enforcement system, social security to improve the quality of life of the population and labor productivity. The level of happiness, security and income of the population affects the overall development of the country, including the rate of production of DUCATs.

Strategy

The path of development of the state through the possession of resources, or military campaigns. Explore new territories, attach them to your state, or capture the territories of other nations.

Advisors

Each of the elements of government can be transferred to the governor. The player can choose for himself the most interesting field for active development, and transfer routine tasks to the governors for execution. The governors will act in the interests of the state, but as in real life, there will be corruption, so their work will also need to be controlled.

In fact, there are many more game modes in the game Wealth of Nations, we have described the main directions. You can choose one of them, combine different techniques and create your own unique game mode. The main thing is to reach the goal.

GAME GOALS

MAIN GOAL - TO GET MORE DUCAT TOKEN SAND BECOMES LORD OF WON AND GET SERVER REWARD IN 1, 000, 000 DUCATS

WEALTH OF NATIONS SMART CONTRACT

SPL, BEP-20 and ERC-20 integration

At the beginning, DUCAT token will be issued only on the Solana blockchain (SPL token), as a much faster, cheaper and scalable alternative to other blockchains. Then we plan to make a bridge between SPL and ERC-20, SPL and BEP-20, also a bridge between ERC-20 and BEP-20. These bridges will be developed outside of The Wealth of Nations.

Blockchain integration

We plan to create a hybrid system, where part of the in-game backend logic will be written on Solana smart contracts, and the other part will be on a centralized server. This logic includes: sending money and resources between players and game objects, operation of the game resource exchange, control of the issue of money through in-game mining, account management, storage and management of the player's state along with his game assets, and so on. A centralized server will allow us to make the game look like a game, no matter how strange it may sound, and Solana smart contracts will allow us to build in protection mechanisms that will close many vulnerabilities.



WHITEPAPER

The whitepaper provides comprehensive information about Wealth of Nations, including gameplay and other game-wise features such as the ecosystem, token economy, and NFTs. It also shows details and progression regarding the development, creative and consulting teams. The whitepaper helps investors and players keep up with the further development of Wealth of Nations and understand how the game's economy operates more quickly and accurately.

Notice: This whitepaper will be constantly updated by the Wealth Of Nations team, the objective of all changes is to improve the quality and sustainability of the project.

Version 1.3 from 18.04.2022

VISION & MISSION

VISION

The idea to create the Wealth of Nations game came from the creator of the project, Michael Oreshnikov, as a child, and the first developments appeared 8 years ago. In 2017, the first version of the game was presented to a small circle of friends, and so a team of like-minded people began to form.

Alexey Tereshuk joined the team in 2021 together with Vedamir Efanov. After a number of improvements to the game mechanics, it was decided to launch the project commercially. The first stage was IGO and NFT listing. The success of IGO in 2021 inspired the team to continue development and provided the Wealth of Nations project with the necessary assets to refine the game's mechanics and visuals. Today, a team of 30 people is working on the project - developers and artists, and since 2022, a team of marketers and blockchain experts of 5 people has joined the project. We've spent years (yes, years) checking out every economical aspect of the game in every possible environment just so that we could deliver the most realistic economic simulation. We now have onboarded design wizards to make our vision come to life in line with the modern user experience and beautiful design.

MISSION

Wealth Of Nations mission is not just to create a realistic economical strategy game but a platform that gives ability not only play but earn. Game processing is oriented for a wide audience, not only for professional crypto holders. These three components will create a sustainable ecosystem that makes gaming, sharing, and in-game peer-to-peer exchange famous worldwide.

To do this, Wealth Of Nations must do three things, including

1. Gameplay must be really attractive and entertaining, keeping players interested in participating in the game every day for many years. The game must have helpful features that help link players together, such as Guild, Guild Wars, or Guild Quest. Players must be connected and interact like a mini community in the game
2. The NFTs can be used as cryptocurrency active or like unique game items, which is limited and can be sold for DUCAT tokens for in-app use or exchange.
3. Digital asset owners have a deep connection with players. They can be a player, and they can also be someone who works with the players to create the perfect team, thereby creating an outperforming winning team. Wealth Of Nations can become the first e-sport strategy.

We are willing to create the Wealth Of Nations game based on three principles:

- **Free to Play**
- **Play to Earn**
- **Free to Earn**

COMMUNITY

Community-Driven Game Processing

We want Wealth Of Nations to become the first Blockchain-based browser strategy game which is truly owned and governed by the community.

The game world operates according to certain laws of economics, tactics, strategy and geopolitics, but how the players agree among themselves remains outside the rules. The game is a tool for enjoying the implementation of a variety of strategies and moves. Also, as in reality, there are no rules and predestination, there is always a place for a surprise factor that completely changes the course of the game story. Therefore, the whole world is in the hands of players who set the rules for development according to their knowledge, ambitions, skills and morality.

Just like in the real world, in the game you can create underground alliances, coalitions, play within the laws or look for opportunities to get around the law for your own benefit.

We create an attractive game and build a healthy development community where everyone can create values and benefits for themselves. Wealth Of Nations is a free browser game, and everyone can join it and earn DUCAT tokens from game mining processing.

The following are our communication channels and communities. Subscribe now to follow the latest information. Don't miss out on the hottest match!



<https://won.onl>



<https://twitter.com/WoNnft>



<https://discord.gg/tC6GWf3d>



https://www.instagram.com/wealth.of_nations

<https://www.linkedin.com/company/wealthofnations>



<https://www.facebook.com/wealthofnations.p2e>



https://t.me/wealthofnations_news



<https://www.youtube.com/channel/UCAGDhG4AWWGOMlhekYZLbaA>

<https://thewealthofnations.medium.com/>

GAMEPLAY

Overview

The strategy games don't get any more real than this - for the first time ever on the Solana network, real economics laws are applied, and YOU have full ownership of the in-game cryptocurrency and NFTs involved in this real-world simulation.

Our team has achieved the most accurate economics simulations of the Middle Ages period. As a player, you will be facing the same issues that they faced back then, which were nightmares for the leaders of that time. It's not just about conquering land and resources - it's much more than that.

Corruption, smugglers, being tempted by inflation and other tricks that world leaders have pulled before - the possibilities are endless.

The invisible hand of the market will come into play in several different ways, which makes Wealth of Nations the most interactive game of its kind! Don't let those aspects scare you though - even a child can manage his own state because we've made in-game advisers available to the leaders that will be needing help. But beware, as those brats love getting a slice of your pie.



PLAY. EARN. FREE

PLAY. EARN. FREE

You get to earn the cryptocurrency DUCAT by robbing your enemies in PVP, trading with nations - allies or enemies, growing your economy through monetary policies and others, diplomatic blackmail or even by simply mining gold (if your land possesses ores!).

Tokens and NFTs will be openly traded on exchanges and marketplaces.

Our main driver is to reward players for their talent, wits and efforts. Unlike other gaming companies that evict or ban people for making money off their virtual economical system, we ENCOURAGE IT! We WANT YOU to earn as much money as humanly possible in the Wealth of Nations!

PLAY AND EARN

Each player, in the process of developing his settlement, creates and develops a mining mine to mine the project token. The speed of token extraction depends on the level of the mine - bronze, silver or gold.

Metal is smelted from coal and ore, ducats are created. The speed of extraction depends on the level of players' deposits and the level of development of the settlement.

GAME PROCESSING & REWARD

The Wealth of Nations browser game involves the use of servers to connect players. All processes take place on game servers, so users get the maximum quality of the game without loading their device. The number of servers in the game will increase in accordance with the growth of the client load. There are 1000 players on one server. One game session (passing the path of development from the settlement to the Lord of the World Wealth of Nations) is designed for 6 months. The player who on his server received the title of Lord of the World Wealth of Nations during the game session receives a reward of up to 1,000,000 DUCATS.

This DUCATS is a server reward that supplements the player's balance already accumulated during the game.

The withdrawal and sale of ducats accumulated by the player during the period of the game session through mining is not limited.

GAME READINESS

The project is at the stage of a working prototype, on which we tested all the innovative mechanics for several years on random volunteers. Nevertheless, there will be significant changes, mainly in game design, ergonomics and game style development (the current legacy design is visible in the screenshot). Also, our token will be introduced into the game on the eve of the commercial launch of the game.



ECONOMY

Free to Play

Free-to-Play is a concept initiated by Wealth Of Nations since the first idea appears. We find it unreasonable for players to invest a certain amount of money to play the game. This prevents many traditional players from playing NFT games. In the Wealth Of Nations game, the more players, the better the battle. That's why we decided to build a Free-to-Play model, and connect it with Play-to Earn mode. It all depends on your knowledge and strategy.

The beginners will be given a starting settlement, which is the same for all players to play and it can be used to earn native in-game DUCAT tokens. It all depends on what development strategy the player chooses.

The NFTs will give you bonuses depending on its type and DUCATs tokens. But remember, that DUCAT tokens can be stolen in the gaming process. That's why all players have equal rights. And the presence of additional tokens of NFT holders can be both a plus and a minus. It all depends on the choice of the right strategy and the strength of the player's settlement, his tactics, diplomacy and military strategy.

Play To Earn

Ecosystem of the Wealth Of Nations game allows you to find your own way to earn:

1. If you don't want to invest money into the game, you can start your strategy campaign and develop your settlement without restrictions. Create Alliances and build your own empire! This is our Free to Earn mission.
2. If you can't wait, you can buy the DUCAT tokens at cryptocurrency exchanges or buy NFTs and grow up your settlement faster
3. As a digital asset holder, you can use your DUCAT tokens and NFTs and earn money via trading

Game account and crypto wallet

An account in the game is actually your own wallet, from which all basic operations can be carried out, incl. depositing a coin into a gaming session and withdrawing it to an exchange wallet. When registering an account, the user is automatically registered on the basis of the blockchain, and the receipt, replenishment, withdrawal and use of game tokens is regulated by a smart contract





NFT

Our collection of posters is part of the IGO (Initial Game Offering) sale.

About our IGO you can learn more here:

<https://www.launchpd.art/wealth-of-nations>

We have sold out one of the largest collections on this site. Reviews and expectations of buyers are very positive, there are large holders. The exchange rate on the secondary market you may check here:

<https://magiceden.io>

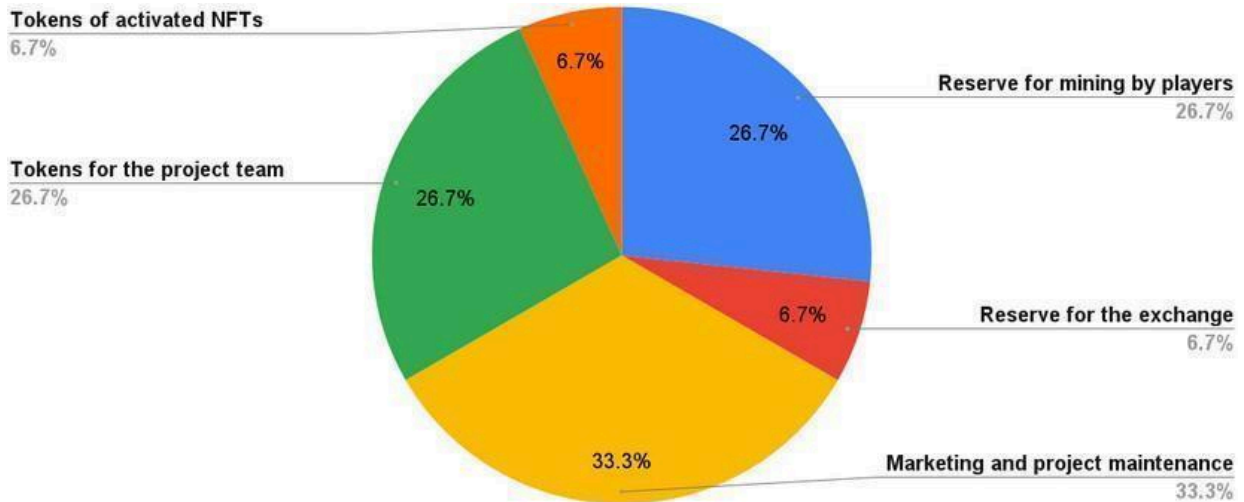
The first dynamic NFT game collection of 5000 posters of 28 unique types will be presented in total. They will be divided into four levels of rarity - the rarest one would allow you to redeem a unique item that could swing nations - quite literally. The posters are unique and will have 2 main in- game use-cases:

1. After the start of the game, each poster is redeemable for in-game currency, DUCATS, which will already have market value by that time. You would need to redeem the poster to receive the tokens. Depending on the rarity of your poster the number of tokens will vary. Once you've redeemed your poster, the image of the poster will change to specify that it has been exchanged for DUCATS.
2. Each NFT poster will also be redeemable for a surprise item and depending on the poster's rarity, could be very powerful. We will share more about those items as we get closer to the commercial launch - where we will fully reveal every item's specs. The NFT poster's image will then morph into a particular NFT item with certain stats but will remain interoperable within the game itself!

	Rarity	UCATs	D	Skin	Skills
COMMON POSTERS	4,81%	09 200	1	andom r	e once Us
RARE POSTERS	1,63%	66 920	6	andom r	e once Us
EPIC POSTERS	0,12%	051 682	1	andom r	e once Us
LEGENDARY POSTER	.009%	812 500	7	andom r	e once Us

TOKENOMICS

Tokens (DUKATs) are used by our game Wealth of Nations as game currency. For tokens, you can buy resources on the in-game market, activate numerous services, such as the "protection" mode.



Despite the fact that the production of tokens in the game is limited to one million per game session, and one game session lasts at least several months, the market price of game resources after the launch of the game is expected to be quite low. Mainly due to the small number of players at the start of the alpha version of the game. At the same time, tokens will be credited to those who will activate NFTs to receive them. As the number of users grows, tokens will be more actively used in the game and their practical value will obviously grow.

Reserve for mining by players	4 000 000 000
Reserve for the exchange	1 000 000 000
Marketing and project maintenance	5 000 000 000
Tokens for the project team	4 000 000 000
Tokens of activated NFTs	1 000 000 000
Total	15 000 000 000

- ◆ The reserve for mining by players is that part of the tokens that will be issued by players for a long time (approximately up to 5 years). Since the game world consumes a certain amount of tokens, after this limit is exhausted, the game emission will be supported by the tokens accumulated by the game in earlier sessions. That is, in fact, we will maintain a total constant number of tokens, in order to stabilize prices within the game world.
- ◆ The reserve for the exchange is those tokens that will provide trading on the exchange.
- ◆ Marketing and maintenance of the project - this is the volume of tokens, the sale of which is designed for the progressive development of the project, mainly marketing in order to attract many new players, after the launch of the commercial version of the game.
- ◆ Tokens for the project team are those tokens that will be distributed among the three authors of the project.

TOKEN RELEASE & VOLUMES

2021 - NFTs for 1 000 000 000 DUCATs

2022 - PreSale of 5 000 000 000 DUCATs (Marketing Campaigns)

OpenSales - Listing on currency exchanges 1 000 000 000 DUCATs

NFTs - 1 000 000 000 DUCATs

The funds received from the sale of NFTs were used to improve the graphical part of the game and prepare for the launch of alpha testing. Only NFT owners will have access to the alpha version of the game.

Together with the launch of the alpha version of the game, the Wealth of Nations team is launching the Pre Sale stage, during which it will be possible to buy 2,000,000,000 tokens.

The PreSale offer is aimed at large investors and crypto holders. During the stage, tokens will be available for purchase through a smart contract. Information about the sold volume of PreSale stage tokens will be constantly updated on our resources.

upd. Now we reorganise our funds. For close private sale available 2 000 000 000 DUCATS. At the moment, the offer to purchase tokens is intended exclusively for funds and large investors.

The purchase process is carried out on the basis of a smart contract.

#stopWar
#WoN

After the end of the close private sale stage and the alpha version, it is planned to launch the commercial version of the game in 3Q2022. Access to the alpha version of the game is available only to NFT owners and participants in the PreSale stage.

At the launch of the alpha, the coin emitted by the game will be "virtual" and its real emission will be delayed until the end of the testing phase in the first 3-4 weeks of the game. At the same time, the number of mined coins is disproportionately small compared to the volume sold to investors (about half a million ducats in the first three months of playing on one test server).

LISTING

At the same time, the DUCAT token begins the listing process on the <https://raydium.io> exchange and will be traded there in the volume that will be sold at the PreSale stage. A month after the closed test, all NFT holders will be able to issue a token in a total amount of 500,000,000 DUCATs. Until this stage, the token rate will be low. Since all funds will be spent on promoting the project, with the involvement of more and more new players, the natural demand for the token will begin to grow, in the amount of 2 to 20 dollars per player per month, which will ensure an increase in demand and exchange rate of the coin.

The main volume of trading will be created by players, not investors (due to a change in the proportion in favour of the players), as a result of which the volatility of the coin rate will fall, since the size of investments in the game process only slightly depends on the rate of the coin, but on the player's desire to gain an advantage in the game.

4,000,000,000 DUCATs emitted directly in the game are mined linearly and predictably depending on the number of active players, so the impact of game mining on volatility and exchange rate is insignificant, the growth in the value of the coin ensures the demand that is formed by attracting new users.

THE OFFICIAL AND FULL - SCALERELEASE OF THE GAME IS EXPECTED 3Q 2022
THE EXACT RELEASED AT WILL ANNOUNCED ON THE OFFICIAL RESOURCES OF THE PROJECT .



<https://won.onl>



<https://twitter.com/WoNnft>



<https://discord.gg/tC6GWf3d>



https://www.instagram.com/wealth.of_nations



<https://www.linkedin.com/company/wealthofnations>



<https://www.facebook.com/wealthofnations.p2e>



https://t.me/wealthofnations_news



<https://www.youtube.com/channel/UCAGDhG4AWWGOMlhekYZLbaA>



<https://thewealthofnations.medium.com/>

TOKEN SALES

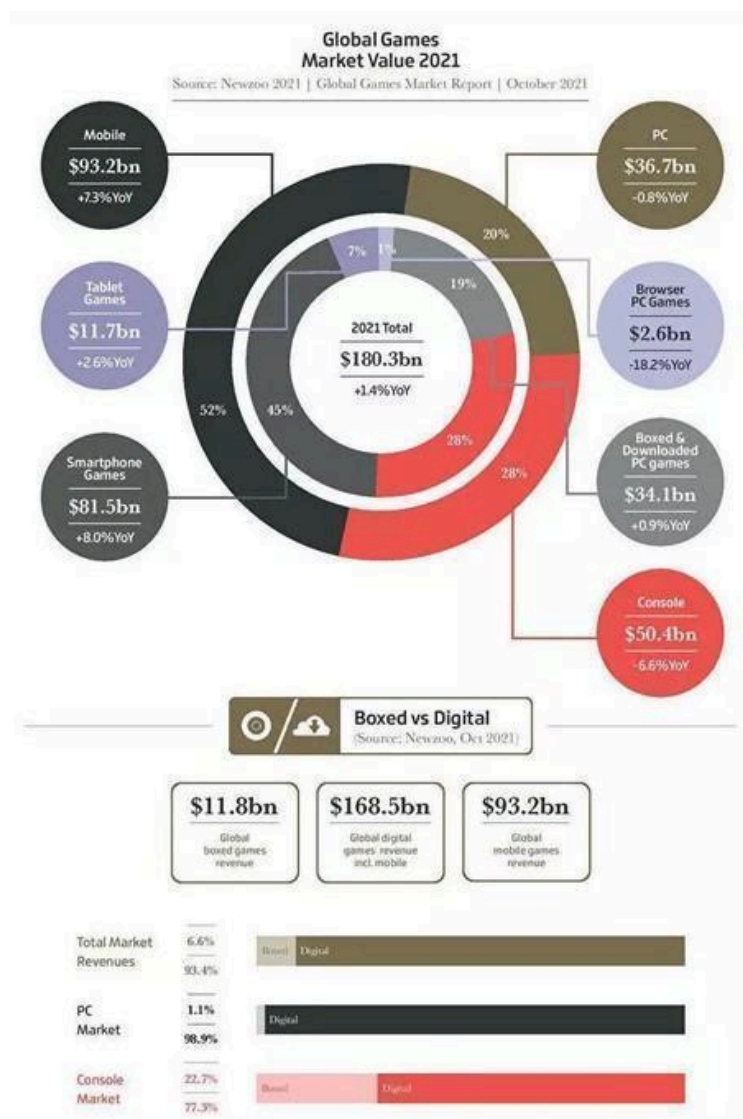
After the release of the game in March 2022, we expect a significant influx of users who, for their part, will ensure the growth of the price of the token. The number of game tokens is limited and, naturally, an increase in demand for the game increases the demand for tokens.

The listing of the DUCAT token on the <https://raydium.io> exchange is scheduled for the 1st quarter of 2022, but no later than the commercial release of the game. The first trading pair will be offered to trade SOL/DUCAT, a smart contract for which has already been developed.

The next trading pair will be USDC/DUCAT. Today this pair is available at the PreSale stage.

MARKET RESEARCH & VOLATILITY

The Wealth of Nations game should not be viewed as a project created for an audience of blockchain enthusiasts. This project is aimed at a wide audience of gamers who do not require any additional knowledge about cryptocurrencies. According to ESA research, the gaming industry is actively developing. Game market analysis:



According to the ESA, the size of the gaming market will increase significantly every year due to the use of new gaming technologies and the development of e-sports, and the Wealth of Nations project may become the first e-sport economic strategy.

According to Paradox Interactive, a major strategy developer, in 2020 alone, the total number of online users grew by 25% (before that, the annual growth was about 5-8%). At the same time, the studio did not release any major projects at this time. Now on their successful project Hearts of Iron IV there are 800,000 regular online players. The driver of this growth was mass self-isolation due to the global epidemic.

According to the “Computer Games Industry 2020” study (I. Sedykh, HSE, 2020), browser games alone exceeded \$3 billion in revenue last year. An analysis of the browser-based online games sector showed that the demand for online strategy games over the past year increased by another 11% compared to 2020, and the demand for Play To Earn games increased by 23%.

New projects continue to successfully enter this market, for example, Total battle, “I, Feudal” and others, which have gained an audience of hundreds of thousands of players in just a year.

Thus, the market situation as a whole can be assessed as favourable. There is a steady growth in the market volume, the cost of promoting new products is quite low - around one and a half dollars (for the CIS countries) for an attracted client (CPL), while the market is still dominated by projects with non- original and non-interactive ideas. Casualness is not given to players as a choice but is imposed without an alternative. In many ways, this leads to market segmentation, when developers of client PC versions (Blue Byte, BattleGoat Studios, Paradox) satisfy the audience with more complex mechanics projects, while at the same time, more simplified mechanics prevail in browser projects. We have the opportunity to fill both of these niches with one project, which inspires us to commercial success.

OUR ADVANTAGES

- An excellent time to enter the market when demand is further increased due to the progress of quarantine measures
- There are no direct competitors, we offer any preference of players in this market a wider choice of actions than anyone else.
- New and unique mechanics are easier to advertise than their usual copying from other projects.
- Due to the exceptional interactivity, the replay value is exceptionally high.
- Extremely rare are games with an in-game currency that is tokens for a wide audience, in addition, with an offer for the player to earn real money, only with their talents.



TARGET AUDIENCE

Initially, we plan to launch the Wealth of Nations project in the former CIS countries and enter the European market. The Wealth of Nations game does not contradict the legislation of European countries and takes into account the legal factors of projects related to the Play To Earn technology (more details can be found in the Terms of Use category).

We conducted an analysis of the target market in the CIS countries (where the project was originally planned to be launched). The analysis was made thanks to the statistics of the group (<https://vk.com/thewealthofnations>) of the players of the test version of the game.

Age	more than 80% of the audience aged 16 - 35
Location	CIS, dominated by Russia. When reaching an English-speaking audience, the focus will be on North America and Western Europe
Sex	93% men, 7% women
Player type	Random - 10%, Casual - 60%, Hardcore - 30%
class and lifestyle Social	The main audience is the middle class and all those who spend a lot of time at the computer (students, employees, office workers of all levels)
Taste	The variety of game mechanics attracts people with very different tastes; lovers of history, economics, strategy games who want to earn extra money or make friends online
Age restrictions	You can confidently start playing the game already in adolescence (from the age of 14), so as not to be inferior to an older audience. (For registering underage players, see Terms of Use)



MARKETING

To attract an audience, we plan to launch a full-scale campaign.

The game does not involve the use of a referral system or bounty, so the main promotion channels will be social networks and thematic media resources.

Market analysis also showed that up to 70% of 100% registered users invest about \$20 a month into the game. We can collect 100 000 users for the game (servers, support, graphic design improvements, add-on options of game account personalization). 100 000 users is the goal of the first stage of our marketing campaign, which is necessary to ensure stable growth of the game token DUCAT.

Thematic media and social networks will be the channels to promote the game product. We are already working with bloggers and Influencers. We plan to provide maximum presence of the game in the target information field.

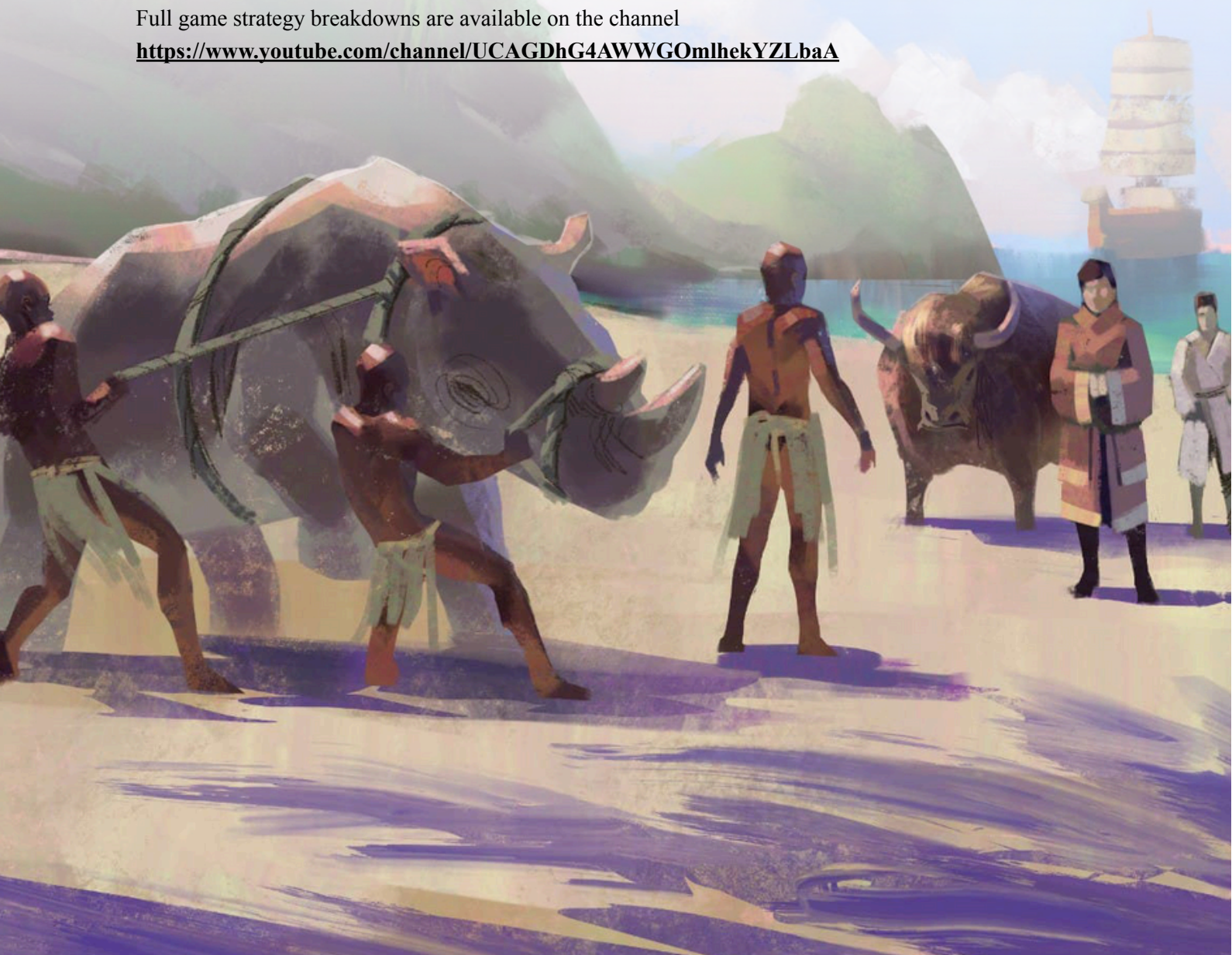
At the moment the project team is developing Playable Ads for a large-scale advertising campaign.

A video review of the gameplay will be available when the alpha version is released.

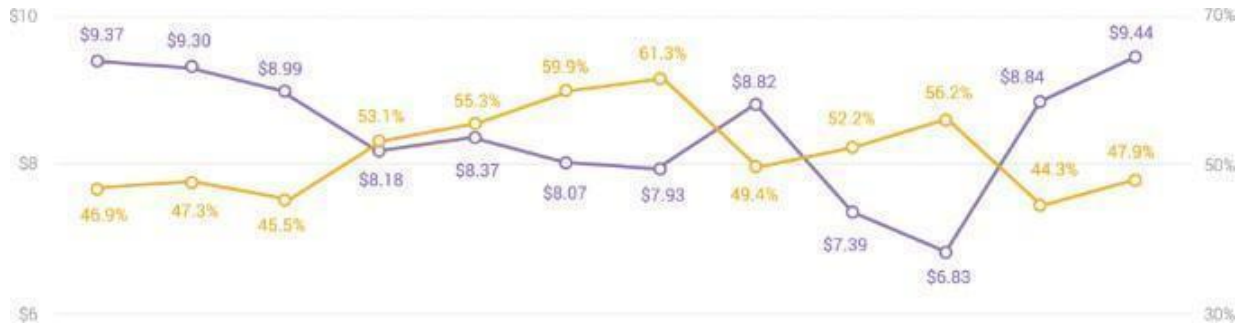
Graphic updates are available on our social networks.

Full game strategy breakdowns are available on the channel

<https://www.youtube.com/channel/UCAGDhG4AWWGOmlhekYZLbaA>



According to 2021 data, the cost of attracting and converting users for browser-based online game creators has increased. Dynamics of registration cost and conversion rate

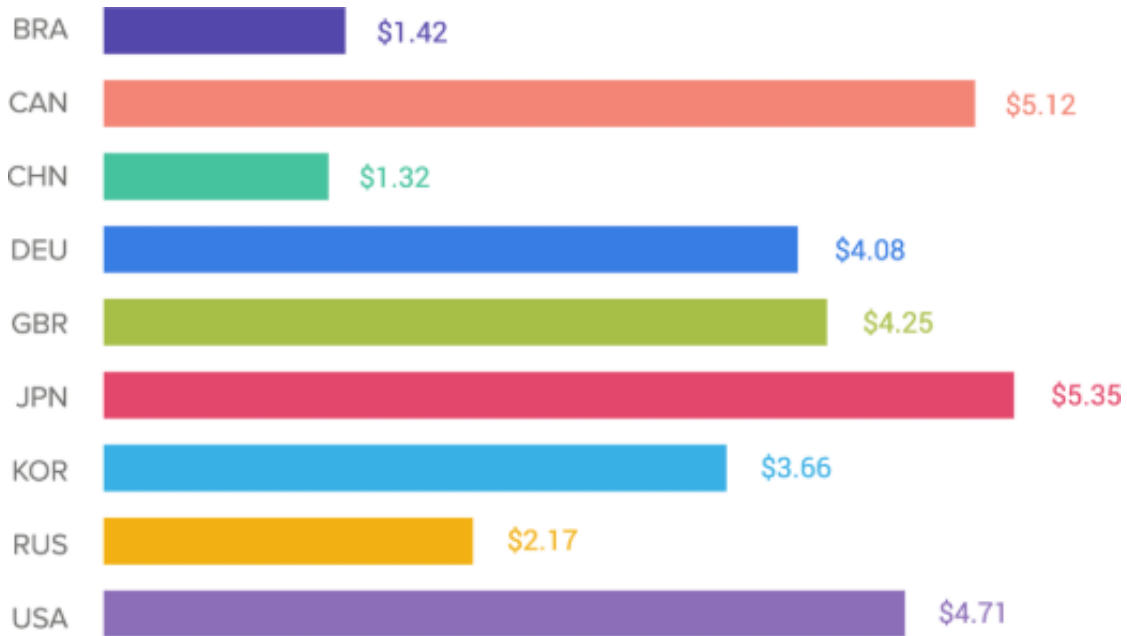


The above metrics are market averages. They are dynamic in nature. In particular, they change from month to month throughout the year.

The analysis of the audience and demand for online games also showed that:

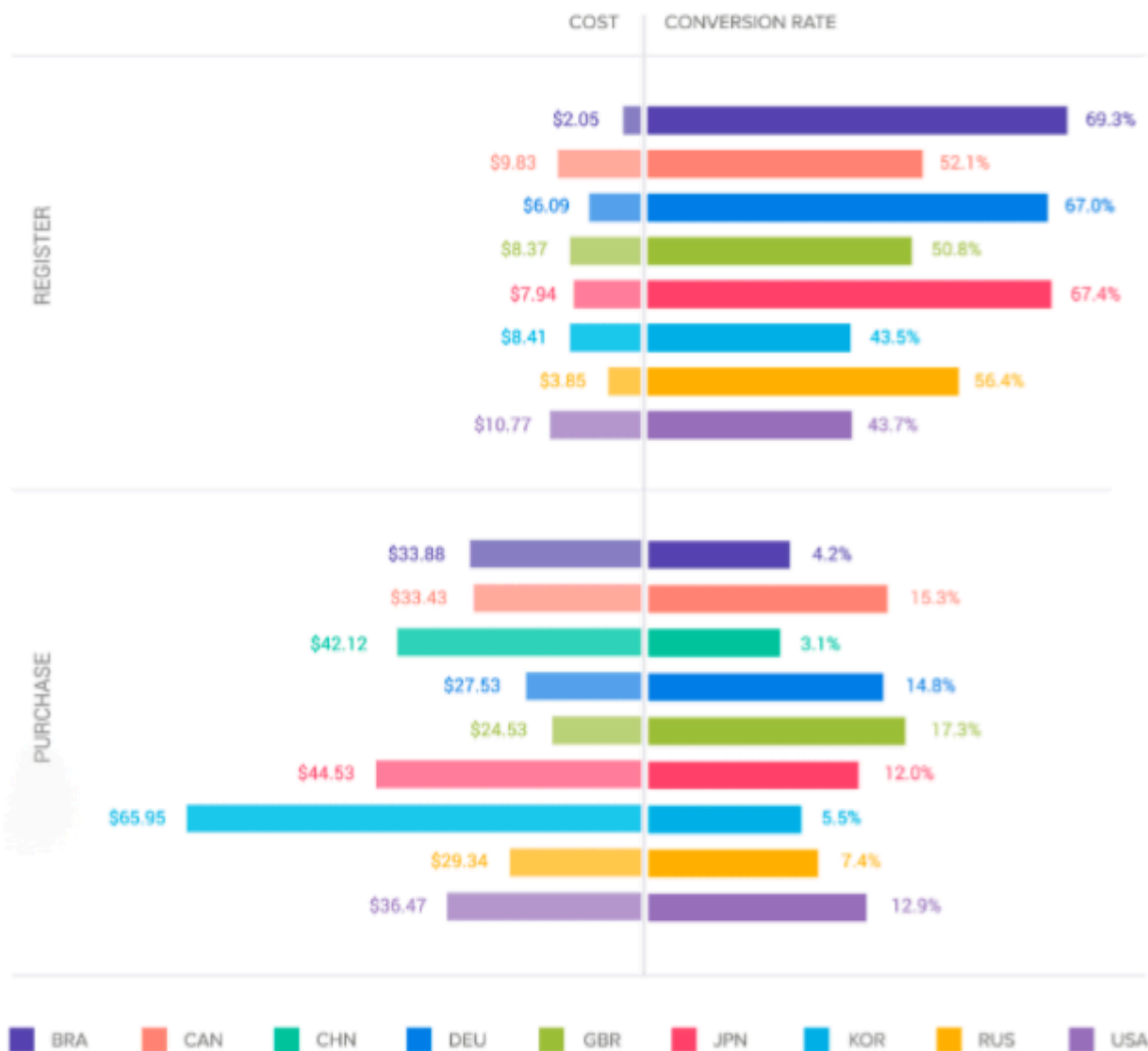
- Enrollment conversions jump between 45% and 60% throughout the year. Peaks are in December and March - the same periods when there is a maximum drop in the cost of registration itself.
- The period when registration costs go down and conversions go up is September through December and February through May.

Based on the data of full-scale market research, we chose the dates of commercial launch of the project and calculated the marketing budget.



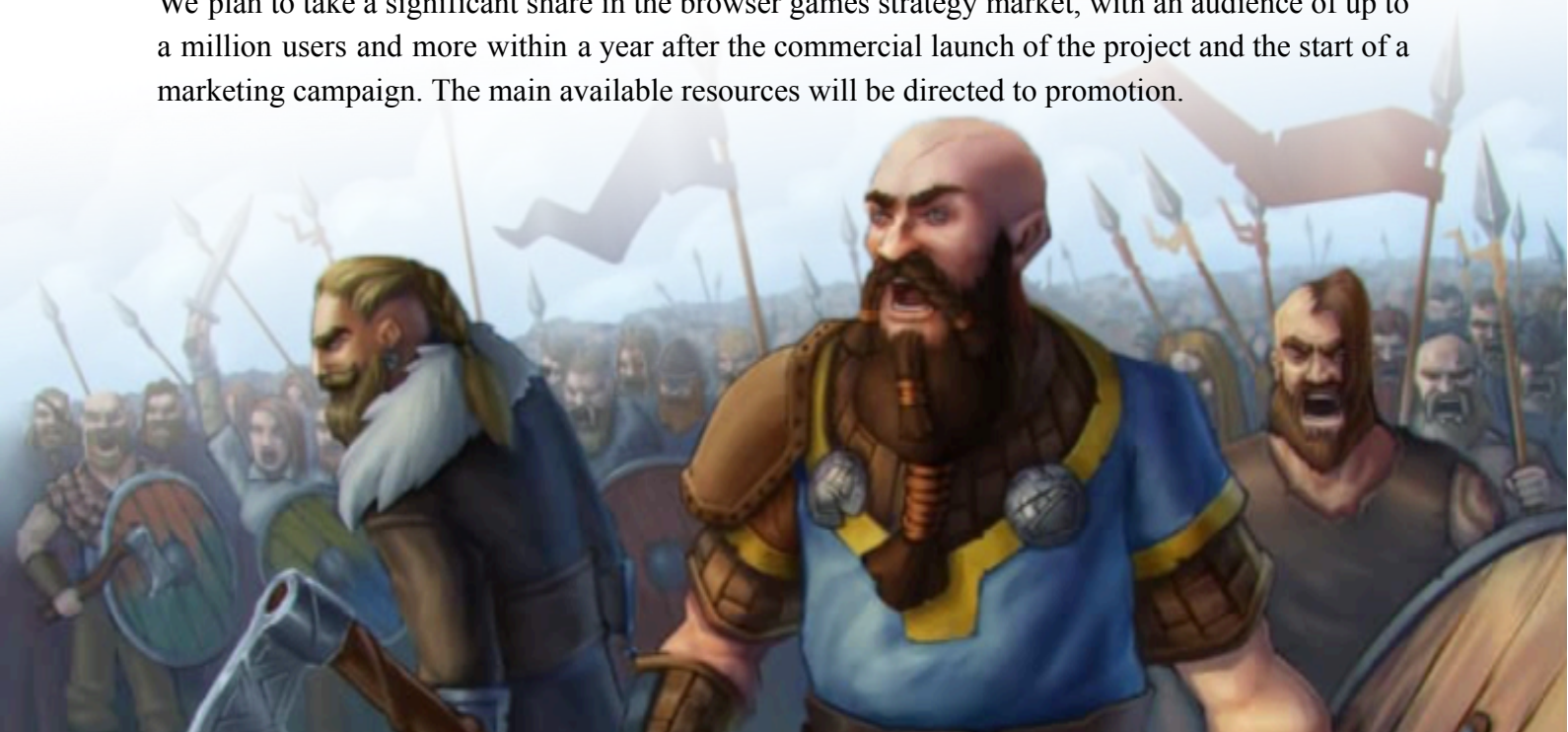
The possibility of launching the game in Asian markets is being considered by the Wealth of Nations game team in the long term. In addition to the highest rate for attracting one user, large-scale work on the localization of the game is required - translation and usability adaptation of game content.

ANALYSIS BY COUNTRY OF PLAYER CONVERSION AND MONETIZATION:



GOALS

We plan to take a significant share in the browser games strategy market, with an audience of up to a million users and more within a year after the commercial launch of the project and the start of a marketing campaign. The main available resources will be directed to promotion.



COMPETITIVE ANALYSIS

For analysis, we have selected the most profitable and popular browser strategies with over 1 million users. Our competitors are active browser-based strategies and client PC versions of strategy games. Mechanically, there was nothing like it on the market. The addition of blockchain, in fact, will only further expand the possibilities of players, incl. be monetized.

Project name	Age of Empires	Stronghold Kingdoms	Spartan: War of Empires	Wealth of Nations
Browser	+	+	+	+
Download client	-	+	+	-
Economy	basic	basic	basic	realistic
Play-to-Win	yes	yes	yes	yes
Play-to-Earn	no	no	no	yes
Maps	3	2	3	6
War	+	+	+	+
Game Tactics	5	6	4	unlimited
Diplomacy	no	basic	basic	can be as a game strategy
Timeline	Middle age till industrial	Middle age	antique	Middle age



TECHNOLOGIES

System architecture

At the moment, the game is a browser-based server-rendering application, where all client and server logic is executed on the backend. The choice of this technology allowed to significantly reduce the response time of the game and increase the TTFB and TTI. With server rendering, the entire HTML code of the page is generated in response to a request on the server. This eliminates the need for additional requests for data from the client, as the server takes care of all the work before sending the response.

This approach allows you to achieve a fast first render and first meaningful render. Running page logic and rendering on the server avoids sending a lot of JavaScript to the client, resulting in less time to interactivity. Therefore, to get the maximum pleasure from game mechanics and graphics, you only need a stable Internet connection. The entire technical burden is on the side of the Wealth of Nations.

Game-core and economics-core

A unique game engine and an economic engine that simulates the real laws of the economy, written from scratch by our game-dev programmer during 2 years of development in PHP 7.3.

The game engine is unique and has no analogues.

TEAM



MICHAEL ORESHNIKOV
GAME DEVELOPMENT



VEDAMI REFANOV
BLOCKCHAIN SOFTWARE ENGINEER
DEFI CONSULTANT



ALEXEY TERESHUK
MARKETING
ECONOMIST



VIKTORIYA MARUSHCHAK
ART MANAGER



NIKITA ZINCHENKO
ART DIRECTOR

TERMS OF USE

These following Terms of Use constitute a legally binding agreement made between you, whether personally or on behalf of an entity (“you”) and Wealth of Nations (“we”, “us”, or “our”) regarding your access to and use of the <https://won.onl> website, as well as any other asset from social media channels, social networks, communities or mobile applications related, linked, or otherwise connected there to Wealth of Nations, is a distributed application that is going to launch and run on the Smart Chain (the "Blockchain"), using a specially developed system called Smart Contract (the “Smart Contract”) to enable users to mine as well as own, trade DUCAT and NFTs with different rarities. These assets can then be visualized on a website that the user can interact with the Site. The Smart Contract and the Site are collectively referred to in these Terms. By using the Site, users can manage their assets and use the Smart Contract to trade with other users inside the Wealth of Nations Site or at cryptocurrency exchange platforms.

WE ARE ONLY WILLING TO DISTRIBUTE THE SMART CONTRACT, AND THE SITE AVAILABLE TO YOU IF YOU ACCEPT ALL OF THESE TERMS. BY USING THE SMART CONTRACT, THE SITE, OR ANY ASSET-RELATED, OR BY CLICKING “I ACCEPT” BELOW AND IMPLYING YOUR ACCEPTANCE CHECKING IN THE TICK BOX, YOU ARE CONFIRMING THAT YOU HAVE READ, UNDERSTAND, AND AGREE TO BE BOUND BY ALL OF THESE TERMS OF USE. IF YOU DO NOT AGREE AND/OR ACCEPT ALL OF THESE TERMS OF USE, THEN YOU ARE NOT ELIGIBLE FOR USING THE SITE, AND THE SMART CONTRACT AND YOU MUST STOP ANY FORM OF USING OUR ASSETS IMMEDIATELY..

Supplemental terms and conditions or any type of additional documents that may be publicized on the Site, and the Smart Contract at some points in the future will be eventually integrated with existing terms of use. We reserve our rights in our sole discretion to make any type of changes or modifications to these Terms of Use at any time and for any reason. You will be notified of any changes and are able to access them by updating the most up-to-date of these Terms of Use. However, it is not legally compulsory for us to notify and release changelogs pointing out such changes specifically. It is your responsibility to periodically review these Terms of Use to stay fully informed of updates. You will be subjected to and deemed as having awareness and acceptance of the changes in any revised Terms of Use by proceeding to use of the Site, and the Smart Contract after such revised terms come into effect on a publicized date. Information on the Site and the Smart Contract is not intended for distributing to or being used by any single person or entity in any jurisdiction or country where such distribution or use would be against its existing laws or regulations as well as any circumstance that would subject us to any registration requirements within the territories of said jurisdiction or country. As a matter of fact, people who make their decisions to access the Site from outside from our base country are deemed to have the understanding of doing so on their own choices and therefore are legally eligible for compliance with local laws, assuming they are applicable to them to some extent. Our product is intended for users who are at least 18 years old. People under the age of 18 are permitted to use any form of using our assets including the Site and the Smart Contract with the permission of adults, parents or responsive people.

1. INTELLECTUAL PROPERTY COPYRIGHT

Apart from other noted indications, the Site and the Smart Contract are our proprietary properties as well as all source codes, databases, functionalities, software, website designs, audios, videos, texts, photographs, and graphics on the Site (collectively, the "Content"). Trademarks, service marks, and logos (the "Marks") are owned and legally licensed to us, controlled by us, and are protected regarding registration of intellectual property copyright. Apart from uses stated and provided in these Terms of Use, no part of the Site, as well as the Smart Contract and no Content or Marks may be copied, reproduced, aggregated, republished, uploaded, posted, publicly displayed, encoded, translated, transmitted, distributed, sold, licensed, or otherwise exploited for any commercial purposes whatsoever, without asking for our legal approval.

Provided that you are eligible to use the Site, and the Smart Contract, you are granted limited access to and use of the Site to download or print a copy of any portion of the Content regarding personal, non-commercial use.

2. USER REPRESENTATIONS AND WARRANTIES

By using the Site, and the Smart Contract, you represent yourself and agree that:

- (1) All registration information you submit is fully stated, true, accurate, and up-to-date;
 - (2) You will maintain the accuracy of such given information and will be asked promptly to make updates whenever necessary;
 - (3) You have the legal capacity and the thorough understanding of complying with these Terms of Use;
 - (4) You are not a part of a minority community that practices laws and regulations which have nothing in common with ours;
 - (5) You will not access the Site, and the Smart Contract using automated and non-human means, whether it is a bot, script, or anything alike;
 - (6) You will not use the Site and the Smart Contract for committing any illegal and unauthorized purpose;
 - (7) Your use of the Site, and the Smart Contract will not violate any existing law or regulation.
- If you provide any information that is untruthful, inaccurate, not up-to-date, we have the right to suspend or terminate your accounts and refuse to approve any action regarding any current or future activities of the Site, and the Smart Contract.
- (8) You can only own one account attached to one device at a time;
 - (9) You are not on any blacklist of any organization for any reason including committing scams, fraud; illegal data exploiting, using third-party software for personal benefits; trying to gain access and damage our assets without our approval, and everything alike. If we find any illegal activities, we will make a prompt intervention and resolve legal means if necessary.

3. USER REGISTRATION

You are required to register upon accessing the Site, and the Smart Contract. You should have control over your password confidentiality and will be responsible for the use of your account and password.

We reserve the right to remove, reclaim or change a username you select if we determine in case such username is inappropriate or appears as irritation to other users.

4. WALLETS and DIGITAL ASSETS

A Wealth of Nations Token DUCAT is based on the SLP blockchain network, but in nearest future, it will be bridged to ERC-20, SLP to BEP-20, ERC-20 to BEP-20, which allows its users to access and manage digital blockchain-based assets (“Digital Assets”). Your wallet, Digital Assets, and cryptocurrencies are completely in your own control. You are the one and only one responsible for manipulating your funds to perform any transfers of Digital Assets. We cannot interfere with any of your Digital Assets storage and transactions from your wallets in any case. A Wealth of Nations does not maintain any blockchain wallets. You hereby acknowledge and agree that Wealth of Nations has no liability for or control over the safety, suitability, quality, delivery, legality, or other aspects of any of your Digital Assets

5. PROHIBITED ACTIVITIES

You may not access or use the Site and the Smart Contract for any purpose other than those for which we make the Site and the Smart Contract available. The Site and the Smart Contract may not be used in connection with any commercial activities if not approved by our legal teams in Wealth of Nations.

Systematically retrieve data or other content from the Site and the Smart Contract to create or compile, directly or indirectly, a collection, compilation, database, or directory without our approval.

Make any unauthorized use of the Site and the Smart Contract, including collecting usernames and/or email addresses of registered users by using third-party software; creating user accounts by automated means including using bots or hiding presences by faking IP addresses.

Use a buying agent or purchasing agent to make purchases on the Site and the Smart Contracts.

Use the Site, the App, and the Smart Contract as assets to advertise and offer to sell personal goods and services not related to Wealth of Nations.

Circumvent, disable, or otherwise interfere with security-related features of the Site and the Smart Contract including those that prevent or restrict the act of copying Content or enforcing limitations on the use of it.

Trick, defraud, or mislead us and other users with any attempt to get sensitive account information such as user passwords. Making improper use of our support services or submitting false reports. Committing acts of using automated means or AI to interfere with our assets, such as using scripts to send comments or messages, or using any data mining tools, robots, data extraction tools, and alike. Interfering with or creating interruption on the Site and the Smart Contract, the networks or services related to the product. Attempting to impersonate another user or person; using the username of another user.

Selling or transferring your game account. Using any information obtained from the Site and the Smart Contract in order to harass, abuse, or harm another person. Using the Site and the Smart Contract as a part of an effort to compete with us; using the Site and the Smart Contract for every product-related thing for commercial purposes.

Deciphering, decompiling, disassembling, or interfering mechanically any of the software parts or assets of the Site and the Smart Contract. Attempting to bypass any measures designed to prevent or restrict access to the Site and the Smart Contract. Harassing, intimidating, or threatening our employees or agents whose jobs are to provide any portion of the Site, and the Smart Contract to you directly is denied.

Deleting logos or marks representing the copyright or other proprietary rights from our product is illegal.

Copying and making use of the Site's frontend codes, including but not limited to Flash, PHP, HTML, JavaScript, and others denied. You may directly ask the developers team if you have any commercial proposals.

Uploading or transmitting viruses, Trojan horses, or anything alike, including excessive use of capital letters and spamming (continuous posting of repetitive text), that interfere with our product's intentional original works. Modifying, impairing, disrupting, altering, or interfering with the intentional original uses, features, functions, operations, or acts of maintenance of the Site, the App, and the Smart Contract denied. All types of activities, all forms of action which pose as a law and regulation violation.

6. FEES AND PAYMENT

You can purchase, buy NFT and trade DUCAT tokens.

The number of NFTs is 5.000. 5.000 NFTs were sold out at IGO 2021. They are limited and ranked by areas of application and game bonuses. All NFTs related to DUCAT token, which can be used in-game processing and trade as listed cryptocurrency.

DUCAT TOKEN

- **In-game mining - 4 000 000 000**
- **Cryptocurrencies - 1 000 000 000**
- **Marketing operations -5 000 000 000**
- **DUCAT for a team - 4 000 000 000**
- **NFT-related tokens - 1 000 000 000**
- **Total -15 000 000 000**

We will keep no information and provide no control, support, and the ability to reverse reported transactions. In general, we have no liability to you or to any third party for any alleged problems that arise during the alleged trades and transactions conducted via the Smart Contract, the Blockchain.

The Blockchain requires the payment of a transaction fee for every transaction that occurs in the marketplace. The fee funds the network of computers that run the decentralized network rather than as profits.

In addition to the fee, each time you use the Smart Contract to conduct a transaction with another user via the Site, Wallet and marketplace, you are agreed and understand existing fees for the transaction. Fees amount depends on the cryptocurrency marketplace that is connected to your Wallet.

As a matter of fact, we (we and you users) will be legally responsible for paying any types of cost, duty, and tax as your government requests. Such numbers will vary according to your jurisdictions and countries as well as the national laws and regulations.

We have no liability and will provide no data, no support to you in such processes.

7. ASSUMPTION OF RISK

You accept and acknowledge each of the following:

- (1). The prices of blockchain assets are easy to change because the fluctuations in the price of other digital assets could materially and adversely affect the value of your NFTs and DUCAT tokens, which may also be subject to significant price volatility. We cannot guarantee that any purchasers of the Wealth of Nations will not lose money.
- (2). You are solely responsible for any taxes applied to your Wealth of Nations-related transactions, according to your own country's or region's tax rules. Wealth Of Nations is not responsible for determining the taxes that apply to your transactions on the Site, or the Smart Contract.
- (3). The site does not store, send, and receive NFTs. This is because NFTs exist only by smart contract that proves the ownership record maintained on the Site supporting blockchain. Any transfer of NFTs occurs only on the Blockchain.

(4). There are risks and limitations associated with using an Internet-based currency, including, but not limited to, the risk of hardware, software, and Internet connections, the risk of malicious software introduction, and the risk that third parties may obtain unauthorized access to information stored within your wallet. You accept and acknowledge that Wealth of Nations will not be responsible for any communication failures, disruptions, errors, distortions, or delays you may experience when using the Blockchain.

(5). A lack of use or public interest in the creation and development of distributed ecosystems could negatively impact the development of the Wealth of Nations ecosystem, and therefore the potential utility or value of NFTs.

(6). The current state of regulations regarding blockchain technologies, cryptocurrencies, and tokens is uncertain. When new regulations or policies are introduced, they may materially adversely affect the development of the Wealth of Nations ecosystem and therefore the potential utility or value of NFTs and DUCAT tokens.

8. USER DATA

Certain data, including your data use of the Site, the App, and the Smart Contracts, will be kept for us to manage the performance of the Site and the Smart Contracts. Although we perform regular routine backups of data, you are solely responsible for all data that you transmit or that release to any activity you have performed using the Site and the Smart Contracts. You agree that we shall have no liability to you for any loss or corruption of any such data, and you hereby waive any right of action against us arising from any such loss or corruption of such data.

9. MISCELLANEOUS

These Terms of Use and any policies or operating rules posted by us on the Site and the Smart Contracts, or in respect to the Site and the Smart Contracts constitute the entire agreement and understanding between you and us.

Our failure to exercise or enforce any right or provision of these Terms of Use shall not operate as a waiver of such right or provision.

These Terms of Use operate to the fullest extent permissible by law. We may assign any or all of our rights and obligations to others at any time. We shall not be responsible or liable for any loss, damage, delay, or failure to act caused by any cause beyond our reasonable control.

If any provision or part of a provision of these Terms of Use is determined to be unlawful, void, and unenforceable, that particular provision is deemed separable from the whole Terms of Use and does not affect the validity and enforceability of any remaining provisions.

10. REGISTRATION OF UNDERAGE PLAYERS

There is no erotic, pornographic or traumatic content in the game The Wealth of Nations, therefore the content type has an age limit of 12+. But to register earnings in the game, you need the permission of adults, parents or guardians.

We strongly recommend that you carefully read the Terms of Use. The Wealth of Nations game is a financial instrument in the form of an economic strategy. Any actions of underage players related to the registration of payment instruments must be controlled by adults, parents, and responsible persons.

For our part, we are not responsible for falsely submitted information about the age of the player. Due to the Privacy Policy, we are unable to verify a player's real age upon registration.

Therefore, we hope for responsible behavior and the involvement of adults, parents, guardians, if necessary, according to the conditions of majority in your country.