FORGOTTEN CHAIN

WHITEPAPER

Important information

Purpose

The purpose of this Whitepaper is to provide general information on Forgotten Chain a blockchain based, play to earn non fungible tokens ("NFT's"), role player game to interested people (the "**Forgotten Chain Project**"),. The Forgotten Chain Project is at an early stage and this Whitepaper may be amended or clarified as circumstances dictate.

No Offer

This Whitepaper is not an offer to invest in the Forgotten Chain Project or the Forgotten Studio Ltd or to sell Forgotten Coin ("FTC") the native token that is the main in-game currency or any NFT ("E-tokens"). Should the Forgotten Chain Project progress formal legal contracts for the purchase of rights to E-tokens and or E-tokens may be prepared and made available to potential buyers of E-tokens.

Accuracy

The Forgotten Chain team have made reasonable efforts to ensure the accuracy of the information in this Whitepaper as at 22 December 2021 but no guarantees or warranties are made or given to the reader in respect of the information. The reader should consult with its own advisers and rely on its own investigations into the information contained in this Whitepaper.

Important information

Confidentiality Statement

This Whitepaper is strictly private and confidential. It is provided to the recipients solely for the purpose of evaluating the Forgotten Chain Project and may only be disclosed by them to their professional advisors in confidence for the purpose of aiding them to evaluate the Forgotten Chain Project. Any recipient agrees to return this document to the Forgotten Studio Ltd on request.

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Responsibility of Reader

The reader is solely responsible for any conclusions they may reach or actions they may take the as a result of reading this Whitepaper.

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A message from our team

The number of gamers globally reached 2.7 billion in 2020, with industry revenue reached $159.3 billion, representing a 9.3% growth year-over-year.
There are currently no viable online solutions for casual and professional gamers to participate in peer-to-peer (P2P) advanced skill tournament in the blockchain environment. Users cannot currently win crypto tokens or awards for their gaming skills on current platforms.

Forgotten Chain is a pioneer in the blockchain gaming market and looks to bring forth a modern and immersive experience to the community.
Subpar games with low visuals and functionality, as well as games that use obsolete gaming technologies, make up the present blockchain gaming ecosystem.

We think that the current blockchain game selection is inadequate and lacks the modern gaming experience that is prevalent in today's video game market.
Our goal is to fill in that void and deliver a product that has a modern MMORPG gaming experience working on blockchain.

Content

Chapter 1

Introduction

Data-driven sectors like finance, logistic, and cloud services are already being disrupted by blockchain technology.

Despite this early success, scalability, and mainstream adoption in the replacement of centralized record-keeping systems, they remain a problem.

We think that simple, attractive, decentralized apps will drive mass acceptance of blockchain technology (DAPPS).

We created ForgottenChain with this concept in mind, to popularize blockchain and showcase its use through a beautiful, interactive, and engaging game.

While other blockchain games have done well, the absence of genuine playability and a sense of progress has disappointed most players. ForgottenChain was created to be the first game to allow players to interact with their digital assets.

DAPPS

Chapter 2.1
Motivation

1. Problems with centralized games

Traditional gaming has done a good job of creating immersive environments. However, these feelings are typically volatile and are shattered by centralization issues. Player's goods and accomplishments are stored on servers and databases that can be shut down at the game maker's discretion.

2. Problems with existing blockchain games

Blockchain games have already attracted new members to the blockchain community.
They've proven some of the blockchain's benefits, such as transparency, guaranteed ownership, and game rules that can't be modified once the initial smart contract is deployed.

Current blockchain games, on the other hand, have failed to provide an engaging gaming experience. As a result, several of the most popular blockchain games have perished as the earning potential has decreased. No other blockchain game has yet to combine a user-friendly and progress-oriented gaming experience with attractive environments and collectible art pieces that may be used in the game. **This is where ForgottenChain comes in.**

The main idea of ForgottenChain is that Blockchain gaming enables true ownership and easy transferability. Future blockchain games should, ideally, be playable without any prior knowledge of the technology that powers them! We believe ForgottenChain will be one of these games in the future.

Chapter 2.2
Vision

➢ Having a big community of people that like the game.

➢ The best AAA blockchain MMORPG.

➢ Players and members of the community transform their gaming enthusiasm into valuable digital assets and gain passive income by playing and enjoying the game.

Chapter 3

Game Overview

Export and Import NFTs in and out of the game

➢ NFTs provides different attributes to your character in-game and helps grind your way up into the game leaderboards.
➢ The NFTs can be sold in-game, as well as 3rd party marketplaces outside the game.

Four playable classes

Each character can be customized by your own preferences.

Assassin

The Assassin stalks his prey in the Cities of the Forgotten Realm

Collection #1

Knight

The Knight wanders the Forgotten Lands in search of adventures

Collection #1

Mage

The Mage taps into the magical energies of the Forgotten Realm

Collection #1

Warlock

The Warlock searches the Forgotten Lands for mystical energies

Collection #1

Forgotten Coin ("FTC") native token is the main in-game currency.

➢ Fully integrated with Binance Smart Chain.
➢ Can be obtained from killing monsters, finishing quests, mining, fishing, crafting and other activities.
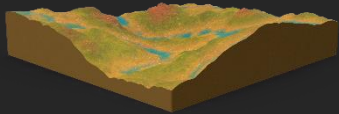
NFTs Overview

In the game's universe, the NFT tokens are very dynamic, valuable, and useful. While many NFTs in the crypto world are purely collections of "artwork", ForgottenChain's NFTs have various applications within the game.

Players can transfer the NFT tokens out of the game universe and sell them or exchange them on 3rd party sites. However, the NFTs serve functional purposes in the game universe.

Some NFTs are powerful weapons that boost the damage of your strikes or give them additional effects.
Other NFTs are defensive or wearable items that offer additional protection to your character.
There are also NFTs that are in-game pets that follow you around and give you bonuses or mounts that your character may ride to speed up their mobility.

Chapter 5.1
Token Description – FTC

In-game and outside the game world, the game native "**FTC**" **token** will be utilized to buy and trade NFTs. We expect this to be one of the token's primary applications. Players will be able to offer their NFTs for sale and trade them for **FTC** at the in-game auction houses or player marketplaces in the big cities.
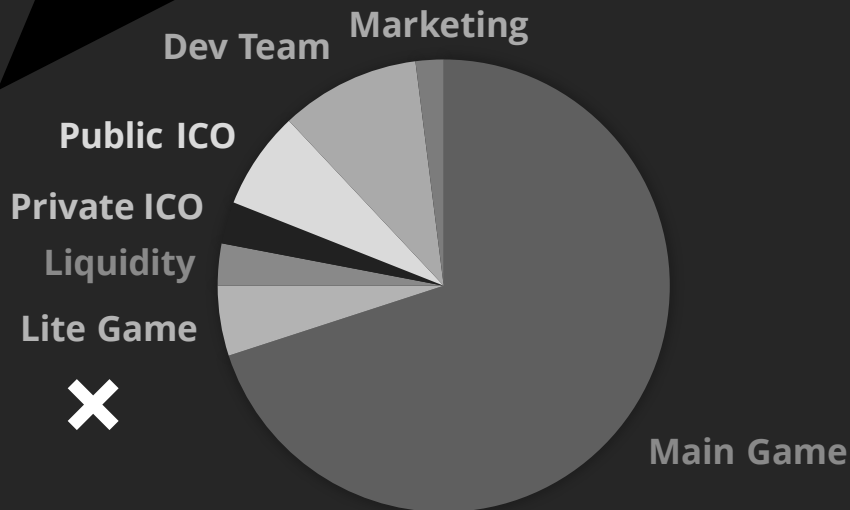
The **FTC token** is linked and synced with Binance Smart Chain. As a result, the token may be transmitted from one wallet to another on the network fast, simply, and cheaply.

The primary use of the token is as the native in-game currency. The currency is used to purchase items in-game, swap for NFTs, repair damaged items, purchase mounts, pets and more.

How to obtain "Forgotten Coin"?

➢ Killing monsters
➢ Completing quests
➢ Trading
➢ Selling dropped NFTs
➢ Owning land, villages or cities
➢ Mining
➢ Fishing
➢ In-game events
➢ Other activities

TOKEN DISTRIBUTION

Marketing

Dev Team

Public ICO

Private ICO

Liquidity

Lite Game

Main Game

Total supply : 5 Billion FTC

Private ICO – 3%
Public ICO – 7%
Dev Team – 10%
Liquidity – 3%

Lite Game – 5%
Main Game – 70%
Marketing – 2%

TOKEN VESTING

➢ **Private ICO** 5% at TGE, 5% unlock every month

➢ **Public ICO** 5% at TGE, 5% unlock every month

➢ **Lite Game** 100% unlock

➢ **Liquidity** 100% unlock

➢ **Marketing** 100% unlock

➢ **Main game** 10% at TGE, 10% unlock every year

➢ **Dev team** 1% unlock every month for 10 months, then 5% unlock every month for 18 months

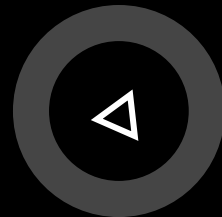FORGOTTENCHAIN

Chapter 6
In-game items

Equipable items:

• Weapons for each class
• Armors for each class
• Helmets
• Bracelet
• Earrings
• Shoes
• Talismans
• Necklaces
• Shields
• Belts
• Other Cosmetics (Costumes, Hair styles, Wings etc.)

Other items:

• Mounts
• Pets
• Books
• Stones
• Pickaxe
• Fishing rod
• Other items

Chapter 7

Land

ForgottenChain's strong economy revolves upon the land. The land is split between 3 kingdoms, owned and ruled by players. This is where gamers will go on amazing adventures and win rare treasures and tokens as they go out into the world. As a result, we're devoting a significant amount of time and money to making visiting these areas a unique experience.

This is where land ownership (in the form of NFTs) comes into play. We aim to empower our community by allowing them to rule the world of the game, as well as share in the money generated. This is accomplished by sharing 70% of the money earned by the game to the landowners in the form of tokens.

What type of lands exists?

Tier I land plots = Battle Plots
Tier II land plots = Villages
Tier III land plots = Cities

Land Pool distribution:
• 70% to the Landowners
• 5% to the Dev-team
• 25% will go to Reward Pool

How can you earn with your land?

1. Transaction fees for NFTs
2. Mining
3. Marketplaces
4. Businesses (available only for Tier II and Tier III land)
5. Token Drops
6. Token Distribution

1. Whenever an NFT is dropped on your land that item will remain bound to the place where it was found. A transaction fee of 10% is deducted whenever that particular item is sold and it will be distributed as follows:
• 1.5% to the owner of the land where the item was sold
• 1.5% to the owner of the land where the item was dropped
• 3% to the Landowners pool
• 4% to the reward pool

2. Each land plot can spawn ores that can be mined. Landowners can decide if they wants to keep the ores for themself (and not visible to others) or if they wants to share them with the visitors of their land and get an landowner percentage.

3. Villages and Cities can be also used as a marketplace where other players can sell their goods.
As a Marketplace owner you will get 1.5% for each item sold on your land.

4. Each village and city can have multiple businesses (Skill Trainers, Forgery, Teleporters, Exclusive Shops, Crafting, and more). For players to benefit from your business, they will have to pay for the service. For example: A weapon can be upgraded from +1 to +10 , which can be done in a village/city at the forgery. The cost will vary based on the level of the weapon. The costs will be distributed as follows:

50% to the business owner	10% to the landowner	10% to the Landowners pool	30% to the Reward pool

5. Whenever a player kills a monster on your land and that monster is dropping **FTC**, you will get 5% of the drop. For example: A player kills a boss on your land and gets 200 **FTC**. The **FTC** will be distributed as follows: 190 **FTC** to the player and 10 **FTC** to the landowner.

6. For each piece of land that you own a percentage of the Landowner pool will be distributed to you.

Land Tiers Description

Tier I plots – Battle Plots

These are the battlefields where players can fight bosses, mine resources and go on amazing adventures.

Available earning methods:
➢ Transaction fees for NFTs
➢ Mining
➢ Token Drops
➢ Token Distribution

Tier II plots – Villages

These are represented by small villages in the game world. Here you can own up to 3 businesses.

Battle plots and villages are accessible to the regular player and are producing value by players actively engaging in the game. Bringing your friends in to play with you, or even forming a small guild to settle on your property, may all help the owners of these plots to produce value by providing the necessary facilities in your village.

Available earning methods:
➢ Transaction fees for NFTs
➢ Mining
➢ Marketplaces
➢ Businesses (up to 3 business)
➢ Token Drops
➢ Token Distribution

FORGOTTENCHAIN

Tier III plots – Cities

These are represented by big cities in the game world. Here you can own up to 16 businesses.

When it comes to cities, things are becoming more strategic, because these are home to many of the core buildings and services in the game that players need to make their way in the world.
Cities will become centers for a huge number of players and guilds, producing a lot of value and activity. Because you're providing a home for a lot of people, you'll want to make sure you have the proper mix of structures and facilities on your land as the owner of a city.

Available earning methods:
➢ Transaction fees for NFTs
➢ Mining
➢ Marketplaces
➢ Businesses (up to 16 business)
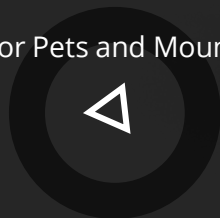➢ Token Drops
➢ Token Distribution

Future Updates:

➢ You'll be able to rent (parts of) your village or city to others in the future

Available Businesses:

➢ Pet Shops
➢ Mount Shops
➢ Teleporters
➢ Forgery/Blacksmith
➢ Alchemist
➢ Enchanter
➢ Incubators
➢ Pet Trainers
➢ Skill Trainers
➢ Library
➢ Breeding Place
➢ Stables
➢ Casino
➢ Vacation Mode (for Pets and Mounts)
➢ And many more

The pets will accompany you during your journey in ForgottenChain. You can hatch eggs, train, feed, breed, level up, and evolve your pet.

Hatching eggs:
You can hatch your eggs by using "Incubators". These Incubator businesses for hatching eggs can be found in big cities and has a tax for each egg hatch.

TAX distribution:
➢ 50% to the business owner
➢ 10% to the landowner
➢ 10% to the Landowners pool
➢ 30% to the Reward pool

Pet names:
After you hatch an egg, you will need to name your pet.
➢ Pet names need to have between 4 and 20 characters
➢ Pet names are not unique (several pets can have the same name)
➢ If you do not input a name, a default one will be assigned

Feeding the Pet:
Your pet needs food to stay alive, train and evolve. Your pet can die if you don't feed it for over 7 days and in that case, the NFT is burned.
You can feed your pet with:
➢ Different types of Pet Snacks (which can be bought from Pet shops or dropped by monsters)
➢ Normal food
➢ Other NFTs (the NFTs will be burned)

Levels and XP:
➢ The pet can reach level 80 and evolve every 20 levels
➢ The first 75% of each pet level can be achieved by killing monsters
➢ The last 25% of each pet level can be achieved by using Pet Snacks or Burning NFTs to feed the pet
➢ Pet can lose XP upon the death of the player

Evolving

While leveling your pet, the pet can evolve at certain key points to a different stage. The requirements are as follows:
➢ Baby – Level 1 -> Level 20
➢ Young – Level 21 -> Level 40
➢ Adult – Level 41 -> Level 60
➢ Hero – Level 61 -> Level 80

Pet Bonuses

Based on their rarity and their level, Pets can give you important bonuses for your journey.
Bonus Examples:
➢ Bonus Health
➢ Bonus Defense
➢ Bonus Mana
➢ Bonus XP
➢ Other Bonuses

Pets Skills

The pets can have up to 3 skills. The number of skills unlocked is set upon hatching of the egg and can be 1, 2, or 3 skills. The skills can be active or passive.
➢ Passive skills are always present and their effect is displayed on the top left corner with an icon.
➢ Active skills are triggered automatically in specific situations, but have a cooldown. The skills can be chosen and trained by Pet training books. Each skill can be evolved to level 10.

Breeding

Two different pets can be bred into a new one in a breeding place located in big cities. This action costs **FTC** and it will be distributed as follows:
➢ 50% to the business owner
➢ 10% to the landowner
➢ 10% to the Landowners pool
➢ 30% to the Reward pool

Requirements:
➢ Both pets need to be at least Adults.

Other information:
➢ Only 1 Pet can be equipped
➢ Pets cannot take any damage.
➢ Bonus, number of skills, pet size is generated randomly.
➢ Pets change size and their appearance when evolving.

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Chapter 9

Mount System

Traveling by horse is by far faster than going through your journey on foot. To use a mount, you need to be at least level 15 and have your riding skills to at least level 1. There are three levels for mounts: Baby Mount (Tier I), Young Mount (Tier II), and Adult mount (Tier III).

Riding skills can be improved by reading books from the library and by practice. For each riding level, your riding efficiency will be increased.

Feeding the mount:
The mount must be fed from time to time, otherwise it will die and the NFT will be burned. How often a mount needs to be fed depends on its tier. The lower the tier of the mount, the more often it needs to be fed.

Type of Food:
➢ Hay
➢ Carrot
➢ Sugar

Requirements:
• Both mounts need to be Adults (Tier III)

Breeding:
Two different mounts can be bred into a new one in a breeding place located in big cities. This action costs **FTC** and it will be distributed as follows:
➢ 50% to the business owner
➢ 10% to the landowner
➢ 10% to the Landowners pool
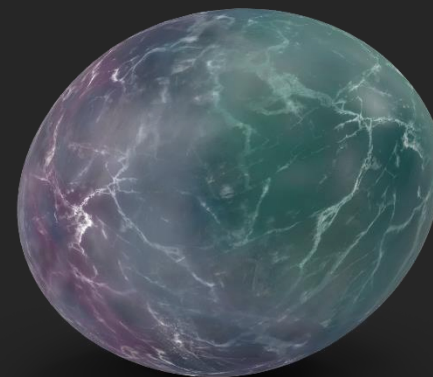➢ 30% to the Reward pool

Bonuses

Horse tier	Tier I	Tier II	Tier III
Level required	15	25	35
Riding skill required	1	5	10
Bonus moving speed	15%	25%	40%
Fighting while riding	-	-	Yes
Skills	-	-	Yes
Bonuses	Strength against monsters	1%	3%	5%
	XP-Bonus	1%	3%	5%
	Health	100	250	500
	Defense	10	50	150
	Attack	10	30	100

Guild system

A guild is a group of players with similar interests and ideas when it comes to the game. You can create your guild at level 30 in any city for **100,000 FTC** tax.

Guild Size: 30 members (Max 70 after upgrades)

TAX distribution:
• 5% to the landowner where the guild was created
• 15% goes to the Guild Fund
• 10% to the Landowners pool
• 70% to the Reward pool

Guild Rank Management:
The leader has the option to assign various roles to his guild. The most important options are:
➢ **Invite**
    This role allows members to invite other players in the guild.
➢ **Kick**
    This role allows members to kick other players from the guild.
➢ **Ban**
    This role allows members to ban other players from the guild.
➢ **Write**
    This role allows members to write guild announcements.
➢ **Skill Trainer**
    This role allows members to train new skills for the guild.
➢ **Fund Manager**
    This role allows members to use, distribute the Guild Funds

The **Fund Manager** can also set a % fee tax for the members of the Guild. All fee taxes will go straight to the guild fund. The tax can be 0-10%.

Guild system

Guild Wars and Tournaments:
There will be a lot of content around Guilds in ForgottenChain.
We want to share a few things that are in development right now.
➢ Killing event
 Everyone will be spawned randomly on the map and the winner is the Guild that has achieved within 30 minutes the most points.
➢ Guild Quest
 Each Guild will receive a quest. The Guild that completes it first wins the prize.
➢ Capture the Flag
 Whoever captures all the flags wins.
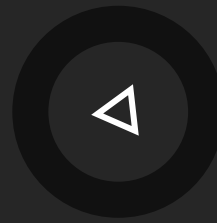➢ Other War/Tournaments activities coming soon...

Guild skills:
As a guild you can invest in passive skills which will give you bonusses. Each skill upgrade will have a cost in **FTC**.

Guild system

Skill	Bonus	Level 1	Level 2	Level 3	Level 4	Level 5
Blood of King	*Health*	1%	2.5%	5%	7.5%	10%
Benediction of King	*Mana*	1%	2.5%	5%	7.5%	10%
Holy Armour	*Defense*	1%	2.5%	5%	7.5%	10%
Speedy	*Movement Speed*	2.5%	5%	7.5%	10%	15%
Gambler	*NFTs Drop Chance*	0.5%	1.25%	2.5%	3.75%	5%
Crazy Time	*Attack Speed*	1.5%	2.5%	5%	7.5%	10%
Rage of King	*Critical Chance*	1.5%	2.5%	5%	7.5%	10%
Learning Fast	*Bonus Experience*	2%	5%	7.5%	10%	15%
Casting Aid	*Casting Speed*	1.5%	2.5%	5%	7.5%	10%
Guild Size	*No. Members*	+5	+10	+15	+25	+40

Chapter 11
Danger Zone

Danger Zones are "high risk-high reward" areas where players can mine, kill monsters, kill other players, or get killed by other players and lose your hard worked treasures. If your health hits zero as a result of a fight with another player, there will be a 35% chance of dropping an NFT from your equipment.

Area Rewards:
- ➢ Rare ores
- ➢ Rare monsters with exclusive loot
- ➢ 100% Bonus XP
- ➢ 100% Bonus **FTC**
- ➢ High reward quests
- ➢ Blackmarket
- ➢ Other rewards

Chapter 12
Dead Zone

This is a forbidden area where you can risk all your NFTs in exchange for high rewards.

CAVEAT: If your health hits zero as a result of a fight with another player, all your NFTs (character, equipment and inventory) will be **burned.**

For the killers: You will get bounty treasure for each player killed in **Dead zone** and a 10%-25% chance of keeping 1-3 random items of their NFTs.

Area Rewards:
➢ Legendary ores
➢ Legendary monsters with exclusive loot
➢ 250% Bonus XP
➢ 250% Bonus FTC
➢ 125% NFT drop bonus
➢ High reward quests
➢ Land rewards
➢ Legendary NFTs
➢ Flying mounts rewards
➢ Exclusive Pets
➢ Blackmarket
➢ Other rewards

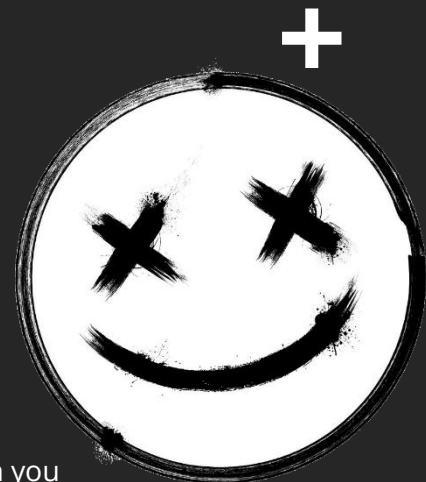**Q&A:**

Will my land NFT be burned?
- If you have the NFT in your inventory when you die in Dead Zone, the NFT will be dropped to your killer.

Can I recover my NFTs are I die in dead zone?
- No, the NFTs will be forever lost.

Can I teleport away from deadzone?
- It depends, if you're in a fight you cannot go anywhere before finishing the fight. You need to be out-of-combat for at least 30 seconds.
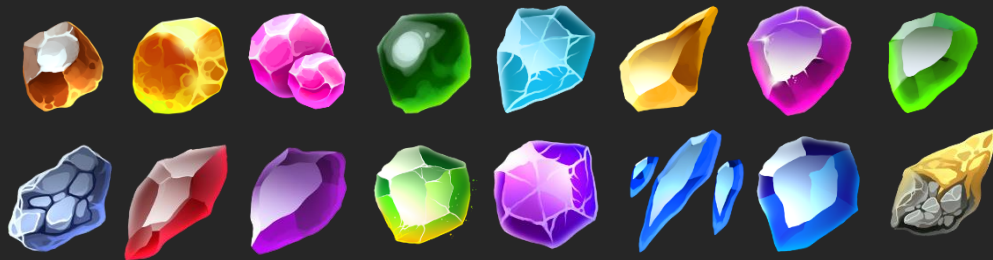
Chapter 13

Kingdoms

There are three kingdoms in ForgottenChain: **Taria**, **Xaetha** and **Drakary**. Each kingdom have similar lands, villages, cities and dungeons, but they have different unique mineable ores available.

Resources for all three kingdoms will be needed to upgrade your guild and higher level NFTs, so **trading must be done** with your enemies.

Unpolished ores :

CAVEAT: Once you select a kingdom, you cannot change it.

Players are allowed to enter in enemy kingdoms, whenever a player is killed by an enemy kingdom's player, there will be 5% chance of dropping an NFT.

Chapter 14
Scholarships

ForgottenChain has a scholarship program where managers can lend their NFTs to "scholars". The scholar will sign a contract with the manager and he will be able to play the game and earn **FTC** based on the agreed percentage in the contract.

Scholarship Contract Process:
➢ The manager will create an account and supply all the needed NFT's for the scholar.
➢ The manager can register the scholar with this system. Both parties are required input their wallet address so that the system can track payment.
➢ A contract will be created where the manager and scholar can agree on how much the scholar will get, what access the scholar has and the duration of the contract.
➢ When the contract expires, the manager and scholar can update it with a new period or terminate it.
➢ Any party can terminate the contract at any given time, but there will be a fee which will go to Reward pool.