



**ALASKA**  
**GOLD RUSH**

WHITEPAPER

[WWW.ALASKAGOLDRUSH.IO](http://WWW.ALASKAGOLDRUSH.IO)

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## — WHAT IS ALASKA GOLD RUSH? —

Alaska Gold Rush (AGR) is a blockchain game that empowers players to earn in-game tokens and NFT's while enjoying the game. Players can enhance their equipment, compete with other players for rankings, collect gold and work to survive the harsh lands of Alaska. Players can also sell the items they earn on the open market. Owning in-game assets can enhance other parts of the game and puts the players in control of their equipment.

## — GET RICH OR DIE TRYING! —

The aim of the game is to build up resources to allow you to continually mine or locate gold. The more resources you have at your disposal the more likely you will be to strike that rich vein of gold! Yet don't get fooled by the simplicity of this goal - the Alaska Gold Rush is not a simple gold collecting simulator. It is an immersive world and story with an incredible plot, places, and interactions.

As one of the first explorers you will have a unique chance of finding the gold before the real gold rush begins and thousands of people arrive at Klondike - the Holy Grail of the gold mining world.



## — IMMERSE YOURSELF IN THE GOLD MINING EXPERIENCE! —

We are pushing the boundaries of digital immersion. You the player will be in Alaska. How? We will introduce the possibility to play the game in Virtual Reality. That's right - one of our most exciting points on the roadmap! In this Gold Rush Metaverse you will be able to ride the sleighs, interact with the environment and even break a real sweat while mining the gold with a pickaxe.



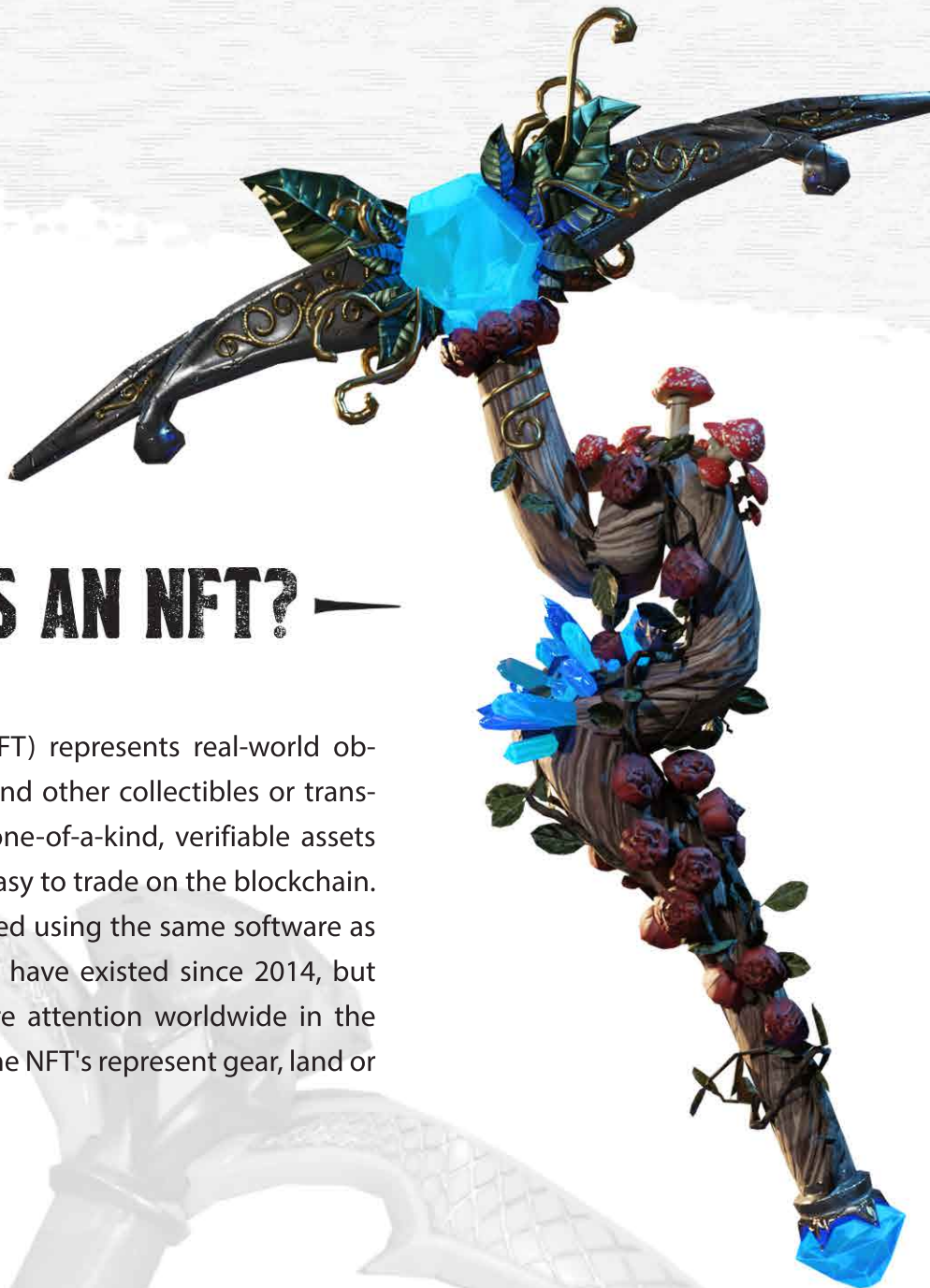
## — NFTS AND PLAY TO EARN —

First and foremost, Alaska Gold Rush is a game. Rather than simply have built in-game assets as a onetime purchase that could never be gifted or sold, we wanted to enable the player to become a part of the economy. The rise of the games merging both gaming and crypto worlds created new models called Play-to-Earn or Play-and-Earn. At the same time it brought new life and usability to NFTs.

As the CEO of Binance - CZ once said, "Gamers are the first ones to understand the power of crypto and NFTs as they already know how big and important the value of in-game items can be." We agree with his words, just by seeing a famous example - Dragon Lore AWP from Counter-Strike cost thousands of USD in 2014!

# — WHAT IS THE PLAY-TO-EARN MODEL? —

The Play-to-Earn model allows players to compete and farm (collect) ingame items that have real value and can later be sold or traded with other players. This model has made it possible for some people to earn a living whilst gaming.



# — WHAT IS AN NFT? —

A non-fungible token (NFT) represents real-world objects such as art, music, and other collectibles or transforms digital items into one-of-a-kind, verifiable assets that have utility and are easy to trade on the blockchain. Generally NFTs are encoded using the same software as most crypto assets. NFT's have existed since 2014, but they started gaining more attention worldwide in the past few years. In Alaska the NFT's represent gear, land or clothes for example.

# HISTORY



It's 1897, just before the infamous Klondike Gold Rush in Alaska, George came to America with his parents on the promise of a better life.

Well life ain't what's shown in them fancy books he has heard about, is it? This ain't the land of milk and honey he has heard about. As the father goes off in search of the fortune he believes his family deserves, George is now the man of the house and is working 14 hours a day in a shoe factory for dimes. Literally working his fingers until they bleed. Unfortunately his mom becomes ill and passes away. It's all about to change after receiving a letter. Are things about to get better or worse?

## — TIME TO MOVE ON —

The letter informs George about the death of his father and an inheritance that is waiting for him in Alaska. It was signed, "your friend" with an address beneath it. Fatigued after years of hard work, George packs his belongings and heads North. George travels to the address written on the letter and find himself in a breath-taking valley. The person who sent the letter is the local innkeeper and a good 'ol friend of Martin, George's father.





## — DEAD OR ALIVE? —

According to the innkeeper, Martin came over hoping to find his fortune. He spent the last couple of years in the nearby area unsuccessfully looking for gold. This time it was supposed to be different. George's dad had set out during the winter, a difficult and dangerous time of year in Alaska, to get the jump on the other gold rush prospectors. Not knowing if he would make it back, he nonetheless felt sure he was on to something. Martin left instructions in case he wouldn't return, he asked the innkeeper to request George to come to Alaska to receive his will.





The will held information about all of Martin's belongings that he would bequeath to George. This included a copy of an old map. Almost 6 months had passed since George's dad left to find his fortune. The innkeeper decided to send the letter to George as he thought there was no way anyone could survive the harsh winter. With his heart and mind filled only with questions, George sets out to discover what happened to his father with the mysterious map in hand being the only clue to guide him on his journey... George finds himself in the middle of an adventure, involving gold, robbers, fighting and overcoming the harsh environmental conditions.

# CHARACTERS

CHARACTERS



George Carmack - son of a Polish immigrant, Factory worker who is living in New York City. His mother died when he was a child. His father left him when he was only 12 years old in order to find the Alaskan El Dorado.  
Martin Carmack - George's father.

A tough person with a big mouth and personality, remembers the time of the Wild West. Left New York City and his son almost 10 years before the story of the Alaska Gold Rush starts. Get rich or die trying type of person.

Jack - the good boy. Tireless friend of George that senses any danger and can help in the combat.

Brad Jonhson - The owner of the Inn close to Klondike and good old friend of Martin. Although he lives in deep Alaska, he is not a big fan of adventures. Jack is a good guy always ready to offer help in case of trouble!



# — GAME MECHANICS —

Alaska Gold Rush aims to deliver the most realistic experience to the players. The game will be played in FPP mode. First-person perspective will allow players to immerse into the austere northern climate of Alaska. Additionally, FPP mode with a VR headset will significantly enhance the Alaska gaming experience.



*Mine your way to get rich! The quality of your equipment, mining skills and amount of luck will have a decisive impact on your wealth.*



*Big Bang Theory in 1897? Sometimes you have to go big or go home. Use dynamite and other tools to access the new mines - the gold is waiting to be discovered.*

## — VIRTUAL REALITY —

We are very excited to complete every step of our roadmap, with the added bonus of enjoying the game with a VR headset as a cream of the crop. Together with the integration of Crypto and Blockchain into the game, we will achieve a true Metaverse experience in the Gold Rush times.



*Even though mushing (dog sledding) in the Metaverse is safe, it can give you an adrenaline rush. Just try it on with the VR headset. The same goes for hunting and using explosives in the mine.*

## — BUILT BY PROFESSIONALS —

Baked Games is an independent gaming studio producing exciting titles since 2015. The company is publicly listed on the Polish Stock Exchange with the ticker BKD. The Baked Games studio produces all graphics, sounds, and mechanics inhouse - it's a truly independent and all-encompassing professional gaming studio.





## **PLAY TO EARN ECONOMIC MODEL**

The Play to Earn model brings a new level of enjoyment to gaming. Indeed, while playing already available play-to-earn games, players can experience this previously unavailable new thrill in gaming. Other very famous and hyped games with the play to earn feature don't offer the opportunity for players to enjoy the game and benefits of play to earn without making any initial investment. Alaska Gold Rush is free to play from the start.

## **PLAY FOR FREE, BUT EARN AND UPGRADE YOUR GEAR**

The Alaska Gold Rush takes place in 1897 when the dollar was still backed by gold. To match the era, the main in-game currency is GOLD. Using equipment in the form of NFT's, players will be able to prospect for GOLD in the rivers and mines of Alaska. As you upgrade your equipment (NFT's) you will be able to increase your GOLD yield.

## — LIFE AIN'T THAT EASY, SON! —

Your precious equipment (so NFTs) will help you extract the gold from the Alaskan soil and waters but you must keep in mind that even the best mining equipment can break down or get worn out. You then would have to craft or buy new equipment!

## — ALASKA, HOME OF THE FREE MARKET —

There will be two ways to buy your new NFT gear, at a fixed price at the local stores or from other players at market price. Certain locations and events can provide you with the possibility of getting extremely rare or even legendary gear, weapons and clothing. You can then trade them if you wish on the open markets such as Open Sea or Rarible.

## — GET LUCKY! —

With NFT cards available in any Alaskan store in the game, you can truly get lucky, like when buying a Pokémon deck in your childhood. When receiving a card, its true value appears. It can be extremely rare and therefore worth a lot and may enhance your character's appearance.



# — LEVEL DESIGN —

Towns, mountains, waterfalls, valleys, wildlife, rivers and mines... in the ever-expanding world of Alaska Gold Rush you can expect wonderful scenery and breathtaking views wherever you go.



*Expect summer and winter. Expect waterfalls, cliffs, and canyons. Do not let this beauty misguide you - the Alaskan landscape is challenging in every way.*

# ALASKA TOKENOMICS

CATEGORY	ALLOCATION	TGE	VESTING NOTES
Angel 1	2 %	5 %	1 month cliff + 12 months vesting
Angel 2	2 %	7.5 %	1 month cliff + 12 months vesting
Private	23 %	10 %	12 months vesting
Public	3 %	10 %	9 months vesting
Team	10 %	0 %	12 months cliff + 36 months vesting
Staking	10 %	0 %	42 months vesting
Advisors	3 %	0 %	6 months cliff + 30 months vesting
Marketing	10 %	0 %	14 days cliff + 36 months vesting
Treasury	4 %	0 %	12 months cliff + 32 months vesting
DEX Liquidity	8 %	30 %	14 months vesting
P2E Rewards	20 %	0 %	Locked until game launch, 60 months vesting
Development Fund	5 %	0 %	4 months cliff + 32 months vesting

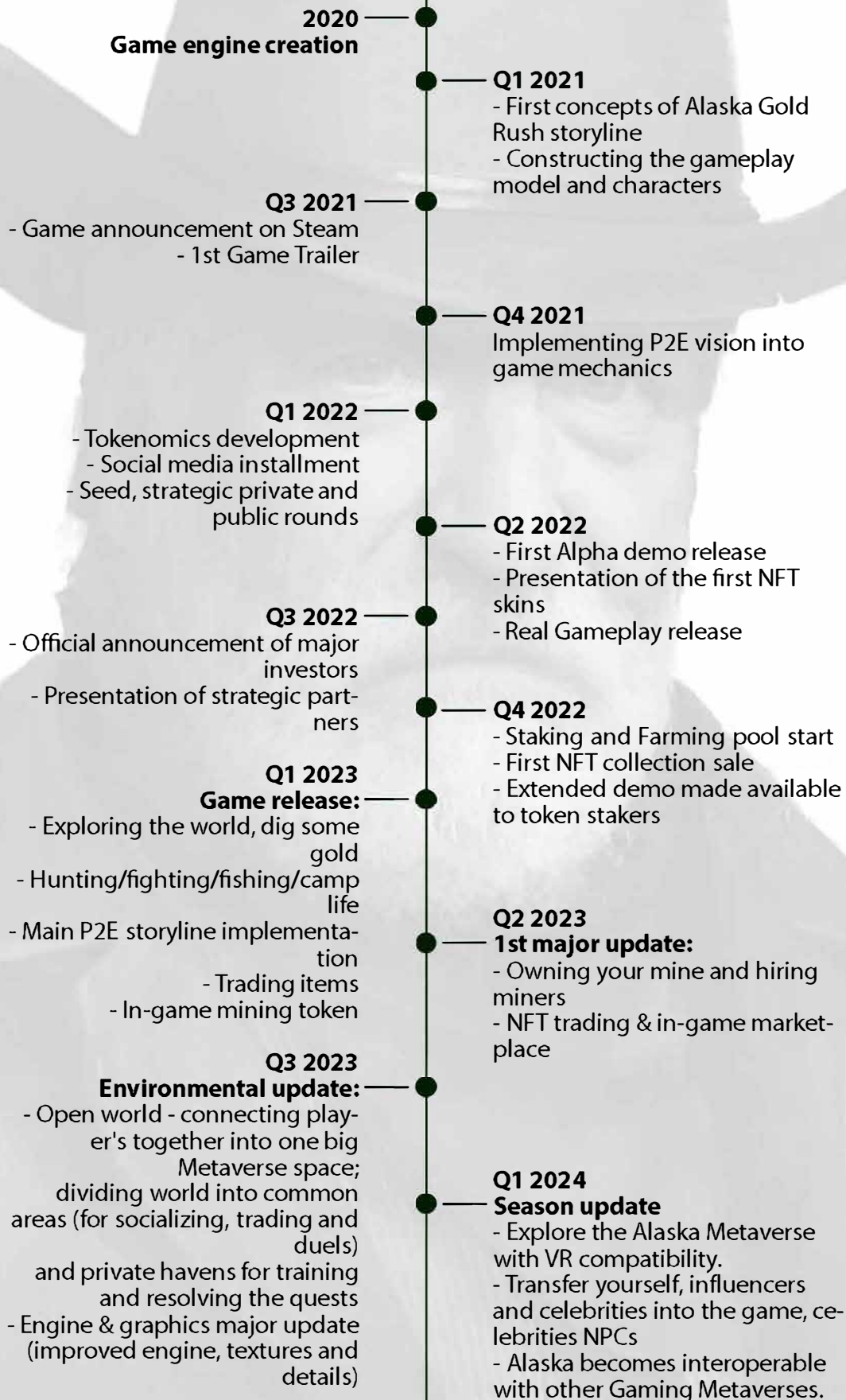
LAUNCH PRICE

**\$ 0.030**

INITIAL MC

**\$ 855,000.00**

# ROADMAP



**MORE SOON**

# INTO THE GAME

DEEP DIVE



# — SHORTEN GAMEPLAY MECHANICS —

- The player moves in FPP mode and carries equipment with an acceptable weight.
- Items that the player carries have their own weight - both ore and utility items like a torch, pickaxe or clothing
- The mine is generated and parameterized - random to some extent.
- The player has hunger, energy and temperature coefficients - they must remain at the appropriate level otherwise the player dies - meaning he is transferred to the hospital in the HUB
- The player uses a built-in map and compass for exploration
- The player has a dog sled at his disposal - he can use it to travel around the map faster than on foot, as well as to haul goods
- The player, after digging tunnels wide and high enough, can build constructions to support the ceiling, tracks and a wagon - aids that can be used to transport the excavated material

The order of sub-items shown does not imply their hierarchy or importance - it is a list outlining the mechanics of gameplay - these are further described later in the document

# — GAME GRAPHIC ENGINE —

The project is currently being developed on the Unity engine version 2022.1.11. The nature of the project work requires the engine version to be updated from time to time, so it will likely be changed a few times during the development cycle. It is impossible to change the engine, due to the fact that the team is specialized in working in a Unity environment.

The world creation and geometry layout are generated at the beginning of the work - it is not possible to completely change them after the fact.

The project uses HDRP - or High Definition Render Pipeline - to render scenes within the engine to achieve high image quality. Changing the pipeline is not possible.

## — ART STYLE —

Alaska Gold Rush will be a game created in a realistic graphic style. Due to the specifics of the project and its "simulator" nature, we won't use cel-shading or low-poly style in favor of player immersion in the world of late 19th century Alaska. As part of this effort we will be using the shaders, post-processes, VFX and lighting within the performance capabilities - we want to maintain 60 FPS at 1080p resolutions on a computer with specs such as:

nVidia GTX 2060  
16GB RAM DDR4  
Intel Core i5-8600

## — AUDIO —

The music in the game will be the background for the player's immersion. We will be inspired by the most popular and warmly received tracks from games related to the winter landscape. Alaska is a dangerous and unfriendly place for human beings, so the soundtrack should follow mirror that feeling and atmosphere - music thus enhancing the feeling of loneliness, danger and being in harmony with the surrounding nature. Additionally, the player will be accompanied by country-style tracks - in the city and possibly while digging and cheerful synth elements (for exploration) to break the gloomy scheme. Below are some examples of the style we will be aiming at.

It's worth noting that the final quality of the tracks won't be the same as the most famous composers in the industry (e.g. Jeremy Soule) the examples are just to give you an idea of the path we're going to take in this element of production.

Jeremy Soule - Tundra - <https://youtu.be/bEkXW1rOs9I>

Kai Rosenkranz - Nordmar - <https://youtu.be/RUODWSb-mk4>

Jeremy Soule - Avalanche at the Pass - <https://youtu.be/SHHPQ0mi4gc> Justin E. Bell - The White March - <https://youtu.be/l4RhEJVIXh4>

Synth - <https://youtu.be/x8TGp13ZzIA>

# — STORY BRIEF —

The year is 1897 - the beginning of the gold rush in Klondike. The player - an average factory worker in New York - receives a letter one day from a mysterious stranger informing him about his father's death and the inheritance he left behind. The player arrives in a valley surrounded by mountains and takes his first steps to an inn.

On the spot, it turns out that the letter was sent by the owner of the inn, an old friend of his father. It tells the story of old Bill - a miner and gold prospector who spent his whole life searching for veins of special, ancient gold in this region.

Unfortunately, the search has been unsuccessful, until a few months ago when he set out on an expedition deep into the mountains. The expedition was very dangerous, so he left behind a letter expressing his last will. About half a year has passed since then, so the innkeeper, recognizing him as missing, decided to take care of his friend's will and notify the only family member that Bill left the contact for - his only son, the player.

In the will, the player gets a basic mining/survival kit, some map scraps with locations marked, and the first part of the notes from his gold quest.

Main game loop: The player wants to find his father, dead or alive - and complete his life's work, so to find the mine old Bill was looking for and get rich in the process. By unlocking different regions of Alaska, traveling between them, and working in different mines, the player finds more notes from his father's diary and gets clues about the location where Bill was heading.

The story is supposed to be a simple, nostalgic journey woven smoothly into the gameplay focused on exploration, survival and, of course, gold mining.

# — WORLD DESIGN —

The world is designed on Unity Terrain tile sized 9216x9216. The map of one plot consists of one tile. It is possible to enlarge the map with more 1024x1024 tiles in future updates.

The game map consists of the main city, one mine and the wilderness around these locations. The valley in which the game world is located is surrounded by mountains. On the map, you can also find POI (points of interest) where you can get small rewards for players.

The Alaska Gold Rush team is aiming for a vibrant and interesting world, not a big but empty one.



The town consists of a certain number of functional (gameplay) buildings, scenery buildings (closed, they exist for the appearance) and partner buildings (50 pieces).



List of gameplay buildings:

**Saloon** - a place for players to meet and interact in the form of a chat room

**Bank** - allows you to exchange dug-up gold for a token (\$CARAT -> \$GOLD)

**Employment office** - possibility to make a job offer for x tokens for y hours, possibility to choose and accept a job in someone's mine)

**Local Market** - links to a page for trading NFT between players (exchange/sell/rent)

**Store** - a place where you can stock up on supplies with off-chain tokens

**Husky breeding** - a place to buy sleds

**Pharmacy** - places with the ability to buy boosters

**Furrier** - a place to buy NFT clothing

**Blacksmith** - a place to buy NFT pickaxes

**Gunsmith** - a place to buy NFT weapons



# CORE MECHANICAL COMPONENTS



## — EQUIPMENT —

The player has an inventory that contains all the items he can carry with him. The inventory consists of individual tiles on which there are items collected, bought or given to the player.

Some items occupy one slot and operate in the so-called stack - they accumulate on one slot and their number is determined by the number in the corner of the icon. Other items occupy one slot only.

Items have their own weight (gold too!) and the player has a weight system - the player cannot carry too much because it will overload him, which will significantly reduce the speed of movement and increase stamina consumption or even stop the player completely. Also, the mined gold has its weight - the player has to take that into consideration to prepare for the mining trips accordingly and not to leave gold in the mine unsecured

The player has a quick access bar - it can be used with the numeric keyboard to draw certain items from the equipment without opening the equipment menu. Quick access has typically been used for items helping with survival but it is not limited to them.

# — QUEST SYSTEM —

The quest system is essential for the proper functioning of the game - it serves as a measure of progression and a determinant against which the player earns rewards for performing certain actions.

There are two types of quests:

- story quests
- 'achievement' quests

Story quests are related to the progression of the story and all the main quests are related to the standard game axis.

Achievement quests are related to the game's internal system of rewarding the player. Its purpose is to encourage the player to up their scores. Achievement quests appear on the screen or in the logbook in situations where the player can push the progression, such as "Dig a 500m tunnel" or "Hunt 50 deer". These are long-range progression quests, and the player will do most of them in the meantime. For reaching certain thresholds, the game will reward the player with normal rewards and in subsequent stages with unique rewards.

Below are some achievements quests available in-game that can be contracted by the NPC and in most cases the reward will be collected by them:

- kill quest - killing the opponent(s)
- mine quest - collect the right amount of raw material
- carrier quest - moving an item from one place to another
- crafting quest - crafting specific items in the right amount
- fetch quest - finding/conquering an item and keeping it for yourself or giving it to the ordering party (NPC).

Each of the above types of quests can be commissioned by different NPCs and received back by NPCs. Each of such quests may have dialogues that give a sense of plot to quests - not to be confused with storyquests and the main plot of the game.

## — SIDE QUEST EXAMPLE —

The old herbalist is being tormented by local bandits who have robbed her house and are blocking the way to the forest where she always collects herbs. The player accepts the task and heads towards the occupied territory, kills the bandits then returns to the herbalist. The herbalist thanks him and gives him some survival items as a reward.

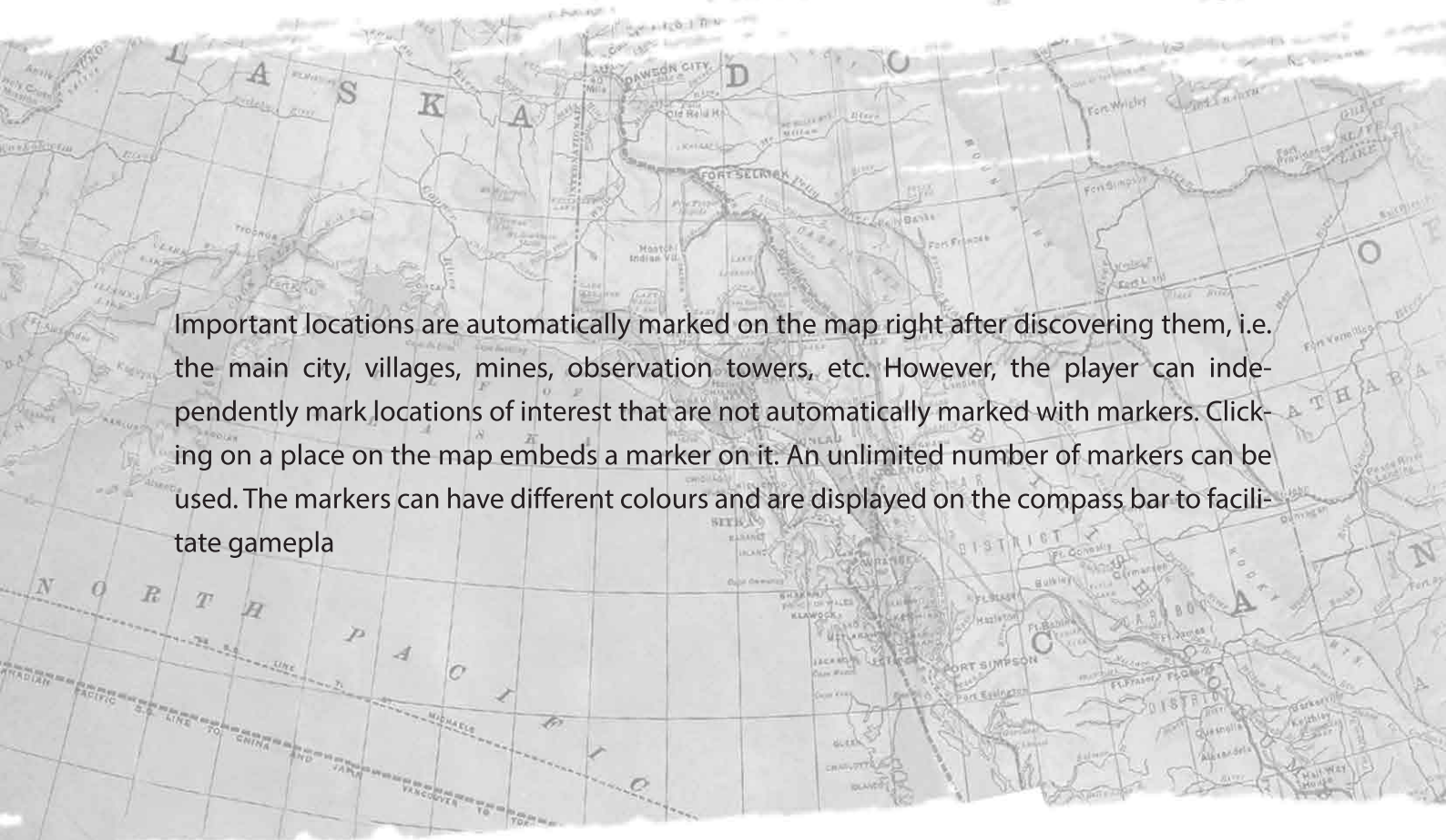


# — MAP, COMPASS AND MARKERS —

Navigating the world of 'Alaska' is facilitated by the orientation tools: a map and compass.

The compass is used for showing directions and it is displayed in the upper central part of the screen. If the player gets directions while looking for something, they can use the compass and try to find the location without using the map.

A world map is used for more detailed orientation. The player can view it at any time, it is displayed on the UI and is interactive. The game does not have a minimap. The design chosen in the project is based on exploration and discovery. The content of the game is made in the most interesting way possible - the minimap interferes with cheerful exploration.



Important locations are automatically marked on the map right after discovering them, i.e. the main city, villages, mines, observation towers, etc. However, the player can independently mark locations of interest that are not automatically marked with markers. Clicking on a place on the map embeds a marker on it. An unlimited number of markers can be used. The markers can have different colours and are displayed on the compass bar to facilitate gamepla

## — TRADE - SINGLE PLAYER —

The player can trade items with merchants met in the game. The main place to buy items from merchants will be the HUB, but from time to time you will find wandering merchants on the world map.

From these merchants you can buy inferior tools than in the city, and expensive food - things the player has forgotten about but still needs them.

The main mines are an exception - under each of them, after mining a long enough tunnel, a merchant will appear - he will buy raw materials and sell basic equipment. This type of merchant buys the raw materials at a lower price and the prices of the equipment are higher than in the city, but it allows the player to get rid of the goods, which couldn't be carried anyway and left in the mine would be stolen.

This system also prevents the player from having no equipment to continue digging or to survive the night - there is always the possibility of finding one of the merchants near the mine.

Trading takes place in two large windows - the player's inventory and items for sale of the trader and two small windows into which the player can move items from their inventory and store to exchange.

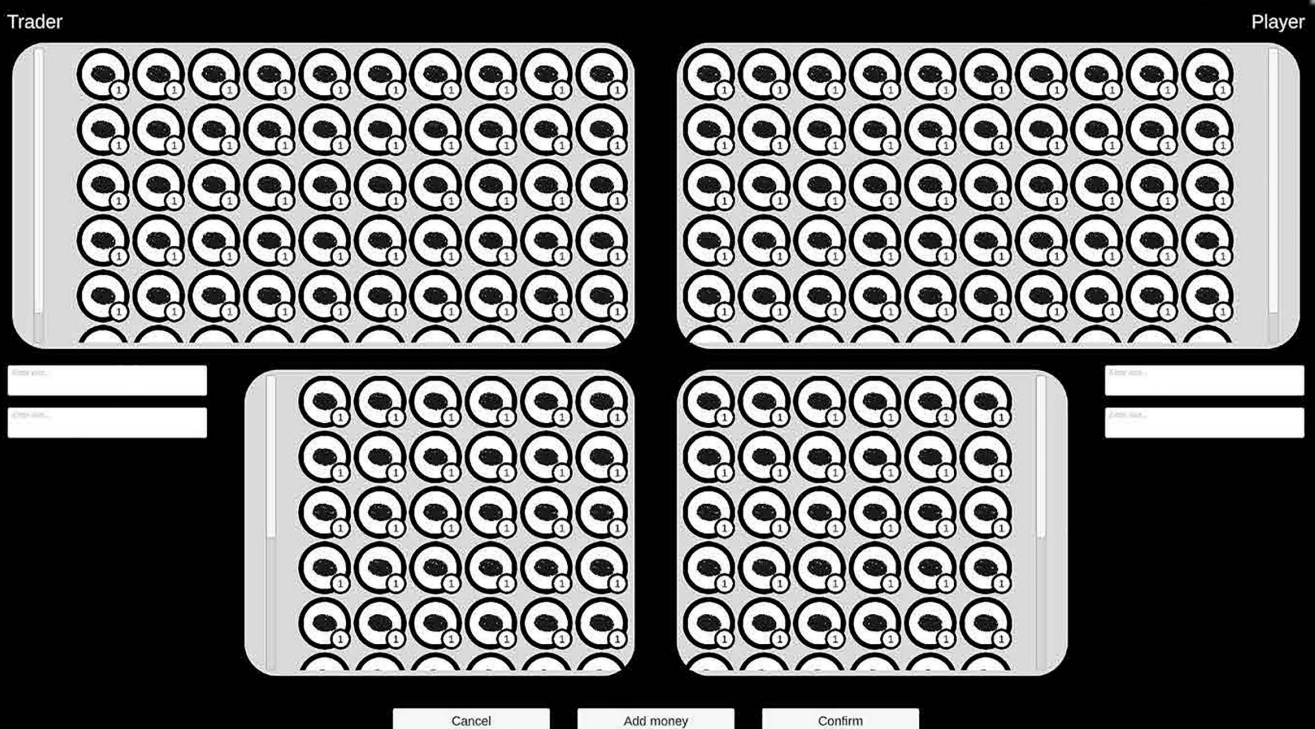
Below is an early prototype example of how it works - the top windows are about what the Trader (left) and Player (right) have in their inventory. The lower windows are about the items that both sides trade. The Player moves items from his top window to the bottom window and from the Trader's top window to the bottom window to trade them. The above method of trading works, for example, in games like Gothic 3 or Pathfinder: Kingmaker.

Items do not necessarily have to be bought for \$GOLD - there is also the possibility of an equivalent exchange as long as the value of the two small windows matches.

There will be two types of tokens in the game: \$GOLD and \$CARAT. \$CARAT is the on-chain currency, \$GOLD is the off-chain currency.

\$GOLD is excavated in mines and can be used to buy so-called soft items (without data stored in the blockchain). We can exchange \$CARAT depending on the rate for \$GOLD, which we can use to buy or upgrade player's equipment, soft items e.g. meat, health potions.

With \$CARAT we can buy "hard items" such as gold mines, NFT skins for items/weapons, clothing or tools to upgrade the soft items.





## — **HARD AND SOFT ITEMS** —

In order to show the differences between the different types of assets in the game (NFT and non-NFT items) we have introduced the soft and hard items distinction.

The soft items are existing off-chain and can be found in the world of Alaska Gold Rush after defeating certain enemies, finishing quests or they can be found in specific places on the map. These items have their own stats and properties - they can wear off making the item unusable. Soft items are non-existing outside the game.

The hard items are on-chain NFTs that improve the item giving it a special boost and great looks. This kind of item is can be considered a skin - it always works with the soft item “underneath”. The great thing about the hard items is that they do not wear out and they are easily tradable, even outside the game - just like NFTs on Open Sea!

## — **DOG SLEDGE** —

The player has the option to move around with a dog sledge. A sledge consists of four dogs and a sledge with room for luggage.

The dog sledge is mainly used for two things - moving faster around the map, and carrying large amounts of goods. When interacting with the sledge (i.e. driving), the sledge has its own stamina bar.

During expeditions, dogs can get tired. They then need rest or sleep. Sometimes however, resting in the wild is not enough and the animals will still be tired even after the break.

# — GOLD AS A DUAL TOKEN —

## ***\$GOLD***

Eventhough the trade can be facilitated by the barter exchange the players will in most cases use their \$GOLD tokens for in-game settlement. \$GOLD is an in-game off-chain currency that can be used for buying regular in-game items like pickaxes that are not NFTs and are not recorded on the blockchain.

One of the most important features of the in-game items that can be bought with \$GOLD is their durability, which forces the player to change his equipment once in a while. The durability of tools varies depending on their percentage. At 100% the tool is completely functional, but when the item reaches 0%, all properties are lost and destroyed forever - unless fixed with materials from inventory or provided at a workshop in town. In most cases, players will be able to replenish their inventory easily with the \$GOLD that you have gained during the usage of the tools. The process is described in depth in the Tools section of the whitepaper.

## ***\$CARAT***

On the other hand, we got \$CARAT that has a real-world value and is recorded on the block-chain. The \$CARAT can be exchanged into \$GOLD (for the in-game soft upgrades and items) and can be sold for other cryptocurrencies on the open market or used for buying in-game NFTs.

## — NFT ITEMS IN THE GAME —

The NFT items are skins and the opposite of the before-mentioned in-game items as they do not wear out and are recorded on the blockchain. The example NFT items in the Alaska Gold Rush are:

- clothes
- firearms
- bows
- knives
- sleds
- skins for pickaxes and weapons

These types of items (and some others) are important because of two usabilityes: design and special perks

The design will allow the player to enjoy the better clothing style, new looks of weapons and wonderfully designed sleds for the pleasure of looking different and being different from other players - just like with the CS:GO skins.

NFT items will have also additional usability in the game. Some special NFTs skins will limit the deterioration of the in-game items or bring additional damage to the rocks - facilitating the mining of the \$GOLD tokens. Different classes of NFT rarity will have different traits and features.

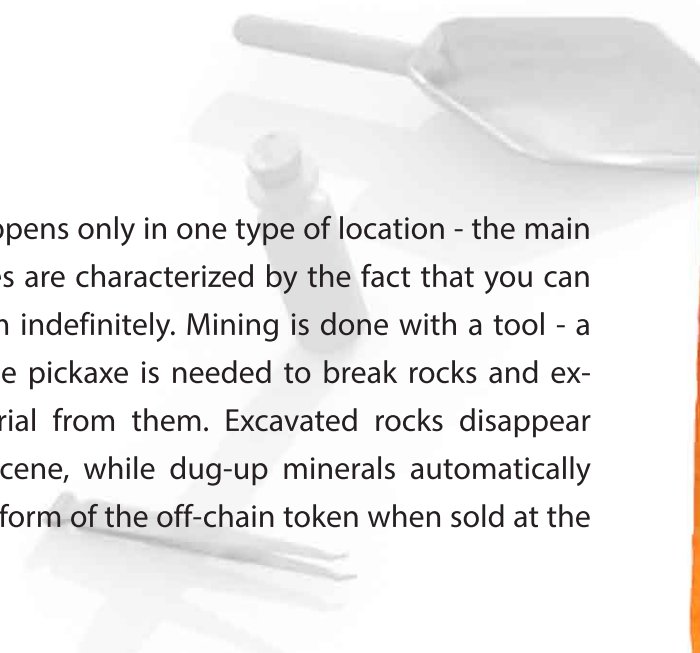
# — DIALOGUE SYSTEM —

The game will have a dialogue system necessary for conversations. It will be based on the Asset Dialogue System for Unity and will allow approval, completion and progression in quests.

Navigating the dialogs will be done by selecting dialog options and reading the dialogs of the characters the player is talking to. Dialogue options will be displayed in a simplified version on screen so that the player always knows what the character is going to say, without having to read a lot of text just to make a choice.

# MINING AND DIGGING THE \$GOLD TOKENS





Mining happens only in one type of location - the main mine. Mines are characterized by the fact that you can dig in them indefinitely. Mining is done with a tool - a pickaxe. The pickaxe is needed to break rocks and extract material from them. Excavated rocks disappear from the scene, while dug-up minerals automatically turn into a form of the off-chain token when sold at the Bank.

The main mine in the game is infinite by design - the player can dig a tunnel in them indefinitely. However, such a solution has its limitations, which result from the assumptions made:

- The mine functions only horizontally, a horizontal tunnel is generated, filled with a mesh of rocks and sand, and there is no possibility to dig down and up.
- The mine has a fixed tunnel width, which does not change (cannot be modified by the player)
- In the city a player can exchange a certain amount of gold for 24 hours. This is a protection against cheaters. It will be a high value, which a normally playing player will reach after a few hours of digging.
- The mine is divided into segments, a segment is a space with the width of the mine and a fixed-length - several meters / several tens of meters - for development purposes it is used to determine the depth of the mine and to control the triggering of events and the (random) draw of materials that can be dug out.

# — LAND PLOT —

The land plots can be owned by the player - depending on the type of the land there are different properties that can be achieved:

- Large plot - gold-digging rate increased
- Medium plot - gold-digging rate medium
- Small plot - Dug rate decreased
- Empty plot - no mines, possibility to take contracts for digging gold in mines of other players



## — MINE —

There is one mine slot for each parcel of land, meaning that in one parcel of land there can be only one mine belonging to the player. There can only be one mine per parcel of land belonging to that player and no more.

A player can have more mines by buying plots - the player chooses which plot he wants to work on in the game's main menu.

If a player (plot owner) digs in his mine - his digging progress is kept.

If the player wants to dig in someone else's mine - he takes an order in town and at this moment the corresponding mine of the other player is spawned at the place of the mine of the hiring player.

If a player chooses to work in another player's mine, then that mine shows up completely intact regardless of whether the owner has dug in it before.

Player-employee digs there from the beginning but from that moment on his progress on the plot is saved.

The last point is embedded in the game mechanics - it forces the player to invest in a mine (not their own) to move around more efficiently, further reinforcing the sense of progression. This means that the employees are independent of each other, so each employee must build his support beams, tracks and wagons - invest in the mine in which he works.

The above scheme allows multiple players to be employed at the same mine owner at the same time due to the fact that everyone will be working locally in terms of the technical operation of the game. However, it removes the point of having more than one plot per player - if the owner can hire an infinite number of people for his mine he doesn't need to own more. This problem can be solved by introducing a maximum number of workers who can work in a mine.



# — TUNNELS, CARTS, SUPPORT —

Each main mine should be secured with beams and torches after the appropriate distance is dug into the ground. The player can use raw materials to craft all kinds of aids in the mine - such as bars, beams, torches, etc. After crafting such an item, the player will be able to set them up inside the mine.

The same goes for tracks and a cart - the player can build tracks that can be navigated by a cart.

Setting up supports, bridges, and torches gives the player a so-called QoL (Quality of Life) - thanks to them, work in the mine becomes more efficient (tracks) and allows for progression (case of bars and beams).

Investing in tracks and carts allows for faster movement - as the mine expands the player has to travel long distances into the mine and the fast transport system that the cart offers makes the player's actions more efficient.

The cart also acts as a teleport when a mine is so long that it takes too long to get to the end.



# SURVIVAL, EXPLORATION, CRAFTING



# — TOOLS - MECHANICS —

Pickaxe - used for digging gold deposits

Axe - used for cutting wood (used among other things for mine beams)

The player's tools should have set values for their effectiveness. It should be solved in the following way: a tool (pickaxe, axe) has its default damage. Minerals, stones, trees, and other consumables have their HP, and in addition, the amount of minimum damage required to be able to damage the material, i.e. take any amount of HP off of it.

Damage as a value and a percentage range (10-20%) should be added to it, so the player does not always hit with the same DMG value.

For example:

A pickaxe has 10 dmg. Mineral has 50HP. The player hits for 9, 11, 10, 9, and 11 DMG values consecutively and smashes the rock in this way because these values add up to equal or above the HP value of the rock.

The pickaxe has 10 dmg. The mineral has 70HP and 15DEF. This means that unless the player is hitting for at least 15 DMG points, they will not be able to "hurt" the rock and chip anything off of it. Until more damage can be dealt, the player will not break such a rock.

Example attributes of the pickaxe:

Pickaxe Attributes:

- speed - defines how fast the player performs the digging animation with the pickaxe
- range - defines from how far the pickaxe "catches" rock
- damage - defines how much damage the pickaxe causes to rocks
- endurance - defines how long you can use the pickaxe before it is damaged
- booster rate - only for pickaxes with NFT skin - defines conditions (chance, types) on which the pickaxe gets random temporary boosts

Booster types:

- speed booster - increases kicking speed
- range booster - increases the range of the pickaxe
- damage booster - increases the damage inflicted by the pickaxe on rocks
- endurance booster - increases the endurance of the pickaxe

# TOOLS - PROGRESSION AND REGRESSION

Each tool can have its own percentage of deterioration. At 100% it is completely functional, but when it reaches 0, the item is completely destroyed. At 70%, 50%, and 30% the item loses some of its properties, i.e. it digs less, cuts less, or provides less gold when cleaning. Tools break down as they are used and can be repaired in a workshop in town or with items from your inventory.

A single tool should be enough for a certain amount of game time - unspecified at the moment, the appropriate value will be determined in the process of balancing gameplay.

The items are also subject to progression - each of them can be upgraded with NFT.

There should also be different versions of these items available in the store - so that the player can equip themselves with better ones as they progress in the game.

When it comes to NFT - the tool can be destroyed, because the player's model/texture in the form of NFT functions as a tool skin - the destruction of a tool does not mean the destruction of the skin.

*Disclaimer: It is possible to make the DMG of tools linearly dependent on the percentage of how much the item is worn out.*

# — SURVIVAL —

The player needs food, temperature, and adequate energy. Currently, energy limits our stamina.

Food and water can be purchased by the player from the store as part of the preparation, but can also be obtained in the wilderness.

Temperature is maintained by wearing appropriate clothing - the environment exerts a temperature of a set value, and the player must maintain it at his own, different value allowing him to survive. Clothes are applied within the inventory. The warmer the clothes, the better they protect against cold, and weather effects and also allow exploration of more challenging parts of the map.

Stamina is an indicator of how much work the player can do before needing to sleep. Stamina decreases over time, as a result of work (digging, chopping, cleaning), running, and exposure to weather.

The player can obtain food through hunting. It will consist of shooting with a firearm.

Here is a rough estimate of the basic survival tags description and their influence on gameplay

We have 5 survival indicators:

**Temperature** - affects the player's feeling of temperature, with too low a temperature the player begins to lose energy and health

**Hunger** - affects the player's feeling of hunger, too low an indicator makes the player begins to lose energy and health

**HP** - the player's life points

**Energy** - is an indicator of how much work the player can do before needing to sleep, and represents the maximum renewable amount of stamina. The maximum level of energy can only be renewed at home. In the tent, the value resets only partially.

**Endurance** - decreases over time as a result of work, fighting, and running - renews automatically to the maximum level determined by the energy level.

List of types of usable items:

**Torch** - used to light the way

**Dynamite** - used to destroy larger blocks of rock

**Food** - used to renew health and other survival indicators

**Boosters** - strengthening stats temporarily



## — **EXPLORATION** —

The player can move around the world map on his own feet or with the help of a dog sledge. The sled should be unlocked in about 20-30% of the game (as of Q1 2023), at which point the player will be forced to travel more often.

## — **CRAFTING** —

The player can craft items based on known recipes (having one in the inventory allows automatic crafting if the player has the ingredients). These recipes can be purchased in town or found during the player's travels.

Crafting is divided into two parts - survival (small) and workshop (large). Outside the city, the player should be able to create simple items for themselves that are needed for work by using up the ones they had before. In the workshop, on the other hand, he can create upgrades and powerful items according to the recipes he has.

The player can create items while being "on the road". Items created in this way are generally of low value and simple, but there is nothing to prevent the player from repairing more complicated items. Large Crafting is characterized by the need to have the right tools that are available only in the HUB and selected villages/camps - in return it gives the opportunity to create good quality items for general use - clothes, tools, and accessories.

# — COMBAT / HUNTING —

Combat in the game is divided into close combat and ranged combat (melee and ranged). Close combat involves the use of fists, pickaxes, axes, bats and other melee weapons. The player uses his stamina to deal with hits that take away the opponent's life points. It can be used on an opponent if the situation requires it.

Weapons have a specific range of damage points. When striking, a number is drawn from this range and the appropriate part of the player's stamina is subtracted from the amount needed to deliver the hit.

If the blow hits the opponent, the opponent's armour value is subtracted from the damage value.

If the result of the action is positive, its value is subtracted from the opponent's current number of life points.

If it is negative, nothing happens.

The situation is similar in ranged combat - shooting can be done with firearms (shotgun, pistol). Using weapons also takes stamina but in a small amount compared to melee combat. The damage calculation is the same.

Weapons can deteriorate as they are used. They can be repaired with tools and materials in the small crafting panel but seriously damaged weapons may require the help of a gunsmith, which the player can find in the main town.

Weapons - both melee and ranged - can have different statistics:

- Damage
- Durability

Weapons can be manufactured by the player in a large crafting operation thanks to schematics found or bought in the game world. The player needs the right materials, schemes and workshops to create a weapon.

Weapons can be made by the player in a large crafting thanks to schematics found in the game world but also bought in stores using off-chain currency.

List of types of ranged weapons: *shotguns, revolvers, rifles, crossbows, bows*

List of melee weapons: *knife, mace, harpoon, crossbow*



# DAILY CYCLE AND WEATHER EFFECTS

The game has a day cycle - 24 hours of game time translates into 48 minutes of gameplay. The day favours travel - it is bright, the player has less chance of getting lost and temperatures are easier to survive.

At night, the sun sets and the temperature drops to lower values, survival in such conditions is much more difficult and requires appropriate preparations.



There will also be weather effects in 'Alaska', affecting the gameplay style to a greater or lesser extent. These will include:

- snow
- blizzard (snowstorm)
- cloudy weather
- sunny weather

Sunny weather - slightly higher temperatures, bright

Cloudy weather - lower temperatures, darker

Snow - limited visibility, no change in temperature

Blizzard (snowstorm) - greatly reduced visibility, large temperature drops

Temperature drops will force the player to get better equipment - clothes, warm food and having more frequent stops (energy drains). Lower visibility makes it difficult to find one's way around, so it is also more difficult to find the destination.

# — CAMPING —

The player can set up camp. It consists of a campfire and a tent. The camp serves primarily as a place to rest - both for the player and the sled dogs. While resting in the camp, the player can cook using the campfire, as well as craft ordinary small crafting items and things that need fire to be created.

The player can set up camp in a designated area next to the mine.

While sleeping, the player must take care of the temperature and comfort of sleep, so having a suitable tent - adapted to the weather - is essential for trouble-free rest and further progression.



# — TOWN —

Town is a place on the Alaska Gold Rush that consists of main buildings and partner buildings and allows players to exchange goods, trade and socialize.

Types of buildings:

- main buildings: saloon, bank, employment office, local market and store
- partner buildings: buildings for project partners (up to 50)

Main buildings:

bank: the possibility to exchange dug up gold for a token

employment office: possibility to make a job offer for x tokens for y hours, possibility to choose and accept a job in someone's mine

local market: trading nft between players (referring to the site)

store: possibility to buy tools needed for gold digging and weapons

husky farm: places to buy horses and harnesses

partner buildings: furniture + possibility to check partner's offer

pharmacy - possibility to buy boosters

saloon: a place for meeting and interaction of players in the form of chat, mini card game (not online)





After entering the saloon, we see its interior and NPCs of prostitutes, bartender, guests, etc. In a certain place, we can connect to a text chat console, for example, as a closed room on discord.

Partner buildings:

Partners are the place of advertisement and special deals - when you enter them, an NPC character inside shows the partner's offer. There will be 10 large special buildings with different looks, 40 small buildings similar to each other.

A town hall will also bring a bit of competition into the game - the big leaderboard will be placed in the middle of the town for anyone to see. At the leader board, we will present

Information on how many tokens have been dug up in the last 24 hours

Name of the player who mined the most in 24 hours

The richest player

The land where most \$GOLD was mined

The best Guild in town (most \$GOLD mined)

# — BLOCKCHAIN IN TOWN —

The town will be a place of blockchain integrations and the possibility of bringing the web3 solutions into the game. In these places, a connection with Metamask for confirming the transactions might be required.

Employment agency - job approval and job selection

Main menu - loading mines

Furrier - buying NFT clothes

Blacksmith - buying NFT pickaxes

Gunsmith - buying weapons NFT

Local market - exchange/sell/rent NFT

Bank - exchange/withdraw tokens on blockchain e.g. \$CARAT for \$GOLD





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LIES A GREAT  
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