

# **ASTEA**

**White paper v 0.91**

**Gitbook: [docs.astea.io](https://docs.astea.io)**

# Contents

<b>Welcome to Astea!</b>	<b>5</b>
Main features of Astea	5
<b>Roadmap</b>	<b>6</b>
<b>DeFi Ecosystem</b>	
<b>\$AQUA token</b>	<b>7</b>
<b>\$AQUA Tokenomics</b>	<b>8</b>
Non-inflationary model	8
Formation of a centralized price	8
Issue limit	10
In-game prices	10
Distribution	10
<b>AQUA Rewards</b>	<b>12</b>
<b>bAQUA token</b>	<b>14</b>
bAQUA to \$AQUA transition	14
\$AQUA withdrawal to wallet	14
Rewards unlocking	15
<b>\$SPICE token</b>	<b>16</b>
Utility	16
Staking	16
Spending	16
<b>SPICE Tokenomics</b>	<b>17</b>
Emission	17
Staking Rewards	19
Distribution	19
<b>SPICE In-game Utility</b>	<b>21</b>
Multiverse gas	21
Land renting	21
Alliance Management	22
Faction Management	22
<b>Marketplace</b>	<b>23</b>
Types of Collections	23
\$AQUA and the Marketplace	23
<b>Workshop</b>	<b>24</b>
<b>THE GAME</b>	
<b>Gameplay</b>	<b>25</b>
Inner Worlds	25
Capital	25
<b>Inner Worlds</b>	<b>27</b>
The Map	27
Outposts and Fortresses	27

Logistics	28
Portals	28
Places of Power	28
Stations	28
Units	29
Defeat	29
<b>The Capital</b>	<b>30</b>
Estates	30
Exchange	30
Industry	30
Politics	30
Quests	31
Global events	31
Occupation of territories in the Capital	31
<b>Guilds and Alliances</b>	<b>33</b>
Guilds	33
Guilds and \$AQUA	33
Alliances	33
Factions	34
<b>Stake-to-play (Q3 2024)</b>	<b>35</b>
How it works	35
Advantages of Stake-to-play over the rest of GameFi	35
Staking Rewards	36
<b>Knights and Lords</b>	<b>38</b>
Knight	38
Lords	38
<b>FYRE</b>	<b>40</b>
FYRE purpose:	40
Obtaining mechanism	41
Lords	41
Knights	41
<b>P2E mechanics</b>	<b>42</b>
For Solo Players:	42
For Guilds and Alliances:	42
<b>NFTs</b>	
<b>NFT-CoA (Q3 2024)</b>	<b>44</b>
Coat of Arms	44
An NFT saving progress	44
Ownership of Multiple Coats of Arms	44
NFT Burning and Stake Return	44
Gameplay Aspect	44
Advantage in Game Progress	45
<b>NFT-CoA Counselor</b>	<b>46</b>

<b>NFT Astea Heroes</b>	<b>47</b>
Why do you need them?	47
Player character	47
Possibilities and Limitations	47
Stamina	47
Zero generation	48
<b>Astea Heroes of Generation Zero</b>	<b>49</b>
Freedom of actions	49
<b>Hero Classes</b>	<b>50</b>
Hero Utility	50
Specialization	50
Admiral	50
General	50
Lady	51
Aqua priest	51
Viceroy	51
Agent	52
Mentat	52
<b>Hero Breeding</b>	<b>53</b>
<b>NFT Worlds</b>	<b>54</b>
Production and passive income	55
Base for Alliances	55
<b>NFT Equipment</b>	<b>56</b>
Why do you need equipment?	56
Crafting	56
<b>Ascension of NFTs</b>	<b>57</b>
<b>Bug bounty program</b>	<b>58</b>
<b>Links</b>	<b>59</b>
<b>Contacts</b>	<b>60</b>

# Welcome to Astea!

Astea is a Game-Fi project that allows players to enjoy a free-to-play social MMORPG experience. It incorporates a unique token emission system that offers flexibility and a monetization model based on staking.

The gameplay of Astea is centered around a third-person survival MMORPG, integrating strategic elements within a captivating world that combines high technology and medieval culture. For more detailed information about the gameplay, please refer to the dedicated section.

The primary objective of the project is to develop a well-balanced game that **caters to a broad web2 audience**. While leveraging web3 technology, Astea selectively utilizes its advantages to differentiate itself from competing games.

## Main features of Astea:

- **Non-inflationary flexible model of tokenomics**
  - Astea implements a tokenomics model that is not subject to inflation. The emission of AQUA tokens is solely dependent on in-game purchases, ensuring that each token is backed by real demand in USDT. For more detailed information, please refer to \$AQUA token, \$AQUA Tokenomics
- **Zero-sum rewards**
  - In Astea, the game does not issue tokens as rewards. Instead, it operates on a zero-sum system where tokens are redistributed from less skilled players to more skilled ones. This model of rewards encourages players to actively engage in gaming and social processes. For more details, please see AQUA Rewards
- **Governance, multiverse and passive income**
  - The \$SPICE token allows owners to manage clans, collect taxes, earn bribes, and even move their avatar to other game projects to obtain rare artifacts! Token emission occurs only if a significant majority of tokens are long-term staked. For more details, please see \$SPICE token
- **Community Generated Content**
  - Astea fosters an infrastructure that promotes user-generated content and assets. This includes the release of community collections and the ability to create custom servers reminiscent of Roblox. For more information, refer to Marketplace NFT Worlds
- **Balance against pay-to-win**
  - To maintain fairness, Astea prohibits the purchase of items that grant advantages in player-versus-player (PVP) encounters. However, players can acquire items that save time, such as recovery tools, and resource extraction accelerators. Additionally, a troop limit ensures that no player gains an unfair or excessive advantage in PVP situations. Further details can be found in FYRE
- **Passive income with NFT assets**

- Astea incorporates game NFT assets that not only enhance gaming experiences but also provide owners with opportunities for passive income. Importantly, this passive income generation does not disrupt the game balance. To delve deeper into this topic, please explore [NFT Astea Heroes NFT-CoA Counselor](#)

# Roadmap

## Q4 2023

- Worldwide gamerguild partnerships
- Marketing campaign
- Community mining program
- Alpha RTS mode release in web
- \$SPICE tokensale

## Q1 24

- Survive-to-earn MMORPG on a single map
- PC client
- Character progression
- Basic construction
- Guild formation
- \$AQUA tokensale

## Q2 24.

- Launching NPC Factions powered by GPT
- Enhancing guild management mechanics
- Web3 economics for guilds
- Expanding construction
- Character customization
- Marketplace

## Q3 24

- Stake-to-play
- Diversification to farming, construction and tamagotchi mechanics
- Workshop

## Q4 24

- App Store and Google play release
- Selling programmable GPT NPCs as NFTs
- Launching our own Roblox-like servers

# \$AQUA token

The main trade token of the ecosystem

\$AQUA serves as the primary trading token within the Astea ecosystem, connecting all its products and acting as the main resource in the game.

A notable characteristic of the \$AQUA token is that its issuance is solely determined by the in-game purchases made by players. For more comprehensive information, refer to the [Tokenomics](#) section.

## Utility

1. **Fuel for various in-game actions** such as restoring, improving, moving, breeding NFT Heroes, constructing special buildings, funding political wars, and crafting equipment and vehicles.
2. **Means of exchange** for in-game resources and NFT assets. All transactions conducted in the central or spontaneous in-game markets are carried out using \$AQUA. Additionally, new collections introduced to the in-game marketplace are auctioned using \$AQUA.
3. **Betting tool** in matches that operate on zero-sum mechanics. In these matches, the winner receives the loser's bet, which is backed by \$AQUA.
4. **Can be burned in exchange for bonuses.**

## How to get:

1. **Centralized purchase for USDT:** \$AQUA can be obtained through centralized purchases using USDT. The availability and pricing of these purchases depend on factors such as the specific time period, purchase limits, and the number of burned tokens at that time.
2. **In-game rewards.** Players can earn bAQUA tokens as rewards through various in-game activities. These activities include capturing posts, defeating bosses, seizing enemy resources, providing services, renting, or winning events. These earned bAQUA tokens can then be converted into \$AQUA. Further details can be found in the [Rewards](#) section.
3. **Staking AQUA.** By staking \$AQUA tokens, owners can contribute to the staking pool. In return, they receive income proportionate to their contribution within the staking pool.
4. **Buying AQUA on a decentralized exchange (DEX).**



# \$AQUA Tokenomics

## Non-inflationary model

The non-inflationary model of \$AQUA token emission in Astea is designed to maintain a sustainable ecosystem. Here's how it works.

- **Emission through centralized purchase:**
  - The issuance of \$AQUA tokens is solely dependent on its centralized purchase for USDT from the project. When a player buys \$AQUA using USDT through the project's smart contract, the corresponding amount of \$AQUA is transferred to the player's wallet. This is the only way to mint \$AQUA tokens. Players can then utilize the tokens within the game, contribute them to liquidity pools, or trade them on decentralized exchanges (DEX).
- **Real demand and controlled emission:**
  - Every \$AQUA token in circulation has been purchased centrally by users for USDT, except for a small number of pre-minted tokens. This means that each AQUA token is backed by genuine demand in a stablecoin. Unlike gaming tokens tied to Ponzi schemes, AQUA tokens are not subject to uncontrolled emission or inflation.
- **Sustainable tokenomics:**
  - The \$AQUA tokenomics model is based on proven sustainability models used in traditional MMO games. In the game, rewards follow a "zero-sum" model, where the project doesn't create extra tokens to compensate players. Instead, it reallocates tokens spent by players, moving them from less skilled to more skilled individuals. Consequently, consistent player rewards don't devalue the token. As tokens are burned during gameplay, the price of AQUA tokens in the secondary market tends to align with the smart-contract price.

The non-inflationary approach ensures that the value and stability of \$AQUA tokens are maintained, providing a fair and sustainable gaming experience within the Astea ecosystem.

## Formation of a centralized price

The formation of a centralized price for \$AQUA tokens in Astea follows the following guidelines:

- **Price indication in USDT:**
  - The price of \$AQUA tokens is denominated in USDT.
- **Centralized purchase:**

- \$AQUA tokens can only be purchased through centralized means using USDT. This ensures a controlled and regulated process for acquiring \$AQUA tokens.
- **Initial discount and its' gradual reduction:**
  - To attract a web3 audience, \$AQUA tokens are initially available at a discounted price. However, over time, this discount gradually decreases until a ratio is achieved where 1 \$AQUA equals 3 USDT. The rate of discount reduction depends on the achievement of the issue limit at the time. The table below shows the rate of discount reduction.

<b>Circulating supply</b>	<b>Issue limit</b>	<b>Price for 1 \$AQUA (in USDT)</b>
<b>150 000</b>	<b>150 000</b>	<b>0,5</b>
<b>360 000</b>	<b>210 000</b>	<b>0,7</b>
<b>690 000</b>	<b>330 000</b>	<b>0,9</b>
<b>1 020 000</b>	<b>330 000</b>	<b>1,2</b>
<b>1 350 000</b>	<b>330 000</b>	<b>1,5</b>
<b>1 680 000</b>	<b>330 000</b>	<b>1,8</b>
<b>2 010 000</b>	<b>330 000</b>	<b>2,1</b>
<b>2 340 000</b>	<b>330 000</b>	<b>2,4</b>
<b>2 670 000</b>	<b>330 000</b>	<b>2,7</b>
<b>3 000 000</b>	<b>330 000</b>	<b>3</b>

- **Secondary market trading:**
  - Apart from the centralized purchase, \$AQUA tokens can also be obtained through the secondary market on decentralized exchanges (DEX). This provides an alternative avenue for acquiring AQUA tokens outside of the centralized purchase process.

## Issue limit

To maintain a balanced economy and avoid the formation of third-party monopolies in the \$AQUA token market, as well as the potential adverse effects such as liquidity shocks and excessive selling, an issue limit has been implemented. This limit is determined based on two factors: the specific time period and the number of tokens burned in the game.

By imposing this limit, the aim is to prevent a scenario where a select few players redeem a disproportionately large amount of \$AQUA tokens at the maximum discount. This mechanism ensures a fair distribution of tokens and takes into account the influx of new players, as well as the overall demand for \$AQUA. Furthermore, it safeguards against potential liquidity shocks that could lead to a shortage of tokens during periods of high player activity.

The issue limit is valid only for the discount period, that is, until the ratio of 1 \$AQUA = 3 USDT is reached.

## In-game prices

In Astea, the pricing of in-game items varies depending on their nature:

- **Upgrade boosters or recovery boosters:**
  - These non-unique in-game consumable items have their prices pegged to USDT and are expressed in \$AQUA tokens at a specific point in time. This approach ensures that players can purchase these items at a reasonable and consistent price, unaffected by market fluctuations.
- **Repairing and creating equipment, breeding heroes, buying lands, political gameplay expenses, purchasing NFT cosmetics, and other services:**
  - The prices for these services are always determined in \$AQUA and are not tied to USDT. By reducing the discount on AQUA, this mechanism will avoid oversupply of unique items on the market and their depreciation (since the production of unique items will become more expensive).

The distinction in pricing strategies helps balance the availability and affordability of non-unique consumable items while maintaining the value and scarcity of unique in-game items in Astea.

## Distribution

**Hard cap:** 100 000 000

- 97% — Sale emission
- 3% — Pre-mint

**Pre-mint: 3 000 000**

- **Development fund:** 1 000 000. 5% TGE, 24m vested
- **Private sale:** 700 000. 5% TGE, 6m lock, 12m vested
- **Liquidity:** 950 000. 20% TGE, 8m vested
- **Airdrop Incentives:** 250 000. 10% TGE, 12m vested
- **Team:** 100 000. 12m lock, 12m vested

# AQUA Rewards

## Distribution

When players utilize \$AQUA tokens in the game, each token contributes to the reward pool. These funds are then distributed on a weekly basis according to the following allocation:

- 33% of the funds are allocated as weekly rewards for capturing outposts. Players who successfully capture outposts in the game will receive a share of this portion of the reward pool.
- Another 33% of the funds are set aside in the treasure fund. These funds are reserved for future tournaments, events, and development within Astea. They will be utilized to enhance the gaming experience and support the growth of the game.
- 23% of the funds are designated as staking rewards. Players who participate in staking \$AQUA tokens and contribute to the staking pool will receive a portion of this allocation as their staking rewards.
- The remaining 11% of the funds are burned. This means that these tokens are permanently removed from circulation, reducing the overall supply of \$AQUA tokens and potentially increasing their value over time.

By distributing the reward pool in this manner, Astea aims to incentivize gameplay, support ongoing development, foster community engagement through tournaments and events, provide staking rewards to token holders, and contribute to a deflationary mechanism through token burning.

## Token bAQUA

Players are rewarded with the bAQUA token for their in-game accomplishments. While bAQUA functions similarly to \$AQUA within the game, it cannot be transferred between players. However, players have the ability to convert bAQUA into \$AQUA through specific in-game actions or by initiating the vesting process.

## Weekly Rewards

Core survive-to-earn mechanic ensures that rewards are distributed to players based on their capture and retention of outposts or fortresses. The amount of reward received is determined by the duration that a player holds these locations during the week, relative to the total duration held by all players.

For example, let's consider a scenario where there are 10 outposts on the map. Throughout the week, certain players continuously control these outposts. If a

specific player holds one outpost for 10 hours and another outpost for 70 hours, their share in the reward pool would be calculated as follows:  $(10+70)/(24*7*10) * 100\% = 4.76\%$ .

Suppose a total of 10,000 \$AQUA tokens were used by players in a week. In this case, the player from the example would receive a reward of  $10,000 * 33\% * 4.76\% = 157$  b\$AQUA tokens per week.

A fortress generates four times more income than an outpost. The income generated from holding a fortress is distributed according to the distribution order established within the guild.

By implementing this mechanism, Astea encourages players to actively participate in capturing and retaining outposts and fortresses, providing them with proportional rewards based on their contribution to the gameplay.

### **Treasury tournament and development fund**

Tournaments and events engage players and offer prize pools funded by \$AQUA tokens from the treasury. Prize distribution methods vary, and specific details will be announced in the game and Astea's social channels. These activities enhance player engagement and provide more opportunities to earn rewards.

### **Staking**

\$AQUA and bAQUA token holders have the option to stake their tokens and receive a portion of in-game commissions. The amount of income a user receives is determined by their stake in the total staking pool and the quantity of \$AQUA and bAQUA tokens players have utilized during the previous week. Staking rewards are distributed as bAQUA tokens.

# bAQUA token

bAQUA is the token through which players receive **all in-game rewards**, including those from outposts, political gameplay, and zero-sum mechanics. It can be used for various in-game actions and the purchase of non-unique items, similar to \$AQUA tokens.

However, it's important to note that bAQUA **cannot be transferred and cannot be used to acquire unique NFTs** within the game. This restriction ensures that the focus remains on prioritizing genuine players over flippers and bots, encouraging active participation in the gaming and social aspects rather than solely focusing on earning.

## bAQUA to \$AQUA transition

bAQUA rewards earned by players gradually convert to \$AQUA tokens over time at a rate measured in Annual Percentage Rate (%APR). The conversion rate increases based on the duration of continuous holding of the tokens. This means that the longer a player keeps their rewards without withdrawing them, the higher the conversion rate becomes, allowing them to convert more rewards into AQUA.

The initial conversion rate starts at 100% APR, which enables the player to convert 6% of their bAQUA into \$AQUA each month. However, if the player chooses not to withdraw their tokens to their wallet for a period of 6 months, their conversion rate will increase to 500% APR. At this rate, they will be able to convert 16% of their available bAQUA into \$AQUA every month.

\$AQUA and bAQUA tokens are stored within the Astea smart contract assigned to the user's account until they decide to withdraw the funds to their personal wallet.

## \$AQUA withdrawal to wallet

When users convert their bAQUA rewards to AQUA, they can use them in the game or withdraw them to their wallet. Withdrawn AQUA tokens are immediately accessible and can be traded on exchanges.

Upon withdrawal, the converted **bAQUA is divided: 25% remains in the user's account, while 75% is locked in an annual vesting period. During vesting, the tokens cannot be used. However, they unlock gradually at a rate of 100% APR.** Once unlocked, the user receives liquid AQUA.

## Rewards unlocking

Players have the ability to unlock their locked bAQUA rewards either fully or at an accelerated pace by engaging in specific in-game activities.

This can be achieved through various means such as:

- Utilizing the NFT Hero of an AQUA-Priest class.
- Using relevant NFT items
- Completing specific unlock quests
- Utilizing available bAQUA to boost the unlock rates.

*Details will be provided later.*



# \$SPICE token

\$SPICE token— Astea's governance token.

A separate token allows players to own and manage the infrastructure of the project and influence its political life.

The SPICE token also serves as a tool to move the avatar and resources between projects within the multiverse.

Thus, strategic gameplay centered around social engineering, territorial control and political intrigue is tied to \$SPICE, and creates synergy with RPG-sandbox gameplay tied to \$AQUA.

## Utility

### Staking

- Gaining influence: Staking gives votes in the DAO of Factions and Alliances. Only the stakers make historical decisions in the game and manage the project.
- Increasing influence: the greater the duration and size of the stake, the more votes the owner of \$SPICE gets.
- Earning rewards: Projects and people can give out \$SPICE bribes for voting in the DAO.
- Obtaining political positions in DAO Factions: officials solve political issues, receive salaries and their share of taxes in \$AQUA and \$SPICE.
- Passive income: the token emission is distributed only among \$SPICE stakers.

### Spending

- Avatars and resources can be transferred between multiverse projects using the \$SPICE token.
- Receiving dividends and game commissions through auctions of game territories.
- Creating strong diplomatic agreements: \$SPICE acts as collateral. If one of the parties violates the agreement, its \$SPICE collateral goes to the other party.
- Creation of PvE and PvP quests for others: The creator of the quest receives resources and fighters from the players. Players receive experience proportional to the \$SPICE spent.
- Influence on voting: with \$SPICE, you can assign bribes for votes in the DAO.

# SPICE Tokenomics

## veSPICE

In order to cast votes in the project's DAO and in the DAOs of in-game associations, the user can stake \$SPICE tokens. The owner can receive dividends if they control the votes and manage them well.

A specific user's available control votes are represented by the veSPICE token. A non-transferable token called veSPICE is issued for \$SPICE staking. The amount of veSPICE at the user's disposal is determined by the time frame for which he chose to stake \$SPICE. The table below shows how many veSPICE each staked SPICE will receive in accordance with the staking time period.

Stake time	veSPICE
4 years	1
3 years	0.75
2 years	0.5
1 year	0.25
1 month	0.021
1 week	0.005

## Emission

Depending on the indicator of the staked \$SPICE tokens' proportion to the total number of tokens in circulation, \$SPICE is issued.

For instance, if the current total circulating supply of tokens is between 1.5 and 5 million tokens, then until the volume reaches 5,000,000 tokens, an issue in the amount of  $5,000,000 / 90$  will arise as long as the veSPICE inequality  $>25\%$  \* (the total volume of tokens) persists.

According to the equation (total veSPICE volume =  $25\% \times$  total SPICE volume), each token in circulation is staked for an average of one year. Alternately, in the extreme case, a quarter of the tokens would be staked for four years.

This emission system encourages a long-term hold and makes sure that the rate of emission at any given time does not upset the market's equilibrium of supply and demand.

The parameters and conditions of the emission are displayed in the table below:

<b>If current Circulating Supply equals</b>	<b>Then \$SPICE emission equals</b>	<b>As long as the inequality persists</b>	<b>Emission period (days)</b>
1 500 000	3 500 000	veSPICE $>25\%$ * Circulating Supply	90
5 000 000	5 000 000	veSPICE $>30\%$ * Circulating Supply	90
10 000 000	5 000 000	veSPICE $>35\%$ * Circulating Supply	120
15 000 000	5 000 000	veSPICE $>45\%$ * Circulating Supply	150
20 000 000	5 000 000	veSPICE $>55\%$ * Circulating Supply	210
25 000 000	5 000 000	veSPICE $>65\%$ * Circulating Supply	240
30 000 000	5 000 000	veSPICE $>75\%$ * Circulating Supply	270

35 000 000	5 000 000	veSPICE>80% * Circulating Supply	330
40 000 000	5 000 000	veSPICE>85% * Circulating Supply	360
45 000 000	5 000 000	veSPICE>90% * Circulating Supply	420

## Staking Rewards

The user can utilize their veSPICE in various ways.

As a veSPICE owner, they hold the power to vote on significant global gaming matters, such as new features, changes to the economy, and the listing of tokens and NFT collections on the domestic market. To influence veSPICE owners towards a specific option during a particular vote, stakeholders can create and contribute to a pool of incentives. Users who vote for the incentivized option will receive rewarding SPICE tokens.

The ownership of veSPICE presents a unique opportunity for individuals to manage in-game Alliances and reap rewards in the form of collected taxes. A portion of the rewards, including exchange commissions and transaction costs generated by Alliance members in controlled territories, is allocated to the Alliance budget pool. This budget is then distributed among Alliance members based on their veSPICE holdings within the overall pool.

The veSPICE owner faces a challenging decision: whether to keep the reward for themselves or utilize it for the Alliance's benefit, bolstering its success and potentially earning even greater returns in the future.. For more information about using SPICE in the game, see the page SPICE In-game Utility

## Distribution

**Hard cap:** 50 000 000

- 85% — Staking rewards
- 6% — Development fund. 60m vested
- 9% — Pre-mint

**Pre-mint:** 4 675 000

- **Development fund:** 1 000 000. 10% TGE, 24m vested

- **Liquidity:** 1 150 000. 20% TGE, 8m vested
- **Seed:** 700 000. 10% TGE, 6m lock, 12m vested
- **Private sale:** 700 000. 10% TGE, 6m lock, 12m vested
- **Public sale:** 700 000. 10% TGE, 6m lock, 12m vested
- **Team:** 200 000. 12m lock, 12m vested
- **Partners, advisors and legal:** 75 000, 12m lock, 12m vested

*Note: all locked tokens are not considered a part of circulating supply*

# SPICE In-game Utility

\$SPICE is a token of political power and diplomacy. It is designed for a large-scale game: at the level of Factions and Alliances.

The circulation of \$SPICE inside the game provides gamification of social engineering, political intrigues and power struggles. This makes the political life of Astea intense and constantly evolving.

## Multiverse gas

Avatars and resources can be transferred between multiverse projects using the \$SPICE token.

- Players use resources from other projects in the multiverse to craft special instruments and equipment.
- \$SPICE is gas that is used by players to send an avatar to another game or transfer the resources they have extracted to Astea.
- A single interproject ecosystem dramatically multiplies the audience of projects. Player clans expand their influence on the lands of other projects, farmers develop export-oriented productions, and alliances design extensive quests for leveling up and extracting resources in other games in an effort to outpace their competitors.

## Land renting

- Territories in the Astea's gaming space can be rented for a fixed period of time as part of the \$SPICE auction between Alliances. Those who control the territory, receive all its commissions and taxes in \$AQUA.
- The rental period depends on the location of the territory: the closer to the center of the map, the shorter the rental period. Territories on the outskirts can be rented out for a year.
- The leased land is in the inalienable use of the Alliance. This land can be attacked, it can be plundered, but it will belong to the Alliance.
- Players and Guilds can settle in the territories of the Alliance by joining it. All commissions and taxes in resources and \$AQUA paid by these players are transferred to the treasury of the Alliance.

## Alliance Management

- \$SPICE staking is used by Guilds to get votes in the Alliance DAO
- Using \$SPICE, Guilds can offer bribes for certain votes in the DAO of the Alliance or Faction, which are proportionally distributed among those who voted.
- To create an offer in the DAO of an Alliance or Faction, a Guild or an individual holder must have a certain amount of \$SPICE staked.
- Using \$SPICE, the Alliance can create quests for players: resource extraction, logistics, production, NPC and player elimination. In exchange, Alliance can provide resources, \$AQUA and experience for players. The awarded experience is proportional to the \$SPICE spent on the quest.
- \$SPICE is used as collateral when concluding diplomatic and trade agreements between Alliances. If the agreement is violated, the \$SPICE of the violating party is withdrawn and transferred to the other party. If the agreement is terminated by mutual consent, the \$SPICE deposit is returned to both parties.
- An alliance can declare war on another Alliance and spend \$SPICE. The spent \$SPICE is converted into additional experience for the players fighting on its' side. So, the Alliance can attract more warriors and Guilds to its side.
- The head of the Alliance can use the entire \$SPICE staked by Alliance members to vote in the Faction DAO.

## Faction Management

- Each Faction has its own power structure. Alliances and Guilds can nominate their candidates for positions in the Faction using their votes in the Faction's DAO.
- The position is occupied by a certain candidate by weighted randomness. So, a candidate with 90% of the votes will get a position with a 90% probability, and a candidate with 10% of the votes has a 10% probability.
- The occupation of a factional position by an Alliance representative provides bonuses to the entire Alliance, depending on the nature of the position.
- Those holding the position manage certain aspects of the Faction by being the only ones who can make proposals in Faction DAO.

# Marketplace

Another important product for the Astea ecosystem is its NFT Marketplace. The primary motivation behind this marketplace is to foster the creativity of skilled players and engage them in enhancing the game's visual aspects. By providing a platform for talented individuals to contribute their artistic creations, Astea aims to improve the overall gaming experience and empower players to shape the game's aesthetics.

## Types of Collections

The NFT Marketplace in Astea will primarily feature a wide range of NFT collections, including Coats of Arms, Heroes, Worlds, Equipment, Mounts, and more, which are integral to the in-game assets. This marketplace serves as a seamless bridge between players and the game, allowing for easy access and interaction. Furthermore, it provides an avenue for players to participate in community voting for the best collections, fostering a sense of community engagement and empowerment.

Additionally, the NFT Marketplace offers opportunities for third-party projects to showcase their own collections. By leveraging Astea's player base and their regular engagement in purchasing NFT assets, these projects can gain access to a large and active audience. This integration of third-party collections enhances the diversity and appeal of the marketplace, providing players with a wider selection of NFT assets to explore and acquire.

## \$AQUA and the Marketplace

\$AQUA holders and NFT owners can vote for their favorite collections, which helps increase their rankings. The marketplace offers NFT collections of in-game assets, with payment and artist fees in \$AQUA. Community voting also influences the inclusion of collections in "lootboxes" that contain random NFTs. External projects may use USDT as the payment currency for their NFT collections.



# Workshop

**Astea Workshop** allows users to create and launch their own NFT collections of in-game equipment, enabling them to earn through sales and exchanges of their items.

Users have the flexibility to design and customize the appearance of in-game equipment, including skins and other visual options. They can also propose new designs for equipment models.

Community collections undergo moderation by the Astea team and are subject to voting by \$AQUA stakers. The most popular collections, as determined by the votes, are released as limited editions.

**Collection contributors receive 80% of the proceeds from NFT sales and 80% of royalties.**

After being launched on Astea's internal marketplace, the collections have the option to be listed on any other NFT marketplace.

**The workshop is scheduled to launch in Q2 2024.**

*More conditions will be discussed later.*

# Gameplay

## Core game mechanics description

Astea's gameplay encompasses two main aspects: survival in the Inner Worlds and engaging in various activities within the Capital of the Empire, including trade, production, and the pursuit of political power.

### Inner Worlds

Players travel to the Inner Worlds, a dynamic map consisting of diverse "biomes" where they must survive, establish bases, gather resources, and engage in combat with other players and NPCs. The map serves as the primary setting for players' adventures.

- **Capturing Outposts:** Players appear on the map and capture Outposts, which serve as their base of operations in the Inner Worlds.
- **Resource Mining and Station Production:** Players mine resources and utilize Stations to recycle and combine them, producing units and developing their Outpost.
- **Exploration of the Inner Worlds:** Once players have gained enough strength, they explore different Inner Worlds in search of Places of Power. These locations offer rare resources, boss battles, and quests.
- **Delivery to the Portals:** To secure their resources and extracted \$AQUA, players must transport them to the Portals that lead to the Capital.

Player interaction is a crucial aspect of the game, as there is a scarcity of rare resources and profitable locations available to all players. This scarcity leads to continuous activity on the game map, including trade caravans, transport convoys, scout detachments, raiders, and other interactions among players.

### Capital

**The Capital** serves as the centralized hub for commerce, industry, and political activities within the Empire. While violent player versus player (PvP) encounters are not possible, players engage in strategic battles for power and resources through alternative means.

In the Capital, players can:

- **Trade resources** obtained from the Inner Worlds on the stock exchange for \$AQUA.
- Formulate trade, military, and production agreements with other players.
- **Safely produce** gaming and NFT assets within the Capital.

- Expand and develop their **Estate**.
- **Engage in political activities** as part of an Alliance, gaining control over Capital territories and earning income from the gaming activities of players in those territories.

# Inner Worlds

Survival, farm, cooperation and battles between players.

The main objective of the player is to venture into the Inner Worlds, explore and conquer them, while extracting unique magical resources specific to each World. However, the Worlds have limitations, and resources within them are finite. Additionally, survival and progress in each World often require resources obtained from other Worlds.

To advance, players must continually engage with other players through various interactions such as trading, battling, forming alliances, sharing information, and more. The player assumes control of their character as well as their Followers, which include Heroes and Units. Orders are given to these Followers, who typically remain close to the player unless directed otherwise. Direct control over Followers is only possible when the player is in close proximity to them or when using specialized Units that enable telepathic communication.

## The Map

The Inner Worlds comprise a unified map consisting of 7 distinct biomes or Worlds. Players have the freedom to select the specific World they wish to explore, and upon arrival, they materialize at a randomly assigned Portal within that World. Players retain all the units and resources they brought with them from the Capital. As the player community expands, the map will gradually expand as well. This expansion serves to prevent players from experiencing severe scarcity of resources and territories while still maintaining motivation for competition and cooperation among players.

## Outposts and Fortresses

The primary objective for players is to capture Outposts, which serve as their base of operations. Each World features a limited number of Outposts and Fortresses, occupied either by other players or NPCs.

Outposts provide players with essential functionalities such as crafting, resource mining, building construction, and unit creation for expansion and defense. They are relatively easier to capture and possess minimal natural obstacles. This makes them convenient for logistics and expansion, as geographic barriers like mountains, rivers, forests, and swamps rarely impede their development.

On the other hand, Fortresses offer the same functionalities as Outposts but are considerably more challenging to capture. They are heavily guarded by formidable NPCs and fortified structures, often located in strategically advantageous positions. Capturing Fortresses becomes a priority for Player Guilds or advanced solo players.

Due to their landscape features and fortifications, expanding Fortresses is difficult, and for effective gameplay, it is crucial to have at least one additional Outpost under the player's or Guild's control.

## **Logistics**

To facilitate effective development, players must extract resources from their respective accumulation sites and transport them to an Outpost or the Capital using Portals. Trading between players within the Inner Worlds also necessitates resource delivery from one outpost to another.

Logistical tasks can be performed by both players and their units, provided the appropriate orders are given. Once an order is issued, a route between the designated points is automatically generated.

During resource transportation, players and units are susceptible to interception by other players or NPCs. This puts them at risk of resource capture by opposing players or resource destruction by hostile units.

## **Portals**

Portals are key transportation points in the Inner Worlds. They are located both on the borders of the Worlds and inside them, and allow players and Heroes to travel between them, as well as transport resources and units to the Capital. Only players or Heroes can use Portals for resource and unit transportation.

Before entering an Inner World, players can send a certain amount of \$AQUA to a smart contract, which can be used during their expedition. However, this \$AQUA can be captured by other players. When the player returns to the Capital, any remaining \$AQUA is returned to their wallet and is safe.

## **Places of Power**

Each World in Astea features special locations known as Places of Power. These points of interest offer valuable rewards, including rare resources and \$AQUA, as well as the opportunity to embark on quests specific to that World. However, accessing and navigating Places of Power requires careful preparation, as players will face aggressive NPCs that actively attack during resource extraction and quest completion.

In addition, powerful Boss NPCs may appear in Places of Power, posing a significant challenge. Defeating these Bosses requires extensive preparation and cooperation among multiple players. Upon defeating a Boss, players receive a portion of \$AQUA from the reward pool as their reward.

## **Stations**

Astea offers players the ability to construct a variety of structures, including walls, stairs, roofs, fortifications, farms, and Stations.

Stations are categorized into two types: basic and advanced.

Basic stations are responsible for producing and processing basic resources, as well as equipping units. These buildings require units to operate them and the necessary resources for crafting. Ownership of a basic station is determined by the player if it is operated by their unit. Otherwise, it is considered ownerless and can be seized by anyone.

On the other hand, advanced stations handle the production of high-tech items and rare resources. These stations cannot be constructed within the Inner Worlds.

Instead, they are built in the Capital using NFT Blueprints and subsequently transported to the Inner Worlds through a Portal.

To activate an advanced station, capsules containing \$AQUA need to be loaded into it. The productivity of the station increases with the amount of loaded \$AQUA.

Ownership of an advanced station is attributed to the player who has loaded their \$AQUA into it. In the event of the station's destruction, 30% of the \$AQUA is directed to the reward pool, while the remaining \$AQUA capsules can be seized by other players.

## **Units**

players can create Units by hiring individuals in the Capital and equipping them with the required gear. Base stations are responsible for crafting equipment for specific units. However, individuals without equipment can still operate most of the base stations.

A wide variety of unit types exist, each specializing in different aspects of gameplay. These include warriors, scouts, scientists, logisticians, support units, and more.

When the player is near their units, they have the ability to issue orders to them. If no active orders are given, the units will automatically follow the player.

## **Defeat**

Players possess immortality, ensuring that if they are killed in the Inner World, they will be instantly reborn in the Capital. However, when a player's character carrying \$AQUA is killed in the Inner World, only 50% of the \$AQUA is retained by the player. The remaining 40% goes to the player who killed them, and 10% is added to the reward pool.

Upon the death of a player character, their units remain loyal and continue to carry out any previously given orders. If no active orders are given, the units will defend the player's Outpost until their return.

# The Capital

The Capital in Astea serves as a centralized and secure hub for players, where violent player-versus-player (PvP) encounters are not allowed. It functions as the economic, industrial, and political center of the New Empire. Players gather in the capital to prepare for their expeditions into the Inner Worlds and engage in strategic competition for control over different areas within the capital itself.

## Estates

An Estate refers to a player's territory within the Capital. It serves as a location where players can store their resources, house their units and heroes, and manage their assets. The estate can be developed, upgraded, and expanded using a diverse range of resources obtained from the Inner Worlds. By investing resources and effort into their estate, players can enhance its capabilities and create a thriving base of operations within the Capital.

An Estate is connected with player's [NFT Coat-of-Arms](#). Upon selling or transferring CoA, Estate is transferred as well.

## Exchange

Astea features an integrated in-game exchange seamlessly connected to the NFT Marketplace. This exchange serves as a platform for players to engage in buying and selling various in-game assets such as Stations, Units, Heroes, Equipment, Blueprints, and Coats of Arms. Furthermore, players can utilize the exchange to establish contracts related to resource extraction, unit production, station construction, and even lease NFT Heroes to other Guilds and players.

The primary currency utilized on the exchange is \$AQUA, providing a unified medium of exchange for transactions within the Astea ecosystem.

## Industry

Within the Capital, there are diverse industrial structures available for utilization. Through the expenditure of \$AQUA, players and Guilds have the opportunity to rent production lines, enabling efficient and secure processing and crafting of resources. Additionally, these production lines facilitate the creation of Equipment and Stations based on NFT Blueprints.

Rent payments for these facilities are directed to the controlling Alliance controlling for the specific area where the industrial building is located.

## Politics

Guilds in Astea can partake in diverse PvE and PvP activities, earning Influence that determines territorial control in the Capital.

## Quests

The New Empire presents various types of quests to representatives of the Alliance in Astea. These quests can be undertaken by any member of the Guild within the Alliance that has received the quest. Upon completion, Influence is rewarded to the entire Alliance.

Examples of quests include:

- Expelling a representative of another Guild from the Inner World.
- Donating a specific amount of Resources or Units.
- Taking control of a designated territory in the Capital.
- Paying a certain number of commissions for a particular activity.
- Creating specific items and buildings based on NFT Blueprints.
- Providing an NFT Hero of a specific class for a designated period of time.
- and more

## Global events

Global events are quests that are simultaneously known to all Alliances in Astea. Each Alliance has the opportunity to contribute to the completion of these quests, and upon completion, the prize pool is shared among the participating Alliances based on their respective contributions. These events can have temporary or permanent consequences for the game.

Here are some examples of global events:

- Imperial Tender: Alliances are required to donate specific resources until a predetermined target value is reached. Upon completion, a new building emerges in the Capital.
- Public Holiday: Alliances contribute resources from a particular World. Following the completion of the quest, the commission for certain activities becomes zero for a week.
- A New Development: Alliances must maintain control over Places of Power in the Inner Worlds for a specified retention time. Upon achievement, a new NFT Blueprint becomes available in the game, and members of participating Guilds can purchase it at a discounted rate based on their contribution.

## Occupation of territories in the Capital



The Capital is comprised of multiple Areas, each containing Players' Estates, NPC residences, markets, industrial buildings, libraries, academies, and other structures related to player activities.

Alliances have the opportunity to gain control over territories within the Capital through an ongoing auction system. If an Alliance holds the highest Influence rate, the territory gradually falls under its control. Once an Alliance controls more than 50% of a territory, a specific building within that Area becomes controlled by the Alliance. This grants the Alliance profits derived from player activity or a share of the project revenue distribution.

# Guilds and Alliances

## Guilds

Guilds in Astea are formed by five players who join forces to enhance their gameplay experience, engage in political activities, and generate passive income.

Within the Inner Worlds, guild members have the ability to capture and occupy a Fortress, share resources among themselves, and transfer Heroes to fellow guild members for collaborative play.

The limit of five members per guild ensures a healthy level of competition, prevents monopolies, and fosters a diverse range of strategies in both the Inner Worlds and the Capital.

## Guilds and \$AQUA

Every Guild in Astea maintains its own treasury, which is funded through a tax imposed on all Guild members when they return to the Capital, involving a payment in \$AQUA and resources.

Within the Guild, resources can be redistributed among members or sold on the stock exchange in exchange for \$AQUA. The funds held in the Guild treasury can be utilized for various purposes, such as redistributing among members, staking, investing in rentable NFT assets of Astea, entering into contracts with other Guilds, and contributing to the reward pool in exchange for Influence.

## Alliances

Alliances in Astea are formed by player Guilds, enabling them to engage in advanced trade, production, and politics, exerting a significant influence on the game's economy.

To establish an Alliance, a Guild must possess the Counselor's NFT coat of arms. The Guild that initiates the Alliance becomes its leader.

Alliances operate as decentralized autonomous organizations (DAOs) where voting is conducted using \$AQUA. Through voting, key organizational matters can be decided and configured, such as the distribution of Influence within the Capital's territories, resource allocation among Guilds, Guild tax on \$AQUA, and the sharing of income from controlled territories.

Only the leader Guild can propose initiatives for the Alliance's DAO vote and accept new Guilds into the Alliance. All Guilds within the Alliance receive bonuses from the Counselor's NFT Coat of Arms.

Guilds pay a monthly membership fee to the Alliance treasury for Alliance membership. The contribution amount is uniform for all Alliances, with a percentage of the contribution directed to the reward pool. This percentage scales linearly based on the number of Guilds within the Alliance.

Participation in politics and territorial occupation within the Capital is exclusive to Alliances, granting them unique privileges and opportunities.

## **Factions**

Factions are AI Guilds designed for Knights, players who do not possess an NFT Coat of Arms. Factions offer limited organizational bonuses to their participants and have the ability to issue quests for resources, units, and **FYRE**.

Factions impose taxes on their members' \$AQUA and resources brought from the Inner Worlds. The resources collected as taxes are destroyed, removing them from the game economy. On the other hand, the \$AQUA collected as taxes becomes the income of the project, which is then utilized for the ongoing development and support of the game.

Factions serve as an alternative option for players who do not possess an NFT Coat of Arms, providing them with a structured gameplay experience and the opportunity to engage with quests and contribute resources while operating under the guidance of AI-controlled Guilds.

# Stake-to-play (Q3 2024)

## New game monetization model

**Important: Stake-to-play will be integrated in Q3 2024. Before that, Astea only has a free-to-play mode and all players can receive rewards.**

Stake-to-play model offers players the option to become Lords, providing them with expanded opportunities for development and earnings within the game. This model replaces the traditional initial investments typically required in other monetization models.

**As a Lord**, players stake a PoS blockchain token to get an NFT-Coat-of-Arms. Lords gain access to enhanced gameplay mechanics, exclusive content, and various earning opportunities within the Astea game.

**Knights are a free-to-play option.** Knights can engage in various activities and work for the Lords and earn income within the game without the need for an initial stake.

By offering both stake-to-play and free-to-play options, Astea caters to different player preferences and allows players to choose their desired level of investment and involvement in the game.

## How it works

1. Stake X USDT or more worth of PoS EVM tokens in one of the validator pools of Astea.
2. Receive an NFT Coat of Arms that saves progress and collects rewards.
3. The rate of reward accumulation depends on the stake's size and duration.
4. Choose to withdraw the stake, burning the NFT CoA and bonuses, or exchange it on the open market.

## Advantages of Stake-to-play over the rest of GameFi

1. **No risk of initial investment:** Players can start the game without purchasing game assets, reducing the entry barrier for newcomers. If they want their stake back, they can safely retrieve it by burning their NFT-Coat-of-Arms.
2. **No Pay-to-win:** Bonuses earned from holding a stake have a hard limit, ensuring a balanced gameplay experience.

3. **Independence from donations:** The project's validator covers team expenses, creating a self-sufficient game without aggressive micro-transactions or advertising.
4. **Support for blockchain development:** The project's validators contribute to the native PoS blockchain ecosystem by processing game transactions.
5. **Player loyalty and sustainable play-to-earn model:** NFT acquired through staking accumulates bonuses and preserves game progress. Tradable and improvable NFTs eliminate the need for excessive token issuance.

## Staking Rewards

The NFT Coat of Arms, linked to the stake, earns bonuses and offers various in-game utilities. Additionally, FYRE provides the owner with a chance to participate in a weekly lottery for legendary NFT assets. The lottery process will be outlined at a later time. NFT holders with stake values exceeding 15000 USDT are eligible for a share of rewards from the validator.

Rewards are also attributed to the NFT CoA. Further information regarding the distribution of rewards will be provided in due course.

# Knights and Lords

## Knight

*free-to-play*

As a Knight, the player starts without ownership of an Estate and has limited warehouses for resources and units. Unlike Lords, Knights are not immortal, and death results in the loss of all resources and units in the Capital's warehouses. In recognition of exceptional service to the Empire, Knights cannot receive a permanent Estate as a reward. However, they have the opportunity to temporarily acquire a Coat of Arms by staking a reduced amount and obtaining an NFT Coat of Arms, allowing them to access stake-to-play (s2p) benefits.

Knights can utilize in-game analogues of NFT Heroes and Equipment, but using these assets carries the risk of irretrievable loss during gameplay. NFT assets are not accessible to Knights. Additionally, Knights face limitations, including a low FYRE margin. To increase their FYRE value, free-to-play (f2p) players must continuously burn non-tokenized NFT assets obtained from PvP and PvE events.

Before acquiring a Coat of Arms or a Gen0 Hero, Knights do not have a Rank and cannot join a Guild or Alliance. However, they can gain corporate benefits by joining an in-game Faction, controlled by AI, which provides organizational bonuses for faction-related activities performed by individual players.

## Lords

*stake-to-play*

The Noble Lord possesses an ancestral Estate in the Capital, which serves as their permanent and secure property. This Estate serves as their residence, headquarters, and starting point for venturing into the Inner Worlds. It can be upgraded, rebuilt, and personalized according to their preferences.

Upon minting the NFT Coat of Arms, the Lord is granted an initial FYRE value, which increases based on the size and duration of their stake. Additionally, the Lord receives tokenized rewards, including the \$AQUA token, from the reward pool for play-to-earn (P2E) activities. These rewards can include randomly generated NFTs such as Heroes, Equipment, upgrades, and other usable NFTs.

Unlike non-tokenized analogues of gaming assets used by free-to-play (f2p) players, NFTs owned by the Lord can only be destroyed by their owner through token burning. Non-consumable NFT Equipment can be recharged using \$AQUA by burning tokens. Unlike Knights, the Lord possesses a Rank corresponding to their title and FYRE value. This rank is an upgradable game indicator that influences various aspects of the game. As the Lord's rank increases, greater opportunities for development and profit-making become available.

# FYRE

FYRE is a non-transferable strategic resource in the game that determines the player's rank and governs the deployment of troops in the Inner Worlds. It is essential for the functioning of all living and mechanical entities within the game. To construct buildings and produce resources in Outposts, FYRE is required. The size of the territory directly affects the amount of FYRE needed. Additionally, FYRE is necessary to provide instructions to Followers and enable transportation.

The player has a specific amount of FYRE at their disposal, which can be allocated as needed. When used for heating territories or supporting Followers, the available FYRE temporarily decreases. However, when the player decides to cease heating a territory or supporting Followers, the FYRE returns to their control.

It is crucial to ensure a sufficient supply of FYRE, as troops and Heroes without FYRE freeze, and become vulnerable to attacks from monsters and other players and may face death.

## **FYRE purpose:**

1. **Balance:** The limit on simultaneous deployment of NFT troops in a specific territory ensures a level playing field for players of different levels. It prevents overpowering by restricting the number of troops a player can deploy, promoting fair competition.
2. **Encouraging cooperation:** Certain aspects of the game require more FYRE than can be obtained by a single player. This encourages players to collaborate and strategize together, pooling their FYRE resources to achieve common goals.
3. **Diverse strategies:** The FYRE limitation prompts players to consider not only the composition of their NFT-Hero deck but also the specialization of their Outpost. They must carefully allocate FYRE resources to balance their military, trade, and industry strategies, fostering strategic thinking and decision-making.
4. **Reflecting rank:** The amount of FYRE a player possesses correlates with their rank in the game. Higher ranks indicate greater experience, progress, and potential for development. FYRE serves as a reflection of a player's rank, representing their achievements and advancement within the game.



## Obtaining mechanism

The mechanisms of obtaining FYRE for Lords and Knights are different.

### Lords

FYRE serves as a reward bestowed by the Emperor in recognition of loyalty to the Empire. Lords who contribute a minimum of X USDT worth of native PoS blockchain token to the Imperial Core receive an NFT Coat-of arms. The position and status of the owner within the Empire depend on the amount of FYRE earned, which is determined by merits to the Empire (game achievements) and loyalty to the Emperor (stake size and duration).

The maximum FYRE that can be obtained for a single NFT coat of arms is 50, with 35 being based on stake size and duration, and 15 being based on game achievements. The accrual of FYRE follows a logarithmic function, with the growth rate being highest at the beginning and gradually decreasing over time.

Regardless of the stake size, the starting FYRE amount for all coat of arms is the same, but the growth rate is influenced by the size of the stake. For example, it would take approximately 60 days to reach 35 FYRE for a X USDT worth stake, while a 10X USDT worth stake would achieve the same amount in just 20 days.

### Knights

Knights, individuals of noble lineage who have not yet acquired a title, do not have access to Imperial FYRE. They receive a standard modest amount of FYRE initially, and have the option to temporarily increase it by permanently sacrificing their Followers, resources, and buildings.

Noble Lords are prohibited from obtaining FYRE through such means, as it goes against their privileged status.

# P2E mechanics

## For Solo Players:

1. Weekly receipt of \$AQUA rewards for maintaining control of outposts.
2. Zero-sum Game: Capture bAQUA from other players through advanced stations or by defeating them.
3. PvE: Mine bAQUA from Places of Power and defeat bosses.
4. Production and sale of inner world resources on the stock exchange in the capital.
5. Crafting game items based on NFT Blueprints.
6. Creating NFT equipment through one-time drawings obtained by completing quests.
7. Upgrading and reselling NFT Heroes.
8. Renting out NFT Heroes to other players for passive income.
9. Breeding the next generation of NFT Heroes.
10. Creating NFT equipment to enhance hero performance.
11. Upgrading the coat of arms and estate based on game achievements and selling them on the open market.
12. Resource market speculation based on global events, guild quests, PvP alliances, and fluctuating exchange rates.
13. Staking \$AQUA for additional earnings.

## For Guilds and Alliances:

1. Redistribution of \$AQUA from the guild treasury.
2. Earnings from activities of other players in the Alliance-occupied territory.
3. Ownership of game infrastructure in 100 Worlds, organizing resource exchanges and earning commissions.
4. Organizing "games within the game" on owned Worlds, such as gladiatorial fights, hide-and-seek, poker, etc., with full income retained by the owner.
5. Solo players benefit from scale effects and specialization within guilds, increasing their efficiency.

These various mechanics provide opportunities for solo players and guilds/alliances to earn income and participate in the game economy, with each having its own advantages and specialization.

# NFT-CoA (Q3 2024)

Mint on demand, the cost is equal to the stake size

**Important Note: The Stake-to-Play feature will be integrated into Astea in Q3 2024. Until then, the game is only available in Free-to-Play mode, and all players can receive rewards.**

## Coat of Arms

The Coat of Arms is an NFT item that serves as the player's game account and proof of their status. By depositing a stake of a certain size, players gain access to all game activities and starting assets.

## An NFT saving progress

The Coat of Arms is a transferable object that preserves game progress, player's Estate and accumulates the important game resource called FYRE. When the stake is introduced and the Coat of Arms is minted, FYRE starts accumulating in the NFT contract, with a maximum limit for each Coat of Arms account.

## Ownership of Multiple Coats of Arms

Players can own multiple Coats of Arms on a single wallet, but they can only play with one Coat of Arms at a time. Active participation in expeditions to the Inner Worlds and interactions with other players act as a natural barrier to prevent the use of multiple accounts by one player.

## NFT Burning and Stake Return

Players have the option to return their invested stake by burning the NFT Coat of Arms. When burned, all accumulated achievements and FYRE disappear permanently. Alternatively, players can sell the Coat of Arms with its saved progress on any NFT marketplace.

## Gameplay Aspect

FYRE serves as a measure of energy in gameplay, determining the player's Rank, the maximum number of simultaneously equipped Heroes, the quantity of units and buildings in the Inner Worlds, the ability to participate in Guilds and Alliances, and the state of the player's Estate.

## **Advantage in Game Progress**

The amount of FYRE available to a player has a significant impact on their game progress, particularly at the beginning. Early participants with larger initial stakes, longer stake age, specific types of Coats of Arms, and favorable Hero decks enjoy advantageous conditions for development and expansion.

# NFT-CoA Counselor

## 50 manually drawn NFTs

The Counselors' Coat-of-Arms is an NFT that grants owners the ability to create Alliances in Astea. It can be obtained personally or through the Guild treasury. The benefits of ownership apply to the owner's Guild and extend to all Guilds in the Alliance.

When creating an Alliance, the Guild becomes the leader of this Alliance.

Benefits for the leader Guild of the Alliance include:

- Creating Alliances, thus participating in Politics and Territory Seizure in the Capital.
- Generating votes through the Alliance's DAO (Decentralized Autonomous Organization).
- Zero commission for trading and exchanging on the Astea's NFT marketplace.
- Networking opportunities with the Astea team for advertising, promotions, and consultations.
- Creating and installing unique colored Alliance cosmetic effects, which are available to all Guilds in the Alliance.

Benefits for all Guilds in the Alliance include:

- Equipping the Alliance's cosmetic effects.
- Participating in political Quests to gain Influence and seize territories.
- Sharing rewards from occupied territories, determined during Alliance creation and subject to DAO voting.
- Sharing rewards after completing Global Events.

If a Guild in an Alliance (other than the leader) owns the Counselors' Coat of Arms, it gains the right to veto DAO votes within the Alliance.

Owners of the Counselors' Coat of Arms also have opportunities to participate in partner programs and joint projects with Astea on the native blockchain.

# NFT Astea Heroes

## Why do you need them?

Astea Heroes offer advantages based on their **class**:

- They decrease the time required to earn in-game currency.
- They enable players to expand their ownership of in-game assets.
- They facilitate the creation of new generations of NFT Heroes and equipment.

## Player character

Players have control over Heroes, which are NFT characters organized into a deck that suits their preferred playstyle. Each Hero possesses distinctive visual features and various attributes, including their class, which determines their role in the game, rarity, statistics, abilities, breeding potential, needs, and additional secondary information.

## Possibilities and Limitations

Heroes require FYRE heat to operate in the Inner Worlds. Each Hero has its own specific FYRE requirement. Heating can be done directly by allocating a portion of the player's available FYRE to a Hero or through a heated location. The number of Heroes that can safely utilize a heated territory depends on the amount of FYRE allocated for heating.

For instance, a territory heated by 5 FYRE can accommodate multiple Heroes and troops as long as their total FYRE requirement does not exceed 5. If the number of Heroes and troops surpasses the allowable level, a random unit will be vulnerable to monster attacks until it either perishes or relocates to a heated area. Multiple players can heat the same location.

Furthermore, Heroes have various needs that demand the player's attention and specific actions to ensure the optimal performance of these NFT characters.

## Stamina

Stamina is a resource within the game that is stored in a smart contract and is consumed while a Hero is in the Inner Worlds. When the stamina reserve is depleted, the Hero cannot enter the Inner World. If a Hero enters the Inner World with exhausted stamina, their characteristics will be significantly reduced.

Stamina can be restored gradually over time or instantly using \$AQUA. The Hero retains all their abilities and game experience, resumes their previous activities once stamina is replenished, and can also be sold on any NFT marketplace.

## **Zero generation**

Gen-0 Heroes, also known as Heroes of the zero generation, do not experience the limitations faced by their descendants. The main distinction is that Gen-0 Heroes possess unlimited stamina, allowing them to remain in the Inner Worlds for an indefinite period of time without stamina depletion.



# Astea Heroes of Generation Zero

2222 unique firstborn Heroes

## Freedom of actions

Heroes of Generation Zero are a collection of 2222 hand-drawn NFT-heroes distinguished by their exclusive appearance, pure lineage, and exceptional abilities.

- They have **infinite stamina**, allowing players to equip and utilize them for extended periods without stamina limitations.
- Owners of Generation Zero Heroes enjoy **early access to all of Astea's products**, granting them an advantage in exploring and experiencing new content.
- These Heroes come with special in-game benefits, providing unique advantages and opportunities within the game world.
- Generation Zero Heroes have **highly advanced AI capabilities** compared to their descendants, making them more adept and effective in various gameplay scenarios.
- **Breeding** of Generation Zero Heroes offers favorable starting conditions, facilitating the production of new generations with desirable traits and characteristics.

Heroes of Generation Zero are categorized into different classes, which determine their specialization, unique set of abilities, and game statistics. Each class offers a distinct playstyle and strategic advantage.

As the owners of Generation Zero Heroes, players will hold the exclusive role of supplying new generations of Heroes. Breeding Generation Zero Heroes is the only method to produce new Heroes. While there may be occasional sales of additional Heroes to introduce new traits, these sales will be closely monitored to avoid inflation or devaluation of existing Generation Zero Heroes. The goal is to maintain the value and uniqueness of the Generation Zero Heroes within the game ecosystem.

# Hero Classes

## NFT character features description

### Hero Utility

Heroes in the game can serve as the player's followers or avatars, allowing the player to control them and issue commands in the Inner World.

Heroes possess advanced AI, enabling combat Heroes to make independent tactical and strategic decisions based on the given orders.

Additionally, NFT Heroes are immortal like players, as they respawn in the Capital and fully recover within a day if killed in the Inner Worlds.

### Specialization

The class of a Hero in the game determines their specialization and is responsible for their starting attributes, class abilities, and bonuses.

#### Admiral

The Admiral, mentored by Ektil, Dreamer of the Abyss, is a strategically important and highly experienced military specialist in PvP and PvE gameplay.

With advanced AI in logistics and routing, the Admiral enables autonomous functioning and secure transportation of resources and \$AQUA to the player's Outpost and Portals to the Capital. Without the Admiral, the player would need to personally ensure transportation safety.

The Admiral's increased sight radius enhances decision-making during attacks, and bonuses to movement speed and damage benefit mechanized and transport units. Additionally, units led by the Admiral can cross Inner World borders without using Portals.

#### General

The General, under the guidance of Anakritus, the Reviving Executioner, is a powerful warrior with a connection to nature spirits.

He plays a crucial role in attacking players and NPCs, as well as defending outposts and player fortresses. With advanced AI in troop micromanagement, the General excels in making tactical and strategic decisions, such as setting up ambushes, flanking maneuvers, and timely retreats.

Units led by the General possess increased damage, the ability to bypass certain terrain obstacles during movement, and the temporary ability to cross the boundary between life and death.

## **Lady**

The Lady, belonging to the Order of the Sisters of Eidothea, Mistress of Beauty and Wrath, harnesses the energy of life through her soul and channels it through her body.

As a support hero, she provides beneficial auras to units and reduces cooldown abilities of other Heroes. Additionally, she possesses spells that allow her to control the enemy army, such as limiting movement speed, creating obstacles, and reducing damage.

In the Capital, Lady enhances the recovery speed of all Heroes, making her an essential component in breeding NFT heroes with inherited class, skills, traits, and indicators.

## **Aqua priest**

The Aqua Priest serves Crocea, the Composer of the Ocean, and possesses the ability to sense and manipulate the conductor of the World Soul, known as \$AQUA. As a mage hero, their primary role is to locate and convert bAQUA into regular \$AQUA. The Aqua Priest has the unique ability to automatically detect bAQUA clusters throughout the game world, whether they are in deposits, on characters, vehicles, or buildings. Their sensing capability extends beyond line of sight, allowing them to perceive bAQUA through the landscape and fortifications.

In the Inner World, the Aqua Priest can construct a Meditation Capsule, which gradually converts bAQUA into usable \$AQUA. The productivity of this conversion process increases over time as long as the Aqua Priest is not given other orders and the Capsule remains undamaged.

Furthermore, the Aqua Priest possesses a set of powerful spells that can only be recharged while meditating in the Capsule. This grants them combat potential for self-defense, large-scale offensives, and defense of the Outpost.

## **Viceroy**

The Viceroy serves Kaillor, the Light Evincer, and strives for excellence through spiritual practices and mastery in management, persuasion, and organization. Within the Outpost, the Viceroy takes charge of giving orders to idle units and assigning units and vehicles for resource and \$AQUA transportation when certain thresholds are met. They also oversee timely improvements and expansions of production.

However, the Viceroy's main advantage lies in occupied Outposts governed by NPCs. With sufficient military strength, the Viceroy can peacefully take control of such Outposts and direct the NPCs to fulfill specific tasks, such as resource

extraction, guarding trade routes, or raiding other players. These Outposts do not require FYRE for maintenance but cannot produce or construct anything independently, relying solely on the capabilities of the occupying NPCs.

## **Agent**

The Agent serves Zoer, the All-seeing Chrysostom, possessing a perceptive mind and nimble body that allows them to go unnoticed.

As a PvP hero, the Agent is adept at uncovering secrets and targeting invulnerable enemies. They have an expanded field of view that remains unobscured by landscape elements, walls, and buildings.

Agents' Ai allows them to excel at automatic reconnaissance of territories and alerting the Player and other Heroes of potential dangers. If the Agent detects an enemy Hero and believes they can eliminate them without being noticed, they will take action. Agents strike with precision and strength, receiving a damage bonus when they remain hidden from the enemy's sight.

In the Capital, Agents can engage in certain PvP options, such as eliminating Heroes within the Capital or sabotaging Estates.

## **Mentat**

Mentats are alchemists, scientists, and devoted students of Giheim, the Mirror of the World. Their minds possess the ability to manipulate the hidden structure of things, performing mystical transformations of matter and energy.

This Hero grants bonuses to the production speed of Stations, has the power to convert resources into temporary buffs for units, and can create a Transmutation Station. The Transmutation Station enables the conversion of resources from one type to another, provided they are at the same technological level.

In cases where there is a shortage of specific resources during production or processing, the Mentat can automatically address the shortage by utilizing the Transmutation Station.

In the Capital, the Mentat bestows significant bonuses to the production of NFT Equipment and Stations. Additionally, they enable the player to create limited-use copies of NFT Blueprints.

# Hero Breeding

## Unique dynastic system

The player has the opportunity to establish their own **Dynasty** through NFT Hero breeding. Utilizing the heritage system, a unique NFT character of the next generation can be born, inheriting the class, skills, and some stats from its parents.

The prosperity of the player's Dynasty directly impacts their assets, benefits from Guilds and Factions membership, the profitability of their Domains, and various other aspects.

Breeding is possible between two unrelated NFT characters of opposite sexes, with a limited number of breedings. Each subsequent generation produces NFT characters with slightly lower stats compared to their parents. For instance, first-generation Heroes have a Stamina pool that limits their maximum number of deployments and actions before requiring rest.

The breeding process is governed by the lowest fertility value of the parent NFTs, with each breeding depleting this fertility. Additionally, a certain amount of \$AQUA tokens is required for the one-time expenditure during breeding.

Breeding Heroes from different generations results in an Heir of the generation following the oldest parent. The Heir's class is randomly selected from the parent's classes, and they inherit several abilities, including one of their parent's class abilities. Starting stats are primarily determined by heredity.

Each NFT character's smart contract contains information about their "parents" and "descendants," with blockchain records verifying their relatedness, including minting data, hereditary traits, and transferability. The combination of different classes and hereditary stats offers advantages that can lead to player success. An Heir can provide significant tactical superiority, increase ecosystem bonuses, or generate profits from trading on the marketplace.

# NFT Worlds

## 100 exclusive NFT Worlds

NFT-Worlds are unique spaces within the Astea infrastructure that allow owners to create a "game within the game" experience. Owning an NFT-World grants access to developing in-game activities, similar to the Roblox model, and enables owners to profit from player activity.

For example, an NFT-World owner can create a world with casino mechanics, gladiatorial battles, or a bookmaker's office, where the owner receives all the income generated. Additionally, NFT-World owners have the option to rent out their worlds to other players and earn a majority share of the income from the games organised within.

This means that an NFT-World owner can delegate asset management rights to another player and earn profits based on their activities and success. The world can be rented out as a whole or as separate territories, each with different characteristics and value tailored to players with different strategies.

Owning an NFT-World offers several advantages, including:

1. **Organising gaming activities:** NFT-World owners have the opportunity to create and organise various gaming activities within their World. This could include events, quests, challenges, and more, providing an engaging and interactive experience for players.
2. **Profiting from gaming activities:** NFT-World owners can generate income from the gaming activities organised within their World. They can earn revenue through in-game transactions, entry fees, virtual goods sales, and other monetisation methods.
3. **Access to developer tools:** NFT-World owners have access to developer tools and resources, allowing them to customise and enhance their World's gameplay, graphics, mechanics, and overall user experience. This provides flexibility and creative control over the NFT-World's design and functionality.
4. **Benefits for Guilds and Alliances:** NFT-World owners can offer special benefits and privileges to Guilds and Alliances within their World. This may include exclusive access to certain areas, resources, bonuses, or unique gameplay features, fostering community engagement and collaboration.
5. **Leasing options:** NFT-World owners have the option to lease their entire NFT-World or specific assets within it to other players. This allows them to generate additional income by renting out virtual spaces, territories, or

specialised areas for specific purposes, such as shops, arenas, or residential areas.

## **Production and passive income**

NFT-World owners can lease territories within their World, earning a substantial portion of the profit from the lease and delegated activities. They can personally construct objects in their World, receiving a greater share of the profit compared to renting similar objects to other players.

Owners have the ability to build infrastructure objects that can be utilised by all players or specific Guild/Alliance members. These objects include factories, logistics hubs, casinos, warehouses, resorts, training camps, and various real estate assets.

## **Base for Alliances**

NFT-Worlds revolutionize Alliance management by providing access to advanced tools typically reserved for developers. The owning Alliance gains the ability to customize the appearance of their units, create internal products, factions, and events within the World, and more. The NFT-World can be owned by either the leader Guild or the entire Alliance collectively through a treasury.

# NFT Equipment

## Additions to existing NFT assets

Players have the ability to **craft NFT equipment** within the game, which can be equipped on their Heroes to enhance their abilities. Alternatively, they can choose to sell the equipment on the NFT marketplace for other players to acquire.

## Why do you need equipment?

With each successive generation of Astea Heroes, their stats gradually decrease. However, this decline can be offset by equipping them with NFT equipment. The equipment provides temporary stat boosts to the Heroes and helps counterbalance the effects of inflation and the deterioration of the Heroes' gene pool over time. Additionally, the equipment is subject to wear and tear, requiring periodic maintenance or replacement.

## Crafting

Crafting is the method used to create equipment in the game. It involves combining specific resources, utilising production buildings, and employing Mentat Heroes. This process encourages players to form Guilds and Alliances in order to manage and protect intricate production chains.

NFT equipment represents a distinct category of items that synergise with other NFT assets within the game, such as Heroes, Mounts, and Worlds. Initially, the game will feature a collection of NFT equipment created by the Astea team.

However, in the future, additional NFT collections crafted by talented artists and projects from the community will be introduced. *Further details regarding how equipment interacts with different asset types will be provided at a later stage.*



# Ascension of NFTs

During the game, Lords and Knights can earn rewards in the form of various assets such as heroes, transports, and equipment. These assets are divided into two types: mortal and ascended.

**Mortal assets** are in-game equivalents of NFT assets. They cannot be traded or sold and do not possess immortality. Mortal assets can be lost by the player in battles or robberies. Both Lords and Knights can receive mortal assets as rewards.

**Ascended assets** are immortal NFTs that can be exchanged and sold. They cannot be lost in battle or seized by force. Only Lords have the ability to ascend mortal assets to the status of NFTs.

To perform the Rite of Mortal Ascension and transform a mortal asset into an NFT, Lords need to burn \$AQUA tokens in the process.

# Bug bounty program

Astea is committed to rewarding community members who can help the project keep its users safe.

To this end, we are announcing a **bounty program for every significant bug** found in the code of Astea's smart contracts.

*More details about the program and the amount of awards will be specified later.*

# Links

- Twitter: [@astea\\_official](#)
- Telegram: [@astea\\_official](#)
- Website: [astea.io](#)

# Contacts

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