

M MOBLAND WHITEPAPER



THE MAFIA METAVERSE



In today's gaming landscape, we've witnessed the shortcomings of one-off games and their inability to support long term growth and player-owned economies. GameFi 1.0 proved unsustainable, and early web3 games had high entry costs, only to leave users trapped in isolated economies. **The time has come to evolve the industry.**

Introducing **MOBLAND**, a comprehensive solution designed to address these challenges. Our **Mafia Metaverse** aims to create a universe layer where multiple game modules can coexist, facilitating diverse gameplay experiences, all under a free-to-play model. By developing a robust economy modeled after real-life systems, we're bridging the gap between virtual and physical worlds, while encouraging player engagement and interaction.

As a Layer 3 platform, MOBLAND provides the infrastructure for a thriving Mafia Metaverse. Unlimited game modules accommodate a wide range of player personas, fostering an inclusive gaming environment. Our **sustainable economy** incorporates true opportunity cost and risk/reward, creating a balanced and competitive atmosphere for everyone involved.

The Mafia Metaverse is a haven where gangsters, capitalists, financiers and syndicates can all vie for **money, power, and status**. By implementing **cross-chain solutions**, we're able to connect players from different backgrounds, offering a more diverse and interconnected gaming experience.

MOBLAND is more than just a game; it's a world where players can immerse themselves in a universe filled with crime, power struggles, and endless opportunities. So gear up and prepare to make your mark in the Mafia Metaverse, where **fortune and infamy await**.

ECONOMY AND PLAYER DYNAMICS

Unleash Your Inner Mobster!

FREE TO PLAY

MOBLAND is all about accessibility, that's why we are cross-chain and free to play. We want everyone to have a shot at building their legacy in the Mafia Metaverse. That's why we're introducing **proof of play** as the new proof of work. Start from the bottom and compete your way to the top. Show off your gang's swagger and size to earn your place among the elite.

PLAY YOUR WAY!

The Mafia economy in MOBLAND is a wild playground where different actors can thrive, grow, and rake in the dough. **Multiple revenue streams** cater to various player personas, so you can live the life you've always wanted, or even dabble in all of them:



HUSTLERS

Rise from the shadows, outsmart rivals, and use brute force to climb the ranks. As a gangster, the world of Mobland is yours to conquer. Flex your power, control the streets, and become the most feared in Mob City.



CAPITALIST

Build your fortune from the ground up, using your keen instincts to capitalize on the Mafia economy. Turn a humble patch of grass into a booming Weed Farm empire, and watch the profits roll in day after day.



FINANCIER

Make your money work for you, even while you sleep. Earn passive income through yield pools, in-game boosts, and fees collected as you provide liquidity throughout the Mafia Metaverse. The smarter you play, the richer you get.



SYNDICATES

Lead a band of fellow mobsters to form a powerful syndicate, wielding influence in our MaaD governance system (Mafia as a DAO). Shape the future of Mobland, consolidating power and control as a collective force to be reckoned with.

In MOBLAND, the choice is yours. Embrace your inner mobster, whether it's as a ruthless gangster, a cunning capitalist, a shrewd financier, or as a feared syndicate Mob Boss. Immerse yourself in the Mafia Metaverse, where fortune and infamy are just a power play away.

MOBNOMICS

Welcome to the Mob Economy

The MOB Economy in the Mafia Metaverse reflects real-life economic design, circulating value across different verticals and roles. With opportunity cost, multiple ways to participate and profit, and the possibility to reinvest profits into assets, the most powerful empires will be grown with both **force** and **strategic planning**.

The economy contains three categories: **currencies**, **commodities**, and **productive assets**. Currencies handle liquidity and governance, commodities cover in-game needs and upgrades, and assets enable the production and protection of both!

ASSETS

SYNR



SYNR, the reserve currency of the Mafia Metaverse, is the foundation for our economy. Stack it, and you'll be balling with maximum optionality. Mobsters fight for it, Financiers stake it for yield, Capitalists produce SEED with it, and Syndicates hoard it for a. Be part of the most profitable game in town, and dominate the metaverse with SYNR.

💰 Stake \$SYNR and watch your stash grow with sSYNR (synthetic SYNR). Use your new wealth to bag in-game assets on the marketplace at a rock-bottom price.

🏠 Take power into your own hands. Stake \$SYNR, generate \$sPOWER, and delegate it to your chosen syndicate leader.

🌱 Want more yield? It's easy! Just stake \$SYNR and watch your earnings shoot up.

🎮 Rule the roost. Stake \$SYNR to boost your in-game characters and dominate.

🍷 Get more bang for your buck. Stake \$SYNR and start generating SEED

sSYNR



In-game only, sSYNR lets you handle your Mafia needs without touching your SYNR stack. This asset can score in-game discounts or be swapped for commodity-generating SEED. Keep your hands clean while you get dirty in the game, and enjoy the exclusive benefits sSYNR offers.

💎 Spend \$sSYNR to snag those in-game assets you've been eyeing - and at a bargain price, no less.

🔄 Swap your \$sSYNR and watch it sprout into SEED at hyper-speed. Unlike staking, which takes a little time to germinate, swapping is immediate.

COMMODITIES

SEED



SEED fuels the cross-chain Mobland economy, a key asset for revenue. It keeps the Mafia ecosystem running smooth, generating highly sought-after commodities. More mobsters, more seed, more action! Optimize your gains by intelligently using SEED, and become a top player in the metaverse.

The first phase of SEED consumption methods are 🖱️

🌱 To grow BUD in the Digital Weed Farms

🔪 Engage in combat (battle)

🍷 Rent Turf (Land) and/or Digital Weed Farms

🍷 Lend Turf and/or Digital Weed Farms

👊 Hire mercenaries (Attackers & Defenders)

📱 Participate in Upgradeability

💰 To purchase in-game assets, starting with Digital Weed Farms & MOBBLAND Turf



BUD

BUD, the first SEED-generated commodity, is essential for upgrading your empire. Want to dominate the market and secure your position? Invest your BUD wisely! Take control of the most valuable resources, and drive the market with the power of BUD.

- Repair & Upgrade your Digital Weed Farms, giving them the boost they need to thrive.
- Heal & Enhance your Blueprint Character's capabilities by upgrading them.
- Consume BUD to participate in game modes and come out with loot that will make other mobsters green with envy.

Exchange in-game BUD for in-game items, loot, and commodities



SYNR PASS

The SYNR Pass is the OG key to the Mafia metaverse. With exclusive in-game benefits, it can generate SEED or act as a multiplier to boost your SYNR yield. Grab this limited pass, and enjoy a life of luxury and power in the world of Mobland.

The SYNR PASS is going to provide multiple perks, incentives, and private access to the Mobland ecosystem. The incentives include (not limited to):

- Receive Airdrops that fall like manna from the mafia sky.
- Enjoy Guaranteed Whitelisting for an easy pass through the gates.
- Gain Early Access to Information, keeping you ahead of the game.
- Participate in Alpha Product Testing, and be the first to break new grounds.
- Unlock a special Discord role that gives you access to private channels and exclusive information.
- Stake your Genesis SYNR Pass to Generate SEED, setting off a growth explosion.
- Stake both Genesis SYNR Pass & SYNR to multiply your SEED yield, because more is always better.



GENESIS BLUEPRINTS

Blueprints are your Mafia army. Rent them out as mercenaries for passive income, or stake them to generate SEED. Flex your power with the most advanced in-game units, and dominate the battlefield. The more skilled your squad, the more influence you wield in the metaverse.

- Engage in attacks on other players' Crews & Buildings.
- Assign members to Defend & Guard your Buildings and Assets.
- Assign your crew to Enhance your Buildings and Assets, raising your empire's value.
- Send crew members on Jobs to gain Resources, fueling your expansion.
- Build your brand in the #MafiaMetaverse and beyond, making your mark in this criminal world.
- Engage in the Shadow Market, Borrowing/Lending to maximize your influence.
- Stake Genesis Blueprint to Generate \$SEED, unlocking your potential.
- Stake Genesis Blueprint & Stake SYNR to multiply \$SEED yield, because the sky is the limit.

Crew Characteristics

Many characteristics are present on the Genesis Blueprint characters. The metadata is composed of three main categories: *Appearance, Statistics & Abilities*

TURF: YOUR CLAIM TO POWER 🌐

In the pulsating heart of the Mafia Metaverse, power is synonymous with **land ownership**. Your Turf is your throne, a testament to your dominance. Make it available to fellow gangsters on a lease, or choose to run your own operations, seizing control over the entire supply chain.

SIZE MATTERS 📏

Turfs in Mobland come in various sizes: 4x4, 6x6, 8x8, 10x10, 12x12. Each size translates to a respective area in km² (for instance, a 4x4 size equals 16 km² area). The larger your dominion, the larger your influence.



LAKESIDE

4km² x 4km²

16km²



FARMLAND

6km² x 6km²

32km²



RESIDENTIAL

8km² x 8km²

64km²



WOODLAND

10km² x 10km²

100km²



THE ROCKIES

12km² x 12km²

144km²

MULTIPLE PATHS TO THE BAG 💰

As a Turf owner, Mobland is your oyster, presenting you with numerous avenues to amass in-game rewards. The main strategies include:



“OWN AND OPERATE”

Plant your Digital Weed Farms on your Turf, oversee the operations, and watch the in-game \$BUD roll in.



“LENDING”

Rent out your Turf to other players, earning you a handsome fee in SEED.



“FRACTIONALIZED LENDING”

Go the extra mile by operating your own Digital Weed Farms while lending a portion of your Turf to other players, reaping benefits in both \$BUD and SEED.

BUSINESS LICENSE: NFT 3.0

The MOBLAND economy is not just vibrant, it's explosive! It thrives on the participation of players who provide and avail services. As a player, you're not just a mobster; you're a capitalist. Purchasing **income-generating assets** known as Business Licenses allows you to offer services to fellow players, earning a share of the in-game commodities/resources produced in return.

DIGITAL WEED FARMS - GOLD IS GREEN

In MOBLAND, SEED planted in Digital Weed Farms transforms into **BUD** - the most coveted commodity in our universe. As you upgrade your farm through ten distinct levels, your influence in the market expands exponentially. Witness your empire flourish as BUD fills your coffers and solidifies your standing in the Mafia Metaverse.


RARITY & LEVEL - SCALE YOUR SUCCESS


Our farms come in five different rarities, each dictating the size, area, and number of Greenhouses at your disposal. Plus, with BUD at your disposal, you can **upgrade** your farm through ten levels! Each one strengthening your grip on the #MafiaMetaverse.




RARITY	COMMON	UNCOMMON	RARE	EPIC	LEGENDARY
SIZE	2 x 2	2 x 3	3 x 3	3 x 4	4 x 4
AREA	4km ²	6km ²	9km ²	12km ²	16km ²
GREENHOUSES	4	6	9	12	16

What can I do with a Digital Weed Farm?

 Operate the Farms, Plant SEED, and enjoy the fruits of in-game \$BUD.

 Lend the Farms to other players and earn a slice of the \$BUD produced, because sharing is profiting.

 Upgrade your farm to increase production, productivity, & strength

Weed Farms have a variety of rarities and attributes that affect the productivity, consumption capabilities, strength and earnings potential.



LEVEL 01
Legendary Farm



LEVEL 05
Legendary Farm



LEVEL 10
Legendary Farm

DIGITAL WEED FARM: ATTRIBUTES

GROWING

Size: 2x2 * Quality: Common
 Area: 4km² * Level: 03
 Style: 01 Status: Active
 HP: 600/620

Greenhouses: 4 * Grow Duration: 09m 21s
 Max Storage: 17,614 Claimable Level: 8,807
 Seed Consumption per Greenhouse: 400
 BUD Production per Greenhouse: 621
 Defender Attribute Bonus: 9%
 BUD Produced: 3,018 / 17,614

Max Storage
Maximum amount of \$BUD that can be stored

SEED Consumption per Greenhouse
The amount of SEED needed to be planted in a single greenhouse to begin growing WEED.

BUD Production per Greenhouse
The amount of BUD that can be produced per greenhouse during each growing period.

Defender Attribute Bonus
Boosts the Attack & Defense of the characters while defending the farms

Status
ACTIVE: Operational = produce \$BUD.
WRECKED: Non-operational = Must be repaired

HP
The health rating

Grow Duration
The time it takes your farm to generate in-game \$BUD

Claimable Level
The \$BUD storage level where your \$BUD becomes claimable

* Determined by rarity

THE SHADOW MARKET

The Shadow Market is where gangsters go to make illicit deals, gain **income** through their Turfs/Farms, and grow their commodity businesses. Kingpins can lend out their turf to prospective business owners, utilize the commodities they control and expand their interests faster than rivals using their own unique strategies. The first commodity being introduced to the Shadow Market is BUD, which is produced by planting SEED in Digital Weed Farms that operate on Mobland Turf. The Shadow Market introduces:



Mobland's Real Estate Leasing Economy

Fractionalized Borrowing/Lending of Turfs & Digital Weed Farms



The production of BUD through the consumption of SEED



The upgradeability of Digital Weed Farms through the consumption of BUD



A core component of the Shadow Market is the in-game **NFT borrowing and lending** marketplace. Owners (Lenders) have the freedom to set lending parameters and list assets on the marketplace where Renters (Borrowers) can efficiently search the marketplace to borrow assets. The platform breaks down barriers to entry, promotes wider participation, and enables renters to utilize Turf & Farms to generate commodities while simultaneously creating revenue streams for lenders.

The Shadow Market's in-game borrowing and lending marketplace provides:

Avenues for owners to earn in the #MafiaMetaverse by renting out their Turf and Farm to players in the ecosystem.

Avenues for renters to benefit from the utility of Turfs and Farms without having to own the asset.





MOB ROYALE

Welcome to the Arena

Get ready for the ultimate online multiplayer showdown, Mobland-style. Introducing Mob Royale, the high-stakes, last-man-standing deathmatch that pits players against each other in a pulse-pounding fight for survival. Drop into a Synner's world, gather weapons and supplies, and outlast everyone else to be the last person or team standing.

Survival of the Fittest

The goal is simple: **survive**. Team up with multiple players, or go it alone in solo mode. But remember, to win, you must outlast every other player in the area. Only the toughest and smartest will reign supreme.

The Ultimate Test of Skill

No Blueprint? No problem. Drop into the battlefield empty-handed and quickly gather weapons, ammo, and supplies to stay in the fight. Players with Blueprints start armed with the weapon specified in their "Weapon Type" metadata. Stay on your toes as the safe zone shrinks throughout the game. Get caught outside, and your health will drain away. Engage in high-octane combat with other players and fight tooth and nail to be the last one standing.

Choose Wisely

Your character's Blueprint metadata – **Attack**, **Defense**, **Health**, and **Heal** – impacts your gameplay, so choose carefully. With bullets dealing damage based on your Blueprint's Attack, picking the right character is crucial for maximizing firepower.

Shields absorb damage, with their strength determined by your Blueprint's Defense. Select the right character to boost your defensive capabilities. Keep an eye on your character's Health and Heal, as these determine your survivability and recovery rate.

HEALTH

How much damage the character can sustain before being wounded or killed.

ATTACK

How powerful and damaging the character's base attacks are.

DEFENSE

How tough the character's base defense is and how hard a hit they can take.

HEAL

How fast the character's hit-points will be regained over time.

The Art of Combat

Genesis Blueprint Avatars have three different **Combat Styles**: Bruiser, Defensive, and Tactical. These combat styles have a rock-paper-scissors relationship with each other, meaning that one combat style will be stronger against one and weaker against another. Understanding this relationship is key to succeeding in combat and winning the game.



BRUISER

The Fists of Fury

Bruisers are aggressive and deal heavy damage. They are effective against Tactical combat style but are weak against Defensive combat style.



DEFENSIVE

The Unbreakable Shield

Defensive characters are heavily armored and have high defense. They are effective against Bruiser combat style but are weak against Tactical combat style.



TACTICAL

The Long-Range Strategist

Tactical characters are versatile and excel at ranged combat. They are effective against the Defensive combat style but are weak against Bruiser combat style.

The Spoils of War

Survive and thrive to claim your share of the prize pool. The longer you last, the higher your ranking and the larger your piece of the pie. The prize pool is divided into tiers, with top performers earning a bigger share. Make it to the end, and you're guaranteed a minimum prize amount, no matter your rank.

RISE TO THE CHALLENGE

The Battle Royale game mode offers a thrilling, skill-based, and strategic gaming experience that pushes players to their limits. Play by the rules and give it your all for a wildly competitive and fun-filled showdown. Are you ready to conquer the Mafia Metaverse? Let the games begin!



BUD BRAWL

To The Victor Go The... Bud.



Bud Brawl is a mini-game for the Mobsters in Mobland. Battle against other players in an intense session to loot the **biggest bag of BUD**.



Enter the competition by wagering BUD.



Outpace & attack your rivals to walk away with the lion's share of the loot that falls from the sky amid fast-paced combat.

A minor Mafia tax supports the gaming ecosystem.



GameFi 2.0: Breaking the Chains

MOBLAND is taking the gaming world by storm with its groundbreaking GameFi 2.0 module, transcending the limitations of single-chain ecosystems. By embracing a **chain-agnostic approach**, MOBLAND creates a highly approachable and fee-efficient ecosystem that benefits gamers, developers, and creators alike. The cross-chain functionality means you're no longer bound to a single blockchain. Instead, you can take advantage of the best features from multiple chains, allowing for greater interaction and a more diverse experience within MOBLAND.



Why Cross-Chain Functionality Matters

Cross-chain functionality in Mobland comes with numerous benefits, including:

1. **Lower costs:** Reduce transaction fees by leveraging the most efficient blockchain for each action
2. **Widespread participation:** Cater to a broader audience by offering compatibility with multiple blockchains
3. **Greater in-game liquidity:** Enable seamless value transfer and asset utilization across different chains.

Superpower's Tesseract: The Key to Cross-Chain Connectivity

To facilitate the movement of assets and value between selected chains, Mobland utilizes **Superpower's Tesseract**. This set of smart contracts can send and receive messages cross-chain, ensuring smooth communication between different blockchains. With Tesseract, non-fungible and fungible assets can **move effortlessly** across chains, creating an open and highly approachable GameFi economy without relying on outdated wrapper technology and systems.

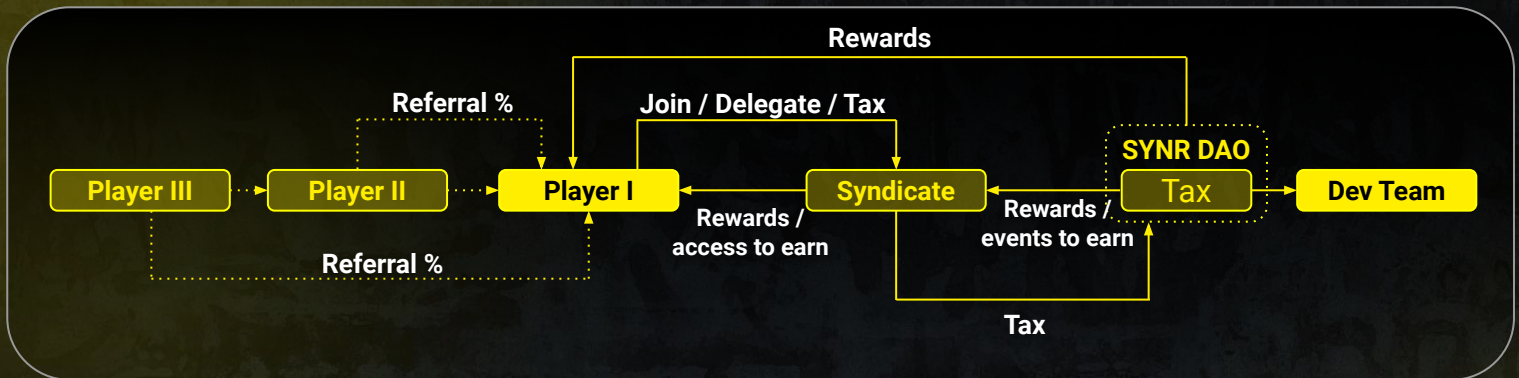
MOBLAND's layer 3 platform supports the expanding Mafia Metaverse. This framework acts as the canvas for a plethora of DeFi products, including in-game assets, marketplaces, casinos, farms, pools, churches, gaming modules, and much more. Open to community developers, the Mafia Metaverse encourages the creation of new modules, similar to Roblox. The result is a constantly **evolving, immersive experience** that keeps players coming back for more.

Mafia As A Dao (MaaD)

Rise to Power: Creating and Leading Your Syndicate

Unleash your inner mob boss by forming and leading a powerful criminal syndicate in MOBLAND's revolutionary **Mafia-as-a-DAO (MaaD) system**. Strategize, expand your crew, commit crimes, and collect taxes as you climb the ranks of the underworld.

Players stake \$SYNR to generate \$sPOWER, which can be delegated to syndicate leaders. While there is no cap on the number of syndicates or members, only **the elite 7 leaders** with the most \$sPOWER will join the exclusive Committee.



Rise to Power: Creating and Leading Your Syndicate

The top 7 syndicate leaders form the governing **Committee** that shapes the earnings events and allocates the earnings pool. Being part of the Committee means having a direct impact on the MOBLAND ecosystem, wielding influence and power.



Rise to Power: Creating and Leading Your Syndicate

As a syndicate leader, you can offer your members enticing benefits such as **assets**, **special events**, and **more**. These incentives drive recruitment, engagement, and loyalty within your syndicate, solidifying your position as a leader.

Rise to Power: Creating and Leading Your Syndicate

Syndicate leaders have the authority to **tax their members** for the benefits provided. In turn, the Mobland platform taxes the syndicates, with a portion going to the treasury and the rest distributed to the community as **Universal Basic Income (UBI)**.

The Roadmap

2023

QUARTER TWO

Third-Person Shooter: Core

Avatar Attributes

Guns: Combat System

Grenades: Combat System

Battle Royale Mode: Live

2023

QUARTER THREE

Avatar Levelling System

Free 2 Play Avatars Release

Multiplayer Team Game Mode

Spectator Mode Online

Battle Royale: New Map

2023

QUARTER FOUR

Battle AI Mobsters

Farm Attack: Core Mode

Farm Attack: Environments

Farm Attack: Defence Systems

Farm Attack: Detection System

2024+

Regions: Live

Regions: Gang Bases

Ganking and Raiding

Quests: Combat & Collection

Detect Area

