

R O G U E — G A L A X I E S —

Whitepaper

Building the ultimate Sci-fi Roguelike MMO on Cardano

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Welcome to Rogue Galaxies

1.0 Overview

Rogue Galaxies is a Third Person Sci-Fi Roguelike MMO, where you'll travel through the vastness of space, unraveling the mysteries of the physical anomalies called "Overlaps" and fighting to find the source of unlimited power that lies behind these enigmas - The Stygian Light.

Rogue Galaxies is being developed on the Cardano Blockchain.

The game will consist of three major modules, which will offer different gameplay and interaction possibilities. Each module will be developed separately to give early access to the community and later on merged in the so-called **Overlap**.

1. Space Exploration Module
2. Planet Expedition Module
3. Social Hub Module
4. Overlap Version 1.0

1.1 Space Exploration

Take your spaceship and explore the galaxy. Navigate your way among the stars and discover an array of diverse planets and environments as you face the natural - and unnatural - threats this vast universe has in store for you.

1.2 Planet Expeditions

Explore the surface of planets alone or with friends. Harvest resources to upgrade your ship and equipment to survive the onslaught of wondrous and terrifying creatures - not to mention the formidable Legion - all while enduring the naturally dangerous environments of the planets and Overlaps.

1.3 Social Hubs

Connect with others. Make friends, form groups and guilds, fleets and gangs, and prepare to go on expeditions together. Make arrangements on how to best equip yourselves for your upcoming missions and travel together through the dark expanse.

1.4 Our Vision

Rogue Galaxies will be a multifaceted game experience with mysteries, action packed gameplay and a compelling community driven story. Whether you go solo or join others on your common quest is up to you. Our goal is to deliver a game with high replayability for our community, thanks to and empowered by blockchain technology. All your progress is owned by you.

2.0 Team



Yves Masullo
Game Director,
founder of SmokeStab &
Co-CEO NMKR Games.



Robin Mächtel
Programming Lead,
founder of SmokeStab &
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Ignacio J. Durruty
Narrative Design & Storytelling,
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CCO ADA Ninjaz



+ THE WHOLE NMKR TEAM

3.0 Game Modules



3.1 Space Exploration

Take your own spaceship and explore the universe. Navigate your way among the stars and discover an array of diverse planets and environments as you face the natural - and unnatural - threats this vast universe has in store for you.

Space Exploration is a key component that gives our universe a sense of scale and room for endless possibilities, giving you a taste of real space travel. On your way through the galaxy you can do a wide variety of activities, from safe exploration and space mining to high-speed chases and space battles where life or death is the only choice.

All of this will be influenced by your ever changing surroundings. Rogue Galaxies' dynamic universe will throw random encounters at you when you least expect it. Temporal and physical anomalies throughout the galaxy, asteroid swarms, deadly and hostile environments, and the ever present danger of The Legion that are pouring in through Overlaps. It's up to you to adapt quickly to these situations and use your multiple skills to survive.

Social components won't be lacking in Rogue Galaxies either. Transportation of resources and goods, obtaining access to warp portals for fast travel, paying (or convincing) other players for protection or safe travel; these are just some of the many features and possibilities that our game will deliver.

3.1.1 Space Features & Possibilities:

- ❖ Navigating your NFT Spaceship through an open galaxy.
- ❖ Space battles where players can put their spaceships to the test, launching attacks on NPCs and other players for their much-sought-after resources.
- ❖ Random encounters throughout the galaxy e.g. abandoned ships that contain resources, stories and function as playable third person expeditions with their own side-stories, and much more.
- ❖ PvE and PvP encounters could be around every dark corner of the galaxy. These could lead to new challenges and social interactions between players and story-driven NPCs (Players can fill different roles -> Protector, Trader, Fighter and so much more)
- ❖ A huge variety of modular options for your spaceships; “All ships are created suitable, but some are more suitable than others”. Depending on your goal and the dangers you’ll face, your ship’s modular sections, material composition and equipment will play a big role in the probability of your success. Will a small yet nimble traveling ship for quick runs be what you need for this solo expedition? Or does a massive but sluggish transport ship make more sense for your guild and fleet’s purpose?

3.2 Planet Expeditions



Travel solo or as a group and pierce the planet's atmosphere to reach its surface. Explore the various biomes our planets have in store for you. Play in groups of 1-4 players, gather resources, face dangerous alien entities and battle in intense boss fights.

Being on an expedition will throw you in third person gameplay, where you explore some never-before-seen planets. You can physically traverse through the planet's surface, discover secrets, harvest resources, encounter dangers and fight against creatures from within and without our reality.

Expeditions have a roguelike game-loop. This means that you have a "run" based approach where you start with similar sets of stats and equipment, and your choices during the run define how well you will perform. This progress gets reset after the run is completed... or you die. Aside from the roguelike aspect of Rogue Galaxies' game mechanics, there are persistent gains during your runs. Player experience, resources and currencies are some of these rewards. These highly coveted bounties can later be used in cities and hubs for much needed upgrades for your gear, equipment, spaceship improvements, trading and more.

Each planet comes with a biome that predetermines a certain rule set of its environment's behavior. This influences enemy encounters, hazardous environments, natural and unnatural traps, resource availability and geographic and topological aspects. These will determine how easy the planet is to traverse and what tools you might need to move through the terrain (e.g. cliffs, flying islands that need a jetpack to overcome, volcanic surfaces, etc).

3.3.1 Preparation

Before rushing into battle it is important to lay out your plan and create a strategy to survive the planet's unique hazards.

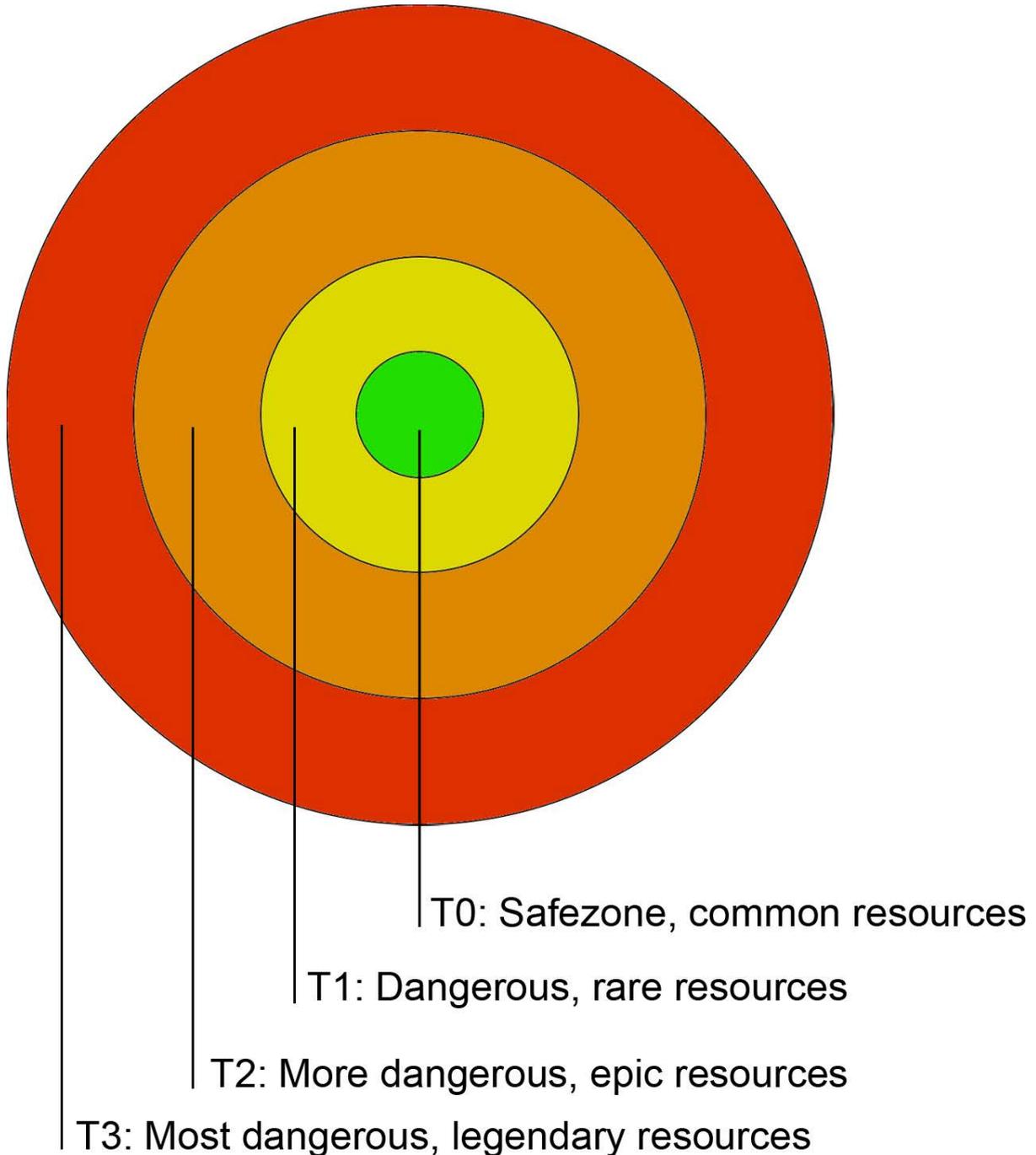
You will need to be in the right city where the possibility of scanning specific areas of the galaxy is available to you, or you might need to get close and personal with the planet before truly understanding the dangers that lie ahead. In both cases you will receive information that will help you to make an informed decision on whether it is worthwhile for you to go to this planet with your current setup, level, team or strategy.

In the scan overview you will gain information on the planet attributes, such as:

- ❖ Biome/Resource (Steel, Crystal, Magma...)
- ❖ Hazardous percentage (Frequency of traps, anomalies and environmental hazards...)
- ❖ Planet modifier (Zero gravity, Heat Waves, Enemy Swarms...)
- ❖ Overlap probability (Chance that Overlaps may appear)
- ❖ Geographical informations (Spiky rocks, shattered structure => Players need certain utility tools)
- ❖ Difficulty value (Calculated value out of all modifiers. Higher difficulty = more rewards)
- ❖ Collapse time (You only have a certain amount of time on an expedition to complete it. Harvest resources before it collapses and an ending boss fight takes place)

3.3.2 Gathering

At the start of an expedition you will spawn at the “center area” of that planet. This is called the Safezone, where you will be able to freely harvest resources with very few dangers. The further you move away from the center, the more dangerous the concentric areas become and the rarer resources you will find. Areas will be divided into tier levels which then have an effect on several planetary factors. E.g. enemy level, traps, hazardous effects, resource rarity, geographical construction, and so on.



Expeditions only last for a certain amount of time, this time is called the **Collapse Time**. As long as the collapse time isn't reached, you are able to explore the planet, harvest resources, and enjoy the view. The closer to the collapse time, the more hostile the planet will get. Expect more alien attacks and other dangers. Since the Stygian Light has influenced our whole universe, all actions on the planetary level will give you so called **Stygian Power**. Mining, defeating alien creatures or uncovering secrets will give you **Stygian Power** which you can spend on special temporary upgrades during your expedition. Stacking and gaining as many upgrades as possible is crucial to becoming strong enough to survive and conquer. Ultimately, when the collapse time is reached, the planet will become extremely unstable which causes a huge boss to spawn that you have to defeat in order to complete the expedition. At this point, mining is no longer an option (and for your own safety, honestly not even a concern). Now it's all about the fight to survive. Beating the boss will drop additional special rewards needed for crafting that cannot be obtained through mining and harvesting.

3.3 Social Hubs

Explore the capitals of Rogue Galaxies. Dock your spaceship in some of the most cosmopolitan centers of culture and society, explore the streets of our capitals and meet other players in a more peaceful environment.

Cities are central HUBs for this universe and this is where you, as a player, can go to enjoy a safe haven. Here, you can trade, craft, form friendships, engage in other social activities, and dive deep into the lore and stories of our Rogue Galaxies universe. This includes meeting NPCs, forming groups, joining guilds and fleets, preparing for the next expedition and discovering what lurks around every corner.

In cities you can engage in personal and social tasks. Setting up your loadout, upgrading your spaceships or crafting gear could be personal tasks. Social tasks, like interacting with other people, trading or forming groups are a part of the social component. Social Hubs are usually your starting point for your next adventure.

Cities are also split in different tiers and function as lighthouses and milestones throughout the progression of your story-driven experience. Everyone has to progress through these tiers and travel to different cities to reach the endgame.

Some of the following actions are examples of what you could do in Social Hubs:

- ❖ Communicate with other players and NPCs and form friendships or even groups for later adventures
- ❖ Upgrade your spaceship and gear
- ❖ Overview & scan surrounding planets to plan out your adventure and expedition
- ❖ Repair, refuel and maintain your spaceship and gear
- ❖ Trade via marketplaces
- ❖ Visit different guild hubs
- ❖ Join events that give players a call to action for a certain activity

4.0 Blockchain & Gaming

4.1 Player

Your character is your door into our universe. Creating and customizing a character is part of any major MMO and we don't want to take away that opportunity. What we offer in addition to this is an NFT connection, which stores important information about your character into the blockchain in a shareable and transferable format. This way, everyone can see which adventures and challenges you have already completed and what your story really is.

4.2 Spaceships

Spaceships will be an indicator of player progression and determine how far you can travel within our universe.

Spaceships are handled as NFTs that can be upgraded and leveled up.

In order to prevent a Pay-2-Win or a super hard Pay-to-Progress model, where you can skip a big part of the content, there needs to be metrics that are tied to spaceship usage.

For example "A player has to be level 10 or above in order to use the advanced mining laser." "A player has to be Level 20 or above to use heat seeking missiles."

The player level has to come from direct gameplay and not an initial player investment. A certain amount of time, activities and challenges need to be overcome to level up your Character.

4.2.1 Spaceship Game Functions:

- ❖ Upgradeable NFT that determines how far you can travel the universe through its resistance level
- ❖ Ships could have different stats that benefit you on your travels & runs. E.g. Starting loadouts, buffs, resistances, capacity for resources, travel time, fuel consumption

In case you do not own an NFT Spaceship there are several other possibilities to reach your destination. You can spend credits to reach expeditions or rent a spaceship from another player, so you can travel through space freely. This gives players the opportunity to farm resources so they can later get a spaceship for themselves and also gives NFT holders better reasons to have multiple ships for renting or selling later on.

4.3 Planets

Planets contain resources that are needed for upgrading and crafting. Resource availability will depend on the biome you find yourself in. For example, steel might only be found on hard surface cave structured levels.

Planets also come with different boss spawning possibilities after the **collapse time** is reached. These drop valuable resources called **creature parts** needed for advanced upgrades. As a bonus, you will receive experience points for your character progression.

Owning a planet NFT is not only a possibility, it also creates a constant stream of resources. Anytime another player completes an expedition on the planet, you also receive rewards as the rightful owner. Depending on the rarity of the planet NFT, the plots on the planet can be customized by the owner. There are three possible rarities that come with a set of customizations:

- ❖ Small = Expedition
- ❖ Medium = Expedition or Trading
- ❖ Large = Expedition, Trading or Outposts

Also there are time based events the owner can activate which can increase the amount of players coming to his planet. Possible events are:

- ❖ Direct fast travel from a Warp Gate to the planet
- ❖ Additional traversal methods on the planet surface, making more areas accessible
- ❖ Lure modules that increased resources
- ❖ Target farming by locking the planets resources to a specific one

Later on we will expand on the customizable options for these areas of the planets, such as giving you the opportunity to build your own social hubs, small outposts or even full cities.



5.0 Story & Lore

Set several thousand years after the evacuation of Earth (7582 Æ (After Earth) = 11470 A.D), humanity has spread throughout the galaxy and split into three major factions, physically evolving according to their challenging surroundings, and each with their unique and glorious - yet rough on the edges - capital worlds.

The galaxy has just been rocked by a mysterious physical phenomenon that is causing realities to clash through... **OVERLAPS**. Our already colorful galaxy, with its extremes in planet biome and solar system diversity, is witnessing planets appearing, disappearing and changing (fully and in sections); moons with seas of molten rock half covered in never-melting snow, human cities pierced by gigantic crystal formations... Not even the dark expanse is safe; stars are unnaturally bursting into existence within seconds. Be warned; if space was dangerous before, venturing out now is a deathwish. Forces from within and without this universe will stand in your path.

CHASERS

are running rampant, and as your wealth and resources grow, so will their appetite. A Chaser by any other name would be just as dreadful... a pirate down to the bone. Working as individual ships or in fleets of different sizes under different pirating flags, Chasers plunder from mining colonies and board transport ships around the galaxy for precious resources and goods. Many have fallen to their ways as for some it's the only ray of hope to a better life. However, no-matter the path or allegiance, nothing has prepared any human in the galaxy for the forces that have spilled from across the Overlaps.

THE LEGION

Mysterious humanoid beings with no apparent fealty have flooded our galaxy and are on a warpath of their own, in search of the same thing we all are...

THE STYGIAN LIGHT

The genesis of the Overlaps rippling out throughout the galaxy. A source of power this impressive was bound to catch the attention of the faction's Sovereigns. This could be the key to lifting a faction above the others and rule the galaxy with an iron fist. But what is this power, truly? And more importantly; who will find it first? One of the factions? The invaders from beyond the Overlap? Or will it be you?

The ultimate goal is clear; this source of power must be found. Scour the galaxy to find the splinters that will guide you to The Stygian Light's location and be the one to wield the power to either save... or enslave... the galaxy.

Factions:

The *THREE GREAT FACTIONS* control different regions and arms of the Milky Way Galaxy

- The Perseum = Orion-Cygnus Arm, Perseus Arm, Outer Arm
- Merum Lineage = Carina-Sagittarius Arm, New Outer Arm
- Sukhashan = Norma, Scutum-Centaurus, Outer Arm

The Perseum

are the most like modern humans, being closest to where Old Earth used to be. They are more in the tradition of classical human aesthetics, but with a slight evolution into the implementation of tech into their biology.

The Merum Lineage

are an empire ruled by a family descended from the first Merum who saw the Old Earth disappearing as an opportunity for humanity to live among the stars. Their bodies slowly evolved to a more “space-elongated” shape, being thinner, taller and more lithe than normal humans.

The Sukhashan

broke off from the main Perseum human line because of religious persecution a few hundred years after Old Earth disappeared. They were forced to live in the most hazardous environments, which quickly turned them into much tougher versions of humans. They used this hardiness and religious zeal to become a military powerhouse in the galaxy and over a few wars throughout the millennia have taken the Norma, Scutum-Centaurus and Outer Arms away from the Perseum and the Merum Lineage.

OTHER HUMANS have evolved among the stars. Most still connected to the greater chain of humanity, a few as their own powerhouse, most as subordinates of the Three Great Factions. Then there are those few groups of humans - tribes, minor nations - lost to the darkness of empty space and evolving in ways their true humanity could be questioned.

6.0 Roadmap

6.1 Strategy

Rogue Galaxies is a large project and to guarantee its success while not hurting its quality we will divide production into several modules. Those modules will be developed independently and later on “overlapped” into one gigantic world full of possibilities. Each module will stand on its own and will focus on a core part of the gameplay. These modules will be developed closely with the community through feedback and voting, all to influence the direction of our project and deliver the best possible gaming experience for you.

6.2 Funding

Funding is an important factor for such an ambitious project. That's why a lot of thought has gone into it in order to take several options and paths so that we remain a sustainable business.

Let's start with a big topic - the market situation. We have plans in place from A to E and beyond to address any possible market changes and ensure we can get Rogue Galaxies ready for you as a game.

Continuous NFT drops help defray development costs. One reason for our pricing models on our NFTs is to regulate access to the game, but also to keep us on schedule.

Since we have a lot of experience and a large network from the web 2.0 game development area, we will also use a more traditional approach to funding. The first talks with funding programs are already underway and in the planning stage.

The idea of raising further capital in the coming phases via seed funding, investors, etc. is also in discussion, but something we will have to weigh up when and if it makes sense.

Last but not least, some of our NFTs will contain royalty shares. These will not be particularly high, but will generate revenue that goes directly into the server maintenance costs of such a large multiplayer game. By doing this we want to create a self-sustaining loop whereby the player economy directly supports the game maintenance.

6.3 Quarterly overview

6.3.1 Q4 2022

Discord, Website, Whitepaper & Roadmap launched

As we continue to build our community, we are in the process of growing all the necessary infrastructure and information flows. We have set up Discord as our main platform for communication with the community, as well as Twitter, and have created the website and written up our main documents such as the whitepaper and roadmap.

Design & Conceptual foundation for Development

At the beginning, we already have to plan the development and the functions of the game. The implementation of NFTs in the game raises many questions that need to be considered before the game is developed, for example:

- ❖ Assets as NFTs
- ❖ Trading
- ❖ Ownership of game progress
- ❖ Ownership of Levels

Therefore, we need to design the game on paper first using Game Design Documents to create a solid foundation for the game. The information in the Gameplay chapter is also based on these documents.

First Spaceship & Season Pass NFTs

Since our approach to development will be heavily community driven we need to form an active core community early on. Our first NFT Drop is a proof of concept and a way to interact with and form this community. This first drop will be divided into 3 drops, consisting of **1000 unique spaceships per drop**, so **3000 spaceships in total** after the 3rd drop. These will be fully playable in the game. Many hints and aspects of the gameplay can be found in the first round of NFTs. Spaceship stats, item slots, materials and branding of manufacturers that give a glimpse into the lore. 100% of the revenue from the NFT sale will be reinvested into the game development. This way we can organically grow the team and ensure a faster development and better game quality overall.

NFT Holder Airdrops

If you own one of our spaceship NFTs, you will get access to our Season Pass: Genesis, which will be airdropped automatically. This Season Pass and the spaceships are your access to the Season 0.1 airdrops.

Season 0.1 - Genesis start

After the first spaceships and season passes have been distributed, this is the official start of our first season "Genesis" with an interactive, gamified experience for all who support us.

6.3.2 Q1 2023

Season Pass Gamification & Website NFT interactive holder area

In Q1 we will start our gamification of the Season Pass, our so-called pre-game. If you hold a Spaceship or Season Pass NFT you will get access to an exclusive area on our website where you can play the pre-game. You will need at least one Season Pass which you can level up by playing to get airdrops and other benefits.

Frequent NFT Holder Airdrops Season 0.1

With Season 0.1: Genesis the benefits for NFT holders of Rogue Galaxies already start. One type of benefit will be that you will receive regular airdrops. Depending on which NFT you hold this will be different. Spaceship NFT holders will be rewarded more passively, Season Pass NFT holders through active engagement and playing the pre-game.

NFT combining

Personalization of NFTs, especially our Spaceships, is very important to us and we want to provide you with as many tools for it as possible. One of them will be NFT combining. Use Spaceship Accessories NFT and your Spaceship NFT and create something new and unique!

Second Spaceship & Season Pass NFTs

With a new season there will also be new spaceships and Season Passes to give more people access to Rogue Galaxies. The spaceship will be different from the one you could get in Season 0.1. So we want to slowly develop towards having a variation of spaceships available with the launch of the upcoming Space Exploration Module.

Season 0.2 - Chaser start

A new season with new rewards & airdrops is waiting for you. You'll see a revised and expanded pre-game version evolution from Season 0.1 to here. So use your experience and prepare for Season 0.2: Chaser!

Development Space Exploration Module

We are starting the development of our first game module, the Space Exploration Module. Here we lay the basic building blocks and develop the mechanics around spaceships and flying. Expect first insights into the development here!

6.3.3 Q2 2023

Increase Team Size

As the gameplay of the Space Exploration Module takes shape, we need more team members to take the game experience to the next level. We will be developing the art style, creating stunning graphics and sound effects to bring our world to life. We also need technical support to connect the game to web3 in all its forms.

Development: game and NFT connection

While we have already done the design work on which parts of the game are linked to NFTs, we need to create the technical integration to enable the wallet connection and synchronization of your progress with your NFTs.

Frequent NFT Holder Airdrops Season 0.2 Chaser

With the end of Season 0.1 Genesis, the hunt for the Stygian Light begins and a new season of rewards starts. We will improve the experience with what we have learned in season 0.1 to offer more possible activities and give you more and better rewards.

Themed Spaceship NFTs

To spice it up and add more color to our space, we will be creating a very limited themed spaceship NFT drop with more unique and colorful spaceships.

Forming collaborations with handpicked projects

To take our project to the next level, we want to work with strong partners, from which we will select the most suitable ones. As we want to add value to our community, we will be very diligent in this process.

6.3.4 Q3 2023

Launch Space Exploration Module

This will be the first time that the Space Exploration Module will be playable for our NFT holders. Get a feel for what it will be like to move through space, what activities you can follow, and experience the action in a PvE setting. This won't be the last update for this module; it's meant to give you, the community, early access for feedback and requests.

Third Spaceship & Season Pass NFTs

With the introduction of our space exploration module, we want to give more players the opportunity to enter the project. We want to further increase the diversity in space in terms of scale, usage, and appearance of our spaceships.

Season 0.3 - Explorer start

Season 0.2 - Chaser has come to an end with the launch of the Space Exploration Module. This means not only that you can play the game for the first time, but also that a new season begins. We will continue to expand gamification and rewards for our NFT owners. But the biggest change to the Season Passes is still to come.

Connection Season Pass to Space Exploration Module

We now have a real game, even if it's only a part of what's to come. We can now connect your Season Passes to real missions in the game and give you experience to level up your Season Pass. We'll continue to expand that connection and those rewards as we move forward in development.

6.3.5 Q4 2023

Space Exploration Module Leaderboards

To represent the hunt for the Stygian Light, we will be introducing leaderboards to the Space Exploration module. Play, compete and increase your rank to become the number one chaser and unlock special rewards.

Fourth Spaceship & Season Pass NFTs

To climb the ladder, we will increase the competition and send more unique spaceships into space, all in pursuit of the Stygian Light. Find the spaceship that fits your play style and level it up to reach the top.

Frequent NFT Holder Airdrops Season 0.3

More improved Season Rewards for Season 0.3 will bring you more NFTs for your spaceships. Now that you've acquired some accessories, it's time to bring them to life.

Update Website NFT interactive holder area

Our exclusive NFT holder area gets an update to give you tools to customize your spaceship. Play with what you already have and find out what's missing to build the perfect spaceship.

Season 0.4 start

With the Space Exploration Module in shape, it's time to take the next big step: the Planetary Expedition Module. With a new big milestone, it's time to launch Season 0.4 and enhance the game experience with new gameplay elements inside and outside the game.

6.3.6 2024 and beyond...

Planet Expedition Module

Development of our Planet Expedition module, which includes the roguelike gameplay and third person shooter action. This involves gameplay on planets, mining resources, fighting enemy hordes and bosses, and much more.

Planet NFTs

The planets in Rogue Galaxies will function as NFTs that give players ownership, so they will be rewarded when other players enter their planet. Each planet differs in appearance, biome, hazards, resources and potentially customizable areas.

More Spaceship NFTs

Our universe will be filled with unique Spaceships all varying in size and use cases. To achieve this we will have more NFT drops introducing new ship classes, all fully playable in the game and important to succeed in the race for the Stygian Light.

Social Module

Massive city hubs where you can connect with others. Make friends, form groups and guilds, fleets and gangs, and prepare to go on expeditions together. These capital cities are the center nodes of trading and crafting.

Multiplayer

When all three main modules are in place, we will combine all three into one big world filled with players like you. Meet other players exploring space in their spaceships, walk the planet's surface together and raid giant bosses, or attend events in our megacities - all in one gigantic world.

More Seasons

Our universe has just begun, with the full launch of Rogue Galaxies only the first chapter of the story will be playable in Season 1. With each Season, we will expand the content of the systems that already exist and bring you a whole new chapter on your path to the Stygian Light. New cities, planets, and customizations for your character will come with each new Season to make our Universe grow.