

Tonarchy

White paper v.07

Table of contents

| | |
|--|-----------|
| Table of contents | 2 |
| Welcome to Tonarchy! | 4 |
| Main features of Tonarchy | 4 |
| Roadmap | |
| DeFi-ecosystem | 5 |
| \$AQUA token | 6 |
| Utility | 6 |
| Ways to get | 6 |
| Tokenomics | 7 |
| Non-inflationary model | 7 |
| Formation of a centralized price | 7 |
| Issue limit | 7 |
| In-game prices | 8 |
| Rewards | 9 |
| Distribution | 9 |
| Token bAQUA | 9 |
| Weekly Rewards | 9 |
| Treasury tournament and development fund | 9 |
| Staking | 10 |
| bAQUA token | 11 |
| BAQUA to AQUA transition | 11 |
| AQUA withdrawal to wallet | 11 |
| Rewards unlocking | 12 |
| Marketplace | 13 |
| Types of Collections | 13 |
| \$AQUA and the Marketplace | 13 |
| Workshop | 14 |
| Tonarchy the game | |
| Gameplay | 15 |
| Inner Worlds | 15 |
| Capital | 15 |
| Inner Worlds | 17 |
| The Map | 17 |
| Logistics | 18 |
| Portals | 18 |
| Places of Power | 18 |
| Stations | 19 |
| Units | 19 |
| Defeat | 19 |
| The Capital | 20 |
| Estates | 20 |

| | |
|---|-----------|
| Exchange | 20 |
| Industry | 20 |
| Politics | 20 |
| Quests | 20 |
| The New Empire can issue various types of quests to Alliance representatives. The quest can be completed by any Guild member in the Alliance that has received the quest. Influence is credited to the entire Alliance. | 21 |
| Global events | 21 |
| Occupation of territories in the Capital | 21 |
| Guilds and Alliances | 23 |
| Guilds | 23 |
| Guilds and \$AQUA | 23 |
| Alliances | 23 |
| Factions | 24 |
| Stake-to-play (Q1 2024) | 25 |
| How it works | 25 |
| Advantages of Stake-to-play over the rest of GameFi | 25 |
| Staking Rewards | 26 |
| Knights and Lords | 27 |
| Knight | 27 |
| Lords | 27 |
| FYRE | 29 |
| FYRE purpose: | 29 |
| Obtaining mechanism | 29 |
| Lords | 29 |
| Knights | 30 |
| P2E mechanics | 31 |
| For solo players | 31 |
| For guilds and alliances | |
| | |
| NFT assets | 32 |
| NFT-CoA (Q1 2024) | 33 |
| NFT saving progress | 33 |
| Ownership of several Coats of Arms | 33 |
| NFT Burning and Stake Return | 33 |
| Gameplay aspect | 33 |
| NFT-CoA Counselor | 35 |
| NFT TON Heroes | 36 |
| Why do you need them? | 36 |
| Player character | 36 |
| Possibilities and Limitations | 36 |
| Stamina | 36 |
| Zero generation | 37 |
| TON Heroes of Generation Zero | 38 |

| | |
|-------------------------------|-----------|
| Freedom of actions | 38 |
| Hero Classes | 39 |
| Hero Utility | 39 |
| Specialization | 39 |
| Admiral | 39 |
| General | 40 |
| Lady | 40 |
| Aqua priest | 40 |
| Viceroy | 41 |
| Agent | 41 |
| Mentat | 41 |
| Hero Breeding | 43 |
| NFT Worlds | 44 |
| Production and passive income | 44 |
| Base for Alliances | 45 |
| NFT Equipment | 46 |
| Why do you need equipment? | 46 |
| Craft | 46 |
| Ascension of NFTs | 47 |
| Links | 48 |
| Contacts | 48 |

Welcome to Tonarchy!

Tonarchy is a free-to-play game project, a hybrid of a social MMORPG, an innovative flexible token emission model and a stake-to-play monetization model. The gameplay is a third-person **survival MMORPG** with elements of strategy, in the setting of archaeo-futurism: a combination of high technology and medieval culture. See [Gameplay](#) for details

The main goal of the project is to create a balanced game accessible to a wide web2 audience, using web3 only in those aspects that qualitatively distinguish the game from its competitors.

Main features of Tonarchy:

- **Non-inflationary flexible model of tokenomics**
 - Emission of AQUA is completely dependent on in-game purchases - each token is backed by real demand in TON. For more details, see [\\$AQUA tokenTokenomics](#)
- **Zero-sum rewards.**
 - The game does not issue tokens for rewards - it redistributes tokens from the least skilled to the most skilled. The VE-model of rewards encourages players to get more involved in gaming and social processes. For more details, see [Rewards](#)
- **Community Generated Content**
 - Tonarchy creates an infrastructure that encourages user creation of content and assets, from releasing community collections to custom Roblox-like servers. For more details see [Marketplace](#), [NFT Planets of Imperial Court](#)
- **Balance against pay-to-win**
 - The player cannot buy items that give advantages in PVP, but can buy items that save time: leveling, recovery, resource extraction accelerators. The troop limit does not allow you to gain an unfair or excessive advantage in PVP. More [FYRE](#)
- **Passive income with NFT assets**
 - Game NFT-assets expand gaming opportunities and give owners the opportunity to earn passively, without affecting the game balance. More [NFT TON Heroes](#) [NFT-CoA Counselor](#)

Roadmap

- End of Q3 - MVP Early Access
 - Survive-to-earn MMORPG on a single map
 - PC client
 - Character progression
 - Initial construction
 - Guild formation
- Q4.
 - Enhancing guild management mechanics
 - Web3 economics for guilds
 - Expanding construction
 - Character customization
 - Marketplace
- H1 24
 - Browser and Telegram webview versions
 - Stake-to-play
 - Launching NPC Factions powered by GPT
 - Diversification to farming, construction and tamagotchi mechanics
 - Workshop
- H2 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

The main trading token of the ecosystem

\$AQUA is a trade exchange token, the link between all products of the Tonarchy ecosystem and the main resource of the game.

The key feature of the \$AQUA token is that its emission depends entirely on in-game purchases made by players. See Tokenomics for more details.

Utility

1. **Fuel for all actions in the game.** Restoring, improving, moving, breeding NFT Heroes and armies, constructing buildings, funding political wars, crafting equipment and vehicles are but a small fraction of the actions that require \$AQUA.
2. **Means of exchange of in-game resources and NFT assets.** All exchanges at the central or spontaneous in-game markets are made in \$AQUA. New collections at the in-game marketplace are also auctioned in \$AQUA.
3. **Betting tool.** Matches with zero-sum mechanics, where the winner takes the loser's bet, are also backed by \$AQUA.
4. **Buying NFT** on an internal marketplace and paying fees.
5. **Burning locked tokens for bonuses.** In development.

Ways to get:

1. **Centralized purchase for TON.** The price and ability to buy depend on the time period, the purchase limit, and the number of burned tokens at the time.
2. **In-game rewards.** For capturing posts, destroying bosses, capturing enemy resources, selling services, renting, or winning events, players receive bAQUA tokens that can be transformed into AQUA. See Rewards for details.
3. **Staking AQUA.** Staked AQUA brings the owner income proportional to his contribution to the staking pool.
4. **Buying AQUA on DEX.**

Tokenomics

Non-inflationary model

The emission of AQUA is completely dependent on its centralized purchase for TON from the project. \$AQUA is issued at the time of its purchase by a player for TON through the project's smart contract, and \$AQUA is transferred to the player's wallet. The player can now use it in the game, or put it in the liquidity pool, or trade on DEX. Every AQUA token in circulation was once bought centrally by users for TON (except for a small number of pre-mint tokens). In other words, each AQUA token is backed by real demand in the native blockchain token. Unlike other gaming tokens, the AQUA token is not subject to uncontrolled emission and inflation, since its value is not based on ponzi schemes.

AQUA tokenomics is based on models of traditional MMO games that have proven to be sustainable.

Due to the constant burning of tokens in the game and controlled emission, provided by the demand for the token, in-game rewards are not inflationary. In addition, as the token is burned in the game, the price of the AQUA token in the secondary market tends to parity with the price in the game.

Formation of a centralized price

The AQUA price is indicated in TON and is available for centralized purchase only through TON. The first time after the release, in order to attract a web3 audience, the AQUA token will be available at a discount, after which the discount will gradually decrease until the parity of 1 AQUA = 1 TON is reached. For example, in the first month after the release, players will be able to buy 5 AQUA tokens for 1 TON, after 5 months - 2 tokens, after 12 - 1 token. The actual rate of discount reduction will be announced later.

Along with the AQUA mint through a centralized purchase, there is also another way to get AQUA non-gaming - in the secondary market on the DEX.

Issue limit

To combat inflation and oversaturation of the market, a limit has been set for the centralized purchase of AQUA and, accordingly, its emission. The limit on available emission depends on the time period and on the number of tokens burned in the game.

Such a limit avoids a situation in which AQUA tokens will be redeemed in an excessively large amount with the largest discount by a narrow circle of players. Also, this mechanic takes into account the influx of new players and the demand for AQUA in general, therefore, it eliminates the possibility of liquidity shocks towards a deficit during the influx of a large number of players.

In-game prices

Some in-game items, such as upgrade boosters or recovery boosters, have a price pegged to USDT, expressed in AQUA tokens at a point in time. This is done so that players can buy a non-unique in-game consumable item at a reasonable price, regardless of market fluctuations.

At the same time, prices for such services as repairing and creating equipment, breeding heroes, buying lands, spending clans in political gameplay, buying NFT cosmetics, and others are always determined in AQUA and are not tied to USDT. This is to control the inflation of unique items and the deflation of AQUA in general.

Rewards

Distribution

Each AQUA token used in the game enters the reward pool. Funds from this pool are distributed weekly as follows:

33% Weekly rewards for capturing outposts

33% Treasure fund for future tournaments, events and development

23% Staking Rewards

11% Burned

Token bAQUA

Players receive in-game rewards in the bAQUA token. It can be used in the game in the same way as AQUA, but it cannot be transferred. bAQUA can transform into AQUA through separate in-game actions or through the launch of the vesting process. See the bAQUA token for details.

Weekly Rewards

According to the core survive-to-earn mechanic, rewards are distributed among players who capture and hold outposts or fortresses for a while. The amount of the reward depends on the total time the player holds outposts or fortresses during the week, and more specifically, on the share that this time amounted to in the total pool of outposts holding duration.

For example, there are 10 outposts on the map, which were continuously controlled by certain players throughout the week. If a specific player held one outpost for 10 hours and the second outpost for 70 hours, then his share in the reward pool will be $(10+70)/(24710)100\%=4.76\%$. *If a total of 10,000 AQUA were used by players in a week, then the player from the example will receive $10,00033\%*4.76\%= 157$ bAQUA per week.*

One fortress generates 4 times more income than one outpost. The income from holding the fortress is distributed according to the distribution order established in the guild.

Treasury tournament and development fund

Tournaments and prize pool events serve as one of the engagement tools for Tonarchy. The prize fund of these tournaments is formed from the AQUA tokens accumulated in treasury. The mechanics of prize payouts will differ depending on the

type of tournament or event. The dates will be announced in advance in the game and on Tonarchy socials.

Staking

AQUA and bAQUA token holders can stake their tokens in exchange for receiving a portion of in-game commissions in the form of AQUA tokens. The user's income will depend on their share in the total staking pool and on the amount of used AQUA and bAQUA over the past week. Staking income is paid out as bAQUA.

bAQUA token

bAQUA is a token in which players receive all in-game rewards: rewards from outposts, rewards from political gameplay, zero-sum rewards, etc. bAQUA can be used for all in-game actions and the purchase of non-unique items in the **same way as AQUA**.

bAQUA cannot be transferred.

bAQUA cannot be used to purchase unique NFTs.

The bAQUA mechanism serves to prioritize real players over flippers and bots. It encourages players to become more involved in the gaming and social process instead of focusing on earning.

BAQUA to AQUA transition

The bAQUA rewards earned by the user are transferred to AQUA **over time at a rate measured in %APR**. The rate of conversion increases depending on the continuous holding time of the token. The longer a player does not withdraw rewards, the higher the unlock rate and the more rewards they can withdraw. The starting conversion rate is 100% APR. At this rate, every month the player will convert 6% of his bAQUA into AQUA.

If the player does not withdraw tokens to the wallet within 6 months, then his conversion rate will be equal to 500% APR. At this rate, it will convert 16% of the available bAQUA per month.

Until funds are withdrawn to the wallet, AQUA and bAQUA tokens are stored on the Tonarchy smart contract that is assigned to the user account.

AQUA withdrawal to wallet

The converted AQUA is available for use in the game and available for withdrawal to the user's wallet.

When withdrawing, the user receives available AQUA to his wallet in liquid form with full access to the exchange.

At the same time, it resets the accumulated bonus % APR of the conversion. **The bAQUA remaining at the time of withdrawal is divided as follows: 25% remains on the user's account, 75% is blocked into an annual vesting with a 100% APR**

unlock rate without the right to use tokens until they are unlocked. Upon unlocking, the user receives liquid AQUA.

Rewards unlocking

A locked bAQUA can be unlocked completely or at an accelerated pace through various in-game activities.

There are several in-game ways to speed up the unlocking of rewards:

- Using the NFT TON Hero class AQUA Priest
- Use of appropriate NFT items
- Completing the relevant in-game unlock quests
- Using available bAQUA to boost your unlock rates

Details will be provided later.

Marketplace

Another important product for the Tonarchy ecosystem is its NFT Marketplace. Its necessity is dictated primarily by the team's desire to encourage the creativity of talented players and involve them in improving the game from a visual point of view.

Types of Collections

The NFT-marketplace will primarily be a place for NFT-collections of Tonarchy's in-game assets: Coats of Arms, Heroes, Planets, equipment, stars, mounts, etc. The close connection between the marketplace and the game will create a barrier-free environment between the player and the game, as well as an opportunity to involve players in voting for the best community collections.

In addition, the NFT Marketplace can also host collections from third-party projects wishing to gain access to a broad audience of players who regularly purchase NFT assets.

\$AQUA and the Marketplace

\$AQUA holders and NFT owners can vote for their favorite collections from the community to move them up in the rankings. In addition, Tonarchy regularly releases «lootboxes» — capsules of various NFTs that, when opened, give the player a random one. Making a collection part of a «lootbox» also depends on community voting.

Payment for NFT collections of in-game items is always made in \$AQUA. Also in \$AQUA, artists pay a fee when a collection is placed on the marketplace. NFT collections from outside projects may be charged in TON.

Workshop

Tonarchy workshop is a place where users will be able to create 3D models of in-game equipment, launch them as an NFT collection, and profit from the sale and exchange of items from their collection.

Users can develop both skin and appearance options for equipment models that exist in the game, as well as suggest new ones.

The launch of community collections is moderated by the Tonarchy team and gets voted by AQUA stakers. The collections that receive the most votes are released in a limited edition.

Collection contributors receive 80% of the proceeds from the sale of NFTs and 80% of royalties.

Collections are launched on Tonarchy's internal marketplace, after which they can be listed on any NFT marketplace.

The workshop is scheduled to launch in Q2 2024.

More conditions will be discussed later.

Gameplay

Core game mechanics description

The gameplay of Tonarchy is divided into several global aspects: survival in the Inner Worlds and activities in the Capital of the Empire, be it trade, production or the struggle for political power.

Inner Worlds

Players are sent to the Inner Worlds: a single map with different "biomes", where they survive, build bases, extract resources and fight with NPCs.

- Players appear on the map, capture Outposts - the base of operations in the Inner Worlds.
- Players mine resources, recycle and combine them at Stations to produce units and develop an Outpost.
- After gaining enough strength, players explore Worlds in search of Places of Power. There they can find rare resources, defeat bosses and complete various quests.
- To secure their resources and the extracted \$AQUA, players must deliver them to the Portals that lead to the Capital.

Interaction between players is an inseparable part of the gameplay: there are not enough rare resources and profitable locations for everyone. Therefore, there is constant activity on the map: trade caravans, transport convoys, detachments of scouts and raiders, and so on.

Capital

The capital is a single commercial, industrial and political hub of the Empire, where violent PvP is impossible, but where players fight for power and resources by other methods.

In the Capital, players can:

- Trade resources extracted in the Inner Worlds on the stock exchange for \$AQUA.
- Conclude trade, military and production contracts with each other.
- Produce gaming and NFT Assets in the safety of the Capital.
- Develop their Estate.

- Participate in politics as part of the Alliance, gaining control over the territories of the Capital and receiving income from the gaming activity of players in these territories.

Inner Worlds

Survival, farm, cooperation and battles between players.

The main task of the player, the Tonarch, is to go to the Inner Worlds, explore and master them, as well as extract magical resources unique to each World.

But the Worlds are not infinite, and the resources in them are limited. Also, survival and development in each World often requires resources from several other Worlds.

To develop, players need to constantly interact with other players: trade, fight, unite, share information, and so on. The player controls his character, the Tonarch, as well as Followers: Heroes and Units, giving them orders. Followers follow the Tonarch, moving away from him only when following orders. The player does not have direct control over his Followers unless he is in close proximity to them, or if he does not use special Units that allow him to establish telepathic communication.

The Map

The Inner Worlds are a single map divided into 7 biomes, Worlds. Players can choose which World to go to, and they appear at a random Portal in that World. Players appear with all the units and resources they took with them from the Capital.

With the increase in the player base, the map will gradually expand: so that players do not find themselves in a situation of serious resource and territorial hunger, but so that there is still a motive to compete and cooperate with other players.

Outposts and Fortresses

The primary task of the player is to capture the Outpost: its base of operations.

Each World has a limited number of Outposts and Fortresses. Outposts and Fortresses are always occupied either by other players or by NPCs.

Outposts are a player's base of operations that unlocks crafting, allows you to mine and produce resources, erect buildings, and create units for further expansion or defense. Outposts are easy to capture, and they are poorly protected by landscape features. Outposts are easier to expand and build logistics: they are rarely hindered by mountains, rivers, forests, swamps, etc.

Fortresses have the full functionality of Outposts, but they are much more difficult to capture: they are guarded by much stronger NPCs, they have their own fortifications,

and are often located in strategically advantageous places. Capturing Fortresses is a priority for Player Guilds, or for advanced solo players. Due to the landscape features and fortifications, Fortresses are difficult to expand, and for an effective game, at least one more Outpost must be in the power of the player or Guild.

Logistics

For effective development, players need to extract resources in their places of accumulation, and deliver them to an Outpost or to the Capital through Portals.

Trading between players in the Inner Worlds also requires the delivery of resources from one outpost to another.

Logistical functions can be performed by both the player and the units, if you give them such an order. If an order is given, the route between the two points is laid automatically.

During the delivery of resources, players and units can be intercepted by other players or NPCs, capturing or burning resources, respectively.

Portals

Portals are located on the Inner Worlds. Portals on the borders of the Worlds allow the transition between them. Portals inside the Worlds allow you to transport extracted and processed resources to the Capital.

Only players or Heroes can transfer resources and units through Portals.

When entering the Inner World, the player can take a certain amount of \$AQUA with him, sending it to a smart contract. This \$AQUA can be used in the expedition, but this means that other players can also get it. As soon as \$AQUA is returned by the player through the Portal to the Capital, this \$AQUA is transferred to his wallet, and is safe.

Places of Power

In each of the Worlds there are Places of Power — points of interest where players can get rare resources and \$AQUA, as well as start or continue a chain of quests of this World.

To extract resources and complete quests in Places of power, you need to prepare carefully: during their operation, the player will be actively attacked by hostile NPCs. Bosses can also appear in Places of Power: strong NPCs that require significant training or the cooperation of several players. The reward for killing the boss is part of \$AQUA from the reward pool.

Stations

In Tonarchy, players can build various structures: walls, stairs, roofs, fortifications, farms, and Stations.

Stations are divided into two types: basic and advanced.

Basic stations produce and process basic resources, and equip units. To function, such buildings require only the units that will operate them, and the resources needed for crafting. The station is considered to belong to the player only if it is operated by the player's unit. Otherwise, it is considered ownerless, and anyone can seize it.

Advanced stations produce the most high-tech and recycle the rarest resources. Advanced stations cannot be built in the Inner Worlds. They can only be built in the Capital according to NFT Blueprints, and must be delivered to the Inner Worlds through a Portal.

In order for such a station to work, you need to load capsules with \$AQUA into it. The more \$AQUA is loaded into the Station, the more productive it is. An advanced station is considered to belong to the player if the player has loaded his \$AQUA into it. If the station is destroyed, 30% of \$AQUA is sent to the reward pool, and the remaining \$AQUA capsules can be captured by other players.

Units

To create a Unit, the player must hire people in the Capital and equip them with the necessary equipment. Equipment for certain units is created by base stations. People without equipment can operate most of the base stations.

There are many types of units specializing in different aspects of gameplay: warriors, scouts, explorers, logisticians, support units, and others.

If the player is in close proximity to the units, he can give them orders. If the units have no active orders, they start following the player.

Defeat

Tonarchs are immortal. If you kill a player in the Inner World, he will instantly be reborn in the Capital. But when killing a Tonarch who took \$AQUA with him into the Inner World, only 50% of \$AQUA remains with the player. 40% goes to the player who killed him, and 10% goes to the reward pool.

After killing a player, the units belonging to him remain loyal to him, and continue to carry out the orders given earlier. If they do not have active orders, they defend the player's Outpost until it appears.

The Capital

The capital is a single separate location where violent PvP is impossible: it is the commercial, industrial and political center of the New Empire. Here, all players are preparing for expeditions to the Inner Worlds, as well as fighting for control over various Areas of the Capital.

Estates

An estate is a territory in the Capital that belongs to a Tonarch. All the resources that the player delivered to the Capital are stored there, his Units and Heroes are quartered.

The estate can be pumped, rebuilt and expanded using a variety of resources extracted in the Inner Worlds.

Exchange

An in-game exchange integrated with the Tonarchy's NFT Marketplace. Here players can buy and sell Stations, Units, Heroes, Equipment, Blueprints and Coats of Arms.

Also on the exchange, players can place and conclude contracts for the extraction of resources, the production of Units, Stations, as well as the lease of NFT TON Heroes to other Guilds and players.

The currency on the Exchange is \$AQUA.

Industry

There are various industrial buildings in the capital. For \$AQUA, Players and Guilds can rent production lines for fast and safe processing and crafting of resources, as well as the creation of Equipment and Stations according to NFT Blueprints.

The rent is paid to the Alliance that controls the Area with this industrial building.

Politics

Guilds can participate in various PvE and PvP activities, through which they earn Influence. Influence is used to determine control over territories in the Capital.

Quests

The New Empire can issue various types of quests to Alliance representatives. The quest can be completed by any Guild member in the Alliance that has received the quest. Influence is credited to the entire Alliance.

Examples of quests:

- Expel a representative of another Guild from the Inner World.
- Donate a certain amount of Resources or Units.
- Take control of a certain territory in the Capital.
- Pay a certain number of commissions for a certain activity.
- Create certain items and buildings according to the NFT Blueprint.
- Provide an NFT Hero of a certain class for some time.

Global events

Global events are quests known to all Alliances at the same time. Each Alliance can contribute to the completion of this quest. When the quest is completed, the Alliances share the prize pool in proportion to their contribution.

Sometimes the execution of Global Events has temporary or permanent consequences for the game.

Examples of events:

- Imperial Tender — Alliances donate certain resources before reaching the target value. After completing the quest, a new building appears in the Capital.
- Public Holiday — Alliances donate resources from a certain World. Within a week after completing the quest, the commission for certain activities is zero.
- A new development — Alliances retain control over the Places of Power in the Inner Worlds until the target retention time is reached. A new NFT Blueprint appears in the game, members of the participating Guilds can purchase it at a discount proportional to their contribution.

Occupation of territories in the Capital

The capital is divided into numerous Areas.

In these Areas are the Estates of Tonarchs, the living quarters of non-player characters and the population, markets, industrial buildings, libraries, academies, and so on. All these buildings are associated with one or another type of activity of the players in the game.

Alliances can gain control over territories in the Capital on the principle of an ongoing auction. If the Alliance's Influence rate is the highest, then the territory gradually comes under the control of this Alliance. If the Alliance controls the territory by more than 50%, a special building of this Area comes under the control of the Alliance, and it receives profit from this construction either through the activity of players, or through the distribution of project revenue.

Guilds and Alliances

Guilds

Guilds are associations of five players that share resources among themselves for the sake of more effective play, participation in politics and passive income. In the Inner Worlds, Guild members can occupy one Fortress, use each other's resources, transfer Heroes to their guild members for the duration of the game, and so on.

The limit of five people in the Guild guarantees a proper level of competition, the absence of monopolies and a variety of strategies both in the Inner Worlds and in the Capital.

Guilds and \$AQUA

All Guilds have their own treasury. Upon returning to the Capital, all Guild members pay a Guild-imposed tax of \$AQUA and resources.

Resources can be redistributed between players or sold on the stock exchange for \$AQUA. The \$AQUA in the treasury can be used for redistribution between players, staking, investments in NFT assets of the Tonarchy for rent, conclusion of contracts and contracts with other Guilds, and also sent to the reward pool in exchange for Influence.

Alliances

Alliances are associations of players' Guilds that allow them to participate in trade, production and politics at an even higher level, influencing the economy of the entire game with their activities.

The creation of an Alliance is only available to Guilds that have the Adviser's NFT coat of arms. The guild that created the Alliance becomes the leader of this Alliance.

Alliances function as a DAO. Voting takes place using \$AQUA. With the help of voting, you can determine and configure key organizational issues: the distribution of Influence on the territory of the Capital, resources within the Guild, the Guild tax on \$AQUA, shares of the income of participants from controlled territories, and so on.

Only the Guild leader can put forward proposals for the Alliance's DAO vote, and accept new Guilds into the Alliance. All Guilds in the Alliance receive bonuses from the Adviser's NFT Coat of Arms.

For membership in the Alliance, the Guild pays a monthly membership fee to the Alliance treasury. The contribution amount is the same for all Alliances. A certain percentage of the contribution is redirected to the reward pool. This percentage depends on the number of Guilds in the Alliance and grows linearly.

Participation in politics and occupation of territories in the Capital is available only to Alliances.

Factions

Factions are AI Guilds for Knights: players who do not have an NFT Coat of Arms. They provide limited organizational bonuses to participants, can issue quests to obtain resources, units and FYRE. The factions have their own taxes on \$AQUA and resources brought by its members from the Outer Worlds. The resources received as a tax are destroyed. \$AQUA becomes the income of the project and is spent on further development and support of the game.

Stake-to-play (Q1 2024)

New game monetization model

Important: Stake-to-play will be integrated in Q1 2024. Before that, Tonarchy only has a free-to-play mode and all players can receive rewards.

Stake-to-play is an innovative monetization model in which all of the player's initial investments are replaced by returnable stakes.

Note: There are two ways to play Tonarchy:

- *free-to-play, as a Knight whose main income comes from working for the Lord*
- *stake-to-play, as a Lord, with wide opportunities for development and earnings.*

How it works

- 1) The player **contributes a stake** of at least 50 TON to the pool of the project validator
- 2) He **gets an NFT Coat of Arms** that accumulates rewards and saves progress
- 3) The speed of accrual of **rewards** depends on the **size** and **time** of holding the stake
- 4) The player **can withdraw the stake** with a **total loss** of NFT 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.** In Tonarchy, unlike the rest of GameFi, the player does not need to purchase game assets to start the game, which lowers the entry barrier for beginners.
- 2) **No Pay-2-win.** A hard limit on the bonuses accrued for holding a stake limits the advantage of donators and makes the game balanced.
- 3) **Independence from donations.** The project's validator pays for the work of the team and makes the game self-sufficient without aggressive micro-transactions and advertising.
- 4) **Doesn't burden, but develops blockchain.** The project's own validators help to process game transactions and contribute to the overall TON ecosystem.
- 5) **Player loyalty and sustainable P2E model.** NFT gained for a stake accumulates bonuses and saves game progress. The ability to exchange and sell improvable NFT removes the need for excessive token emissions.

Staking Rewards

The NFT Coat of Arms, to which the stake is assigned to, accrues bonuses. In addition to a wide range of in-game utility, **FYRE** also provides the owner with the opportunity to participate in a lottery in which legendary NFT assets are raffled off weekly. Details of the lottery procedure will be specified later.

NFT holders with a stake **over 5000 TON** can count on a portion of the **rewards** from the validator paid **in TON**. Awards are also assigned to the NFT emblem. More details about the reward distribution will be specified later.

Knights and Lords

Knight

free-to-play

Starting in the status of a Knight, the player does not have ownership of the Estate, his warehouses with resources and units are very limited.

Knights, unlike Tonarchs, are not immortal: in case of death, all resources and units in the warehouses of the Capital are burned.

For exceptional services to the Empire, a Knight cannot receive an Estate in his possession as a reward, but has the opportunity to mint a temporary Coat of Arms. In this case, the f2p player has a short-term opportunity to get an s2p account by making a reduced steak and receiving an NFT Coat of Arms.

The Knight can also use in-game (non-tokenized) analogues of NFT Heroes and Equipment, but in this case, game assets may be irretrievably lost as a result of the gameplay. NFT assets cannot be obtained and used by a Knight.

The Knight's list of limitations includes an extremely low FYRE margin. To increase the maximum value of FYRE, the f2p player is forced to constantly burn non-tokenized NFT assets — Heroes, Equipment, Stations, resources, consumables and other rewards for participating in PvP and PvE events.

Despite having a FYRE reserve, the Knight does not have a Rank. Before receiving a Coat of Arms or a Gen0 Hero, the player not only has no Rank, but also cannot be accepted into a Guild or Alliance.

One of the possible ways to obtain corporate benefits for a Knight is to join an in-game Faction — an organization controlled by the game AI that provides single players with organizational bonuses for performing factional gaming activities.

Lords

stake-to-play

The Noble Lord has at his disposal an inalienable and inviolable property — his ancestral Estate in the Capital. This is his home, the general headquarters and the starting point for expansion into the Inner Worlds. It can be upgraded, rebuilt and customized.

At the moment of minting the NFT-coat of arms, the Lord is assigned a starting value of FYRE, further increasing depending on the size and age of the player's steak.

Lord also receives tokenized P2E rewards, including the \$AQUA token, from a reward pool. The rewards of PvP and PvE gameplay can also be randomly generated NFTs, such as Heroes, Equipment, upgrades and other NFTs used.

Unlike non-tokenized analogues of gaming assets from f2p players, such NFTs can only be destroyed by their owner by burning tokens. Non-consumable used NFT Equipment can be recharged by burning \$AQUA. Unlike Knights, a Lord has a Rank corresponding to his title and the number of FYRE. This is an upgradable game indicator responsible for a number of game aspects. The higher the player's rank, the greater the opportunities for development and profit-making open up to him.

FYRE

FYRE is a non-transferable game strategic resource that reflects the limit of simultaneous deployment of troops in the Inner Worlds and determines the rank of the player.

Everything living and mechanical in the spaces of the Worlds requires FYRE to function. In order to build buildings on the territory of the Outpost and produce resources, it needs to be heated FYRE. The larger the territory of an Outpost or Fortress, the more FYRE is required. In order for the player's Followers to follow orders and transport to move, they also need to be provided with FYRE.

At any given time, the player has a certain amount of FYRE, the distribution of which he can control. When using it on a territory or Followers, the number of FYRE is temporarily reduced. When the player decides to stop heating the territory or Followers, FYRE will return to his disposal. Troops and Heroes left without FYRE freeze, become vulnerable to attacks by monsters and other players, and may die.

FYRE purpose:

1. Balance control in the game. The restriction on simultaneous deployment of NFT troops in a certain territory balances the chances of players of different levels.
2. Stimulating cooperation. Some game aspects require more FYRE than can be available from a single player.
3. A variety of strategies. The restriction forces the player to think over not only the slope of the NFT-heroes deck (military, trade, industry, etc.), but also the specialization of his Outpost.
4. Rank Reflection.

Obtaining mechanism

The mechanism of obtaining FYRE for a Lord and a Knight is different.

Lords

FYRE is a reward that the Emperor bestows on his subjects for loyalty.

Lords who have made a contribution to the Imperial Core (Betting pool) from 50 TON receive an NFT coat of arms. The position of the owner of the Family Coat of Arms in the Empire is determined by the amount of FYRE, depending on the merits to the Empire (game achievements) and loyalty to the Emperor (the size and time of the steak).

The maximum number of FYRE for one NFT-coat of arms is 50: 35 in total can bring the time and size of the steak, 15 - game achievements.

Accrual occurs in accordance with the logarithmic function: the growth rate is maximum at the start and decreases over time.

The starting amount of FYRE for coats of arms with different steak sizes is the same, but the growth rate depends on the size of the steak. So, for example, to reach 35 FYRE, a 50 TON steak will need to be held for 60 days, and for a 500 TON steak, this time will be reduced to 20 days.

Knights

Knights are people with noble blood who have not yet received a title and at the same time have no right to Imperial FYRE. They receive a standard modest amount of FYRE at the start and can temporarily increase it by irretrievably burning their Followers, resources and buildings. For the Noble Lords such a way of obtaining FYRE is prohibited by status.

P2E mechanics

For solo players

- Weekly receipt of \$AQUA from the pool of rewards for the time spent keeping control of outposts
- Zero-sum Game: Capturing \$AQUA from other players from advanced stations or by killing players
- PvE: Mining \$AQUA from Places of Power and killing bosses
 - PvE awards are formed from a part of the project commissions as well as from \$AQUA, which was lost or spent by players in a particular world. Thus, PvE rewards are not created from nothing but are redistributed.
- Extraction and processing of the resources of the inner worlds for sale on the stock exchange in the capital to other players.
- Production of game items according to NFT Blueprints.
- Production of NFT equipment based on one-time drawings that can be obtained for completing quests
- Upgrading own NFT-TON Heroes and subsequent resale
- Renting out NFT TON Heroes to other players
 - Separate classes of heroes serve the purpose of saving the player from direct participation in individual processes (protection of logistics routes, protection of real estate and infrastructure, operational management of the economy, etc.). To secure their resources at night and during the player's absence from the game, they need heroes; otherwise, their resources may be looted or captured.
 - During their absence, players can rent the heroes they need from other players; for the latter, this means passive income on their NFT. Only Gen 0 heroes can be rented out.
- Breeding the next generation of NFT-TON heroes
- Creating NFT equipment
 - It improves the performance of heroes and is subject to wear. It is created by crafting resources in factories that need to be built and guarded. The equipment serves the purpose of compensating for the deterioration of the gene pool of heroes in subsequent generations. fulfilling the contracts of other players and guilds.

- Upgrading coat of arms and estate with game achievements and sell them on the open market.
- Speculation in the resource market
 - Due to the system of global events and guild quests, as well as PvP alliances, the Tonarchy's resource and unit market is always in motion, which allows merchants to make money on fluctuations in exchange rates.
- Staking \$AQUA

For guilds and alliances

- Redistribution of \$AQUA from the guild treasury
- Income from the activities of other players in the territory occupied by the Alliance.
- Owning the infrastructure of the game (100 worlds). In these worlds, exchanges of in-game resources are organized (only for them; physically, they need to be delivered there), and commissions go to the owner of the planet from each exchange. Owners can organize "games within the game" on planets. It can be gladiatorial fights, hide-and-seek, coin-tossing, poker, etc. They keep all the income from the games for themselves.
- All earnings mechanics are for solo players, whose efficiency is increased due to the scale effect and the possibility of a narrower specialization for each guild member.

NFT-CoA (Q1 2024)

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

Important: Stake-to-play will be integrated in Q1 2024. Before that, Tonarchy only has a free-to-play mode and all players can receive rewards.

The Coat of arms is an NFT item, which is actually the Lord's game account and proof of his status. By depositing a stake of a certain size, the player, along with the NFT-coat of arms, gets access to all game activities, as well as starting game assets.

NFT saving progress

The coat of arms is a transferable object, preserves the game progress and accumulates an important game resource — FYRE. From the moment the stake is introduced and the Coat of Arms is minted, the player gets the FYRE resource accumulated directly in the NFT contract, the maximum amount of which is limited for one Coat of Arms account.

When transferring an NFT (for example, when selling), all game progress is transferred — including the Estate and Rank — except for other NFT assets.

Ownership of several Coats of Arms

One player has the opportunity to own several Coats of Arms on one wallet, but at a particular time can only play for one Coat of Arms.

The game involves the active participation of the player both in expeditions to the Inner Worlds and in interaction with other players, which is a natural barrier to the use of multiple accounts by one player.

NFT Burning and Stake Return

The player at any time has the opportunity to return the invested stake by burning the NFT-coat of arms. When burned, all achievements accumulated during the game and FYRE disappear forever. An alternative to burning is to sell the Coat of Arms with its saved progress on any NFT marketplace.

Gameplay aspect

In terms of gameplay, FYRE is a measure of energy that determines the player's Rank, the maximum number of simultaneously equipped Heroes, the number of units

and buildings in the Inner Worlds, the possibility of participating in the organization of Guilds and Alliances, as well as the state of the player's Estate.

The advantage in game progress, especially at the start of the game, depends on the amount of FYRE available to the player. Depending on the size of the initial stake, the age of the stake, the type of Coat of Arms and the starting deck of Heroes, early participants receive favorable conditions for development and expansion.

NFT-CoA Counselor

50 manually drawn NFTs

The Counselors' Coat-of-arms is an NFT that allows owners to create Alliances. It can be acquired both personally and through the use of the Guild treasury.

The benefits of the purchase in any of the purchase options apply to the owner's Guild. Also, part of the benefits of the acquisition extends to all Guilds in the Alliance.

Benefits extended to the Guild leader of the Alliance:

- The possibility of creating an Alliance and participating in Politics and the Seizure of Territories in the Capital.
- The ability to create votes through the DAO of the Alliance.
- Zero commission for trading and exchange in the Tonarchy's NFT marketplace.
- The possibility of networking with the Tonarchy team — advertising, promo and consultations.
- The ability to create and install Alliance cosmetic effects in unique colors. These cosmetic effects are available to all Guilds in the Alliance.

Benefits that apply to all Guilds in the Alliance:

- The ability to equip the cosmetic effects of the Alliance.
- The ability to participate in political Quests to gain Influence and subsequent seizure of territories.
- A share of the rewards from the occupied territories. The share is determined when creating an Alliance and changes only at the DAO vote.
- A share of the rewards after completing Global Events.

If a Guild in an Alliance that is not its leader has the Counselors' Coat of Arms, it gets the right to veto the DAO votes of the Alliance.

The owners of the Counselors' Coat of Arms also have the opportunity to participate in partner programs and joint projects with the Tonarchy in the TON blockchain.

NFT TON Heroes

Why do you need them?

TON Heroes provide their holder certain benefits depending on their [class](#):

- Reducing the time one has to **spend in the game** in order to earn money
- Expanding opportunities to **own in-game assets**
- Creating NFT Heroes of the subsequent generations and NFT equipment

Player character

The player controls **Heroes, NFT characters** collected in a deck tailored for a certain playstyle. Each Hero has unique appearance and a number of characteristics such as class dictating their field of activity, rarity, faction or Imperial family allegiance, stats, abilities, breeding capabilities, needs and several secondary statistics.

Possibilities and Limitations

In order to act in the open cold space, Heroes need **FYRE** heat. Each Hero has his own **FYRE requirement level**. A Hero can be **heated** either **directly**, by allocating him personally a portion of the player's available FYRE, or from a **heated location**.

The number of Heroes who can use the heated territory for safety depends on the **amount of FYRE**, allocated for heating. For example, a territory heated by 5 FYRE can support several Heroes and troops whose total need for heating does not exceed 5. If the number of Heroes and troops exceeds the allowable level, a random unit will be attacked by monsters until it dies or moves to a heated territory. **Multiple players** can heat the same location.

A Hero has needs requiring the player's attention and certain actions to maintain NFT character's maximum efficiently.

Stamina

Stamina is an in—game resource stored in a smart contract and expended during your stay in the Inner Worlds. When the stamina reserve is exhausted, the Hero cannot be taken into the Inner World.

A Hero in the Inner World with exhausted Stamina will have significantly reduced characteristics. You can restore Stamina over time or with the help of \$AQUA. The

hero retains all his abilities and gaming experience, restores his previous activity after replenishing stamina, and can also be sold on any NFT marketplace.

Zero generation

Heroes of the zero generation are deprived of the problems of their descendants. The key difference is that Gen-0 Heroes have unlimited stamina, and they can stay in the Inner Worlds for as long as they want.

TON Heroes of Generation Zero

2222 unique firstborn Heroes

Freedom of actions

Heroes of Generation Zero are 2222 hand-drawn NFT-heroes that differ from the Heroes of **first generation** in their unique appearance, purity of blood and abilities:

- Infinite **stamina** that allows you to equip Heroes as long as you like;
- Early access to **all Tonarchy's products**;
- Special in-game benefits;
- Much more capable AI than most descendants
- Favorable starting conditions for **breeding**

Heroes of Generation Zero are divided into classes that determine specialization, a set of class abilities and game stats.

Gen0-Hero owners will become the only suppliers of new generations of Heroes, because the only way to produce new Heroes is the breeding of Gen0-Heroes.

There could be small additional sales of Heroes in order to introduce new distinctive traits, but this will happen under careful control to prevent inflation or diminishing of the value of existing Gen0 Heroes.

Hero Classes

NFT character features description

Hero Utility

Heroes can act as the player's Followers or as their avatars: being relatively safe in the Inner World, the player can start to control any of their Heroes at any time and give orders through it.

Heroes also have improved AI compared to other units: combat Heroes can independently make tactical and strategic decisions depending on the nature of the given order.

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

Specialization

The class is responsible for the specialization of the character in the game and determines the starting indicators, class abilities and bonuses.

Admiral

Admiral is the protégé of Ektil, Dreamer of the Abyss. The mind of the Admiral finds a way out of hopeless situations, and his soul endows even mechanisms with zeal. A strategically important and extremely experienced military specialist who participates in PvP and PvE gameplay.

It has advanced AI in the field of logistics and routing. Allows transport units to function and transport resources autonomously **without the player's involvement**. Provides security for the transportation of extracted resources and \$AQUA to the player's Outpost and to the Portals to the Capital. Without this hero, the player will need personal involvement in ensuring the safety of transportation: close attention to the transport throughout the entire route, otherwise the cargo may be looted or lost.

The increased sight radius allows the Admiral to make better decisions in the event of an attack: when to retreat, when to attack, and when to pursue the enemy. The bonus to movement speed and damage of mechanized and transport units allows him to do his job even more efficiently. Also, units led by the Admiral can cross the borders between the Inner Worlds without Portals.

General

General is a warrior of Anakrit, the Reviving Executioner. His body has overcome the cycle of life and death, and is home to many nature spirits. Indispensable in attacking players and NPCs, and defending outposts and player fortresses.

The general has advanced AI in the field of micromanagement of troops, making tactical and strategic decisions: setting up ambushes, conducting flanking maneuvers, crushing enemy forces into small parts, encirclement, and, if necessary, a timely retreat.

Units led by the General have increased damage, can ignore certain terrain elements when moving, and briefly cross the line between life and death.

Lady

Lady is a member of the Order of the Sisters of Eidothea, Lady of Beauty and Wrath. The soul of the Lady is the source of the energy of life, and the body is its conductor.

A support hero that grants various boosting auras to units and cooldown abilities of other Heroes. Can cast spells aimed at controlling the enemy army: movement speed limit, the embodiment of obstacles, and damage reduction.

In the Capital, the Lady gives a bonus to the recovery speed of all Heroes. It is a necessary element when breeding NFT heroes from two parent NFTs with inheritance of class, skills, traits and indicators.

Aqua priest

Aqua Priest is a servant of Crocea, the Ocean Composer. They feel and perfectly manipulate the conductor of the World Soul - \$AQUA. A mage hero whose main task is to find and translate bAQUA into \$AQUA.

The Aqua Priest can automatically search the map for bAQUA clusters: be it in deposits, on characters, in vehicles or buildings. He doesn't need to rely on his sight to do this: he senses it beyond his line of sight, through the landscape and through the fortifications.

When constructing a Meditation Capsule in the Inner World, is able to gradually transform bAQUA (including blocked one) into regular \$AQUA. Its productivity increases over time, as long as no other orders are given to it and as long as the Capsule does not take damage.

Possesses a number of powerful spells that only recharge while meditating in the Capsule. This gives him combat potential in case of self-defense, large-scale offensive and defense of the Outpost.

Viceroy

Viceroy is the hand of Kaillor, the Manifester of Light. Viceroy's strive for excellence both within themselves and in society. They achieve it through spiritual practices and mastery in the art of management, persuasion and organization.

The Viceroy located in the Outpost gives orders to idle units, and assign units and vehicles to transport resources and \$AQUA when certain values are reached, as well as carry out timely improvements and expansions of production.

However, its main advantage is in Outposts occupied by NPCs. With sufficient military overweight, Viceroy can take over the Outpost without a fight and control the NPCs that are there to carry out the tasks you set: extracting resources, guarding trade routes, or raiding other players. Such Outposts do not require FYRE, but because of this they cannot produce or build anything: the forces of such an Outpost are directly tied to the NPCs occupying it.

Agent

Agent is one of the many eyes and mouths of Zoer, the All-seeing Chrysostom. Their flexible mind has the gift of clairvoyance, and the dexterity of the body allows you to go unnoticed.

A PvP hero for whom there are no secrets and invulnerable targets. It has an increased field of view, which cannot be obscured by landscape elements, walls and buildings.

They are able to automatically reconnoiter territories, and warn the Player and other Heroes of possible danger. If the Agent notices the enemy Hero and thinks he can eliminate him without being noticed, he will do it. Agents hit infrequently, but strongly, and receive a bonus to damage if they are out of sight of the enemy. For them, some PvP options are possible in the Capital: elimination of Heroes in the Capital and sabotage of Estates.

Mentat

Mentats - alchemists, scientists, creators and faithful students of Giheim, the Mirror of the World. The mind of the Mentat can manipulate the secret structure of things, mystically transforming matter and energy.

This Hero provides bonuses to Station production speed, can turn resources into temporary buffs for units, and can also create a Transmute Station. It allows you to convert resources of one type into resources of another type that are at the same technological stage.

If there is a shortage of certain resources during production or processing, the Mentat can automatically fill the shortage using the Transmutation Station. In the Capital, the Mentat provides significant bonuses to the production of NFT Equipment and Stations, and allows the player to create copies of NFT Blueprints with a limited number of uses.

Hero Breeding

Unique dynastic system

The player can build his own **Dynasty** using NFT Hero **breeding**. Thanks to the heritage system, a unique NFT character of the next generation can be born, inheriting its parents' class, skills, as well as some of their stats. A player's Dynasty prosperity directly affects the number of his assets, his Guilds and Factions membership benefits, profitability of his Domains and many other things.

Breeding is possible (for a limited number of times) between **two unrelated NFT characters of opposite sexes**. Each subsequent generation (starting from Generation Zero) will produce NFT characters with lesser stats compared to their parents. For example, first generation Heroes will have a Stamina pool limiting their maximum number of deployments to the deck and the number of actions they can take before having to "reload".

Breeding is restricted by the lowest of parent NFTs' **"fertility" value**. Procreation expends said NFT fertility. This stat is strictly limited for a given pair of characters and irrevocably decreases after each breeding attempt. The breeding process also requires a one-time expenditure of a certain amount of \$AQUA token.

Breeding Heroes of different generations will produce an Heir of generation following the generation of the oldest parent. The Heir class is randomly selected from parent's classes. A new Hero also **inherits** several parental abilities, including one of their class abilities. Starting stats are also determined mostly by heredity.

Every NFT character's smart contract **stores info** about its "parents" and "descendants", while blockchain records verify this "relatedness", i.e. minting data, hereditary and transferable traits. Advantages of different classes and combination of hereditary stats can lead the player to great success. An Heir can help you achieve significant tactical superiority, increase ecosystem bonuses or profit from trade at the marketplace.

NFT Worlds

100 exclusive NFT Worlds

NFT-Worlds are unique spaces, part of the infrastructure of the Tonarchy, **giving the owner the opportunity to organize a "game within the game"**.

Ownership of the NFT-World gives the owner access to the development of in-game activities on the Roblox-like model and profit from the activity of the players. For example, the owner can organize a world with the mechanics of a casino, gladiatorial battles, a bookmaker's office, **from which the owner of the World takes all the income for himself**. The owner of the World also has the option of renting out the world to other players and getting most of the income from the games they organize.

This means that the owner of the World can delegate the right to manage assets to another player, receiving a profit for the activity and success of the attorney. The world can be rented out as a whole or as separate territories that have different characteristics and value for players with different strategies.

World Ownership also provides:

- The possibility of **organizing gaming activities in the World and making a profit from this**.
- Access to developer tools.
- Benefits when organizing Guilds and Alliances
- The possibility of leasing the entire NFT-World or part of its assets;

Production and passive income

By leasing part of the World's territories for private needs, the landowner receives a significant share of the profit from the lease and delegated activities. The player has the opportunity to personally build objects in their Worlds, receiving a larger portion of the profit than when renting a similar object to another player.

The owner of the World is able to build infrastructure objects that can be used by any other players, or only members of the Guild or Alliance. The list of such objects includes factories, logistics hubs, casinos, warehouses, resorts, training camps and many other real estate assets.

Base for Alliances

Among other things, NFT-Worlds take the management of the Alliance to a new level. The Alliance that owns the World gains access to tools previously available only to developers: changing the appearance of all Alliance units, creating their own internal products, factions and events of this World, and so on. The NFT-World can be owned by both the Guild-leader of the Alliance, and the entire Alliance at the same time, buying the World in a pool.

NFT Equipment

Additions to existing NFT assets

Game mechanics allow players to **create NFT equipment**, which can then be equipped on the Hero to **improve his abilities** or sold on the NFT marketplace.

Why do you need equipment?

As a result of creating subsequent generations of TON Heroes, each generation will have weaker stats than the previous one. This can only be compensated by equipment. Equipment temporarily improves the Hero's stats and is subject to wear and tear. It is designed to compensate for the inevitable inflation and deterioration of the Heroes' gene pool.

Craft

Equipment is created by **crafting**: combining the necessary resources, the corresponding production buildings and Mentat Heroes. Creating, maintaining and securing complex production chains encourages players to unite in Guilds and Alliances.

NFT equipment is a separate class of items used in symbiosis with other NFT assets of the game: Heroes, Mounts, Worlds and others.

The range of NFT equipment available in the game will initially consist of collections from the Tonarchy team. Later it will subsequently be complemented by **community-made NFT collections** from other talented artists and projects.

Details on the mechanics of how equipment works with different types of assets will be provided later.

Ascension of NFTs

Lords and Knights can receive rewards in the form of heroes, spaceships, equipment and other assets during the game. Game assets are divided into two types: mortal and ascended.

- **Mortal** – in-game **analogues of NFT** assets. Such assets cannot be exchanged or sold, and also deprived of immortality. Mortal assets can be lost by the player during battles or robberies. Both the Lord and the Knight receive mortals as a reward.
- **Ascended** – immortal assets in the **form of NFTs** available for exchange and sale. They cannot be lost in battle or taken by force. Only Lords can ascend mortals.

The Rite of Mortal Ascension up to NFT is only available to Lords and requires the burning of \$AQUA to perform.

Links

- Discord: <https://discord.gg/KYETZCx3>
- Twitter: [@tonarchy](#)
- Telegram: [@tonarchy](#)

Contacts

For cooperation, partnership, advertising:

contact@tonarchy.online - e-mail

[@tonarchy_online](#) - Telegram