

Mining Magnate

《 Mining Magnate 》 White Paper

V1.0

December 2021

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Game overview

Worldview

There is a beautiful town on the Destinia land, surrounded by towering mountains on all sides. The bottom of the mountains is lush woods, the middle is green coniferous forests, and the tops are covered with perennial snow. The snow water flowing from the high mountains converged into a clear stream passing through the town, the stream glowing with a little golden light under the sunlight.

A few years ago, treasure hunters who travel around the Destinia discovered precious gems in the mountains surrounding this beautiful town. As the news spread, a steady stream of treasure hunters poured into this ordinary town. The news that the lucky ones have found instant wealth in the gem mine has stimulated more treasure hunters to swarm in. With the increasing number of treasure hunters, the huge mineral deposits hidden in the mountains are gradually being unearthed.

Driven by huge profits, this ordinary unnamed town immediately prospered and was named the Danta Town. Here, the mining company recruited a large number of miners. Every day, vans filled with ore were transported to various parts of the mainland along the laid tracks; the smelting factory erected soaring chimneys to digest the treasures bred by the mountains on the spot; the company that identified minerals Constantly refreshing the richness hidden in the mountains; the geological expedition team is stationed here, intending to explore the reasons for the formation of the treasure; there are also countless merchants who buy

various gems and precious treasures here. . .

Decades have passed, and the mountains are already densely packed with mines, and the town is lined with various factories. The beautiful town of the past has become a well-known mineral town on the Destinia.

As the aborigines of the town, they have also shared a certain part of mining. The original townspeople had already gained a lot of wealth by virtue of their geographical advantages. Compared with the noisy towns that continued to rumbling mining day and night, most of the townspeople have moved to the nearby newly established and more livable city named Danta as well. Only a little still stay in this changing town, and among them is the mayor of this town.

The mayor of Danta Town was also a well-known figure in the town when he was young, and he has personally experienced the changes in the town over the past few decades. In the early days of the development of the town, he went deeply into the mountains to search for treasures.

The mayor's manor is not close or far from the mountains, and the sound of rumbling mining has gradually subsided here.

As the mayor's son, you are also wondering why you didn't leave here to live in the Danta city to lead a more peaceful live. Until one day, your mayor's father handed you a small stone with light green brilliance and a mining license agreement. . .

Mines, mining sites

1. Mines are the main way of mineral production in the game. After the raw ore is mined, it can be refined or sold directly in exchange for income (level 2 currency, non-circulating tokens);
2. On each mine, up to 9 mining points can be set;
3. There are 4 mining points unlock initially, subsequent mining points need to consume tokens to unlock.
4. Players can mine in the mines they purchased, or explore the mines of other players, and plunder their mines. Similarly, players need to cultivate and expand their own miners team to defend their mines.

Raw ore

1. The ore mined from the mine is raw ore;
2. The value of raw ore is low, and higher value concentrate can be obtained through refining;
3. Raw ore can also be sold directly in exchange for a small amount of level 2 tokens;
4. The raw ore mined in the mine has different types, including basic ore, black iron ore and bronze ore; there are also rare minerals, such as silver ore.

Type	Introduction
Black iron ore	Very common, usually can be refined into black iron ingots, lower probability to be refined into bronze ingots, silver ingots
Bronze ore	Very common, usually can be refined into bronze ingots, lower probability to be refined into silver ingots, gold ingots
Silver ore	Very rare, usually can be refined into bronze ingots, silver ingots, low probability to be refined into gold ingots, platinum ingots

Miner

Loklok



<i>Name</i>	Loklok	<i>Quality</i>	Normal
<i>Efficiency</i>	50kg/h	<i>Working hours</i>	5 h
<i>ATK</i>	55	<i>HP</i>	225
<i>Talent</i>	none	<i>Hobby</i>	Hiking
<i>Score</i>	160(C)	<i>Price</i>	19
<i>Background</i>	Loklok grew up in the small town of Danta. Whether it was a beautiful and peaceful town in the past, or a noisy mining town today, Loklok is not much different, at least in his heart.		

The young Loklok once ran unfettered in the mountains and forests around the town, swimming and fishing in the clear creeks. When he grows up, he can walk farther in the mountains. He has walked through dense woods that shade the sun, and he has also traced the upstream of the stream to explore all the way. When he is strong enough, he even prepared enough, to cross the snow line, climb the white mountain peaks. Finally, he admired the night sky dotted with stars above him at night, and looked down at the lights of the distant town below.

When the town' s minerals were discovered, Loklok was the first to enter the mountains to search for gems, but he only brought back a few ordinary ore. He is like a tireless seeker, constantly exploring the various scenery of the town at all times.

Today Loklok is still the same as usual. After returning home after a day of mining, his mouth suddenly smelled of grilled fish. When he was standing by the no longer clear stream with a fishing rod, he suddenly missed the past a little bit.

*Image
profile*

Age: 30 Sex: Male Height: 1.71m Weight: 60kg

Character: Kind

Tool: Shovel

Loklok is an ordinary-looking aboriginal in a small town, the kind you can't recognize immediately in the crowd. The miner's

hat on his head was worn when the town was developed in the early years. The coat was washed a little white, and the sleeves were always rolled up high. The pants are crumpled, and the boots look very strong.

There is always a small bag tied around his waist with a knife and rope inside.

Loklok's mining tool is a shovel. Perhaps because he is familiar with small towns and mountains, he can always find a slightly softer layer, and it doesn't require much effort to mine.

Loklok's character is hard to say withdrawn, he always has a kind smile when facing others, but he doesn't like to join in the fun.

Luythues



<i>Name</i>	Luythues	<i>Quality</i>	Rare
<i>Efficiency</i>	55kg/h	<i>Working hours</i>	5.5 h
<i>ATK</i>	60	<i>HP</i>	215
<i>Talent</i>	1-2	<i>Hobby</i>	smoking
<i>Score</i>	230(B)	<i>Price</i>	49
<i>Background</i>	<p>Luythues was a local construction contractor. He built many factories and office buildings when various mining companies entered the town, and earned a lot of commissions. Because of frequent dealings, he has obtained a lot of "inside information" from the personnel of the mining</p>		

company — — the rich variety of ore is stored, and some crystals of different colors appear from time to time.

Luythues has a lovely daughter. Once by chance, his daughter also saw these shining broken crystals and clamored to collect these beautiful gems. Out of guilt for not being able to accompany and take care of his daughter often because of work, and for the little princess who beloved in every possible way, he had to put down the cigar on his mouth, put on the now quite unfit work clothes, and took the hammer into the mine.

"I heard that the income of miners is not low now," he muttered while dragging his bloated figure.

*Image
profile*

Age: 36 Sex: Male Height: 1.66m Weight: 88kg

Character: Be cautious

Tool: Hammer

Luythues' figure was not tall enough, and the figure that became blessed in middle age was even more stubby. Luythues was fully prepared for the fact that he entered the mine to find gems for his daughter when he was no longer young.

The miner's hat on the head is the latest one on the market. It is strong and shockproof, and it is equipped with a miner's lamp

with bright light and good penetrating effect. The slightly thicker overalls are also waterproof, dustproof and breathable, and ordinary gravel splashes will not scratch the overalls. Gloves and boots are also recommended for purchase in accordance with the ranking of the most reliable equipment for survival in the wild. The hammer in hand is not an ordinary one. According to the merchant, the hammer uses a new type of alloy, which is firm and not too heavy. The linked wooden handle is also made of special synthetic wood with weaker shock transmission.

"Treasure hunting is something young people should do. At this age, we should end work as soon as possible and go back safely to accompany the family, right?" Luythues thought.

Seliua



<i>Name</i>	Seliua	<i>Quality</i>	Epic
<i>Efficiency</i>	60kg/h	<i>Working hours</i>	6h
<i>ATK</i>	70	<i>HP</i>	230
<i>Talent</i>	2-3	<i>Hobby</i>	Be alone, sleep
<i>Score</i>	310(A)	<i>Price</i>	49
<i>Background</i>	Seliua looks fierce. And he doesn't like to communicate with others. After daily work, and walking out of the mine, his only reaction is to grin silently at the sunset or the sky, smiling. He has		

an unknown gem that glows orange in the dark. It is said to have been lost in a deep mine for several days and picked it up when he came back unexpectedly.

This is also the charm of Danta Town. The mountains surrounding the town seem to hide inexhaustible ore, and even unknown precious gems will appear. In this small mining town, since the town has developed for decades, the output of minerals has been much lower than before. There are still an endless stream of treasure hunters coming to the town, hoping that one day they will be lucky enough to unearth the treasures in the deep mine.

As a treasure hunter, whether you endure the loneliness of treasure hunting in a deep mine, or you can use all the strength to deal with the hard rock formations when digging, the most important thing is that, can you keep the precious gems save from the other greedy hunters after you get one.

Seliua is a master of hammers, whether it is dealing with the hard rock in the mine, or the hot mind occupied by greed. Even with precious gems, Celia can also protect his assets very well. When the rich minerals in the Danta town were coveted by the surrounding towns, while defending the town from other bad-intentioned organizations, Seliua was swung by the

	<p>sledgehammer in his hand, and played a huge role.</p>
<p><i>Image profile</i></p>	<p>Age: 3 Sex: Male Height: 1.8m Weight: 110kg</p> <p>Character: Silence</p> <p>Tool: Giant hammers</p> <p>Probably for safety reasons, he always wears a sturdy yellow miner's hat, even if his eyes are covered by a large miner's hat.</p> <p>Dress casually and carry a giant hammer</p>

Robe



<i>Name</i>	Robe	<i>Quality</i>	Legendary
<i>Efficiency</i>	70kg/h	<i>Working hours</i>	6.5h
<i>ATK</i>	65	<i>HP</i>	260
<i>Talent</i>	3-4	<i>Hobby</i>	Drink、 Party
<i>Score</i>	420(S)	<i>Price</i>	199

Background

Robert is a careless, rough man. Even when digging in a dark mine, one can always hear him screaming loudly, "A man is going to mine!", "Finding precious gems is the romance of a real man!". Even though he was so longing for precious gems, there was never a trace of greed in his eyes looking at the precious gems in other people's hands.

Not only does his strong body allow him to get more raw ore while working in the mine, but his passionate character also infects the people around him. Many treasure hunters gathered around Robert spontaneously. Even if one of the lucky ones found valuable precious ores, everyone could unite, encourage and bless each other.

It is precisely because of Robert's charisma and selfless personality that Robert has a lot of prestige in the town. With this prestige, Robert led his friends around to fight back enemies in the defense of the town. Even the treasure hunters who have their own thoughts can unite under his encouragement.

<i>Image profile</i>	Age: 26 Sex: Male Height: 1.92m Weight: 98kg
	Character: Passionate
	Tool: Iron pick
	Robert likes to wear a red headscarf around his head, and leave a long section, and dance with his head shaking. Coupled with a pair of black thick eyebrows, funny sunglasses, and a black beard, he is too manly.
	Due to the burly figure, it is difficult to buy suitable work clothes, which makes the body look tight.

1. **Level:** The initial level is level 1, and the highest level is level 30. Increase the level by using materials produced in the game and level 2 tokens; and the upgrade only improves basic attributes, not rare ones;

Level	Level 2 tokens cost	Material cost	Level	Level 2 tokens cost	Material cost
1	15	1	16	3640	37
2	35	1	17	4335	44
3	65	1	18	5115	52
4	110	2	19	5985	60
5	175	2	20	6950	70
6	265	3	21	8015	81
7	385	4	22	9185	92

8	540	6	23	10465	105
9	735	8	24	11860	119
10	975	10	25	13375	134
11	1265	13	26	15015	151
12	1610	17	27	16785	168
13	2015	21	28	18690	187
14	2485	25	29	20735	208
15	3025	31	30	22925	230

2. Quality: The quality of miners is divided into normal, rare, epic, legendary, and mythical. The higher the quality, the stronger the basic attributes and the more talent attributes that can be carried;

Quality	Number of talents
normal	None
rare	1-2
epic	2-3 talents
legendary	3-4 talents
mythical	4-6 talents

3. Talent attributes:

Talent name	Instruction	Talent name	Instruction
Muscular	10% increase in mining efficiency	Natural power	20% increase in mining efficiency
Little luck	The chance of finding rare ores is increased by 5%	Lucky child	The chance of finding rare ores is increased by 10%
Worksheet	Working hours extended by 5%	Time plan	Working hours extended by 10%
Survey equipment	Special product probability increased by 5%	Geologist	Special product probability increased by 10%
Vanguard Warrior	Attack power increased by 10% when plundering	High morale	Attack power increased by 20% when plundering
Home guard	Attack power increased by 8% (both offense and defense take effect)	Born to be war mad	Attack power increased by 15% (both offense and defense take effect)

4. Stars: The initial star rating is 0 star, and the highest is 6 stars; when upgrading the miner star rating, it is necessary to consume the miners of the designated quality star and level 1 tokens;

Original	Target	Cost A	Cost B	Promote
0-star miner	1-star miner	0-star miner of the same quality	MMT(Level 1 token)	Basic attribute growth rate increased
1-star miner	2-stars miner	1-star miner of the same quality	MMT(Level 1 token)	Basic attribute growth rate increased
2-stars miner	3-stars miner	2-stars miner of the same quality	MMT(Level 1 token)	Basic attribute growth rate increased
3-stars miner	4-stars miner	3-stars miner of the same quality	MMT(Level 1 token)	Basic attribute growth rate increased
4-stars miner	5-stars miner	4-stars miner of the same quality	MMT(Level 1 token)	Basic attribute growth rate increased
5-stars miner	6-stars miner	5-stars miner of the same quality	MMT(Level 1 token)	Basic attribute growth rate increased

5. Mining efficiency: Mining efficiency is the efficiency of raw ore output;

$$\text{raw ore output} = \text{Ore output coefficient} * \text{Mining efficiency} * \text{Income decay coefficient}$$

6. Working hours: Miners have limited working hours each day, and they won't continue when their working hours are exhausted; daily wages should be paid for another working hours; If the miners have not been paid enough,

the mining efficiency will be sluggish until strikes totally;

7. **Payroll** : After each miner has exhausted the working hours, the player can manually pay the wages to restore the working hours for the next day; or spend Level 1 tokens to formulate a automatically wage plan.
8. **Shift**: To those miners whose working hours have been exhausted, players can manually use new miners to replace; they can also spend Level 1 tokens to make automatically shift plans;

Development event

1. During the development of a mineral company, various types of random events will be triggered. Each event will produce good or bad results after participation. Players can freely choose whether to participate in such events.
2. **Buried treasures**: During the mining time, it is probably to find other things, such as ancient cultural relics, ancient fossils, buried gold coins, etc. Players can sell such treasures and get Level 2 tokens;
3. **Shaking head geological experts**: Experts predict that at a certain mining site today, a certain mining union will be used to increase the production probability of precious raw ore; the news may not be accurate, and you need to spend Level 2 tokens to understand the details of the news;
4. **Hard granite**: during the excavation, you will occasionally encounter some unexpected products. Players can click to break the granite to see if there are

surprises.;

Mining system

Smelting and refining

1. The raw ore mined by the miners can be refined into a higher quality concentrate through a smelting furnace;
2. There are 5 types of concentrates: black iron ingots, bronze ingots, silver ingots, gold ingots and platinum ingots;
3. In the smelting process, black iron ingots and bronze ingots can generally be refined, and there is also a very low probability to refine more precious silver ingots, gold ingots, and platinum ingots;
4. The smelting furnace has four attributes: the capacity of raw ore per furnace, the number of smelting per minute, the smelting output rate, and the occurrence probability of precious concentrates. The level of the smelting furnace can be upgraded by consuming tokens, and the attributes of the smelting furnace can be improved;
5. Improving smelting technology will help to increase the smelting output rate and the output probability of precious concentrates;
6. Concentrates can be sold directly in exchange for level 2 tokens. The rarer the concentrate, the higher the price.

Level	Capacity of raw ore per furnace	Number of smelting per minute	Smelting output rate	Occurrence probability of precious concentrates
1	200	2	50%	0.0%
2	250	3	60%	0.5%
3	300	4	70%	1.0%
4	350	5	80%	1.5%
5	400	6	90%	2.0%

Synthetic construction

1. The smelted concentrate can be used to produce metal products probabilistically after the proper proportion of the concentrate material is input through the synthesis function of the smelting furnace;
2. The constructed metal products may be low-level products with low value, such as black iron shovel; it may also be high-level products with high value, such as steel drill bits, and there will be a very low probability of outputting extremely valuable products.
3. Metal products can be sold to obtain level 2 tokens. The more rare the product, the higher the price.

Merchant order

1. The merchants of the Miners Association will travel to and from various mines every once in a while and release orders;
2. Most of the orders issued by merchants are metal products constructed from concentrates, and occasionally there will be a small amount of orders for concentrates;
3. After completing the order on time, you can get generous rewards from the merchant, including level 1 tokens and level 2 tokens higher than the market price;
4. The order release and refresh time is relatively long, the refresh time is 7 days, and each refresh releases 2 orders.

Technological development

1. Players can increase the smelting output rate and the output probability of precious concentrates through the development of technology;
2. The development of technology is divided into two stages. When level 1~5, the development of technology only consumes level 2 tokens; at level 6~10, the further development of technology also needs to consume level 1 tokens and advanced metal products.

Technology level	Smelting output rate	Output probability of precious concentrates
1	1.0%	0.3%
2	2.0%	0.6%
3	3.0%	0.9%
4	4.0%	1.2%
5	5.0%	1.5%
6	6.0%	1.8%
7	7.0%	2.1%
8	8.0%	2.4%
9	9.0%	2.7%
10	10.0%	3.0%

Market place

1. The transaction information of raw ore, concentrate, metal products, etc. is released in the trading market;
2. Players can choose to sell or purchase various minerals in the market;
3. The trading price of minerals will change according to daily trading conditions.

Combat system

Build combat equipment

1. Some of the metal products constructed can be used in combat, that is, combat equipment;
2. Combat equipment has six attributes: life value, attack value, armor value, hit value, dodge value, and crit rate;
2. Combat equipment has six attributes: life value, attack value, armor value, hit value, dodge value, and crit rate;
3. There are 5 types of combat equipment, namely, ladder, trebuchet, tower, rush car, and shield car;
4. Different types of combat equipment have different attributes and specialties;
5. The same type of combat equipment has different star-level quality distinctions, the higher the star-level, the stronger the attribute value.

Type	Life value (HP)	Attack value (ATK)	Armor value (DEF)	Hit value (DEX)	Dodge value (AGL)	Crit rate (CRT)
Ladder	Low	Medium	Low	High	High	Low
Trebuchet	Medium	High	Low	Low	Low	High
Tower	Medium	Medium	Medium	High	Medium	Medium
Rush car	High	High	Medium	Medium	Low	Medium
Shield car	High	Low	High	Medium	Low	Low

Armed miner

1. The surrounding powerful enemies are coveting the beautiful and rich town of Danta. In order to avoid the intrusion of foreign enemies and protect the hard-working mineral output, it is necessary to arm the miners;

2. The miners form a team, in which the miners can be prepared for battle, and the state of preparation will not affect the mining efficiency;

3. The team can be equipped with up to 5 combat equipment to increase the combat power of the team. The higher the star level of the equipment, the stronger the combat power.

Team combat power = sum of miners combat power + sum of combat equipment

Combat power = life value * parameter 1 + attack value * parameter 2 + armor value * parameter 3 + hit value * parameter 4 + dodge value * parameter 5 + critical rate * parameter 6

Defend against enemy invasion

1. When the enemy is invaded, the two teams fight;

2. Combat power is only a manifestation of comprehensive combat capabilities.

Those with high combat power have a higher probability of winning. The actual

combat results still need to be determined based on the combination of combat equipment and other strategies;

3. When your team wins and the defense is successful, you will get a part of the enemy's weight, that is, the level 2 token reward;

4. When the enemy wins and the defense fails, a part of the collected raw ore, a small amount of concentrate and the level 2 tokens will be lost.

Explore nearby enemies

1. Players can also explore outside, search for enemies for plunder;

2. After searching for the enemy, display the enemy's various combat power attributes and the expected resources that can be plundered. The higher the enemy's combat power, the greater the expected return;

3. Players can choose whether to fight against the enemy, or spend level 2 tokens to search for new enemies;

4. Each battle needs to spend level 1 tokens as preparation funds, and actively initiate battles up to 5 times a day.

Battle report and ranking

1. Players' battle results will be summarized and announced in the form of battle reports, including information on both sides combat power, number of miners,

combat equipment, attributes, gains and losses, etc.;

2. The daily battle report will be counted into the ranking list, and the major powerhouses in the mainland will be announced. The rankings include rankings of combat power, rankings of plundered resources and so on.

Economic model

Play2Earn

In this game, players can obtain real benefits by mining, smelting minerals synthesizing high-value products, and trade high-attribute miners.

The final income is proportional to factors such as the miner's level, number, smelting efficiency, technology and other factors of the miners.

The definition of NFT

Token MMT: The final output in the game is directly exchanged into real money, and it has circulation properties;

Miner MMTM : It is based on one of the necessary conditions for the core gameplay of mining in the mine; the upgrade function in the game can also give it higher value; it has circulation properties;

Mine MMTF: It is based on one of the necessary conditions for the core gameplay of mining in the mine; the mine can be converted into personal private space in the

later version;

Synthetic product & Combat equipment: Made from smelted minerals by players totally, which means players can create valuable product by their own design. Especially for Combat equipment, it is one of the boosters of the combat system; The stronger the power of the combat equipment manufactured by the player, the higher the probability of winning in the battle, and the more benefits you can get.

Personal placement

Exchange rate formula: Exchange rate = 1 dollar / N tokens;

The exchange rate represents how many tokens can be exchanged for each dollar.

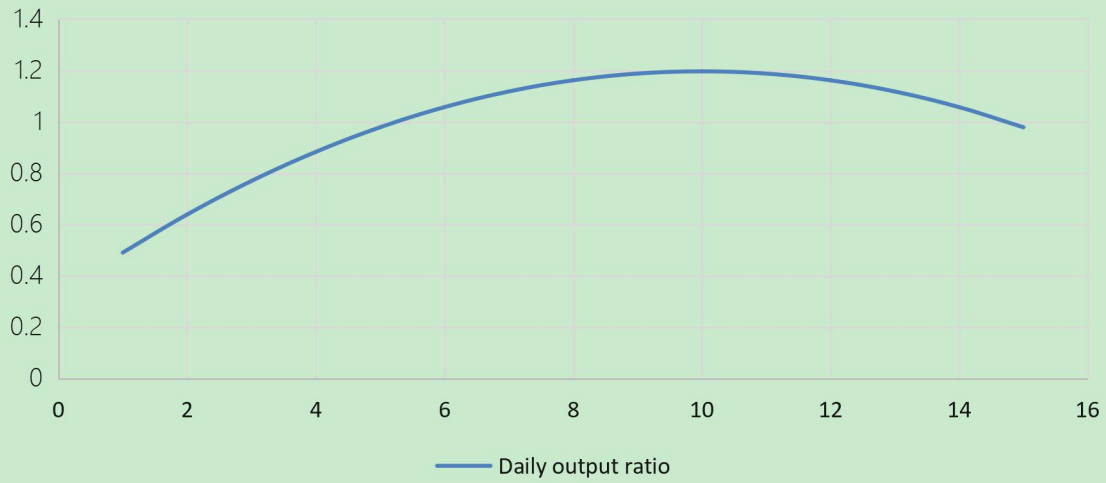
Daily return formula: average daily return = (Unit investment in dollars / Default payback period) * Exchange rate;

The average daily return, which represents the average amount of resources that should be devoted to each unit every day during the return period.

Payback cycle model

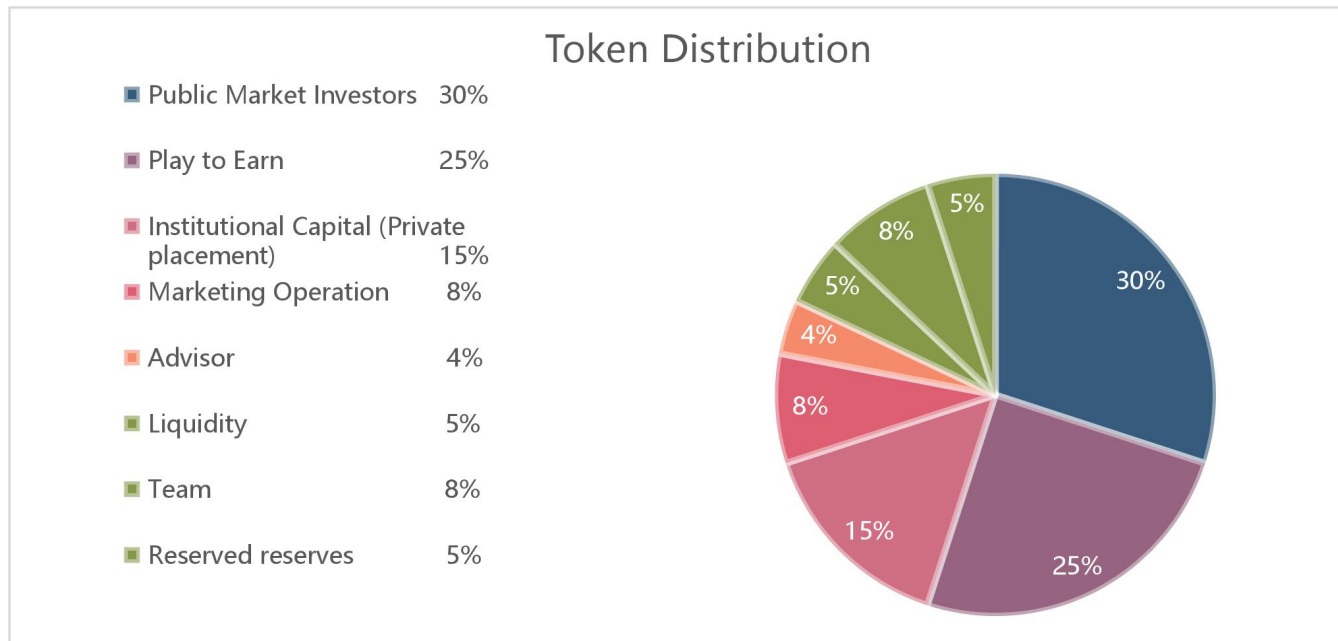
The payback period is 15 days;

Proportional model of output in the current cycle



Days	Daily output ratio	Days	Daily output ratio
1	0.492	9	1.1887
2	0.6401	10	1.1974
3	0.7707	11	1.1887
4	0.8839	12	1.1626
5	0.9797	13	1.119
6	1.0581	14	1.0581
7	1.119	15	0.9797
8	1.1626		

Token distribution



Token Symbol: MMT

Total Supply: 1,000,000,000

Marketing: 30%

Play to Earn : 25%

Institutional Capital (Private placement): 15%

Marketing cooperation: 8%

Advisor: 4%

Liquidity: 5%

Team: 8%

Reserved reserves: 5%

Token MMT

Contract address

Mine MMTF

Contract address

Miner MMTM

Contract address

Route map

Date	Target	State
December 2021	Game concept formation	completed
December 2021	The official website online	completed
January 2022	The token MMT launched; The smart contract of NFT	completed
February 2022	Official website purchase NFT; The video for promotion	completed
March 2022	The blind box function launched;	completed
April 2022	Version1.0; Include mining mineral, miner upgrade function	In progress

	Smelting mineral, shop function	
July 2022	Version2.0; Open world exploration events; Technology tree development function; Synthetic build, merchant order function; Combat system, explore defensive combat;	coming soon
October 2022	version3.0; Mining scramble; PVP arena	coming soon