

The Ultimate Game Platform Designed Around the DeFi & NFT Economy.

Powered by the Crowns Token

Based on Substrate

Game Across the Chains



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Gamification is all around us.

- • • Each aspect of the world, from the mundane to the grand, is being turned into a game of some sort. Uber drivers are chasing high scores, food delivery runs are ranked with stars, and fintech app developers are working out ways to get the same user retention rates as Candy Crush.

- • • Likewise, we see more of the real world being implemented into gaming. AR games reward players for walking around the city, CS:GO skins are fetching thousands in the steam marketplace, and influencers design entire careers around one game.

- • • But a lot is still missing to create a true user-driven economy for all gamers, especially those who spend thousands of hours in one environment and own nothing at the end of the day.

Crowns, a tokenized asset designed with the aim of rewarding players for their time spent playing, and the Seascape Platform, an innovative protocol designed for game developers, aims to change all of this.

Are you ready to explore the future of incentivized gaming?



A dedicated team of game developers and smart contract programmers, the Seascope team joined the crypto community with great ambition several years ago. Filled with excitement, development began but quickly many complications were faced. These issues tend to be faced by most DAPP developers, which is the reason so many projects overdeliver and underperform.

These are the main problems:

LACK OF USER INCENTIVES

With the rising popularity of excellent free-to-play titles, the gaming ecosystem is full of amazing products that anybody can play for free. The idea that any user would be willing to educate himself about blockchain, figure out how to work a wallet, and buy cryptocurrency before even playing a game is laughable. In order to motivate players to join a new platform, great incentives are needed that make the gamer feel like he is really being rewarded for spent time.

SCALABLE DEFI & NFT SOLUTIONS ARE NEEDED

The DeFi market is an untapped source of growth for the crypto industry as a whole. Powered with the appeal of gaming, it will be unstoppable to the up and coming generation of adopters. With less than 10 billion dollars currently locked DeFi markets, and the traditional gaming industry grossing over 150 billion dollars on a yearly basis, the potential for growth is enormous. Current DeFi & NFT models however cannot sustain much more than the current load, and new solutions need to be found in order to provide an appealing platform where users can profit.

TRADITIONAL GAME PLATFORMS CHARGE TOO MUCH

With the average platform taking between 10% and 30% of all gross revenue, profits can be seriously hurt for the majority of developers, especially as the indie game scene continues to grow in strength. There is a real need for a game platform that allows developers to easily publish their games with the least amount of effort possible and without charging enormous fees. If this platform succeeds in attracting developers and also gives them the tools to deploy their very own game chain and in turn incentivize their users, it could be quite powerful.

In this paper, we will take you through the Seascope ecosystem, which aims to solve these issues.

VISION.

An Incentivized Ecosystem Consisting of Gamers, Developers, and Influencers.

Driven by the Power of Great Games

Earning and Spending Crowns

Trade, Stake, and Collateralize All Game Assets

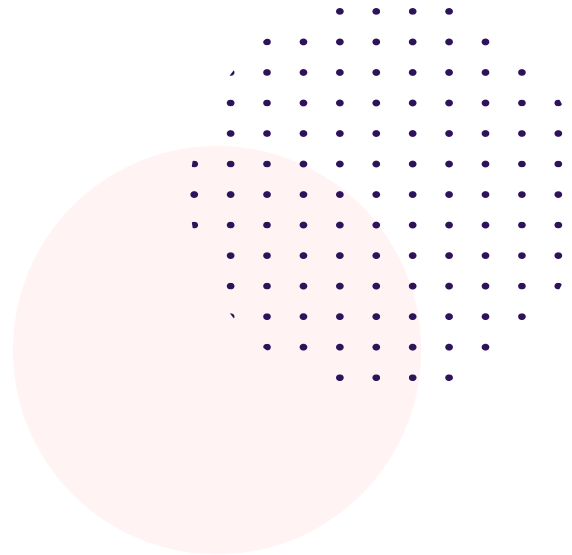


The Seascape Ecosystem

Games are going to play an increasing role in defining the economics of the digital future, but a game isn't enough to create a vibrant digital world.

In order to thrive, the Seascape ecosystem will aim to provide a home to all game developers and users, incentivizing them to develop, play, and trade their assets in a vibrant marketplace that rewards all of its users, both with entertainment and economic benefits.

To explain this in more detail, let's take a look at each moving part of the ecosystem.



DeFi Gamified

Concepts such as staking, CDPs, and yield farming are now becoming mainstream (at least within the crypto community). Inherently, they are gamified aspects of traditional finance.

Due to their fun nature, they can easily be implemented into games as part of core gameplay features.

BLOCKLORDS, Seascape's flagship game, is serving as the proof of concept for all of these features, with examples being Title

Airdrops, Crowns Staking, Item CDPs, as well as a brand-new concept: the Player Created Coin (PCC) that clever players will be able to implement when they want to create their own in-game currency.

These are all ways for the players to not only increase their in-game power, but also earn real profits while they have fun with the game.

Once this concept is perfected, it will be scaled out to the gaming industry!

NFT Economics

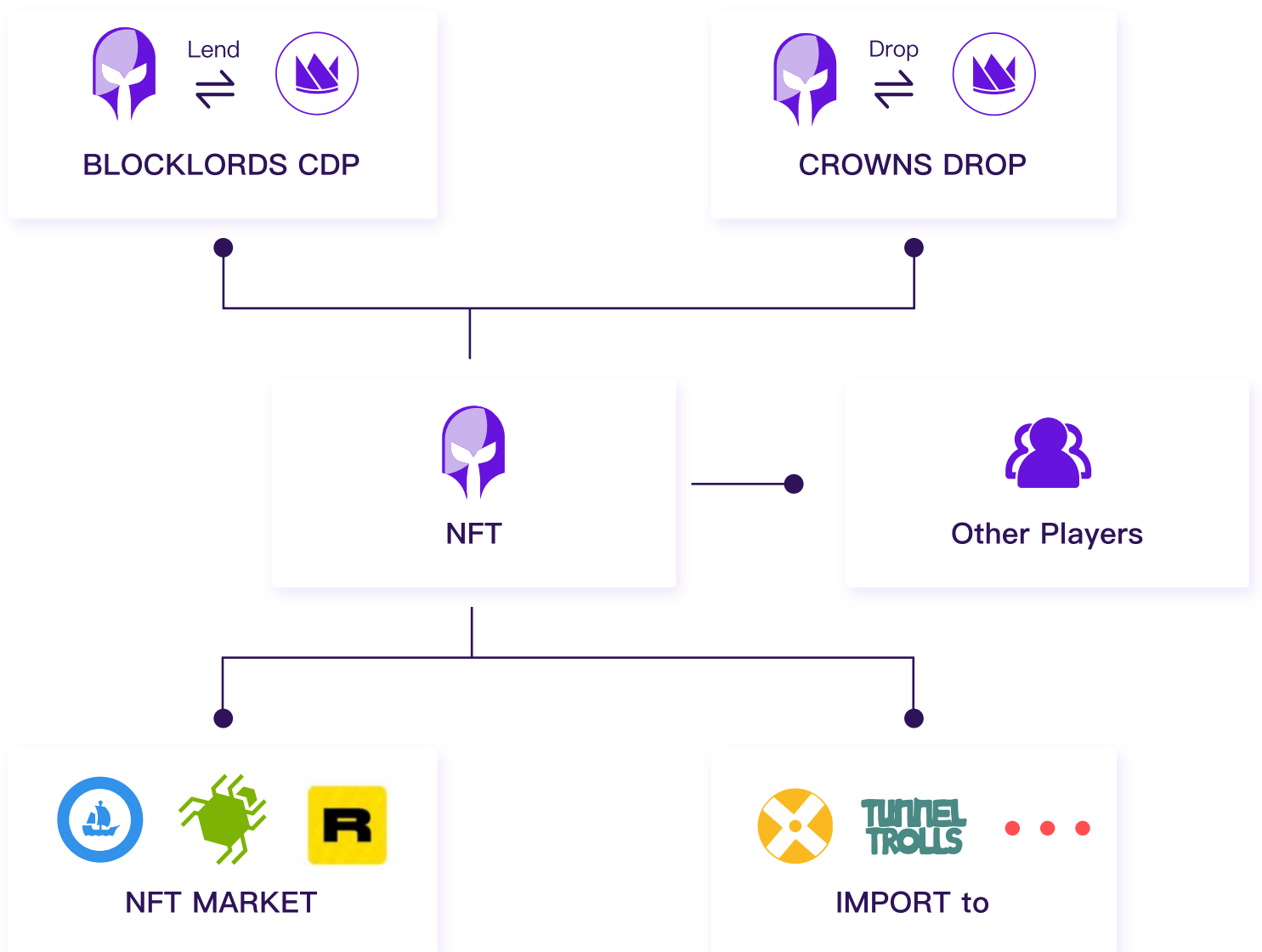
While many realize the potential of Non-Fungible Tokens, they still haven't reached their full impact on the Ethereum network.

This is partly due to high gas fees and a few technical limitations that prevent them from reaching their true potential.

The first step in making NFTs a truly vital part of the DeFi economy is to ensure that

they can generate earnings for their holders, which is still only dependent on market value.

With the possibility of collateralizing NFTs to take out debt, renting them out for set or variable rates, and trading them on an open exchange, the potential use cases within BLOCKLORDS and future and future games are endless.



Crowns

After a lot of careful consideration, Seascape Games has unveiled a way to truly incentivize gamers and platform users for their time spent playing.

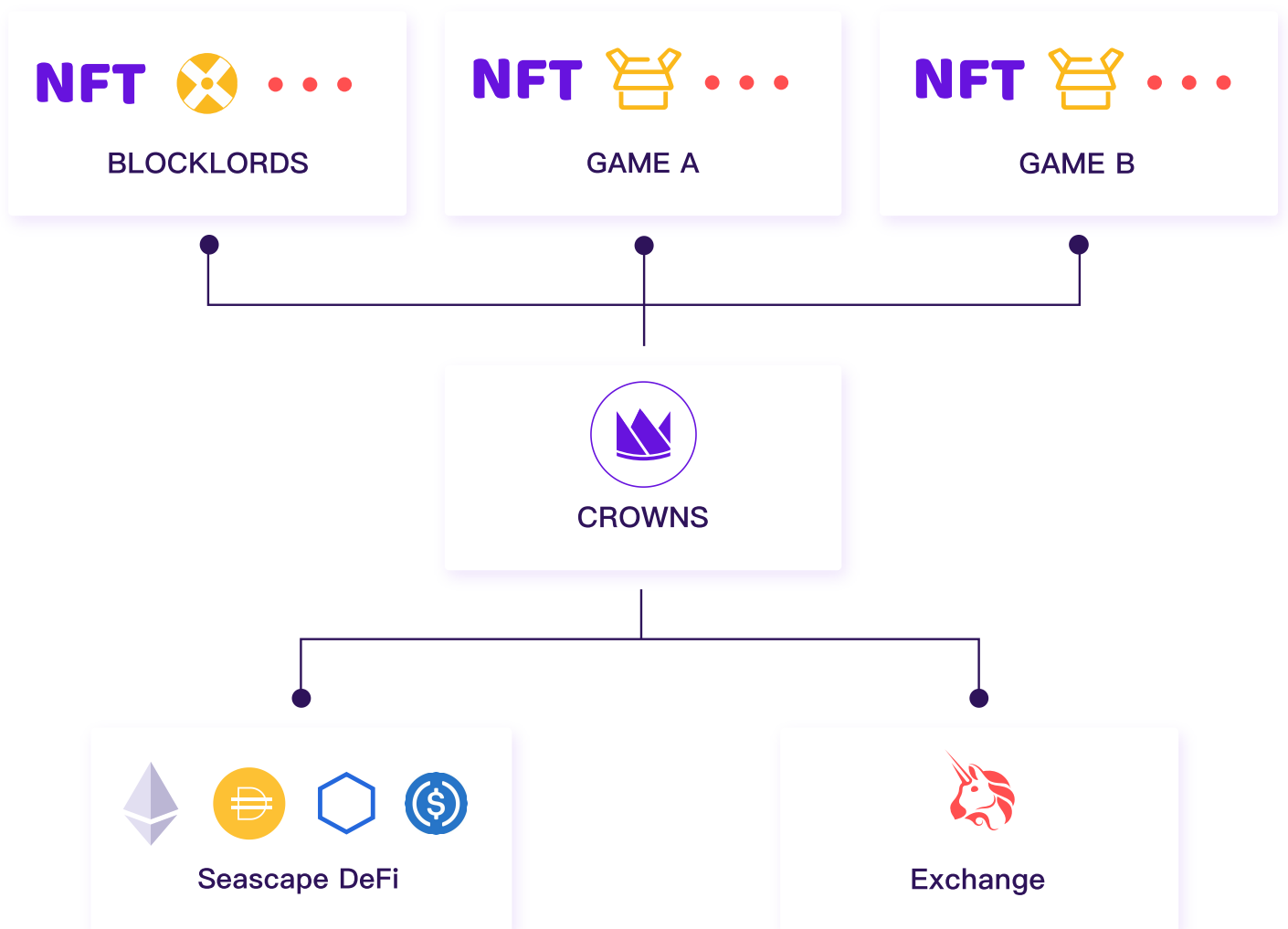
This method is Crowns, a token designed to reward all key stakeholders of the gaming ecosystem.

Crowns will be introduced via BLOCKLORDS, as a way to reward all players who prove themselves worthy.

This token will be the way for most players

to experience the true power of DeFi gaming in a fun and user-friendly way.

Various ways to stake, borrow, and utilize Crowns will be released periodically to players as the ecosystem grows.

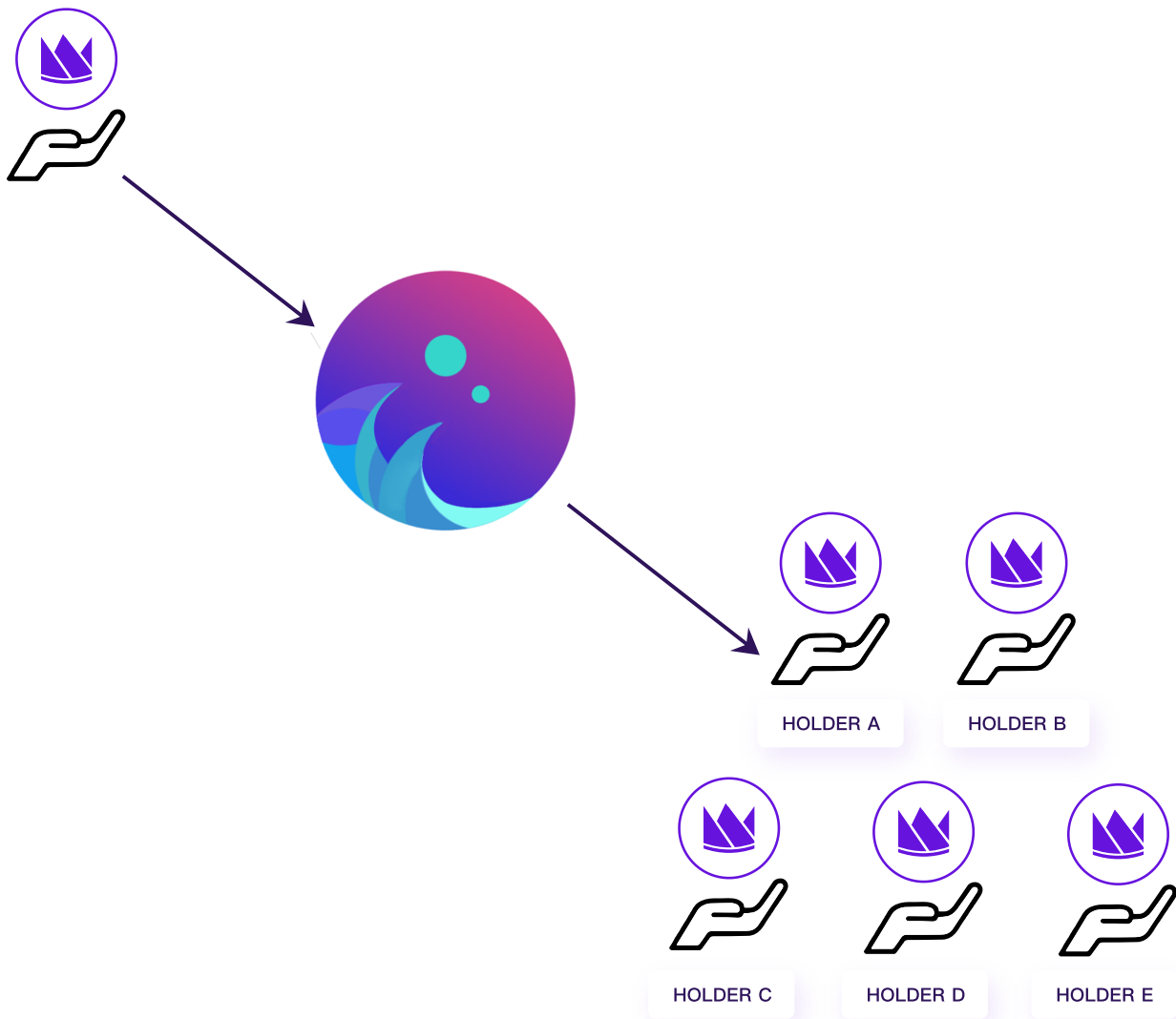


Paywave

Every player who owns Crowns will receive a periodic paywave drop.

The paywave supply is taken entirely from the spent amounts of tokens spent by users on games hosted on the Seascope Network, thus guaranteeing a fixed supply cap of Crowns at 10,000,000 tokens as no inflation takes place during this process.

This paywave function makes it easy to create a passive way to increase amount for all Crowns holders, and will also make the owners stakeholders in the entire ecosystem, further pushing the growth of its community.

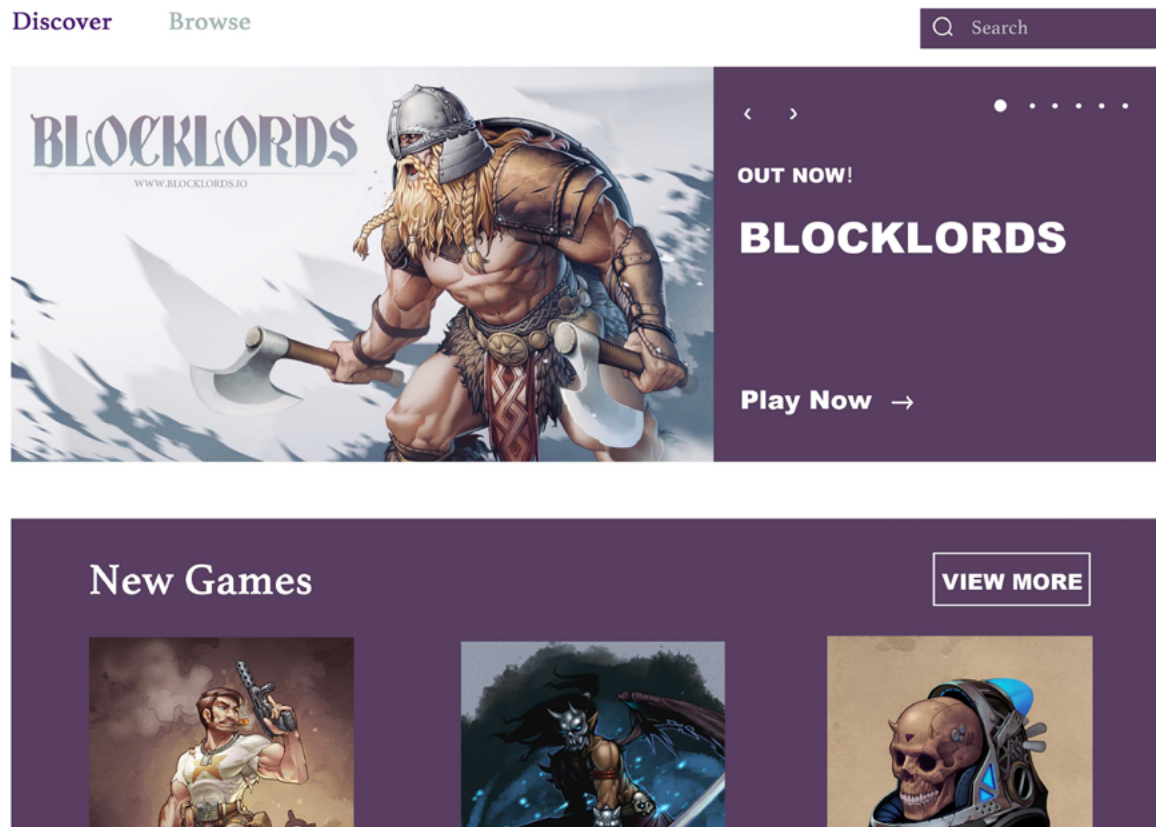
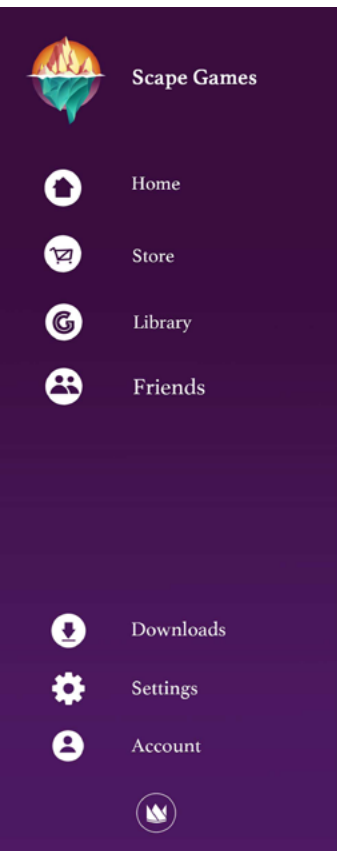


Scape Store

The Scape Game Store is a user-facing game platform based on Substrate.

Connected to the Polkadot ecosystem, the main focus is on allowing users to own and trade cross-chain assets while playing their favorite games, with an option to anyone who downloads the client to help validate transactions and earn the Crowns token while they play their favorite games.

By helping to keep the chain secure, users will also be able to play an active role in governing the game store for matters regarding developer fees, minimum game requirements, esports tournaments, and much more.



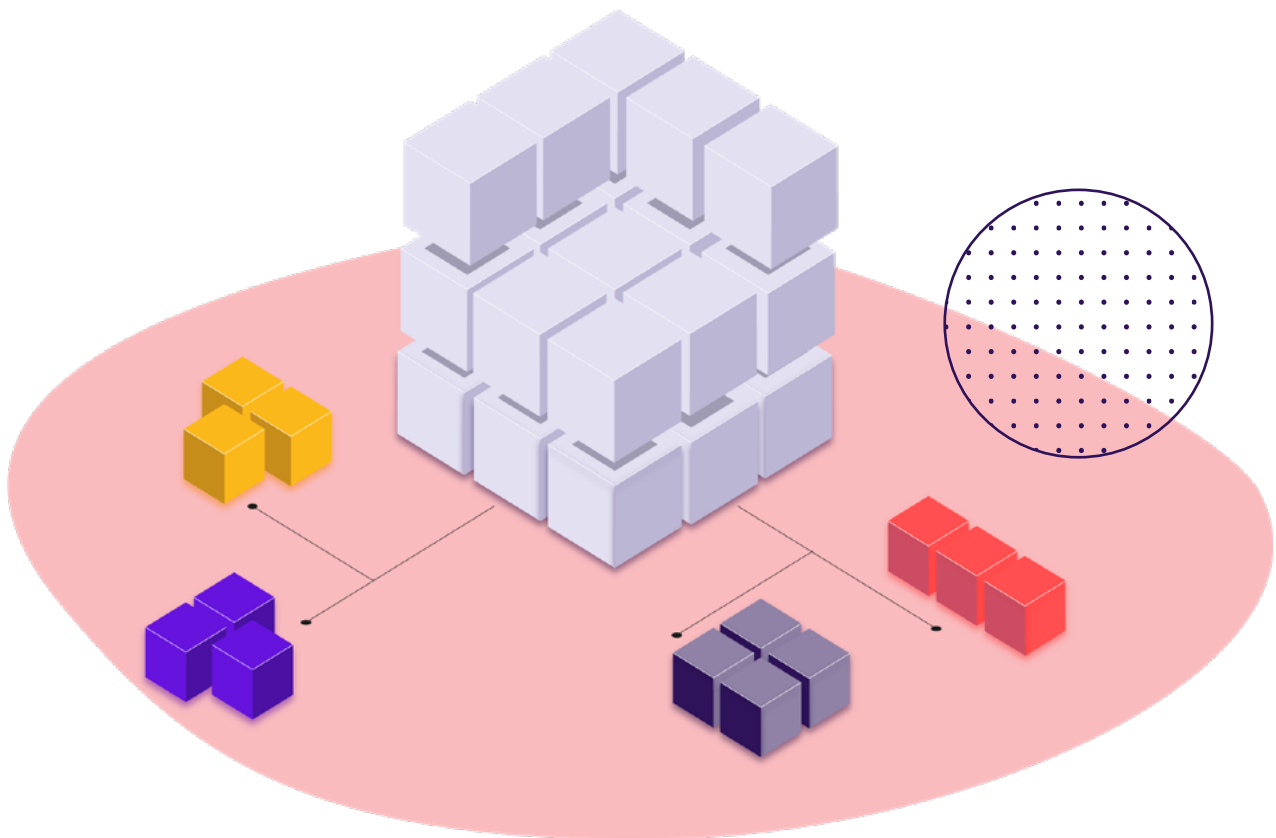
Scape SDK

The Scape SDK will standardize all the moving parts involved with releasing a game on the Scape Store, offering clear documentation and rules to make onboarding for users and devs as smooth as possible.

The SDK will include native wallets that support all major cryptocurrencies, starter game chain kits, payment solutions, leaderboards, and much more.

By creating an environment that attracts gamers and developers alike, the plan is to build a platform that will grow a strong community and thrive over the long term.

The Scape SDK will be developed in collaboration with established game industry partners.



BLOCKLORDS

Arctic Seascape Studio's first flagship game, BLOCKLORDS has been deployed on no less than 6 different blockchains since its inception (ETH, TRON, NEO, LOOM, ICON, and MATIC).

With each iteration, the quality and scope of the game improved as the community kept playing and coming in with suggestions. Throughout this process, the team learned a lot about the pressure points game developers faced on all these different protocols, and this led to a number of drastic game design decisions constantly being made.

The 2.0 version, which aimed at creating

a smoother user experience that didn't require a wallet to get started, but could be connected at a later date to earn crypto incentives, was released in June 2020 and has brought in thousands of users since its launch.



Mobile Version

While the first version of BLOCKLORDS was created as a web browser-based game, the scope has now increased to include a release on mobile platforms by early 2021.

This initiative will allow us to launch a polished game, available in a variety of languages and with user-friendly new player tutorials right at the get-go.

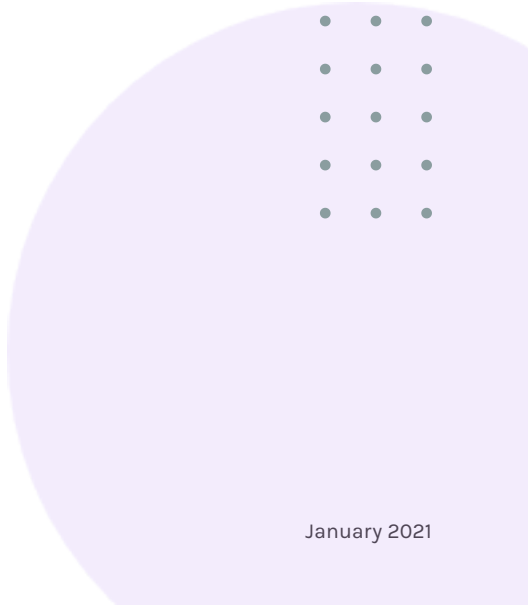
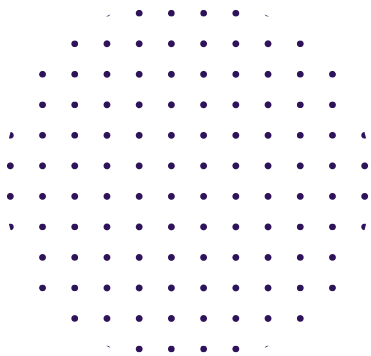
BLOCKLORDS Mobile is currently in development and more details will soon be unveiled, but we can already say that it will be packed with DeFi inspired features and extended gameplay right at launch!

Using the Latest in Blockchain Technology to Offer Scalability, Affordability, and Speed.

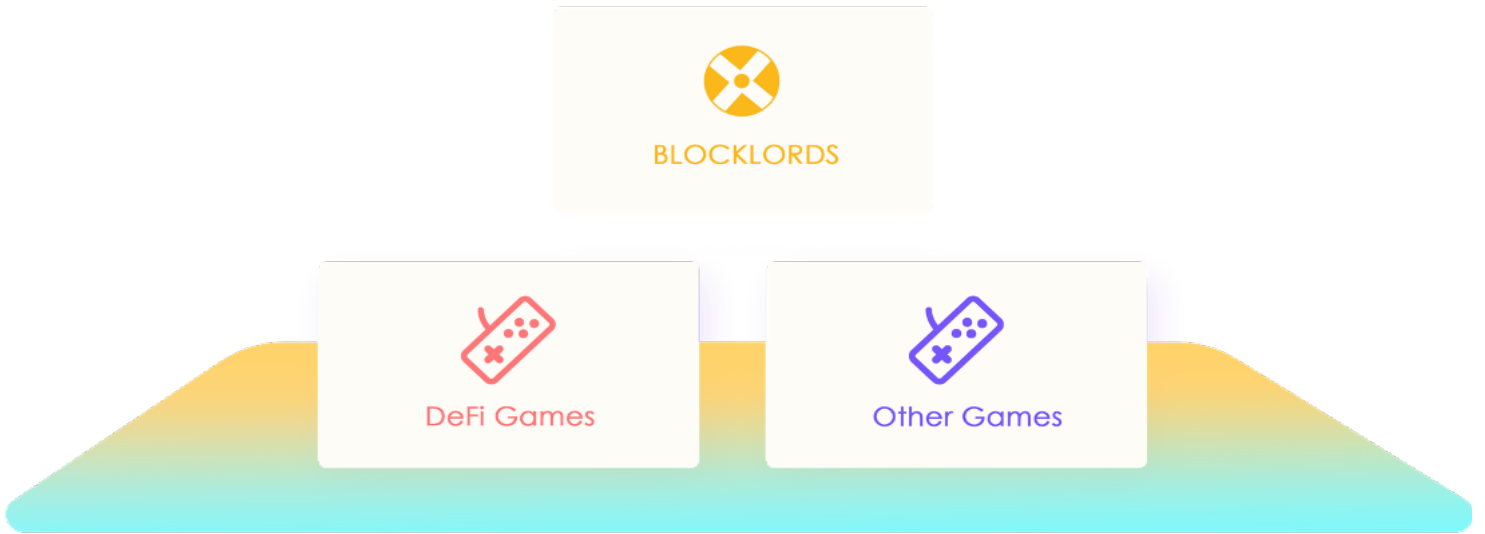
Connected to Major Chains via Substrate & Polkadot

Each User Protects the Protocol

Your Game, Your Rules



Architecture



Seascape Platform Chain

The Seascape Chain will be the native protocol of the Scape Game Store.

Through an innovative consensus algorithm to maximize block confirmation and TPS speeds, local consensus will be achieved via Crowns staking and the fact that each user who downloads the Scape Game Store will have the option to become a validator/collator of the network and earn Crowns rewards while

they have their computer running.

This achieves consensus and the stability of the platform while keeping things frictionless for the average user who doesn't care about all this. By incentivizing community participants directly, we create an environment where everybody can monetize their time playing games.

Binance Smart Chain

Seascope will build games on the Binance Smart Chain (BSC), which makes use of dual-chain architecture technology, allowing users to access hyper fast trading, while also making use of the smart chain's flexibility. Seascope will develop an SDK which will standardize all the moving parts involved with releasing a game on its platform, with clear documentation and rules to make onboarding for users and devs as smooth as possible.

Furthermore, Seascope will offer developers an easy way to publish their games without the enormous fees associated with traditional gaming platforms. The Binance Smart Chain offers scalability in games that is unmatched, while also remaining connected to the value and liquidity of Ethereum, which in turn will empower the users to decide where and how they want to buy or sell their gamified DeFi assets.



ICE Viaduct

The viaduct serves as the Seascope platform's connection to the outside world. It will be able to connect to a variety of Polkadot parachains, as well as other established protocols such as Ethereum, Algorand, and more.

By letting our games and the store platform work as a hub connected to the entire decentralized economy, we do not lock users in and allow them to migrate their assets however they wish.

Slot Bid

Scape users who lock DOTS in their platform wallet will receive increased Crowns rewards, subsidized on-chain transactions, share of profit from the games, and access to all Scape games for free or discounted prices.

This will allow Seascope to stay competitive in the Parachain bids, thus ensuring the stability and scalability of the ecosystem.

If Parachain bid requirements cannot be met, the Seascope Chain will be built on Kusama, as well as an independently functioning chain with its own bridges, to ensure connection with the entire decentralized economy regardless of outside conditions.

Platform Fees

A new kind of fee model will let users and developer choose between paying fees monthly (partial validation) or for each transaction (full validation).

These fees can be paid entirely in Crowns and will be much lower than existing solutions.

This will also enable game developers

to join a monthly subscription program where their games are offered as part of the monthly subscription plan, thus guaranteeing a stable recurring revenue for developers.

This system also allows the Scape developer share of the revenue to be much lower than existing game client platforms such as the Steam and Apple stores.

Game Chains

Any game released on the Seascope Platform will have the option to create their own blockchain with its own set of rules.

These chains can either run on Crowns economics or create their token backed by Crowns or any other established cryptocurrency.

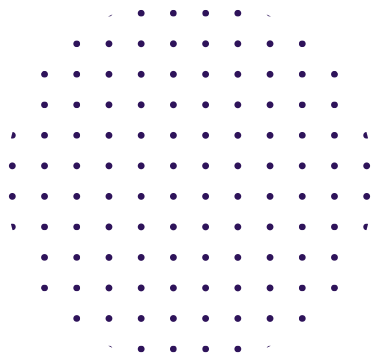
Running their own chain will enable game developers to set their own rules depending on their exact needs, keeping them free to experiment with decentralized economics and game features as they wish.

A Steadfast Approach with Focus on Efficiency, Quality and Scope.

Great Games Available On An Innovative Platform

Each Step Pushes the Ecosystem Forward

Use Crowns to Boost User Engagement



Looking Ahead

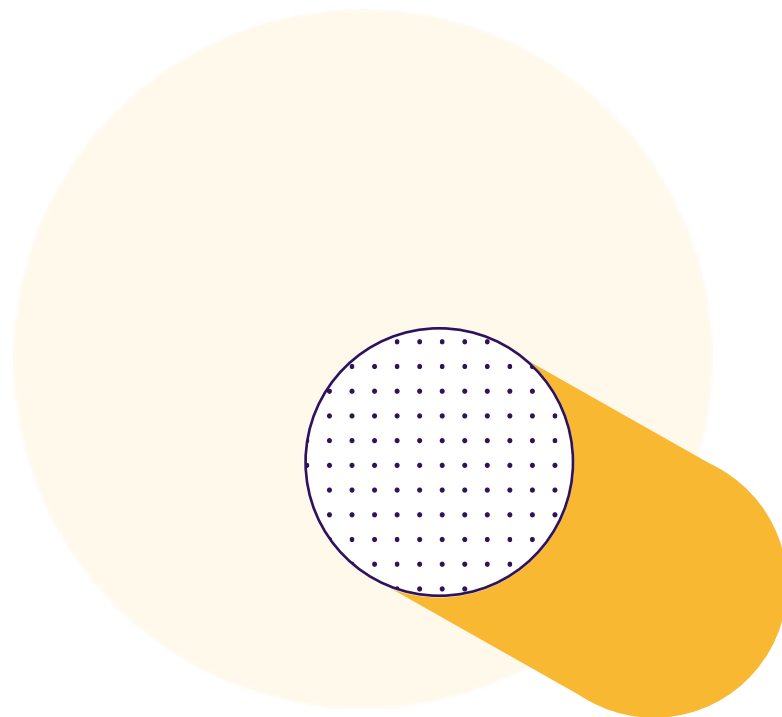
The intent with BLOCKLORDS, Crowns, and the Seascape Platform Chain are one and the same; to reward players and developers for their contributions to any given game.

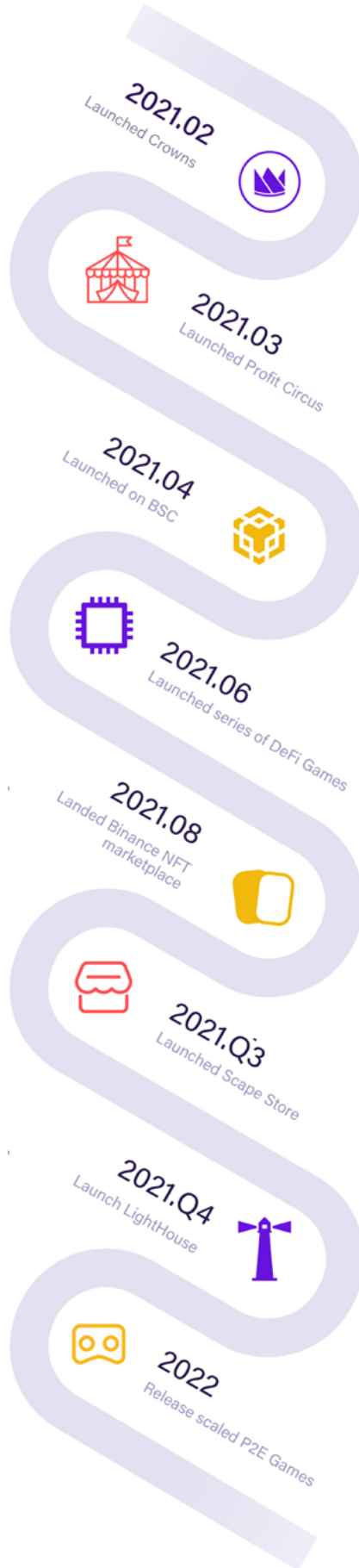
By continuing our focus and dedicating ourselves to the task of making games and their economies more accessible to everyone, we will stick to our core values and continue development at a steady pace.

We believe firmly that before a game store can be commercially viable, it needs to be based around an excellent library of games, so we take the short term to work

on improving our game titles, releasing new ones, and forging partnerships with other studios, meanwhile developing and improving our client and launcher solutions.

This steady pace of development, along with our excellent track record is the key to delivering a high-quality product in a limited amount of time. We haven't, and will not, let our fans down!





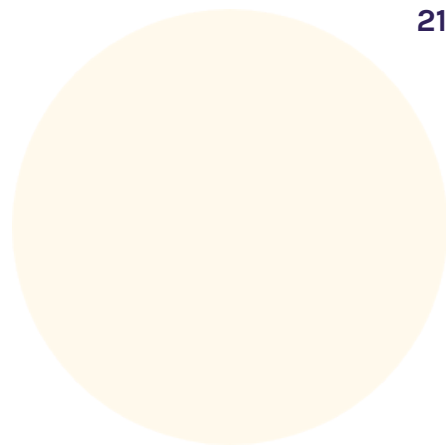
Expanding Collaboration Across the Space.



INVESTORS



Join a Growing Movement.



Learn more about
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Play games to
earn → Crowns

Become a
core → Community Builder

Help us build
the → Scape Game Store



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