



REALM

WHITEPAPER v1.9



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INTRODUCTION

Realm is a resource management game where you strategically utilize your NFT Leaders and Helpers to save the world from devastation. Players will collect resources, unlock regions, earn RLM Tokens, level up their realm and much more.

The core game revolves around a not so distant and not so fictional future where the world is in turmoil due to war, famine, disease and meteors. The current Leaders are failing and have lost control. A secret organization known as Realm is assembling a team to return the world to order. Players will be able to strategically build their Realm team with the ultimate objective of restoring order in each region. This will not be easy and it will require a lot of strategy from the player to choose when and where to utilize each Leader to employ their unique strengths.

Built by a team of crypto enthusiast developers with a combined development experience of 30+ years and leveraging the power of the WAX blockchain, Realm allows players to collect, trade and upgrade their NFT leaders which will create a rich game and community experience.



PURPOSE OF THIS DOCUMENT

As a community driven development team, we intend to listen to the user base as the game develops to make sure we are creating a game that not only we believe in but our strong Realm community believes in. With that in mind this document is a work in progress and is subject to change as the project progresses.

This is not intended to be a deep technical whitepaper, but will contain information on the Realm team, roadmap, NFT Leaders, Helpers and Boosts, blending, blockchain integration and the game design.



ROADMAP



STAGE 1 – GAME DESIGN AND ARTWORK

Stage one of the project is the stage where the foundation for the Realm design is locked in by the Realm team. Game prototypes are in house tested and blockchain integration is developed on the WAX testnet. Artist is commissioned and builds out the Realm leaders to match the story.



STAGE 2 – PROMOTIONAL AND COMMUNITY DEVELOPMENT

The second stage of the project sees our first promotional NFT launched to spread the word of Realm, this will be used as an in-game boost on release of the game. As well as the promo card a series of 7 stickers are released which account holders of 5 or more stickers will be airdropped a token which will be utilized as an in-game boost.

Community platform created with Discord, Telegram, Twitter and Realmnft.io landing page.



ROADMAP

STAGE 3 - PRIMARY DROP



The third stage sees the first release of a basic demo of the Realm game. This will also allow users to join a whitelist for a priority drop of the first Realm leader packs.

Ultimate and Standard Realm leader packs will be released. Realm players can participate by purchasing one or more of these packs to start building their team of leaders for the Realm game. Blending will be available to upgrade the leader's rarity to prepare for Realm gameplay. Packs purchased in this primary drop will have a chance to contain a beta access token providing early access to the game.

Ultimate and Standard packs will be limited but booster packs will be available to purchase after the initial drop for players to continue developing their Realm Leaders.



ROADMAP



STAGE 4 – GAME BETA, REALM TOKEN/P2E UPDATE, NEW LEADERS, PLATINUM RARITY LEADERS, PACK SALES

Holders of the Beta Access Token will be invited to test the game. These participants will receive exclusive rewards and also drive final development stages helping make Realm the best that it can be.

RLM Token will be released. People holding Realm NFT's will be paid a "Salary" of RLM Tokens (pre-game release). This will be calculated based on the Realm Leaders they hold in their account. Statement released that the Realm game will be Play-2-Earn where players will receive RLM token's in game once the full version is released.

Platinum Rarity Leaders introduced. Holders of the Realm Beta Token will be able to blend for a Platinum Rarity Reward pack where they will receive a Platinum Rarity of one of the 8 current Realm Leaders. Platinum rarity leaders capped at a maximum mint of 100.

Next series of pack sales which will include new Realm Characters and a chance at Platinum rarity characters. All accounts purchasing packs will gain access to the Realm Open Access stages.

Realm is introduced as a seasonal game. Each season will run for a specified period (e.g Season 1 will run for 6 weeks). After this time all player statistics will be reset & prizes will be awarded to the top players.



ROADMAP



STAGE 5 - GAME RELEASE

Season 1 opens Realm up to everyone. Players will be able to utilize their NFT Leaders, Helpers and Boosts to try restoring the Realm world to order. Players will be able to collect resources, unlock regions, earn RLM Tokens and level up their Realm and Leaders. Players will have the chance to share in a HUGE WAXP prize pool as well as be given a Season 1 Trophy NFT.



STAGE 6 - GROWTH

The team achieved one of their BIGGEST goals to date, which was to become one of the first NFT Games to have an App for both iOS & Android users. This set them apart from other games in the space. A new RLM Prize Pool was announced in Season 3, to encourage more spending in-game. More effort was taken to try to balance the RLM Token. Leagues were introduced to make the Leaderboard competition fairer for everyone, not just the top players. New Leaders & Helpers were introduced to improve game play. New Daily & Global Missions were brought in. Daily Missions gave players a higher stakes feel when their normal everyday missions weren't giving them enough challenge anymore. Global Events gave the ability for players to play together, as everyone was split in to teams and then had compete against other teams. This took a lot of strategy & team work from all players. Prizes were given out to the winning team, individual players and also the top contributors.



ROADMAP



STAGE 7 - MOON

- Continually improving game & RLM utility
- New Leaders, Helpers, Equipment & Boosts
- Introducing more PVP
- Pack Sales
- Store/Marketplace Expansion
- Themed Realm Seasons
- In-game Blending

....Much more to be announced!



REALM NFT'S

Realm Leaders, Helpers and Boosts are NFT's based on the WAX Blockchain. With a combination of high-grade artwork and animations, Realm NFT's are digital collectibles that people will desire to own. Blending and mutable properties on the Leader NFT's will allow players to further upgrade their NFT's making them not only more valuable to their Realm game but also on the secondary WAX marketplaces as well. Here is an overview of the different NFT's in Realm:

LEADERS

There are currently 10 unique Leaders all with different strengths and traits. We will continue to introduce more Leaders to add more variety to the game. Here is an overview of each character:



THE GENERAL

His superior leadership means he requires a fewer number of helpers to achieve the same results.



THE POLITICIAN

Making use of his public relations skills and friends in high places, reducing costs and getting the permits for our operations should be no problem.



REALM NFT'S



THE PACIFIST

Bringing a peace and tranquillity to everyone around him, the rest of the team will become more effective.



THE CELEBRITY

She can raise the spirits of anyone in the same room. Helpers will be more effective and mission success chances are increased.



THE PROFESSIONAL

With efficient time management, she can get the most out of any production line resulting in faster training of helpers.



REALM NFT'S



THE ECONOMIST

He is an expert in cost analysis and can find many ways to save money. This ability means a reduction in the cost to train helpers.



THE EXPLORER

Finding the quickest route to remote locations means that he can navigate the lands faster and reduces the time required to complete missions.



THE HACKER

He can secure any infrastructure and penetrate any system. He will help us get the most out of our operation and missions.



REALM NFT'S



THE SCIENTIST

Labelled crazy by his peers, "The Scientist" tries things others wouldn't. His questionable experiments could prove useful in our time of need.



THE ARCHITECT

Even with strict deadlines, "The Architect" can design buildings that defy the laws of gravity. His skills are exactly what we need to expand our organisation.



THE TRUCKER

He lives and breathes the world of Transportation and always knows the best way to get something from Point A to Point B. He will be a valuable addition to your team.



REALM NFT'S



THE SUPERVISOR

A woman who commands respect, The Supervisor ensures a smooth operation at all times. Her attention to detail will have your factories running at their optimum levels.



CITIZEN'S JOHN AND JANE

Since Realm is a Free2Play game, we have 2 free Leaders that are available for everyone in-game. This will give new players a chance to try out the game before committing to purchase any NFT's.

Please note, these Leaders will not earn any RLM in-game.



REALM NFT'S

HELPERS

There are currently 12 Helpers. They are sent alongside Leaders to assist in missions. Successfully completing missions allows you to level up your Realm & Leaders. We will continue to introduce more Helpers to add more variety to the missions available. Here is an overview of each character:



DOCTOR

It goes without saying, Doctors are going to be helpful to you when completing any disease missions in Realm.



ASSASSIN

The Assassin will get any job done discretely and effectively. He will be an asset to your team when hostile targets present themselves.



REALM NFT'S



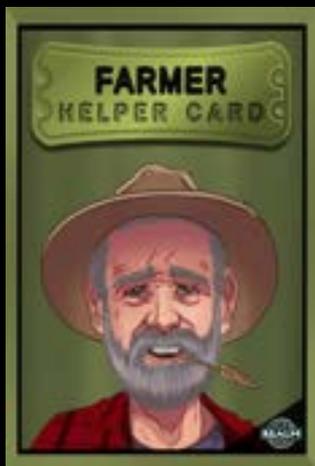
POLICE

This guy will help you quietly break up those pesky protests in Realm so he would definitely be an asset to your team!



SOLDIER

He'll shut down any war's that break out in Realm. Without him, chaos would surely prevail!



FARMER

Exploding populations and over-consumption is rapidly making hunger a first world problem. We need farmers to help replenish the world.



REALM NFT'S



LAWYER

Even though law and order has taken a hit, there are certain conflicts that can still be resolved with legalities. Lawyers will find the loopholes needed to settle these disputes.



FIREFIGHTER

The world is changing and extreme weather events and emergency situations are becoming more common. Firefighters excel under these conditions.



ENGINEER

Many towns and cities have been damaged or destroyed by the ongoing conflicts and extreme weather events. With a lack of building materials and an abundance of work to be done, skilled Engineers are in high demand.



REALM NFT'S



SURGEON

Some conflicts and plagues in these current times will require advanced medical knowledge and training. Surgeons will really boost our chances of success on missions.



WORKER

There is a lot we need to do if we hope to restore order in this world. We are going to need an abundance of Workers to provide the manpower we require.

Note: Worker Helper Cards are provided for free in-game and will not be minted as NFT's. (edited)



CYBORG X01

"My body may have it's limitations but when I put my mind to it there's nothing I can't do" Cyborg (New Earth)

Cyborg X01's are trained using RLM, instead of Resources, in-game.



REALM NFT'S



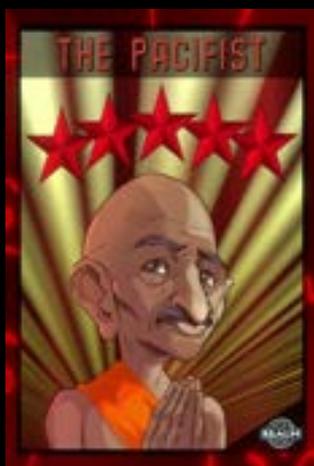
CYBORG T01

"My body may have it's limitations but when I put my mind to it there's nothing I can't do" Cyborg (New Earth)

Cyborg T01's are trained using Titanium, instead of Resources, in-game.



REALM NFT'S



RARITIES

All leaders come in 6 rarities ranging from 1 to 5 stars, plus a limited-edition Platinum version. 1-star is the base level ranging to the ultimate Platinum leaders which will be highly sought after due to being very rare and valuable. The higher the rarity on the leader the stronger their in-game stats are.



BLENDING

Each leader is strengthened by upgrading their rarity level, this is where blending comes into play. Blending leaders is the process of combining 3 of the same rarity leaders to make 1 leader of the next rarity up. Leaders will be burned in the blending purpose. E.g. 3 Generals with a rarity level of 1 star can be blended to create 1 General with a rarity level of 2 stars. You can blend up to a maximum of 5 stars.



PROMO NFT'S

Limited-edition promotional NFT's have been released to the Realm community in the initial stages of the project (and some may be due in the future). These NFT's will provide permanent buffs to players. Owning multiples of the same Promo NFT will not provide a stacking benefit.



REALM NFT'S

BOOSTS

Boost cards will be made available for players to purchase in packs or earn through events in and out of the game. Players will be able to use these boost NFT's to gain unique power ups for their Realm. Boosts will be burnt when used.

EQUIPMENT

Equipment NFT's are available in Realm packs, but can also be purchased through the in-game Store. Alternatively Players can earn them through events in and out of the game.

There are currently 8 different types of Equipment:

- Caffeine
- Recorder
- Metal Detector
- Navigator
- Communicator
- Business Cards
- Calculator
- Swiss Army Knife

Players are able to assign one or two pieces of equipment to each Leader to:

- Enhance their abilities
- Increase mission experience and rewards
- Increase their RLM Salary
- And much more to come..



REALM GAMEPLAY



The world was once a place of order. A lot has changed since then. War, famine, disease and meteors have left the world in turmoil. Humanity's last hope lies with a secret organisation named Realm.



By continuing you agree to our [Terms of Service](#).

OVERVIEW

Realm is a management game that requires the player to accumulate resources for the secret organisation "Realm" in the hopes of resolving the many issues facing the world. The player will be required to construct buildings, train helpers and perform upgrades/expansions to achieve this. Deciding when and in what order to do these things will impact how quickly the player progresses and how successful they are. Players will use their leader NFT's in combination with helpers trained to complete missions, increase their resources and ultimately expand the Realm organization.

REGIONS

The world of Realm is divided into 6 Regions. Africa, Asia, Europe, North America, South America and Oceania. You will start your game with access to a single region, Africa. As you play, your Realm will expand and additional regions will become available. Each region will have an outpost, allowing you to construct buildings and send your Leaders on missions.



REALM GAMEPLAY

LEADERS

Your Leaders will be a core part of the Realm gameplay. They are used for sending on missions, providing a multiplier to your income, and giving bonuses to you based on their unique special attributes. Leaders will be able to gain experience on-chain by completing missions. Once enough experience has been gained, they can be levelled-up. The bonuses they provide will be increased with each level up.

BUILDINGS

HEADQUARTERS

Establishing an outpost in each region will begin by constructing a Headquarters. This building will provide a base of operations for your Leaders. Upgrading this building will provide access to additional and more advanced buildings.

FACTORY

To expand your organization, you will need to produce resources to spend on buildings, upgrades and training supplies. The Factory will provide you with a steady flow. Where you choose to spend them is up to you. Upgrading this building will provide resources faster.

STORAGE VAULT

As you accumulate resources from the factory and gathered from around the world, they will need to be stored somewhere. The Storage Vault will give you a place for them. Upgrading this building will provide storage for a larger number of resources.

TRAINING FACILITY

Your leaders will need help completing missions and resolving issues. The Training Facility will be used to provide this help. Helpers trained here will specialize in different fields (military, scientific, medical, manual labour). Upgrading this building will provide access to more advanced helper types.



REALM GAMEPLAY

HOUSING

Your helpers will need a place to live. Housing will provide that and increase the number of helpers you can train and keep in your outposts. Upgrading this building will provide housing for a larger number of helpers.

RESEARCH LAB

The Research Lab will provide various enhancement opportunities for your buildings, helpers and leaders. Upgrading this building will provide access to stronger enhancements.

TRANSPORT DEPOT

Constructing a Transport Depot will give you access to additional resources through the transportation and salvaging of goods around your regions. Upgrading this building will add additional modes of transport (Trucks, Planes, Boats).

MORE TO BE ANNOUNCED....

MISSIONS

There are many problems in the world of Realm and these are represented by missions requiring your help. Missions will have unique situations and require you to strategically pick certain helpers and leaders. Success rates will be determined by your leader, the quantity and the type of helpers you send. Completing missions will reward you with experience for your Leader and additional resources/bonuses.

WORLD EVENTS

World events are global effort missions that all players will participate in together. They will be available for a specified period of time and players will be ranked based on their contributions. At the end of the event, players will be rewarded with Leaders, Boosts and RLM Tokens proportional to their performance.



REALM GAMEPLAY

REALM CUSTOMIZATION

Your Realm will be unique in the way you set it up. There is no 1 correct way and there are numerous things that contribute to the way it operates. These include:

REGION LEADERS

The leaders you assign to each region will determine the bonuses that your Realm receives. There are many different bonus types. Bonuses will affect some aspect of your organisation like improved training, more successful missions or even building cost reductions. The choice is yours.

BUILDING SETUP

There will be a limited number of spaces for you to place buildings. Within those spaces however, you can choose from the available range of buildings and can even have multiple of the same building. How you choose to build and focus your attention will drastically change your progress through the game.

PROMO NFT'S

The Realm team will provide opportunities for players to grab special limited-edition Promo NFT's that will provide a permanent positive effect for your organization. This benefit will not stack for multiples of the same Promo NFT.

BOOSTS

These are NFT's that will be burnt on use and provide a temporary buff to your Realm. Choosing the right time to use Boosts and in combination with others can really change your strategy.

BLOCKCHAIN INTEGRATION

Realm will integrate with the WAX Blockchain, utilizing either the WAX Cloud Wallet or Anchor Wallet. Users will login with their wallet to authenticate with the Realm Servers and store/retrieve their game state. To ensure players have ownership of their Leaders and Boosts, these will be represented by NFT's stored in the players wallet. Leader NFT's will have mutable fields that record their levels gained by completing missions which will be modified by the RealmNFT Servers.



\$RLM TOKEN

THE \$RLM TOKEN

RLM is the currency of Realm which is an EOSIO token. RLM tokens are used for a variety of functions in Realm including:

- Speed up Upgrades, Missions and Research
- Unlock bonus functionality
- Purchase Boost Card NFT's
- Purchase Helper Card NFT's
- Purchase in-game resources
- And much more...

These use cases which will be vital to the core gameplay of Realm will help keep the supply and demand of RLM healthy.

RLM distributed will come from a supply allocated to the Realm Storage Pool (referred to as RSP). All RLM spent will be deducted from the players account and 60% of these funds will be deposited back into the RSP. 10% will be burned and therefore taken out of circulation. 20% will be placed into the Players RLM Prize Pool which will be given out at the end of each Season (rewards are weighted on players Reputation in-game). The remaining 10% will be deposited into RealmNFT's account which will be used to:

- Pay out to Realm beneficiaries
- Reinvested back into Realm to support future development and support of the Realm platform
- Be the only RLM revenue held for Realm which gives the Realm company a vested interest in providing a platform that people want to spend their RLM in
- Create a deflationary system as these tokens will be removed out of circulation meaning early participants will benefit the most as salaries and pay-outs are based on a percentage of RLM tokens remaining in the RSP

*This section is subject to change

**RLM spent on Realm Pack Sales that occur in-game using the \$RLM Token are subject to their own tokenomics. See Pack Sale section for details on this.



\$RLM TOKEN

MAXIMUM SUPPLY AND MEANS OF DISTRIBUTION

RLM has a maximum supply of 1 billion (1,000,000,000). The current ways that people will be able to obtain RLM are:

- Receiving RLM as a salary based on the amount of Realm Leaders held in an account (held for a limited time before the full release of Realm)
- Receiving RLM by claiming it in the Realm game
- Purchasing RLM on exchanges (e.g. Alcor, Defibox)
- Receiving RLM from another WAX account via transfers

REALM IN-GAME REWARDS

RLM will be awarded to Realm players in-game from the following:

- Leaders will receive an in-game salary when assigned to regions which will depend on their rarity, level and any other bonuses applied.
- Completing missions
- Competing in world events
- Collecting from ships from Transport Depot

Players will be able to claim their RLM whenever they like (with a 5-minute cooldown) which will transfer from the RSP to the players account.

ALLOCATION OF RLM

ALLOCATION	RLM	PERCENTAGE
Realm Storage Pool (RSP)	930,000,000	93%
Realm Development Pool (RDP)	50,000,000	5%
Initial Salary Pay-outs	10,000,000	1%
Marketing/Advertising	10,000,000	1%

*still under review and subject to change



\$RLM TOKEN & PACK SALES

REALM STORAGE POOL

This is the main pool where the bulk of RLM tokens will be held. In-game claims will be withdrawn from this account.

REALM DEVELOPMENT POOL

The RLM tokens allocated to this pool will be utilized for the following:

- Testing salary pay-out functionality
- Testing in-game functionality
- Testing promotional future airdrops and pay-outs
- Token creation and exchange listing liquidity

Funds maybe used in the future for Marketing and Advertising events if figures allocated for these are exhausted.



PACK SALES

REALM PACK SALES

Realm will hold pack sales periodically. Prices and contents of packs are subject to change between each pack sale. Packs contain a percentage chance of the following Realm NFTs:

- Leaders of all rarities (percentages will lessen for higher rarity levelled leaders)
- Helpers
- Equipment
- In-game Boost Cards

Quantities available for the pack sale will be advertised when the pack sale is announced. Realm reserves the rights to mint off an additional 50 packs from each pack sale to be used for Realm marketing purposes.

You can find details on upcoming pack sales (when available) at <https://realmnft.io>.

REALM PACK SALE TOKENOMICS

All RLM spent on Realm Pack Sales in-game will be deducted from the players account and 60% of these funds will be deposited back into the RSP. 10% will be burned and therefore taken out of circulation. The remaining 30% will be deposited into RealmNFT's account which will be used for the same purposes outlined in the RLM Token section.



REALM TEAM

MATT "BUZZ" CALCUTT – PROJECT MANAGER AND DEVELOPER



With 20 years+ development experience, Buzz has led teams and helped launch many enterprise applications used around the world by well-known companies. He was involved in his first crypto related project in 2017.

With a love for creating software that he would enjoy using himself, coupled with his interest in the crypto space, will lead to some exciting times ahead for Realm development.

RYAN "RYANO" STOREY – HEAD DEVELOPER



A developer that lives and breathes crypto. With 16 years+ experience in full stack development, Ryano is the mastermind behind the game design of Realm.

Constantly sharpening his developer and crypto tools combined with an infectious enthusiasm, you only know beautiful things are coming.



REALM TEAM

KIRSTEN “KJ” LEA – MARKETING COORDINATOR



Kirsten doesn't just know marketing and socials, she was born in it, moulded by it. Brought on board to build the Realm community across all platforms and further strengthen our communication with all facets of the Realm space.

With a passion for chatting and a bubbly personality you'll see her lighting up the Realm Discord channels so make sure you say hello.

STEVE “STEVO” NINNES – CEO



With 30 years+ in the software game, Steve has built successful software companies from the ground up. Steve is the big picture guy and helps guide the Realm ship.

MIKE MCGEE – REALM ARTIST



Mike is a freelance artist that we've had the pleasure of working with for over 12 years. With clients including Hero Complex Gallery, Upper Deck, GFM Films and Endemol, his character work translates perfectly into the world of Realm.

He can be found at:

- Web: www.mikemcgeeillustration.co.uk
- Twitter: @michaelmcgee15
- Instagram: @mikemcgeeillustration



REALM TEAM

TYLER “T-BONE” TEMPLE – INFRASTRUCTURE SPECIALIST



T-bone is a master of everything “cloud”, with a passion for everything that the Azure platform has on offer. With over 5 years+ experience in hosting services for hundreds of enterprise companies, he is known for keeping things running smooth and fast. Branded as Mr 99.99% uptime.

BONNIE “BON” TANG – SYSTEMS TESTER



Bon is a developers’ worst nightmare and best friend all rolled into one. With 13 years+ as a certified tester, she lives and breathes QA. Holding a blackbelt in taekwondo, any backchat will be dealt with quick smart. A love for breaking things will make for a bug free Realm (but is any software really bug free?).



CONCLUSION

Blockchain gaming is an industry that the Realm team believes in and we can see that we are just at the beginning of seeing it's full potential. Coupled with the aim of creating a game that we would love to play ourselves and listening to our ever-growing community we are confident that there are big things to come for the Realm world.

We invite you to join our community & follow us on Discord, Twitter, Telegram, Instagram, Facebook or YouTube to keep up to date with everything Realm.

This document is a work in progress and will be updated continually as the project progresses.