



WhitePaper PUZZILAND

A window for the beginning of a big transformation
in the world of nft game and blockchain

www.Puzziland.com



Abstract 1

Game & NFT

The Puzziland is a multiplayer builder game where anyone can create and own puzzles and boards, collect puzzles and meet new friends. Inspired by the best puzzle games of all time, such as Opus Magnum, the game combines the best of the two worlds - a fun narrative for regular players who want to enjoy the gameplay experience and an ecosystem for gamers who wish to collect and trade NFTs, even if they have no idea what an NFT is.

Gaming community

Puzziland is not just a game for blockchain players. But it's a game that could introduce blockchain to millions of players. The game is aimed at the diverse gaming community, which can get quickly onboarded from regular players. Our primary comparison line lies within the traditional gaming market, with the same players being targeted as our audience. We are innovating a new modest way of connecting an exciting game narrative to blockchain features.

Rewards

Puzziland has the potential to attract millions of gamers and an associated more significant opportunity for revenues. The game is designed to allow players to 'own the game' by exercising power over the platform. Players also enjoy the democratic governance model based on a liquid democracy and real-world inspiration rules over a DAO (Decentralized Autonomous Organization).

Puzziland has a first version that runs and plays well and proves that its technology works. The intent now is to fund this team as a new company, connected to a non-profit and foundation, developing Puzziland, it becomes a commercial success introducing millions of players to the blockchain.

Introducing 2

Introducing Puzziland game

This game is a pure and unique idea that can be the best alternative over lottery sites, gambling games, and similar concepts, which have attracted many young people and teenagers. In this project, considering the criteria of intelligence and individual effort instead of chance creates a healthy competitive environment for users who can earn money along with the game. The most important thing about this idea is that it is Islamic and religious friendly. Moreover, 90% of the system's turnover goes to users.

Business Objectives, Market and Target audience

Puzziland is not to be seen as a game for blockchain players. It is first a game for a large global audience of players in general. Absolutely no prior knowledge about cryptocurrencies is needed. Because of that, we compare mainly with the traditional game market and target the same players. A much bigger audience than previously seen in blockchain gaming and an associated more considerable opportunity for revenues.

Market 3

Target audience

We have analyzed the target market of the same category games such as Animal Crossing. The conclusions are summarized in the table below. What is interesting is that we are competing in an underserved market. There are many female gamers, but relatively few games specifically made for them.

This is what is said about Animal Crossing:

"What I find interesting is that the 3DS core users consist of 69% male and 31% female, but when I look at the numbers of people that bought

Animal Crossing:

New Leaf and the 3DS handheld together recently, I see 44% male and 56% female users. It's quite an astonishing figure..."

Market 3

All The Different Modes On BM Mean That It Can Appeal To All Of Our Tastes. There Is A Sandbox Mode For Creative People, Chat, And A Communication For Social Gatherings. There Are Even Educational Features To Learn Economy And Software Development.

- Age: Puzziland Has A Broad Appeal But Is Primarily Targeted Towards 16 To 45 Years Old.
- Gender: 60% Female And 40% Male.
- Geography: Puzziland Is Expected To Have The Most Users In North America, Europe, And East Asia.
- Gamer Type: Casual 20% / Core 50% / Hardcore 30%
- Ethnicity And Religion: Puzziland Appeals To A Wide Range Of Social Classes, Although Probably Upper And The Middle Class Because Of The In-Game Monetization And Economic System You Need To Contribute To.
- Lifestyle: Adults Who Spend A Lot Of Time Indoors On Technology Such As Games Consoles, Computers, Or Phones Are More Fit In This Category.
- Ethnicity And Religion: Ethnicity And Religion Have No Bearing On BM Appeal.
- Age Rating: The Game Is Rated PEGI7 For Violence And PEGI12 For Gambling And The Use Of Crypto.
- Social Class: Puzziland Appeals To A Wide Range Of Social Classes, Although Probably Upper And The Middle Class Because Of The In-Game Monetization And Economic System You Need To Contribute To.
- Lifestyle: Adults Who Spend A Lot Of Time Indoors On Technology Such As Games Consoles, Computers, Or Phones Are More Fit In This Category.

Goals 4

Planing

Given the data from inspiration games mentioned, the unique, attractive graphic style, and the novel ideas we add from blockchain thinking, PR-Friendly, and user-friendly governance model, we set these goals

Target

With the unique style and enormous interest in these kinds of games and the unique element we bring, we think the game can compete in the market and share similar numbers as the other games, reaching millions of users. Mainly, as no previous experience or interest in blockchain or cryptocurrencies is required, we aim to fully develop the blockchain economy's potential while attracting its complexity from the users. After intensive play, with their previous games Kryptopolis II, 23, and around half a million copies, and sales are still increasing, so we do have some experience already to launch games that have potential in millions of users.

Game MVP Ready

Puzziland has been developing during 2021 and now has several vital components done.

Blockchain Features 5

Blockchain Features

Game currency, The BMB token

BMB token is the native currency in the game, as well as mirrored as a BEP20 token. It allows token holders to play, invest and also be part of the game.

There is a fixed supply of BMB tokens. There are several utilities of the token:

- BMB can be used for payments between players.
- NFT and puzzles can be purchased from the system using BMB tokens.
- BMB staking can offer rewards to users. The game can reward BMB tokens for completing tasks and winning competitions.

Game Asset 6

Collectibles and scarcity

In gaming, the element of scarcity and collectible items have been around since even before computers. Also, in Puzziland, there will be limited editions, scarce items. In addition to items designed by the game developers, there will be user-generated content. The openness of a blockchain provides information about how many items exist and how large a limited edition is. The additional transparency of Puzziland's novel "decentralized assets" explained below improves on this further, as you can openly inspect the similarity of items.

Scarcity in Puzziland exists on different levels:

- A fixed supply of puzzles
- Limited editions of items
- Scarcity limits of user-generated content. Users acquire rights to generate puzzles.
- These rights stipulate the max number of copies, thus enforcing scarcity requirement.

In mainstream blockchain games, NFT consists of a small amount of binary data representing asset ownership. But there are many more elements needed to have complete control of an asset:

- How it looks
- Non-physical characteristics (strength of a sword, speed of a car)
- Game logic implementing the asset: Swinging a sword, driving a car

So far, in most blockchain games, this information is often stored elsewhere, not under the player's control and instead under the complete control of the game company. In Puzziland, we strive to improve on this as much as possible.

Roadmap 7

2021

- Idea
- Business Plan

Half 1 - 2022

- WhitePaper
- Pitchdeck
- Create Team
- Start Create NFT Collections

Half 2 - 2022

- Development Gameplay
- Build SocialMedia & Website
- Android & iOS
- Update Whitepaper & Pitchdeck
- Create Smart Contract Token & NFT

Q1 - 2023

- Private and IDO Token
- DEX Listing
- Phase 1 Marketing
- CMC & CG Listing
- Contract Audit
- Partnership
- CEX Listing
- Lunch Gameplay
- AMA

Q2 - 2023

- Marketplace
- Update Gameplay
- Social Media Campaigning
- Phase 2 Marketing
- CEX Listing
- AMA
- More Partnership

Q3 - 2023

- Autism App
- Phase 3 Marketing
- Top CEX Listing



Token Functionality 9

Other projects under development

BMB can be used to purchase in-game assets, puzzles, create competitive clubs, and boost entrance to daily competition.

Staking rewards

BMB tokens can be used in the system to earn staking rewards. It is designed to encourage users to hold tokens and support the ecosystem.

Mint new puzzles

By solving the more challenging puzzles and spending more time in the game, users can mint new puzzles and issues revenue by selling them as NFTs.

Play to earn

Users can earn BMB tokens through participation in daily events, such as competitions. Also, users can, by participating in one-to-one and multiple matches, use the BMB tokens. Furthermore, users can sell their NFTs in the marketplace.

Other projects under development

- Autism App Project: It is an environment to educate Autism kids from remote.
- Best Market App: It is a service-based app that businesses can use as a gateway to offer their services. (It cover 85% of users' needs)
- Best Message App: Provide practical, innovative, and attractive services to property owners, real estate agents, and buyers. BMB will be used as a payment method for these services.
- Best Messenger App: A unique messenger app with different design learning concepts to existing messengers.
- Best Monitor App: A social media app with different design branding and unique ideas.
- We are creating a variety of attractive utilities for using BMB inside of our ecosystem app.

Bigmoney Differences 10

Deflationary

Dependence on Ethereum and utility inflation to increase and earn more income. In the world of the problems of NFT digital art. This is what makes NFT users. Incident depositors who keep an eye on the market and without activity in Blockchain and puzzles. Some people play by playing various puzzle and sport games. In fact, as an attractive business plan, in which users will see more expectations and can enter their NFTs into different sectors of Puzziland. Game and earn money.

NFT trade

Since most of the "play to earn" need trading, they lose interest only by playing the game. The competition builder club for keeping their clubs always active and meet requirements of specific items.

Justice for artists

By taking proper actions, these people can be attracted to and become crypto artists. Artists can play the game and earn income from their art.

Another problem of this market is the lack of justice for the digital art artists who make up the NFT collections. They are an 85% of comments during the early stage of our new collection development, which bring game features are still under development.

Keeping away people from gambling

In Puzziland Game, by scientifically examining the emotions, emotions and motivations of people who are attracted to gambling, we can respond to the needs and emotions of these users, and thus be able to take a positive step in keeping away young people and teenagers from gambling and betting sites.

Gamified Finance 11

Gamified Finance

Mint new puzzles

By solving the more challenging puzzles and spending more time in the game, users can mint new puzzles and issue revenue by selling them as NFTs.

NFT Rental

The interesting point is not only by playing the game but also by renting their NFTs. Owners of the competition builder club for keeping their clubs always active and meet requirements of specific items.

Staking yield

We will allocate a fair amount of tokens containing rewards based on our staking and reward proportions. This will encourage users to hold their tokens during the early stage of our new collection development.

NFT collectors

When a user buys NFTs, they can create a percentage of the purchased amount of tokens to their collector's account associated with their NFT. Additionally, it will be able to be used to back to the system (i.e., update the NFT) and the price equivalent to the locked collateral (or percentage).

Marketplace 12

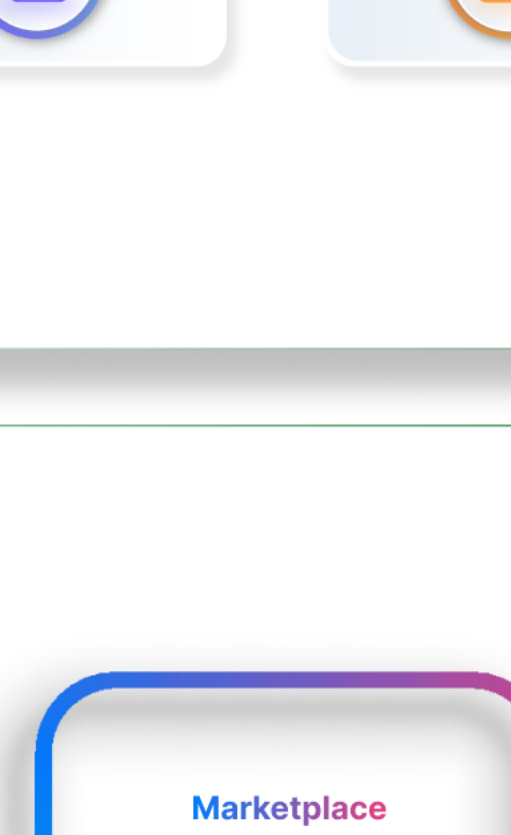
NFT Marketplace

Users can buy NFTs, update them and sell them again. All users can trade their NFTs on the marketplace. In addition, active users will have a particular profile that will help them be more recognized in lists and search results.

Marketplace

Competition builder club

Regularly, users can build and play one-to-one with their NFTs. Additionally, with increasing the number of players, create a personal competition club. Depending on the number of players of each club, the owner of the club will get incentives.



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