ROADMAP

COLONIZE
MARS ™

INTRODUCTION

Colonize Mars is a Mars colony simulation that combines blockchain mechanics with web-based gameplay. The game uses the latest aerospace technology to inform mission payloads and objectives, with the goal of educating players on the real science needed to colonize mars.

The core game revolves around expanding the main colony with activities like sustainable mining, colony maintenance, and scientific exploration. Once the main colony reaches a large size, players will be able to develop land and build new colonies of their own, with the ultimate objective of making each colony a player-owned hub of activity.

GUIDING STATEMENTS

Our vision is to catalyze the will of humanity to become multi-planetary.

Our mission is to tell the story of colonizing Mars in an accurate and compelling way so that more people are inspired to become explorers and pioneers of the final frontier.

We are designing and building a Mars Colony simulation game based on the latest aerospace technology, and giving players an opportunity to own part of it using the blockchain.

PURPOSE OF THIS DOCUMENT

This is not intended as a deep technical paper, but an overview of the ultimate vision of Colonize Mars. This includes gameplay details, info on NFT cards ("Cards") and other collectibles, in-game economics, and how utilizing blockchain technology can lead to a more compelling experience. This document is a work in progress, and continues to be updated regularly. Please read our legal notice and non-exclusive license grant at the end of the document before contributing.

COLONIZE MARS™

TIMELINE

PHASE 1: PRE-GAME

April 2021

Phase One of the project is the pre-game phase, where the Colonize Mars team does all of the colony design and expansion. Players can participate by buying one or more Cards on AtomicHub, purchasing Card packs, crafting better Cards to prepare for gameplay, and obtaining ownership Cards which represent various colony elements.

PHASE 2: ESTABLISHMENT

September 2021

The second phase of the project introduces basic gameplay to the interactive map. Players can participate by making an identity on mars.cards, staking one or more of their Cards to colony items, and earning Martia Token (our in-game currency) through colony maintenance. All Cards involved in the Colonize Mars game are NFTs.

PHASE 3: EXPLORATION

First Half of 2022

Phase 3 of the project opens up gameplay outside the colony via sustainable mining missions. Players can select expedition-ready items from the colony, choose a plot of land from the Martian landscape, and mine it for Ore if the land's health rating is high or restore the land if it's health rating is low. Each mission also has a small chance at making a scientific discovery.

PHASE 4: EXPANSION

Second Half of 2022

In Phase 4, players can purchase land plots surrounding the colony, which will give them surface and mineral rights. They can use the

COLONIZE MARS ™

surface rights to build structures, and can use mineral rights to own resources that come from the ground.

MISSIONS

Each mission introduces an additional supply of items to the colony map. This can include equipment, vehicles, tools, buildings, and astronauts to name a few. The first three missions will be scheduled and launched by the Colonize Mars team before gameplay. The reason for sending up multiple missions before gameplay is so that the colony is large enough to support the maintenance activities of Phase 2.

NFTs & OTHER COLLECTIBLES

Our Cards are digital collectibles that are meant to be enjoyed by people who are inspired by Mars and want to own artwork that is both visually compelling and technically realistic. With the power of NFTs, we are also able to add utility to some of the Cards so they become useful in earning Martia Token. Here is the outline of different Cards and how they will be utilized:

SUPPLY CRATES

Supply crates are NFT Card packs that may contain base Cards, ownership Cards, and other collectibles.

BASE CARDS

The majority of the Cards for Colonize Mars are base Cards. These cards represent vehicles, tools, infrastructure, astronauts, and buildings used in the colony. Base Cards come in 5 rarities: standard, shadow, stainless steel, gold, and dark matter. Base Cards will be required to play the game, with higher rarity Cards being more desirable because they will result in more effective ways of obtaining Martia Token and other in-game resources.

COLONIZE MARS™

CARD CRAFTING

Crafting or "burning" Cards is the process of combining a larger quantity of lower rarity base Cards to make a smaller quantity of higher rarity base Cards. Dark matter cards are the rarest base Cards that can be crafted.

OWNERSHIP CARDS

Ownership Cards match 1:1 with a unique piece of equipment, vehicle, tool, astronaut, or building on the website colony map. Inanimate objects (tools, vehicles, buildings, etc…) have corresponding ownership Cards, and astronauts have corresponding sponsorship Cards. They both are equivalent. Ownership & sponsorship cards are the rarest type of Cards and give players significant influence, Martia Token earning potential, and responsibility in the game.

PATCHES

Patches are merit-based NTTs (Non-Transferable Tokens) that visually represent your identity within the game. They are used for aesthetic purposes and are meant to signal your status. You can only have one NTT active for your in-game identity at any given point, but you can hold multiple Patches within your inventory.

GAMEPLAY

OVERVIEW

Expanding the main colony is the central theme of the game, because it is the most important factor in making a self-sustaining civilization on Mars. The main colony acts as the home base for the game, and our goal is that players will become familiar with the layout, equipment, and science that enables the colony to thrive. Gameplay opportunities outside of the main colony will be introduced in Phase 4 and beyond.

COLONIZE MARS™

REQUIREMENTS TO PLAY

Anyone who has a WAX wallet can sign up to play Colonize Mars. All
gameplay will happen on mars.cards. You will need at least one
Colonize Mars Card in your WAX wallet to participate.

New players will create a new identity that is represented by a name
and a Patch. Here is how you set up your identity as a new player:
- Connect your WAX wallet to mars.cards.
- Choose your unique display name (up to 18 characters).
- Choose a Patch to visually represent your identity.
    - A default Patch is minted to all new players during this
      step in the signup process. As with all patches, this patch
      is a Non-transferrable token, so each account will only hold
      one.
    - If you already have collected Patches in the wallet you
      connected, they will automatically show up in your inventory
      and you can activate them after signup.

PHASE 2 GAMEPLAY

During the early stages of the colony, the most important activity is
to consistently maintain the infrastructure and equipment so it stays
operational. As a player, you can earn Martia Token by helping
maintain the colony.

Owning Items

Each item in the colony has a corresponding ownership card. The owner
of the Card sees their wallet address associated with that item in the
colony map.

Staking Non-ownership Cards

Players with non-ownership Cards can stake their Cards to an item of
the same type. The total reward pot for an item is determined by the
amount and rarity of Cards staked to it.

Martia Token Payouts

The owner of each item sets a percentage fee which is taken from the
staking players payout. A small developer fee is also taken from the

payout. Each staking player's payout is calculated by adding up the combined weight of their staked cards and dividing it by the total combined weight of all staked Cards. This calculation is the same for all items in the colony, even though the payouts may vary based on the item type.

Maintaining Items

Items need to be maintained regularly. The maintenance interval can vary depending on the complexity of the item, but intervals will not be less than 24 hours. Once the maintenance window opens, the owner has a short time to maintain the item. Once the item is maintained, the timer resets the maintenance interval. Each maintenance action costs the owner a small amount of Martia Tokens.

If a player does not own an item, but is staked to it, they can help with maintenance by performing a similar task along the same interval as the owner. Performing this costs the player a small amount of Martia Tokens.

Payout Multipliers

All items begin with a 1x payout multiplier by default. However, if an owner successfully maintains an item consistently, the multiplier will grow. If the owner misses maintenance intervals, the multiplier shrinks.

The higher the quantity and quality of staked players that help with maintenance, the higher the multiplier is boosted. This can change per interval based on the staked players activity.

PHASE 3 GAMEPLAY

As the colony maintenance activities begin to stabilize, a new phase of gameplay will be unlocked which allows players to explore outside the colony. Players will be able to organize their own expeditions which center around sustainably mining the land for Ore resources. Ore is important because it contains the minerals that can be used in manufacturing items for future colony expansions. Each expedition will also have a small chance at making a scientific discovery.

COLONIZE MARS™

How does it work?

Players will be able to zoom out of the colony map, select vehicles, tools and astronauts to take with them on their expedition, select a parcel of land around the colony, select the type of expedition, and explore. The quantity & quality of the items brought on the expedition determines the length of the mission, the maximum distance from the colony, and potential payout. A fuel fee, paid in Martia Token, is calculated per expedition based on the equipment and distance from the colony. A player can only have one active expedition at a time.

Expedition Types

Some examples of expedition types for exploring the land surrounding the colony:
- Land Mining Mission - The player extracts Ore from a parcel of land. Each mining mission degrades the land's health.
- Land Restoration Mission - The player works to restore the health and quality of a parcel of land and receives a Martia Token reward. Each restoration mission improves the land health.

Independent of the mission type, the player has a small chance at making a scientific discovery.

Each parcel's land health will be tracked universally. Players will be incentivized to mine on land with a high health rating because it will result in better resource yields. Players will be incentivized to restore land with a low health rating because it will result in higher Martia Token payouts. The goal is to create a structure that encourages sustainable mining practices in a way that is beneficial for both the land and the expansion of the colony.

Scientific Discoveries

Scientific discoveries are unique NFTs that can be found on expeditions. Taking certain scientific instruments or astronauts can increase the probability of a scientific discovery.

Owning Items

Owning items in Phase 3 will work the same as in Phase 2. Expedition-ready items will stop getting daily Martia Token payouts and transition over to be used for expeditions. This includes most

COLONIZE MARS™

vehicles, portable tools, and astronauts. Infrastructure, housing, and rocketships will not be eligible for expeditions, and will continue receiving daily payouts for their utility to the colony.

Staking Non-ownership Cards

Players with non-ownership Cards can "rent" the items belonging to another owner by staking their Cards to an item of the same type. Once a player stakes at least one Card to an item, they can use it on an expedition even if they do not own the item. A player's expedition reward is increased based on the combined weight of the Cards they have staked to the item.

Martia Token Payouts

The owner of each item sets a percentage fee which is taken from the staking player's expedition yield. This could be Ore from a mining expedition or Martia Token from a land restoration expedition. Owners do not pay any fee for using their item. A small developer fee is taken from all expedition yields.

Maintaining Owned Items

The maintenance system for Phase 3 will work the same as Phase 2 for both expedition-ready and non-expedition-ready items.

PHASE 4 GAMEPLAY

Phase 4 gameplay (land ownership and building) will be detailed at a later stage in development.

CONCLUSION

Colonize Mars aims to educate players on the real science needed to colonize the red planet, while providing a unique opportunity for players to own collectible NFTs and earn Martia Token.

We hope that this document gives a more detailed look into how the game enables this goal, through a well-balanced economic system that utilizes blockchain technology to give additional utility to our digital collectible NFT Cards.

COLONIZE MARS™

This document is a work in progress, and continues to be updated regularly. Please join us on [Telegram](#) if you would like to share ideas with the team.

COLONIZE MARS™