v.2.1.7

Pirates of the Arrland

Whitepaper

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I. Introduction

Pirates of Arrland is the world's first game to combine multiplayer online battle arena (MOBA) competition with economic and strategy game. It is set in a pirate world and its additional advantage is the possibility to create the space surrounding the player.

The project features deep gameplay and good quality graphics, and thanks to blockchain technology, it allows the player to own characters, items, ships, and lands obtained in the game. In this way, players participate in the continuous development of the Pirates of the Arrland's Metaverse.

The game "Pirates of the Arrland" is being developed by Polish company Anfata Games Sp. z o.o. [Polish limited liability company]. Our goal is to create a visually appealing 3D "Play and Earn" (P&E) video game, targeting both traditional gamers, enthusiasts of blockchain-based games, and investors who appreciate the potential of this type of games.

Players with different preferences can meet with each other, form alliances, influence each other and trade. The value of tradable items is determined by the common rules of the ecosystem, and the price is regulated by supply and demand.

Diverse types of gameplays, providing a great deal of enjoyment shown to the players in an attractive environment created on the basis of the Unity 2021 HDRP engine in one ecosystem, solve the problem of the lack of players at the current stage of the crypto gaming industry development. In addition, many of the features present in the game are aimed at traditional players, which will multiply the effect of scale.

The security of the elements obtained in the game is ensured by the Ethereum chain, and the second layer of Immutable-X allows you to omit gas costs when creating, exchanging, and sending NFT tokens. The basis of the Arrland ecosystem will be ERC-20, $RUM and $ARRC tokens on the Polygon chain.

Our work on the project is divided into separate stages to ensure the highest quality, security, and the fastest possible access to the game for players. It is currently being developed for PCs, with economic and strategic elements also being developed for mobile devices.



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II. NFT Collections

In October 2021, a collection of 10,000 Genesis Pirates was created. In the first pack, 1,250 pirates have been minted, defined by a special status of the "pioneers".
More pirate packs and NFT collections will be added to our universe along with its development, as described in the project roadmap.

These collections will be: • Items • Islands (lands) • Ships • Female Pirates • Young Pirates

Some of these collections will include premium quality items, so-called "legendary" versions.
Smart contracts of the collections are placed on the Ethereum chain. NFT tokens are minted on the layer two - Immutable-X.
It is possible to transfer tokens both ways, between Ethereum and Immutable-X.

Our NFT tokens can be purchased periodically through **www.arrland.com** (payment will be made in $RUM tokens), or through the secondary market on the sites:

OpenSea:
https://opensea.io/collection/pirates-of-the-arrland

Immutable-X:
https://market.immutable.com/assets?collection=0xe804f5a2b14ae03345fffb89bded13a2ef5cefa7





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• Male NFT Genesis Collection

The Pirate collection consists of 10,000 pirates who have special features. Each pirate is unique, as his two-dimensional image was generated from among 300 traits, and he has his own unique name. The first 1,500 pirtates have already been minted, and more pirates will be available periodically in batches.

Functions:

By owning or renting a Genesis Pirate, we unlock access to PvP game mode. The Pirate can be used in the economy mode (to build and operate buildings) or the strategy mode (to man ships).

Genesis Pirates have the ability to reproduce, as well as the access to their very small private island which is not an NFT token. The vast majority of them have integrated items with different functionalities. This can be additional functionality to the PvP (MOBA), economy (Private Island), strategy (World Map) modes or participation in the $ARRC token accrual from Treasury.

For more information on $ARRC token accrual from Treasury, see: **III. $RUM - Accruals on Pirates and Items.**

With the acquisition of a Genesis Pirate, we can receive items that are permanently integrated with him.
They have the same functionality as items from the Items NFT Collection,
which you will read more about in the section: **II.3 - Items NFT Collection**
If you want to find out which items you can get with Genesis Pirate and what these are used for,
visit the section: **Appendix: Items**

Ranking:

Due to the complexity of pirates' functionality and the multidimensionality of their features, creating a clear ranking of pirates is not easy. Because of this, we have decided to introduce our internal system of Pirate quality rating.
Despite our best efforts, this ranking presents only averaged, approximate values.
Each pirate owner should evaluate him based on their own beliefs and thoughts.
Our current pirate ranking is available on the website **https://arrland.com/rarity/**





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• Pirates of Tenset Island

The collection of unique Pirates of Tenset Archipelago consists of only 100 pirates. All proceeds from this collection will be burned. Each pirate is unique, as their image has been generated from among hundreds of different traits, plus they have special Tenset Traits that are only available for the pirates of this collection.

Pirates from this collection in the original offer, will be available for purchase on the Tenset marketplace:
https://marketplace.tenset.io/

Features:

Each of the Pirates of Tenset Island has items merged with him. This includes one legendary item, the Tenset Island Pirate's Necklace and, in some cases, a special Tenset Cap. In addition, he has other integrated items that have the same functionality as items from the NFT Items Collection, which you can read more about in section: **II.3 - Items NFT Collection**

If you want to find out what items you can get with the Pirate of Tenset Island, as well as what they are used for, visit the section: **Appendix: Items**

By owning a Tenset Island Pirate, his owner unlocks access to the game in the same way as if they owned a Genesis Pirate, i.e. they get access to PvP (MOBA), economy (Private Island), strategy (World Map) modes. They can also reproduce and have access to their basic private island, which is not an NFT token.
In addition, each Pirate of Tenset Island has a unique opportunity to visit the VIP area on the Tenset Island.

Ranking:

Analogous to the Pirates of Genesis collection, the Pirates of Tenset Island also have their own separate ranking.
The Pirates of Tenset Island ranking is available on the website: **https://arrland.app/rarity_tenset/**





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• Items NFT Collection

The collection of items originally consists of 20,000 items that will provide the player with the ability to take advantage of additional features of the game, change the appearance, or enhance the characteristics of the character. Some items will be multi-functional.

Players obtain the items from a chest, which they can purchase by logging onto our website: **https://account.arrland.com/**. The items can also be received as rewards during the game or obtained from the secondary market. With the purchase of the Genesis Pirate or the Pirate of Tenset Island, we can get items that are permanently integrated with them. They have the same functionality as items from the Items NFT Collection.

Items in this collection will have many uses in the Arrland Metaverse. Due to their rarity, they are divided into:

- Legendary
- Rare
- Uncommon
- Common

These items are also divided according to their use. We distinguish the following types:

- Weapons
- Tools
- Jewels
- Clothing
- Valuables and orders
- Special items



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• Purpose of items

Weapons are used to fight other pirates on land and sea. Some of them unlock the possibility of ranged attack - then in most cases they need ammunition to operate (exception: slingshot). You can read more about combat and the effect of items on combat in section: **IV.3 - Combat**.

Tools unlock or speed up the performance of various actions. For example, the axe makes it possible to cut down trees, which is not possible if the player doesn't have an item unlocking this skill. A hoe, on the other hand, significantly speeds up tilling a field, although the player can also do this (very slowly) when he doesn't have any tool dedicated to this activity. You can read more about the effect of items on the player's economy in the section: **V.2 – Economy basics**

The player has the ability to create some items from raw materials available in the game. Player-created items have the same properties as items from the NFT Item Collection, however, they have lower efficiency. The process of creating items is described in the section: **V.7 - Creating and upgrading items**.

Gems are used to upgrade items, or they can be used to demonstrate a player's wealth and high social status on a private island. The process of upgrading items with gems is described in the section: **V.6 - Creating and upgrading items**. The use of gems for magical purposes is another option.
This process is described in section: **IV.4.e - The Role of Gems in Magic**

Appearance-changing items affect the visual representation of the player in Arrland's three-dimensional environment. They do not affect the gameplay, but they allow the player to better express his character, and to identify more with the Pirate.

Valuables and orders are items that affect the amount of the $RUM token accrual.

The special items have various uses and functionality in different sections of the game. For example, a telescope, which in the Battle Arena mode affects the accuracy of cannon firing, in the World Map mode affects the detection range of ships, as well as the accuracy of guided fire.

Some items have more than one use. An axe, for example, serves both as a weapon for battle and as a tool. For more information about the purpose of items, along with the exact coefficients describing them, see: **Appendix: Items**



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• Private Island NFT Collection

The collection of private islands consists of 5000 islands that make up the Arrland archipelago. They differ from each other in size, appearance, and the raw materials available on them. Each island has its own location, which can be checked on the World Map.

There are 4 types of NFT island sizes:

- Small
- Medium
- Large
- Huge

There is also a very small island in the game, however, it is not part of the island NFT collection. You can read more about it in section **V.2.a - Very small islands**.

Each island has a certain number of plots. They differ in their type and size. If the plot is located at the coastline, it is of the coastal type.
Otherwise, it is of the inland type. There are five different sizes of plots:

- Single parcel
- Double parcel
- Quadruple parcel
- Eightfold parcel
- Sixteenfold parcel

The larger island, the more plots it has of the larger size.
Below is a graphical representation of the islands with their plots:



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To purchase an island, you must win the auction. The minimum price for a given type of island is normally:

For a small island - the equivalent of $200 payable in $RUM token.
For a medium island - the equivalent of $800 payable in $RUM token.
For a large island - the equivalent of $3200 payable in $RUM token.
For a very large island - the equivalent of $12800 payable in $RUM token.

In total, the Arrland archipelago consists of 5000 NFT islands, including 3656 small islands, 1024 medium islands, 256 large islands, and 64 very large islands.
The number of islands, along with the number and size of plots of a given type on an island of a specific size, is presented in the table below:

	S	M	L	XL
Amount of islands	3656	1024	256	64
Single Slots	4	8	16	32
Double Slots	1 1	2 2	3 5	4 12
Quad Slots	✗	1 1	2 2	3 5
Eightfold Slots	✗	✗	1 1	2 2
Sixteenfold Slots	✗	✗	✗	1 1
Summary	6	14	30	62

Inland build slot Seaside build slot

Depending on the size and type of plot, various development options are available.
For more information, see section **V.5 - Buildings**.

Islands are differentiated by the resource deposits located on them (described in **Appendix: Resources**), and on some of them grow Arrlandum bushes. You can decorate your own island with various props, invite your friends to it or hold a tournament. It also has its own strategic importance depending on its location on the World Map. The functionalities that are possible on a private island are described in section **IV.2.b - Private Island**.

Islands will be available for purchase with $RUM token.



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• Ships NFT Collection

Initially, the NFT Ship collection will consist of 1000 ships, divided into four classes:

Sailboats



(500)

Small ships



(300)

Medium ships



(150)

Large ships



(50)

The number of ships of a given class in the collection is indicated in parentheses.

There are five classes of watercraft in the game, however, the NFT Ships collection does not include the Boat class. Each class includes ships of different types, which differ in speed of movement, maneuverability, range, hold capacity, required number of crew and firepower. For more information on ships, see section **V.5 - Ships**.

The ships will be available for purchase with $RUM token. In an advanced economy, players will be able to produce ships themselves on their NFT islands.



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• Female NFT Genesis Collection

The Pirate Collection consists of 5000 female pirates. Each NFT in this collection belongs to the Genesis subtype and is unique, as the image of the female pirate was generated from among hundreds of different traits, and additionally, from traits available only for this collection.

Features:

By owning or renting the Genesis Female Pirate, you will unlock access to PvP game mode. The Female Pirate can be used in Economy Mode (to build and operate buildings) or Strategy Mode (to man ships).

Genesis Female Pirates can reproduce, and they have access to their very small private island, which is not an NFT token. The vast majority of them have integrated items on them, with different functionalities. This could be additional functionality for PvP Mode (MOBA), Economy Mode (Private Island), Strategy Mode (World Map), or a bonus for $ARRC token accrual from treasury.

The Genesis Female Pirates accrue $ARRC token from treasury depending on the bonuses they hold. The amount of received $ARRC is dependent on the percentage of the Female Pirate in relation to all Participants in the pool of Genesis rewards, allocated from the treasury on a given day.

With the acquisition of the Genesis Female Pirate, we can receive items that are permanently integrated with them. They have the same functionality as items from the Items NFT Collection, about which you will read more in the section **II.3 - Items NFT Collection**

If you want to find out what items you can get with Genesis Female Pirate and what they are used for, visit the section **Appendix: Items**

Ranking:

Due to the complexity of their functionality and the multidimensionality of their qualities, creating a clear ranking of Female Pirates is not easy. Because of this, we have decided to introduce our internal system of rating the quality of Female Pirates. Despite our best efforts, this ranking presents only averaged, approximate values. Each Female Pirate owner should evaluate her based on their beliefs and thoughts. Our current pirate ranking is available at: **https://arrland.app/rarity/**

Genesis Female Pirates can be purchased with $RUM token.





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• Young Pirates NFT Collection

The Young Pirates NFT collection is an open collection. It includes pirates of both sexes (both men and women) who have been created by players owning a Genesis Male Pirate and a Genesis Female Pirate. The Young Male Pirate or Young Female Pirate created in this way is NOT part of the Genesis Collection and does not have the attributes proper to the Genesis Pirates. However, the greater affordability of Young Pirates will allow more people to join and participate in the Arrland's Metaverse.

The image of the Young Pirates can be repeated, as it is created randomly from the traits available for this collection. A pirate created in this way does not have any useful items merged with them, they can only have items that define their appearance, such as basic clothing. Any Young Pirate can have an NFT item, however, it must be assigned to them.

Features:
Owning or renting a Young Male Pirate or a Young Female Pirate, unlocks our access to PvP game mode. Young Pirates can be used in economic mode (to build and operate buildings) or strategic mode (to man ships).

Young Pirates **DO NOT** have the ability to reproduce, although they do have access to their very small private island, which is not an NFT token.
Unlike the very small islands of Genesis Male Pirates and Genesis Female Pirates, it is **NOT POSSIBLE** to produce goods on these islands.
They are for recreational and demonstrational purposes only.

Pirates belonging to the Young Male Pirates and Young Female Pirates DO NOT count as partakers included in the calculation of the $ARRC token accrual from treasury.

Ranking:
Due to the lack of differences between the pirates from the Young Pirates collection, there is no ranking to assess the quality of these male and female pirates.
The only general information available to players is how many Young Pirates have been created so far. This can be found on the website: **https://arrland.com/youngs/**
Young Male Pirates and Young Female Pirates can be obtained from other players through various forms of settlement.



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III. Tokens

• $RUM

• What is $RUM token?

$RUM is a limited-supply, deflationary utility token used to purchase in-game services. It is designed to fuel the reward system for players.



When in-game services are purchased, there is a deflationary process in the following proportions:

- 50% of the all spent tokens will be burned.
- 25% goes to the Pirate King Treasury.
- 5% goes to the staking contract for staking rewards.
- 20% goes to the company for maintenance and development of the game.

The systematic burning of $RUM token will result in its deflation, due to the decreasing number of tokens in circulation.

• The Pirate King Treasury

The Pirate King Treasury is a pool that will be set aside every month (4 weeks season) for strategic rewards (distillery), as well as for rewards for the best players and active players for fighting in the battle arena. It will be released according to the vesting included in the tokenomics for a period of 5 years and supplied with a portion of the tokens that will be spent by players on in-game services.

After burning 60% of the total token supply, the PIRATE REPUBLIC can propose to reduce the burning process. The burning process is automatically stopped once 85% of the total $RUM token supply has been burned. For more information on the PIRATE REPUBLIC, see Section **VII - PIRATE REPUBLIC**

$RUM tokens collected in the Pirate King Treasury will be spent on:

- rewards for players fighting in battle arenas.
- rewards for burning sugar cane in the Distillery facility (strategic rewards).
- rewards for owners of pirate pioneers.

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•Ways to obtain $RUM

$RUM token, can be obtained by:

- exchanging stablecoin for $RUM
- exchanging $ARRC for $RUM
- purchase through a payment processor
- rewards for players who have won battles
- actively fought in the battle arena
- burning sugar cane in the Distillery facility

•What can a player use $RUM token for?

The $RUM token, the player can use for:

- reproduction of NFT Young Pirates.
- minting NFT items
- minting $ARRC token
- creating new NFT items in the game, from components and raw materials in their possession
- purchasing NFT Islands
- purchasing NFT Ships
- purchasing NFT Pirates
- upgrading NFT items
- purchasing Magic Gems
- staking for $ARRC rewards
- staking to White List (if user want to participate in
- exclusive sales/utilities)
- staking for NFT rewards (stake to own)

•Accrual for pirates and items:

Genesis Pirates accrue $ARRC token from treasury depending on the pool portion they hold.
The amount of $RUM received depends on the number of percentage portion that the Pirate has in relation to all participants in the $ARRC token accrual rewards pool allocated from the treasury for the day on which tokens from the smart contract can be claimed.

All Genesis Pirates, some buildings, integrated items that Genesis Pirates possess, and NFT items, give $ARRC token accrual in the pool allocated for rewards.
The more accruals a Genesis Pirate has, the more tokens they get each month (4 weeks season).

To get tokens from the portion pool a given Pirate:

- Must be in the player's wallet for the full token accrual period, which lasts a month. If transferred to another wallet (sale or transfer), they lose their rights to portion.

- The NFT item must be assigned to the Pirate in order to accrue portion.

	Number of shares
Genesis Pirate	1
Items integrated with the Genesis Pirates, e.g., the golden belt.	0.1 to 5.
NFT items assigned to the Genesis Pirates.	0.1 to 5.
Holders of the Silver Order of the Pioneer.	multiplier x 4
Holders of the Gold Order of the Pioneer.	multiplier x 5

For details on the amount of bonus added by an item, see the attachment: **Appendix: Table of Items - $RUM accruals**.

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III. Tokens > $RUM > Accrual for pirates and items

The proportion of paid rewards is proposed by the **PIRATE REPUBLIC**, within the ranges presented in the table below:

- The formula for calculating how many shares belong to a single Pirate:
  PIRATE_PORTION_NUMBER = (GENESIS_PIRATE_PORTION + ITEMS_BONUS) * GENESIS PIRATE BADGE

- The formula for calculating how many tokens a single portion is worth:
  TOKENS = TOKENS_IN_THE_POOL / SUM(ALL ELIGIBLE PIRATE PORTION NUMBERS)

- The formula for calculating how many tokens a given pirate will receive:
  RECEIVED_TOKENS = TOKENS * PIRATE_PORTION_NUMBER

- TOKENS_IN_THE_POOL = 1 000 000
  SUM (ALL ELIGIBLE PIRATE PORTION NUMBERS) = 25000

- TOKENS = 1 000 000 / 25000 = 40
  RECEIVED_TOKENS = 26.4 * 40 = 1056

Example:

GENESIS_PIRATE_PORTION = 1

ITEMS_BONUS = SUM([1, 0.5, 5, 0.1]) = 6.6
(sum of all items giving bonus to accrue $RUM)

ORDER_BONUS = 4 (bonus from special pioneer orders)

PIRATE_PORTION_NUMBER = (1+6.6)*4 = 26,4

In the above example, each portion is 40 $RUM tokens claimable each month.
This will change if there are fewer or more tokens in the pool, and more items are added to ALL_ITEMS_PORTIONS.
Each month there are tokens added from vesting into the Pirates reward pool.

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• What can a player use $RUM token for?

Staking means locking up $RUM token for a certain amount of time to receive an in-game currency $ARRC rewards from a staking pool.
At the beginning, the tokens for this pool are released from the initial tokenomy. As the game progresses, this pool is supplied with a portion of the tokens spent by players on in-game services, as is the case with the Pirate King Treasury.

Some buildings (for example, the Bank) can increase the portion in the staking pool.
Player can decide to stake $RUM for other purposes, like stake to white list or stake to own NFT rewards.

• $ARRC

$ARRC is the currency of the game world, and is an inflationary-deflationary token with unlimited supply.
It is used to trade base resources between players and to purchase minor in-game services, e.g.,
a drink that adds health or strength for a limited time.

The $ARRC token, can be obtained by:

- exchanging a $RUM token for a $ARRC token, using the decentralized DEX exchange.
- minting the $ARRC token from gold at a mint located on a private island ($RUM spend is needed in this process)
- participating in combat on battle arenas.
- making simple obligatory in-game or social tasks as owner of Genesis Pirates and/or items with bonus $ARRC accruals.
- staking $RUM token

When items or services are purchased from NPC characters for $ARRC,
the token is 50% burned and the other 50% is used for player rewards.





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IV. Game

• Pirates of the Arrland

• Introduction

The Pirates of the Arrland game is a 3D game set in the authorial world of Pirates of the Arrland.
It is constantly evolving, by developing and adding new features. The game can be played in three modes:
1. Battle Arenas
2. Private Islands
3. World Map

During gameplay, the player assigns tasks to his subordinates, or plays the role of a chosen character and controls them as their avatar. This allows them to roam the fantastic world of Arrland, developing and enriching their hero, as well as their treasury, assigned to a given wallet address. Importantly, all the most essential elements present in the game such as the pirate, ship, lands, and items, are NFT tokens located on the player's wallet. Thus, it is the player who has full rights to them and can sell or lend them to other players.

Depending on the selected gameplay type, the world of Arrland is presented through different types of cameras.
The player can observe the environment from a first-person perspective (FPP), third-person perspective (TPP), from above (top-down view), or with a free camera.

• Avatar

To actively participate in the game, a player must rent or own at least one Male Genesis Pirate, Female Genesis Pirate, Pirate from the Tenset Island or Young Pirate.
In case they have more than one pirate, there is an option of playing each of them, but only one at a time.

Each pirate in the world of Arrland, is mapped as a three-dimensional character, which can be seen from all sides, from a third-person perspective.
Moreover, the player can modify the appearance of their pirate as well as their characteristics, with various items.

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• Choice of pirate

Pirates not actively controlled by a player, can be assigned to perform automatic tasks, such as mining, producing goods, operating a market, or operating a ship. However, it should be remembered that sometimes playing as a chosen pirate, causes cancellation of the progress of the activity to which they were previously assigned (e.g., producing cannonballs), or taking control of a given pirate will not be possible until they complete their mission (e.g., completing a voyage).
In some cases (e.g., operating a marketplace), there is no negative effect and a given pirate can be immediately assigned to perform other tasks.
The game, when changing the persona of an active pirate, always requires the player to confirm this decision.

Since pirates are characterized by great diversity, it is important to choose a pirate who can best deal with a given task. Therefore, their items and skills they possess will make the activity performed more efficiently. In some cases, the player who plays the role of a given pirate cannot perform certain activities if an item of a given type is required for a given task, and the chosen pirate does not have any of them.

• Mode description

After selecting the pirate a player wants to play, the game loads the island where the pirate last resided. If the selected pirate is currently in the middle of the sea (because he is in the middle of a mission), the game starts on their private island, with the free camera option. If this is the pirate's first appearance in the game, they show up on their home island.

At any time, the player can call the pirate away from the mission to appear immediately on his home island, however, this will increase the risk of failure of the mission in which he participated.

On the home island, the player has the option to enter the battle arena through a portal, actively perform an action on their island, assign the pirate to automatically perform an action, move to another private island to which they have been invited, and start a voyage to another island.



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• Battle arena

The transition to the battle arena is made through a magical portal located on the home island. The player can set up a new game or join an existing one.
Competition with other players can take place on maps of different sizes - determining the minimum and maximum number of players required for the game.
The maps differ in terrain, as well as interactive elements of the environment, strongly influencing the course of the game.

The player also chooses the mode, determining the rules of competition and the conditions of victory.
Once all players have declared their readiness, the game starts.



Modes for single game:

I. Deathmatch
In Deatchmatch Mode, the goal is to kill as many opponents as possible, within a certain time frame.
Killed players are reborn again in designated areas. After the appropriate time has elapsed, the player with the highest score becomes the winner.

II. Last Man
In this mode, the death of a player is permanent - they are not reborn until the end of the game.
As time passes and more pirates die, the area accessible to players is reduced. The winner becomes the only pirate who remains on the battlefield.

Modes for team play:

III. Team Deathmatch
This mode is analogous to Deatchmatch, except that the competition is between teams.
The game is won by the players from the team whose members have scored the most points in total.

IV. Capture the Flag
Capture the Flag Mode consists in stealing the pennant located in the opponent's base and delivering it to your base, while protecting your own pennant, located in the base of the team to which the player belongs. The winner is the team that first manages to steal the pennant a certain number of times and deliver it to its base.

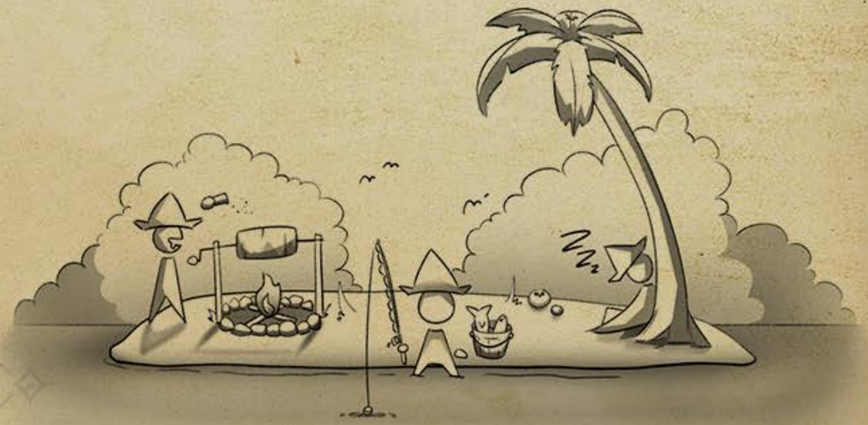
V. Capture the Chest
This mode is to seize the chest located between the opponents' bases and deliver it to your base.
Two pirates are needed to move the chest. The winner is the team that moves the chest to its base.

VI. Conquest
In the Conquest Mode, each team starts the game with a certain number of points. Players take control of the bases placed on the board. After conquering the number of locations specified for a given map, the opposing team begins to lose its points. In addition, each revival of a killed player means the loss of a point from the team's pool. The winner is the team that will still have points while the opponent team's pool of points is depleted.

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• Private island

The player can browse the private islands belonging to them through the pirate (in first-person and third-person camera modes), as well as through the free camera.



I. Island decoration and relaxation

While on a private island in one' s possession, the player can perform a wide variety of activities. First, they can be creative and decorate the environment according to their idea and taste. For this, they can use various elements available in the game or NFT items. It will depend on the player's decision whether their island will resemble a tropical paradise or inspire terror and fear.

The player can spend time on the island indulging in various pleasures such as fishing. They can also invite other players to the island and even organize their own adventures or tournaments with prizes.



II. Expanding the economic potential of the island

The player can expand their economic power by growing various crops, mining raw materials, processing raw materials, trading and creating goods. These activities are possible after constructing an appropriate building and staffing it with enough pirates with the right tools. Larger private islands allow the player to create more complex buildings and run a complex economy.

Each pirate has their own very small private island, which by default is their home island. Young Pirates can use their very small island for recreational and demonstration purposes only and cannot create economic activities on the island.

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• Strategic world map

In the Strategic World Map view mode, the player can make strategic decisions about their islands, ships, resources, and Pirates.

I. Strategic Map view

The Strategic World Map is divided into a series of cubes that present all the islands located in the Arrland archipelago. It also shows the location of all the player's ships, along with their crew, cargo, and their destination. Groups of their ships called armadas are also made visible. Note that the speed of an armada is equal to the speed of the slowest ship included in it. In addition to the players' private islands, the map also shows islands that are available to all players.
These islands include, among others: • **Arrland Island** • **Island of the Pirate** • **King Tenset Island** • **Merchant Guild Island**

II. Setting targets

On this map, it is possible to define strategic objectives for the ships, giving appropriate orders to the crew, ships, and armadas. The player can also define various tactics that will automatically be taken by their Pirates. This allows the gameplay to continue despite the player's absence, such as during sleep, school, work, or vacation. However, it should be remembered that the changing conditions of the Archipelago, as well as the cunning of some Pirates, cause a good host to check the situation from time to time and adjust accordingly to the current conditions.

On the strategic world map, all ships detected by the player's ships, the locations of naval battles initiated by their enemies, as well as potential battles that the player may initiate themselves, are also marked. In the strategic world map mode, it is also possible to carry out trading activities.

III. Time lapse

Game time on the strategic world map runs in turns that correspond to a certain period of time in the real world. The player, giving orders to a given unit, sees when it will arrive at the selected target. This makes it possible to coordinate attacks between ships arriving at a specific destination from different locations.
Some actions, such as a naval battle, land battle, and loading or unloading of goods, can take more than one turn.

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IV. Safe waters and rough waters

The Arrland archipelago is divided into two parts: safe waters and rough waters.

Safe waters are the region of the archipelago where every ship can feel safe because they know they will not be attacked by anyone. In the safe waters lie all the players' private islands. These islands cannot be seized by anyone by force.

If a player enters rough waters, they risk losing the cargo they carry, but they can also seize cargo belonging to other players. In rough waters, there are islands that players can compete for and take control of. A player who has control of an island located in an area of rough waters receives profits from it. An island located in this area cannot be set as a home island. Sometimes sailing through the region of rough waters is worthwhile despite the risks involved, as it significantly shortens the distance between two distant regions of the archipelago.



• Moving between islands

There are several types of movement to be distinguished in the game. These can include movement of: **• Player** **• Pirates** **• Objects** **• Ships**

I. Player movement

The player in the game can take on the role of any of their pirates and observe them using a camera with a first-person perspective (FPP) or third-person perspective (TPP).
The exception is when the pirate is in a place that is inaccessible to the player's view.
Such places are, for example, traveling on a ship or participating in a "long-distance" mission.
In addition, the player has the ability to switch to the "free camera" (FlyCam) view when he is on an island belonging to him.
To use this mode, the player does not have to play the role of any of their pirates.



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II. Moving Pirates

The player can always move a pirate from anywhere in the Arrland archipelago to their home island using magic.
This action is used most often in emergency situations, or when there is an urgent need for the pirate to return to their home island.

A pirate can also move their ghost/consciousness by magic to another island to which they have been invited by the owner of the island in question.
This method of travel is often used for the pirate to visit their friends. The pirate in their ghost form can then visit the island to which they have been invited, perform various entertaining activities on the island, however, they cannot perform economic activities such as building or operating a building.
Nor can they, in a ghost form, enlist on a ship. At any time, the ghost bond can be blocked by the island owner, causing the consciousness to return to the pirate's body.

There are also advanced ways of magical travel, the purpose of which is not the home island, however, such a way of travel is available only in rare situations.
It can only be initiated by the most powerful Pirate-Mages or requires the use of one of the networks of magical portals.

The most common means of transporting a pirate to another island, is to move to them by traveling by ship - either as a crew member or as a passenger.

In addition, on any island - even one that is not their own - a pirate can board a boat and sail it to their chosen destination.
Boat journey is, however, the slowest way to travel

III. Moving the Player's Items

The player can construct a building on each island belonging to them to store various types of items and riches. They have the ability to magically move all items between each of these buildings, so a Pirate who visits such a place can retrieve or deposit items in it (as long as they are not permanently assigned to the pirate in question). Each time an item is moved by magic, a certain cost is incurred. For this reason, among others, it is not possible to move trade resources in this way.

Thanks to the network of magic storehouses, it is possible for a single item to be used by multiple pirates belonging to a player.
Of course, at the same time, the item can be used only by the pirate who retrieved it from the storage room.

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IV. Moving the Player's Ships

In order to move a ship between locations, it is required to assign a captain capable of commanding a ship of a given class, to have enough crew and supplies. Ships are too large items to be magically moved. If a ship loses its crew in any way, it is stopped at a given location until all the conditions for resuming sailing are met (adequate captain, number of crew and supplies).

Permission from the island's owner is required for a ship to arrive at a given island in safe waters. Such permission is not needed if there is a market on the island - so that the trade in goods can take place also for islands located in rough waters. Thus, it is possible to conquer and plunder islands belonging to other players.

• Publicly accessible islands

Any pirate can visit publicly accessible islands.
The first type of visit is to move by magic in a spiritual form.
The second type is a visit in a physical form - by arriving at a port.
The arrival of a ship or boat on an island open to the public does not require any special permission.

Each publicly accessible island belongs to safe havens.
There may be special zones on them, entry to which requires special authorization.



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• Battle

In the world of Arrland, there are occasional fights between enemies. They may take place while competing in the battle arena (MOBA mode), or on islands and seas (strategic map mode). The course of the battle's outcome is influenced by many factors, such as the number of pirates, the characteristics of the chosen pirate, the player's combat skills and the items at their character's disposal.

• Fighting in the Battle Arena Mode (MOBA)

When fighting in the battle arena, the player should take care of their own well-being, or the well-being of the team they belong to - depending on the selected gameplay mode. You can read more about the gameplay modes in Section **IV.2.a - Battle Arena.**

I. Choosing a Pirate

In order to succeed in the battle, you need to choose the right pirate character that is most suitable for completing the assigned task.

Pirates differ in parameters such as:

- **the amount of life they have** - determining how much damage a pirate can take before their character is eliminated from combat.
- **physical strength** - determining whether they can rearrange large elements of the environment to create a tactical advantage for themselves in the battle arena.
- **endurance** - determining how long a pirate can run fast.
- **movement speed** - determining how fast the pirate moves.
- **swimming** - determining how fast a pirate can swim
- **hand-to-hand combat** - determining the power of hand-to-hand combat skill
- **ranged combat** - determining accuracy and the ability to use ranged combat items.
- **cannon handling** - determining the ability to use and accuracy when firing cannons



The parameters described above are dependent on the characteristics of the NFT: "body" assigned to each pirate.

The player, controlling their pirate in a first- or third-person perspective ("FPP" or "TPP") view and skillfully disposing of the forces and skills that the character has, makes tactical choices that bring them closer to defeating the enemy. It depends on the player's skill whether they defeat the opponent in the battle or are defeated themselves. The outcome of the battle is also influenced by the skillful use of items possessed by the pirate.

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II. Choosing a Pirate

A pirate can have many different items in their arsenal, allowing them to increase chances of winning during a battle.
Choosing the right weapon can be a crucial decision, determining victory or defeat.
Each weapon used for hand-to-hand combat has parameters such as:

- **attack power**
- **blocking ability**
- **attack speed**

If the pirate does not have any weapon designed for hand-to-hand combat, they use their fists.
In case the pirate has an item that allows ranged combat, they can deal damage to opponents from a distance.
Some ranged weapons require raw materials such as gunpowder and bullets to function.
Each weapon that allows you to deal damage from a far has parameters such as:

- **range**
- **bullet damage**
- **number of bullets fired**
- **amount of gunpowder**
- **accuracy of the shot**

III. Magic and the enviroment

Some pirates can also fight using various types of spells. You can read more about spells in section **IV.4 - Magic.**

To fight in the battle arena, you can also use elements of the environment. Mostly these are structures that the player can activate by pressing the button that activates the device. They can be various types of trapdoors, "crushers" or rafts. To use some of the environmental elements, such as a rolling ball or firing from a ship, a suitable object (such as a shovel or parrot) is required. Others, such as cannons, require the right ammunition (gunpowder and cannonballs) to operate.



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Combat in Strategic Map Mode

During the competition on the Strategic Map, a sea battle between ships or teams of ships as well as battle on an island may occur.

I. Naval Battle

A naval battle may occur when one side spots an enemy unit, comes close enough to it to be within attack range, and gives the order to attack it. The naval battle - when it occurs - is played automatically, according to the tactics set by the player. Many factors are considered to calculate the outcome of it. These include the weather, the parameters of the ships participating in the battle, the parameters of the pirates that make up their crew and the items in their equipment.

The effect of a sea battle can be damaged ships and seized/lost cargo.

II. Land battle

Battles for islands located in rough waters are played out in an analogous manner. Once the attacking armada is indicated and arrives at its target, the battle begins. If the island is defended by some coastal garrison, or at least one ship, the offshore battle begins, under rules similar to the naval battle with the additional participation of defensive guns located on the island.

If the attacking fleet wins the shore skirmish, one of three attack types chosen by the invader takes place:

- **raid** - an attempt to raid and steal resources.
- **sabotage** - an attempt to do as much damage as possible to the infrastructure located on the island.
- **invasion** - an attempt to take control of the island.

The result of a land battle can be damaged ships, buildings, loss of raw materials from the vault, or loss of control of the island.

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• Magic

Magic is an integral and very important element of the world in which the Arrland archipelago is located. It can be used either in arena battles or during sea and land battles. Some spells can be used on a strategic map, while others can be used for demonstration or economic purposes on a private island.
There are two main types of magic: Voodoo magic and Elemental magic.

• Levels of Magic

The level of ability to use a particular type of magic depends on the pirate's natural aptitude and on items enhancing their magical powers they possess.
A pirate who achieves a given level of magic gains the ability to cast a spell assigned to the level achieved and increases the probability of successfully casting such spell.

Currently, 10 levels of spells are known for each type of magic.

In the Arrland Metaverse, there are beings called Archmages who have entered a much higher level of magic, unattainable for pirates.
Legends claim that this can be a level higher than 100....

• Cost of use

Invoking each spell requires the pirate to expend magical powers. The pirate's magic powers, fully reset during each start of competition in the battle arena, and slowly renew during skirmishes. Magic powers during the Private Island mode are unlimited.

In the strategy game mode, on the other hand, there is a common magic level for all pirates owned by the player.
It resets with the advent of another day in the Arrland archipelago.

Each pirate or item the player newly acquires adds its magic power to the common pool with the arrival of the next day in the Arrland archipelago.

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• Voodoo Magic

Voodoo Magic draws its power from the connections that exist between the world of the living and the world of the dead, including the layers in between such as layers of consciousness and spirit. The symbols of this magic are human bones, as well as all kinds of symbols that show a person, such as the Voodoo doll.

Voodoo Magic is divided into four lists: **• Life list** **Consciousness list** **• Soul list** **• Death list**

Because the layers of life, death, soul, and consciousness are ubiquitous, it is the most widespread type of magic that is found almost everywhere in the world - forming a very important part of it. The pirate's magic skills related to Voodoo magic depend on characteristics such as:

• trait: Bones **• trait: Arrlandum** **• trait: T-shirt with bones**



The Voodoo spells are described in the **Appendix: Voodoo Magic.**

• Elemental Magic

Elemental Magic draws its power from the magical particles contained in the elements surrounding the pirate. The symbols of this magic are the four elements, as well as all kinds of clothing in the colors of the rainbow.

Elemental Magic is divided into four lists: **• Fire list** **• Air list** **• Water list** **• Earth list**

Because the occurrence of the elements is unevenly distributed in the world, in some places a particular type of elemental energy is regenerated more quickly. Because of its more complex structure, magic of this type is less common. There are places in the world where a particular element does not exist at all, and the use of a given list of spells is not possible. The pirate's magic skills related to Elemental Magic depend on characteristics such as:

• trait level: Arrlandum **• rainbow clothing pieces**



Spells belonging to Elemental Magic are described in the **Appendix: Elemental Magic**.



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• Roles of gems in magic

Some spells, especially those powerful, require the energy contained in precious gems to trigger them.
To invoke such spell, the player must have a pirate with certain skills, and must also possess a gem of a certain type while casting the spell.

The spell, during its creation, draws energy from the gem, dispersing it and changing its physical structure.
Because of this, the gem is destroyed with the invocation of the spell. Before casting a spell that requires a gem, the player must reconfirm the desire to cast it.









...and more

• Random events

In the Arrland Metaverse, random events will occur at various times. Some of them will be small, and their effects will be easy for the player to fix - such as breaking a pickaxe handle. Others will be bigger, and their effects can be very serious. Such an event could be, for example, a raging plague or a huge hurricane haunting the Arrland archipelago.

Also, the duration of a random event will vary - from instantaneous, to lasting for weeks. Some of them will be known about in advance, while others will come as a total surprise to the player. These events will be able to have both positive and negative consequences for the player and the archipelago.

New random events will be added constantly during the existence of the Arrland Metaverse.

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• Anti-Whale system

Among enthusiasts of cryptocurrencies, NFT tokens, and blockchain-based games, there is an awareness of people referred to as a "Whale". This is a person with a very abundant wallet who is able to redeem significant in-game resources. For example, in the Arrland Metaverse, such resources include pirates, lands, ships, items, $RUM token, $ARRC token and other items stored in the database.

The accumulation of a large amount of wealth in the hands of a single player, often poses a problem, as they are able to shake up the entire Metaverse economy with their decisions, upset delicate economic mechanisms, shape the prices of goods, and overuse the goods that the game distributes to its players. In order to counteract the excessive accumulation of goods in the hand of one player, a number of features have been introduced in Arrland Metaverse, aimed at preventing such situations and promoting players who have fewer pirates.

An example of such measure is the asymmetrical distribution of $RUM tokens from the Pirate King Treasury, between pirate owners and pirates who participate in battle arenas. You can read more about this in section **II. Token $RUM**

As for the economic part of the game, which is performed on private islands, a pirate who has been assigned to automatically perform a given task, performs it twice as long as a pirate who is actively controlled by the player. In order for this restriction not to be imposed, the player must perform the assigned mini-game with the chosen pirate. You can read more about this in section **V.3 Resource acquisition.**

The game also promotes the appropriate selection of pirates for the activities performed. By assigning resources randomly, the maximum potential profit will not be achieved. In order to obtain it, it is also necessary to review your items from time to time and make repairs if necessary.
This is described in section **V.7 - Creating and improving items**.

The strategic layer also favors players who actively control the actions of their ships. Due to changing economic conditions, it may happen that once profitable trade route has become unprofitable. It is also possible that due to a random event a ship carrying goods has been immobilized in a port and cannot perform its activities as usual.

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Game Loop

RUM, ARRC and resourcer circulation

Selling resources and goods needed by other players



Need food for ship voyages





Need goods used in battles



Producing resources and goods on Private Islands

Buying resources and goods needed for development of the island





Trade and sea battles on strategy mode

Player can produce goods used in MOBA





DEX

Player can buy goods used in MOBA





$ARRC earned in MOBA battle are nevessary for trade





Need food for HP regeneration



$RUM is needed for island development, upgrade and creation of NFT's





Multiplayer **O**nline **B**attle **A**rena

Need goods used in battles



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• RUM and ARRC utility flow

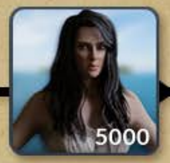
Spend $RUM

Player

Spend ARRC

Purchase in INO* Pirate





Purchase in INO* Island



Crafting items



Upgrading items



Young Pirates Reproduction



Minting $ARRC

*INO - Initial NFT Offering

Genesis NFT pirates rewards

25%

Staking rewards

25%

Strategic rewards basic rewards for RUM stakers

50%

50%

Strategic rewards Tier 2 rewards for RUM stakers (bank owners)

Strategic rewards (distilery)

20%

Arena Rewards

50%

80%

$ARRC Treasury

50%

$ARRC Spending contract

50%

$RUM Treasury

30%

$RUM spending contract

50%

Burn

20%

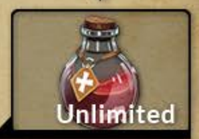
Future dev



Limited items (chests)



Limited ships



Buying boosts



Player

Resource marketplace



Other players

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• Future possible development

The Pirates of the Arrland game is being developed modularly. In a similar way, the game will continue to be developed after the basic production cycle is completed.

In further development of the game, the team will take into account many factors such as the size of the community, the number of players, current trends among games and blockchain solutions, economic conditions, new technologies and many others. In designing and developing further modules of the game, the Arrland community's voice will also be taken into account, as well as the result of PIRATE REPUBLIC polls and votes.

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The following will briefly outline some possible development paths for the project - the vision and direction we want to take in the future. However, currently, as the creators of the Arrland Metaverse, we cannot guarantee partial or full implementation of the following ideas.

• Adventure Mode

One of the considered development paths, will be the creation of a campaign. In addition to introducing a storyline and deepening information about the Arrland archipelago, a version of this game will allow players to try out many items, ships, spells, and other elements previously unavailable to the player.

In addition, some content extracted from this section may be published on various gaming sites to reach the widest possible number of people.



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Long sea voyages

Another of the modes planned to be created is a cooperative mode. Performing tasks together, experiencing adventures, overcoming adversity and winning prizes will certainly add a lot of entertainment for participants.

Enviroment

Developing the Arrland Metaverse with more archipelagos and related functionalities could be its another element. Does the ocean surrounding the tropical archipelago hide other fantastic creatures, lands and challenges?

Mobile

Certainly, an important part of the game will become a version that can be run on mobile devices. In part, the functionality of such game will be limited, however, players will certainly appreciate the ability to manage the economic and strategic plane of the game on a handy mobile device.

Conquest of the Islands

One of the planned solutions is to create an option for conquering an island modelled on the gameplay performed in the battle arena.
Such a landing would be carried out in real time and would be a more elaborate option for taking over land in rough waters.

Naval Battleground

Also, the interesting plan is to expand the strategic layer with optional battles carried out in tactical mode or also in real-time. Certainly, naval battles, the possibility of boarding and fighting aboard enemy ships, will provide players with a significant number of positive emotions.

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V. Economy of the world

• Basic assumptions

The economy of the Arrland Metaverse is a very complex and multidimensional subject. The number of raw materials, buildings, ways of trading, the variety of pirates and other elements affecting it is huge. One should also not forget about the players (including the so-called "Whales"), who also have their significant influence on the formation of the game's economy. Given this, it should be kept in mind that any assumptions made may be subject to significant modifications, in order to stabilize, balance and normalize the economic processes taking place in the game.

One of the basic assumptions of the economy of Arrland Metaverse, is the self-balancing price of raw materials, based on current supply and demand.
The game adopts many simplifications from the scope of economy, aimed at improving gameplay and making it more accessible and rewarding.

• Raw materials

The basis of the economy in Arrland Metaverse is database raw materials, $RUM and $ARRC tokens, and NFT items.

• Raw material acquisition

In the game, raw materials can be obtained in many different ways such as:

- producing a raw material on the player's island.
- purchasing raw materials from another player
- winning in the battle arena.
- plundering another player's ship and seizing its cargo.
- capturing an opponent's island and seizing its resources.

To produce some raw materials, you may need:

- a suitable tool assigned to or integrated with the pirate.
- a raw material to process
- a building
- space
- time



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For example, a player wants to acquire a stable source that generates a regular supply of logs for him. They do not want to buy them from other players because the price of logs is high. Neither are they interested in trying to get logs by plundering other players' ships or islands, or fighting in battle arenas, as this way of obtaining the resource they are interested in is random and too unpredictable. The player therefore decides to produce logs on their own.

On their private island, they have a single inland plot and enough raw material to build a forest lodge. This is the building required for the creation of a tree plantation, which can house a pirate who will take care of the correct growth of the trees. The player engages the chosen pirate to build the building and waits the required time needed to construct it. He can also shorten the construction time, speeding up this process by regularly performing mini-games.

When the building is ready, the player assigns the selected pirate an NFT item - a shovel - and indicates to them the task of planting trees, as well as determines how many coconuts they allocate for this task. If the player did not have a pirate with a shovel (or any other required tool) or did not have the raw material (coconuts), he would not be able to plant trees.

The selected pirate plants the trees and then takes care of them every day, making sure they grow properly. If we assign the selected pirate an NFT item - an axe, their work will be more efficient and, as a result, the trees will grow faster. The tree plantation grows every day, thanks to the work of the pirate assigned to this task. If they are delegated to other tasks, the growth rate of the plantation will be slowed down, or even stopped. The player can also significantly accelerate the growth rate of trees on the plantation, by performing the appropriate task themselves from time to time.

Therefore, planted trees can be left unattended, counting on their slow growth. However, you can assign a Pirate to them, and give them the right tool, as well as perform activities on the plantation on a regular basis - such care for the condition of the trees, will contribute to a much faster growth rate, and thus a more efficient production of logs. When the trees reach the required state, it becomes possible to cut them down. In case of coconut palm, the player has another option - to wait longer for the trees to bear fruit and cut them down only after the harvest.

In order to cut down a tree, one of the items enabling this action, such as an axe, is needed, as well as a Pirate who will perform this action.
Again, we can wait a certain amount of time, or we can speed it up by performing tasks. Eventually, the trees are cut down, the player receives the logs, and the plot is ready for replanting trees.



For more information about raw materials and the method of obtaining them, see: **Appendix: Raw Materials**

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• Ways to use raw materials

Once a player has obtained the raw materials they desire, they can use them in various ways, such as:

- consuming the raw material while playing in the battle arena (e.g., eating a coconut to regenerate health).
- consumption of raw material during the game on a private island (e.g., planting a coconut in the ground to grow a tree)
- decoration for a private island (coconut does not have this functionality).
- consumption of a raw material during the game on a strategic world map (e.g., using coconuts as a source of food for a ship's crew).
- processing - that is, using a raw material to make another raw material (e.g., creating from coconut and sugar cane, a sweet liquor).
- consumption of raw material to create an item or NFT item (coconut does not have this functionality at the moment).
- selling raw material to another player

• Multiple processing of raw materials

Some raw materials can be processed multiple times. Below is the circulation of raw materials, from coconut to ship.

Suppose a player owns a coconut. To plant it in the ground, they need a suitable tool, such as a shovel, to do so. When the coconut grows into a palm tree, the player can cut it down with an axe obtaining a log. The log can be processed into planks in the appropriate building, which is a sawmill. The planks, when delivered to the shipyard along with other raw materials, will be used to create a ship.

The player may not be able to carry out the entire manufacturing process himself, and even if he does, his manufacturing and processing facilities may be scattered over several islands in the archipelago. In such a case, it is important to ensure that the transportation of raw materials is at a high enough level.

It may become a good idea for many players to find their niche and specialize in a particular industry.



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• Trade in raw materials

Players can trade raw materials among themselves in two ways, by carrying raw materials in the ship's hold and selling them on the marketplace of another player who buys such raw material, or by putting them up for sale on their island that has a marketplace.

• Buildings

• The role of buildings

Buildings in the Arrland Metaverse play a key role in the development process of the player's colony. Thanks to them, it becomes possible to produce and process raw materials, repair the damaged ones, and create new items. They also serve other economic, strategic, and entertaining roles.

The construction and demolition of a building requires the involvement of at least one pirate for this activity.
The building can be demolished by the owner of the island - then a part of the raw materials used for its construction is recovered.

For proper operation, buildings require the service of at least one pirate. Sometimes raw materials are required for a building to serve its function, produce, or process raw materials.





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• Building structures on plots of land

To build a building on a plot of land, several conditions must be met. The first is to have a private island with a plot of the required minimum size.
We distinguish between plots of size: ● **single** ● **double** ● **quadruple** ● **eightfold** ● **sixteenfold**

A building can be built on a larger plot of land than required for its construction.

The selected plot cannot already be occupied by another building or construction, and it must be of the right type.
There are two types of plots in the Arrland Metaverse: ● **coastal** ● **inland**

Some buildings can only be placed on the selected plot type, while others can be placed on any plot type.

Some buildings can affect the entire colony as well as all the pirates owned by the player - even if they are far away from the island where the building is located.
For a full list of buildings that can be built, see: **Appendix: Buildings**

• Watercraft

Watercraft are a very important part of the Arrland Metaverse. They play key functions such as:

- pirate transportation - they are the most popular means of transport between islands.
- trading in raw materials - they enable the transportation of goods between islands.
- raw material acquisition - by raiding other ships.
- conquering islands - by fighting at the wharf and blowing up the landing.
- defending islands - by providing additional defensive power.



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There are five different classes/sizes of watercraft, starting with the smallest they are:

- boats
- yachts/cutters
- small ships
- medium ships
- large shipst



Each ship class has several different types of ships, differing in, among other things:

- speed
- maneuverability
- payload capacity
- the minimum amount of crew required
- maximum number of crew
- number of guns
- armoring

You can read more about the classes and different types of ships in: **Appendix: Watercraft**

Ships can sometimes be won in various contests, or periodically purchased through the website **http://arrland.app/mint**, or on partner websites where such sales will be offered. However, the main source of obtaining ships, will be to build them in a boat house or one of the shipyards.

A boat house is a building that requires a double waterfront plot - so it is possible to build on a small island. All types of shipyards also require seaside plots. A small shipyard requires a quadruple seaside plot (and therefore an island of at least medium size), a medium one requires an eight times seaside plot (i.e., a large island), and a large one requires a sixteen times seaside plot (i.e., a very large island).

In the boat house, you can only build yachts or boats. A small shipyard can produce small ships or smaller watercraft. Similarly, a medium shipyard can produce medium or smaller watercraft, and a large shipyard can produce all watercraft. On each island each pirate can get a basic boat for free, however, its cargo capacity, range and speed are not of the highest.

Boats and yachts can arrive at islands of any size. Ships require the appropriate infrastructure built to allow them to dock on an island. In the absence of suitable buildings, the transport of pirates and goods between the ship and the island is done by boat - making it a slower process.

Each boat must have its own captain - a person commanding it and giving orders. A boat can be commanded by any pirate.
To become a captain of a yacht or ship, a pirate must have the right amount of the parameter: **Respect**.

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• Crafting and upgrading items

Pirates will be able to manufacture various types of items on their islands. Some items will be database items, while others can be obtained as NFT items.
To produce items, you may need raw materials, other items, a building, and a pirate.

Pirate + Hammer + Blacksmith or Gunsmith Shop + Resources + $RUM → Item








A specific example of upgrading items is fusing them with gems. Such fusion requires visit to Shaman, a suitable item and a gem.
Through such activity, the newly created item gains additional magical properties.

Process of creating magical items is descripted in section: **V.8 - Magic and legendary items**

It should also be noted that items used by pirates wear out over time. In the case of player-created items, repair is required.
In the case of items merged with pirate or obtained from chests, a simple refreshing is sufficient.

Items that are not fully functional may have a lower efficiency. Also, there is a difference between the performance of player-created items and items obtained from treasure chests.





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• Reproduction

To allow more players to join the game, owners of the Genesis Male Pirate and the Genesis Female Pirate will be able to create a Young Pirate and then use them for their own needs, rent them or sell them to another player.

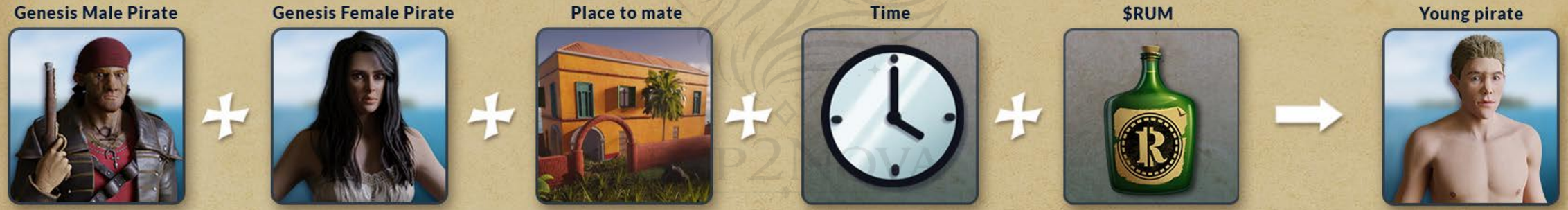
Reproduction requires the following:

- owning the Genesis Male Pirate.
- owning the Genesis Female Pirate.
- a building that allows reproduction
- spending a certain amount of $RUM tokens.
- waiting the required amount of time

The amount of $RUM tokens issued is determined by the PIRATE REPUBLIC, however, it cannot be less than the equivalent of $10.

The reproduction of a pirate takes place in two stages: mating and raising offspring. The time required for mating, depends on the type of building chosen for the reproduction process. At the end of the mating period, the Genesis Male Pirate can be assigned to another task, in turn, the Female Genesis Pirate moves to the second stage: parenting

Sometimes, in exceptional situations, more than one offspring will be born.







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• Very small islands

Each pirate has an assigned, very small private island with one inland plot of land.
These islands have certain restrictions - which vary depending on the type of pirate - over islands that are stand-alone NFT tokens.

A player who owns the Genesis Male or Female Pirate, or the Tenset Island Pirate, can erect a building and profit from its operations.
A player who owns a Young Pirate can only erect buildings on an available plot of land that do not generate economic profits for the player.

Very small islands are located in one of the specified places on the world map.

• Gems

There are 5 types of gems, 4 from elemental magic and one from voodoo magic.



Diamond
white color
element of air



Ruby
red color
element of fire



Sapphire
blue color
element of water



Emerald
green color
element of earth



Obsidian
black color
voodoo magic

Gems are also divided into 4 sizes:

Small



Medium



Large



Huge



In the magical fusion process, it is possible to combine four gems of the same size into single larger one.

4 small gems



\+

$RUM



\+

Shaman



→

1 medium gem





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64 small → 16 medium → 4 large → 1 huge



The gems that the player carries provide additional protection against magic of a partucular type.

• Magic and legendary items

The gems can also be used to make certain items magical - in this case, the gem is magically fused into the selected item, providing it with additional properties.

Item + $RUM + Shaman → Magic item



It can be, for example, a spell written on the item, the casting of which does not rquire magical knowledge, and does not consume magic energy (mana).
Spells stored in items have their own separate cooldown

Legendary items from the current item collection are found in treasure chests. They are magical items with very powerful powers.
Legendary items cannot be created. but there are legends about certain, elderly alchemist who can apply runes...

Bonuses resulting from magical and legendary items are recorded in the tables shown in the Appendix: magical and legendary Items



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VI. Blockchain & Web 3

- Chains
- Immutable X

One of the problems that NFT projects and users sometimes face is the cost of transactions on the Ethereum network. Even though the cost of ETH has recently dropped significantly due to the bull market, such state cannot be assumed to remain permanent. The topic of extremely high costs may still come up in the near future.
With limits on the number of transactions Ethereum can handle, users of the network are turning up the gas to make their transactions fast and seamless.
Immutable X changes this by allowing users to trade their NFTs without incurring GAS fees, using a so-called Zero-Knowledge Rollup (ZK Rollup).

In addition to saving on GAS fees, Immutable provides many benefits, including:

- Maintaining proof of NFT creation with the same level of security as the Ethereum blockchain.
  This is certainly an advantage over alternative scaling solutions such as Matic and xDai.
- Transactions are instantaneous, and the return to the Ethereum main chain is untrusted and verifiable.
- Unlike other solutions, there is no need for a unique L2 token to buy, sell, send, or receive NFTs.
- The Immutable engine supports more than 9,000 transactions per second.
- In addition, IMX solutions target players directly, so they don't have to incur the cost of gas when minting, exchanging, or sending NFTs, thus saving them many of the costs found in other games, especially over time (the so-called hole bucket - funds that flow out of the game ecosystem to pay for blockchain).



NFT tokens are hosted on the second layer of the Ethereum chain - Immutable-X.



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• Polygon

The Ethereum network is a decentralized, open-source platform built on blockchain technology. A second layer chain called Polygon was built on top of it.
It is a network of secure Layer 2 (L2) solutions and autonomous sidechains. It aims to increase Ethereum scalability and reduce transaction time and costs.

ERC20, $RUM and $ARRC tokens in the Arrland Metaverse, will be placed on the Polygon network.



• Marketplace

In the future, an own marketplace will be created, running on the Immutable-X platform.
There it will be possible to see additional information on game assets that are
not on the Immutable-X Marketplace.

• Application

• List of owned NFTs

At **http://account.arrland.com** there is an application that allows you to preview NFT characters and other assets that a player owns.

• Map

In the future, a map of the Arrland World will be created. Any unsold island will be available for purchase in an auction.
Payment will be made in $RUM tokens. By using a web application, players will be able to make strategic decisions about the economy of their colonies.
A world map will be available at **http://map.arrland.com**

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VII. PIRATE REPUBLIC

• Community influence on the rules of the game

- PIRATE REPUBLIC can propose to reduce or stop the BURN process after burning 60% of the total amount of resources. The burning process is automatically stopped after burning 85% of the total amount of resources.
- PIRATE REPUBLIC can decide how much $RUM is needed to reproduce a Young Pirate. The minimum value is $10 in $RUM.
- PIRATE REPUBLIC can propose on the percentage distribution of rewards from the Pirate King Treasury.

• How PIRATE REPUBLIC points are calculated

The player gets PIRATE REPUBLIC points from the following

- Genesis Pirates, Arrlandum level 0 - 1 VOTE.
- Genesis Pirates, Arrlandum level 1 - 5 VOTES.
- Genesis Pirates, Arrlandum level 2 - 10 VOTES.
- Arrlandum Item - 1 VOTE.
- Islands
  - small - 8 VOTES.
  - medium - 24 VOTES.
  - large - 64 VOTES.
  - huge - 160 VOTES.
- Arrlandum Bush on the island - 5 VOTES.



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Attachments

•Table of visual type of Pirates

Numbere and type of visual items of Pirates:

Pirate type:

Wicked	Decent	Fat	Kind	Slyboots	Bonehead
					
1640	1693	1706	1664	1676	1621

Skin color:

Albino	White	Swarthy	Mulatto	Black
				
185	4995	1794	1270	1756

Hair:



Gold
$RUM accruals: **2**



Rainbow
Elemental magic: +**1**



Navy
Elemental magic: +**1**
Voodoo magic: +**1**
DAO Vote: +**1**

Tattoos	Yes	No
	4837	5163

Scars	Yes	No
	1877	8123

Tattoo type:

Type 1	Type 2	Type 3	Type 4	Type 5	Type 6	Type 7	Type 8	Type 9	Type 10	Type 11	Type 12	Type 13	Type 14	Type 15
315	299	316	331	328	301	327	322	315	348	357	328	326	328	332

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• Table of Pirate Skills














	Wicked	Decent	Fat	Kind	Slyboots	Bonehead	Brave	Balanced	Bourgeoisie	Lady	Harpy	Rogue
Health	★★	★★	★★★	★★	★	★★	★★	★★	★★	★	★	★
Strenght	★★★	★	★★★	★★	★★	★	★★	★	★★	★	★	✕
Stamina	★★★	★★	★	★★	★★	★★★	★★	★★	★★	★★	★★★	★★
Speed	★★	★★	★	★★★	★★	★★★	★★★	★★	★★	★	★★★	★★
Swimming	★	★★	★★	★★★	★★	★★	★★	★★	✕	★	★★	★★★
Melee	★★★	★★★	★★	★	★★	★★	★★★	★★	✕	★	★★	★★
Shooting	★	★★	★	★★	★★★	★★	★	★★	★★	★★★	★★★	★★
Cannons	★	★★	★★★	★	★★	★	✕	★	★★★	★	★	✕
Agility	★★	★★	✕	★★★	★★	★★★	★★★	★★	★★	★★	★★	★★★
Engineering	★	★★	★★★	✕	★★	✕	✕	★★	★★	★★★	★	★★★
Wisdom	★	★★	★★	★★★	★	✕	★★	★★	★★	★★★	★	★
Luck	★★	✕	★	✕	★	★★★	★★	★★	★★★	★★★	★★	★★★
Skill 1	Frenzy	Steady hand	Stun	Traps	Bounce	Iron will	Critical	Traps	Iron will	Steady hand	Dash	Sneaking
Skill 2	Stun	Inner strenght	Critical	Sneaking	Poisioned attack	Evade	Dash	Evade	Inner strenght	Bounce	Frenzy	Poisioned attack

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• Number and type of visual items of Pirates:

No.	Name	NFT Items number	Integrated Items Number	Items sum	Rarity	Main purpose	Secondary purpose	Magic	$RUM accruals
1	Animal: Parrot green	12	86	98	Rare	Animal	-	-	-
2	Animal: Parrot Green with hat	4	71	75	Rare	Animal	Respect	-	-
3	Animal: Parrot Pink	12	26	38	Rare	Animal	-	-	-
4	Animal: Parrot Pink with hat	4	32	36	Rare	Animal	Respect	-	-
5	Animal: Parrot Red	12	80	92	Rare	Animal	-	-	-
6	Animal: Parrot Red with hat	4	81	85	Rare	Animal	Respect	-	-
7	Animal: Parrot Turquoise	12	29	41	Rare	Animal	-	-	-
8	Animal: Parrot Turquoise with hat	4	37	41	Rare	Animal	Respect	-	-
9	Animal: Parrot Violet	12	27	39	Rare	Animal	-	✓	-
10	Animal: Parrot Violet with hat	4	20	24	Rare	Animal	Respect	✓	-
11	Axe	305	448	753	Uncommon	Utility item	Melee weapon	-	-
12	Battle axe	105	0	105	Uncommon	Melee weapon	Utility item	-	-
13	Bones 1: Old skull	100	3043	3143	Uncommon	Special item	-	✓	-
14	Bones 2: Dried paw with claws	80	2056	2136	Uncommon	Special item	-	✓	-
15	Bones 3: Dried heart	60	987	1047	Uncommon	Special item	-	✓	-
16	Bones 4: Fang necklace	40	710	750	Rare	Special item	-	✓	-
17	Bones 5: Voodoo doll	20	290	310	Rare	Special item	-	✓	-
18	Book	105	495	600	Uncommon	Special item	-	-	-
19	Book with gliding	15	216	231	Rare	Special item	-	-	1,5
20	Bottle	1000	685	1685	Common	Special item	-	-	-
21	Captain hat with feathers: Black	65	43	108	Uncommon	Clothes	Respect	-	-
22	Captain hat with feathers: Brown	20	38	58	Uncommon	Clothes	Respect	-	-
23	Captain hat with feathers: Navy	20	50	70	Uncommon	Clothes	Respect	-	-
24	Captain hat: Black	105	171	276	Uncommon	Clothes	Respect	-	-
25	Captain hat: Brown	50	90	140	Uncommon	Clothes	Respect	-	-
26	Captain hat: Navy	50	97	147	Uncommon	Clothes	Respect	-	-
27	Cigar	500	191	691	Common	Special item	-	-	-
28	Cigar with smoke	300	225	525	Uncommon	Special item	-	-	-
29	Coat: Black	105	42	147	Uncommon	Clothes	Defense	-	-
30	Coat: Blue	0	49	49	Rare	Clothes	Defense	-	-

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Attachments > Number and type of visual items of Pirates

No.	Name	NFT Items number	Integrated Items Number	Items sum	Rarity	Main purpose	Secondary purpose	Magic	$RUM accruals
31	Coat: Brown	60	42	102	Uncommon	Clothes	Defense	-	-
32	Coat: Burgundy	0	52	52	Uncommon	Clothes	Defense	-	-
33	Coat: Dark Grey	0	53	53	Uncommon	Clothes	Defense	-	-
34	Coat: Green	0	50	50	Uncommon	Clothes	Defense	-	-
35	Coat: Light Grey	0	53	53	Uncommon	Clothes	Defense	-	-
36	Coat: Navy	40	56	96	Uncommon	Clothes	Defense	-	-
37	Coat: Orange	0	46	46	Uncommon	Clothes	Defense	-	-
38	Coat: Rainbow	0	17	17	Uncommon	Clothes	Defense	✓	-
39	Coat: Red	0	50	50	Uncommon	Clothes	Defense	-	-
40	Coat: Violet	0	48	48	Uncommon	Clothes	Defense	-	-
41	Coat: White	0	50	50	Uncommon	Clothes	Defense	-	-
42	Coat: Yellow	0	42	42	Uncommon	Clothes	Defense	-	-
43	Collar Shirt: Black	250	496	746	Common	Clothes	-	-	-
44	Collar Shirt: White	250	500	750	Common	Clothes	-	-	-
45	Cup	5	490	495	Rare	Special item	-	-	2,5

No.	Name	NFT Items number	Integrated Items Number	Items sum	Rarity	Main purpose	Secondary purpose	Magic	$RUM accruals
46	Dagger	405	0	405	Common	Melee weapon	Utility Item	-	-
47	Earrings: Copper	400	3078	3478	Common	Special item	-	-	0,1
48	Earrings: Silver	200	908	1108	Uncommon	Special item	-	-	0,2
49	Earrings: Gold	60	382	442	Rare	Special item	-	-	0,5
50	Earrings: Triple Copper	0	210	210	Common	Special item	-	-	0,3
51	Earrings: Triple Silver	0	95	95	Uncommon	Special item	-	-	0,6
52	Earrings: Triple Gold	0	63	63	Rare	Special item	-	-	1,5
53	Fire torch	100	426	526	Uncommon	Special item	-	-	-
54	Flintlock Blunderbuss	165	0	165	Uncommon	Ranged Weapon	-	-	-
55	Flintlock Dragoon Pistol	205	228	433	Uncommon	Ranged Weapon	-	-	-
56	Flintlock Musket	165	0	165	Uncommon	Ranged Weapon	-	-	-
57	Flintlock Pistol	305	456	761	Uncommon	Ranged Weapon	-	-	-
58	Fork	205	508	713	Uncommon	Utility Item	Melee weapon	-	-
59	Gem Diamond Huge	3	0	3	Legendary	Gem	-	✓	-
60	Gem Diamond Large	10	0	10	Rare	Gem	-	✓	-

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Attachments > Number and type of visual items of Pirates

No.	Name	NFT Items number	Integrated Items Number	Items sum	Rarity	Main purpose	Secondary purpose	Magic	$RUM accruals
61	Gem Diamond Medium	80	0	80	Uncommon	Gem	-	✓	-
62	Gem Diamond Small	500	0	500	Common	Gem	-	✓	-
63	Gem Emerald Huge	3	0	3	Legendary	Gem	-	✓	-
64	Gem Emerald Large	10	0	10	Rare	Gem	-	✓	-
65	Gem Emerald Medium	80	0	80	Uncommon	Gem	-	✓	-
66	Gem Emerald Small	500	0	500	Common	Gem	-	✓	-
67	Gem Obsidian Huge	3	0	3	Legendary	Gem	-	✓	-
68	Gem Obsidian Large	10	0	10	Rare	Gem	-	✓	-
69	Gem Obsidian Medium	80	0	80	Uncommon	Gem	-	✓	-
70	Gem Obsidian Small	500	0	500	Common	Gem	-	✓	-
71	Gem Ruby Huge	3	0	3	Legendary	Gem	-	✓	-
72	Gem Ruby Large	10	0	10	Rare	Gem	-	✓	-
73	Gem Ruby Medium	80	0	80	Uncommon	Gem	-	✓	-
74	Gem Ruby Small	500	0	500	Common	Gem	-	✓	-
75	Gem Saphire Huge	3	0	3	Legendary	Gem	-	✓	-
76	Gem Saphire Large	10	0	10	Rare	Gem	-	✓	-
77	Gem Saphire Medium	80	0	80	Uncommon	Gem	-	✓	-
78	Gem Saphire Small	500	0	500	Common	Gem	-	✓	-
79	Genie Lamp	5	101	106	Rare	Special item	-	-	-
80	Gunbelt	100	1592	1692	Uncommon	Special item	-	-	-
81	Gunbelt with pistols	50	406	456	Rare	Ranged weapon	-	-	-
82	Hammer	205	0	205	Uncommon	Utility item	Melee weapon	-	-
83	Hat with skull: Black	25	86	111	Uncommon	Clothes	Respect	-	-
84	Hat with skull: Brown	20	92	112	Uncommon	Clothes	Respect	-	-
85	Hat with skull: Gray	40	92	132	Uncommon	Clothes	Respect	-	-
86	Hat with skull: Navy	20	90	110	Uncommon	Clothes	Respect	-	-
87	Hat: Black	45	205	250	Uncommon	Clothes	Respect	-	-
88	Hat: Brown	40	160	200	Uncommon	Clothes	Respect	-	-
89	Hat: Gray	80	402	482	Uncommon	Clothes	Respect	-	-
90	Hat: Navy	40	164	204	Uncommon	Clothes	Respect	-	-

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Attachments > Number and type of visual items of Pirates

No.	Name	NFT Items number	Integrated Items Number	Items sum	Rarity	Main purpose	Secondary purpose	Magic	$RUM accruals
91	Hoe	200	0	200	Uncommon	Utility Item	-	-	-
92	Hook: Copper	0	723	723	Uncommon	Melee Weapon	-	-	0,3
93	Hook: Silver	0	485	485	Uncommon	Melee Weapon	-	-	0,6
94	Hook: Gold	0	239	239	Uncommon	Melee Weapon	-	-	1,5
95	Jewelerry cup	5	492	497	Rare	Special Item	-	-	2
96	Knife	1005	741	1746	Common	Melee Weapon	-	-	-
97	Kunckle duster	505	492	997	Common	Melee Weapon	-	-	-
98	Leather Boots: Black	180	0	180	Uncommon	Clothes	Defense	-	-
99	Leather Boots: Brown	90	0	90	Uncommon	Clothes	Defense	-	-
100	Leather Boots: Navy	30	0	30	Uncommon	Clothes	Defense	-	-
101	Leather Coat: Black	30	377	3	Uncommon	Clothes	Defense	-	-
102	Leather Coat: Brown	35	200	235	Uncommon	Clothes	Defense	-	-
103	Leather Coat: Navy	40	142	182	Uncommon	Clothes	Defense	-	-
104	Leather Trousers: Black	180	0	180	Uncommon	Clothes	Defense	-	-
105	Leather Trousers: Brown	90	0	90	Uncommon	Clothes	Defense	-	-
106	Leather Trousers: Navy	30	0	30	Uncommon	Clothes	Defense	-	-
107	Map	5	127	132	Rare	Special Item	-	-	-
108	Monocle: Copper	200	464	664	Uncommon	Special Item	-	-	0,2
109	Monocle: Silver	100	243	343	Uncommon	Special item	-	-	0,4
110	Monocle: Gold	20	61	81	Rare	Special item	-	-	1
111	Necklace: Sea cross	20	779	799	Rare	Special item	-	-	0,9
112	Necklace: Captains	15	222	237	Rare	Special item	-	-	1,2
113	Necklace: Triangle	10	519	529	Rare	Special item	-	-	1,5
114	Necklace: of Wealth	5	284	289	Rare	Special item	-	-	2,5
115	Order: Bronze	0	250	250	Rare	Special item	-	-	x3
116	Order: Silver	0	250	250	Rare	Special item	-	-	x4
117	Order: Gold	0	1000	1000	Rare	Special item	-	-	x5
118	Pearl: Arrlandic	10	0	10	Rare	Special item	-	✓	-
119	Pearl: Black	20	204	224	Rare	Special item	-	✓	-
120	Pearl: White	30	765	795	Rare	Special item	-	✓	-

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Attachments > Number and type of visual items of Pirates

No.	Name	NFT Items number	Integrated Items Number	Items sum	Rarity	Main purpose	Secondary purpose	Magic	$RUM accruals
121	Pickaxe	205	0	205	Uncommon	Utility Item	Melee Weapon	-	-
122	Pipe: Black	50	204	254	Uncommon	Special Item	-	-	-
123	Pipe: Black with smoke	25	204	229	Uncommon	Special Item	-	-	-
124	Pipe: Brown	50	194	244	Uncommon	Special Item	-	-	-
125	Pipe: Brown with smoke	25	196	221	Uncommon	Special Item	-	-	-
126	Pipe: Green	50	191	241	Uncommon	Special Item	-	-	-
127	Pipe: Green with smoke	25	190	215	Uncommon	Special Item	-	-	-
128	Pipe: Red	50	203	253	Uncommon	Special Item	-	-	-
129	Pipe: Red with smoke	25	195	220	Uncommon	Special Item	-	-	-
130	Flag	100	472	572	Uncommon	Respect	-	-	-
131	Ring	55	621	676	Rare	Special Item	-	-	0,6
132	Rope: Arrlandum	10	59	69	Rare	Special Item	-	✓	-
133	Rope: Basic	500	1681	2181	Common	Special Item	-	-	-
134	Rope: Dark	200	1134	1334	Uncommon	Special Item	-	-	-
135	Rope: Rainbow	40	300	340	Rare	Special Item	-	✓	-

No.	Name	NFT Items number	Integrated Items Number	Items sum	Rarity	Main purpose	Secondary purpose	Magic	$RUM accruals
136	Sash: Copper	0	1465	1465	Uncommon	Special Item	-	-	1
137	Sash: Silver	0	923	923	Uncommon	Special Item	-	-	2
138	Sash: Gold	0	330	330	Uncommon	Special Item	-	-	5
139	Sash: Rainbow	0	309	309	Uncommon	Special item	-	✓	-
140	Shoes	0	10000	10000	Common	Clothes	-	-	-
141	Shovel	200	463	663	Uncommon	Utility item	-	-	-
142	Sickle	205	455	660	Uncommon	Melee Weapon	Utility item	-	-
143	Slingshot	0	461	461	Uncommon	Ranged Weapon	-	-	-
144	Sword: Cutlass	405	0	405	Common	Melee Weapon	Utility item	-	-
145	Sword: Golden	35	253	288	Rare	Melee Weapon	Utility item	-	1,2
146	Sword: Medieval	105	0	105	Uncommon	Melee Weapon	Utility item	-	-
147	Sword: Sabre	0	505	505	Uncommon	Melee Weapon	Utility item	-	-
148	Sword: Standard	305	0	305	Uncommon	Melee Weapon	Utility item	-	-
149	Telescope	50	504	554	Rare	Special item	-	-	-
150	Torch	850	242	1092	Common	Special item	-	-	-

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Attachments > Number and type of visual items of Pirates

No.	Name	NFT Items number	Integrated Items Number	Items sum	Rarity	Main purpose	Secondary purpose	Magic	$RUM accruals
151	Trousers: Black	1000	0	1000	Common	Clothes	-	-	-
152	Trousers: Brown	200	0	200	Common	Clothes	-	-	-
153	Trousers: Navy	200	0	200	Common	Clothes	-	-	-
154	Trousers: Standard	0	10000	10000	Common	Clothes	-	-	-
155	Tshirt Bones: Black	20	7	27	Uncommon	Clothes	-	✓	-
156	Tshirt Bones: Blue	5	7	12	Uncommon	Clothes	-	✓	-
157	Tshirt Bones: Brown	5	4	9	Uncommon	Clothes	-	✓	-
158	Tshirt Bones: Cherry	5	6	11	Uncommon	Clothes	-	✓	-
159	Tshirt Bones: Dark Grey	5	8	13	Uncommon	Clothes	-	✓	-
160	Tshirt Bones: Green	5	9	14	Uncommon	Clothes	-	✓	-
161	Tshirt Bones: Light Grey	5	7	12	Uncommon	Clothes	-	✓	-
162	Tshirt Bones: Navy	5	9	14	Uncommon	Clothes	-	✓	-
163	Tshirt Bones: Orange	5	7	12	Uncommon	Clothes	-	✓	-
164	Tshirt Bones: Rainbow	5	3	8	Uncommon	Clothes	-	✓	-
165	Tshirt Bones: Red	5	10	15	Uncommon	Clothes	-	✓	-
166	Tshirt Bones: Violet	5	10	15	Uncommon	Clothes	-	✓	-
167	Tshirt Bones: White	20	7	27	Uncommon	Clothes	-	✓	-
168	Tshirt Bones: Yellow	5	11	16	Uncommon	Clothes	-	✓	-
169	Tshirt Pirate: Black	40	15	55	Uncommon	Clothes	Respect	-	-
170	Tshirt Pirate: Blue	10	21	31	Uncommon	Clothes	Respect	-	-
171	Tshirt Pirate: Brown	10	18	28	Uncommon	Clothes	Respect	-	-
172	Tshirt Pirate: Cherry	10	19	29	Uncommon	Clothes	Respect	-	-
173	Tshirt Pirate: Dark Grey	10	20	30	Uncommon	Clothes	Respect	-	-
174	Tshirt Pirate: Green	10	18	28	Uncommon	Clothes	Respect	-	-
175	Tshirt Pirate: Light Grey	10	17	27	Uncommon	Clothes	Respect	-	-
176	Tshirt Pirate: Navy	10	13	23	Uncommon	Clothes	Respect	-	-
177	Tshirt Pirate: Orange	10	20	30	Uncommon	Clothes	Respect	-	-
178	Tshirt Pirate: Rainbow	10	7	17	Uncommon	Clothes	Respect	✓	-
179	Tshirt Pirate: Red	10	18	28	Uncommon	Clothes	Respect	-	-
180	Tshirt Pirate: Violet	10	13	23	Uncommon	Clothes	Respect	-	-

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Attachments > Number and type of visual items of Pirates

No.	Name	NFT Items number	Integrated Items Number	Items sum	Rarity	Main purpose	Secondary purpose	Magic	$RUM accruals
 181	Tshirt Pirate: White	40	20	61	Uncommon	Clothes	Respect	-	-
 182	Tshirt Pirate: Yellow	10	19	29	Uncommon	Clothes	Respect	-	-
 183	Tshirt Plain: Black	100	222	322	Common	Clothes	-	-	-
 184	Tshirt Plain: Blue	25	226	251	Common	Clothes	-	-	-
 185	Tshirt Plain: Brown	25	198	223	Common	Clothes	-	-	-
 186	Tshirt Plain: Cherry	25	224	249	Common	Clothes	-	-	-
 187	Tshirt Plain: Dark Grey	25	232	257	Common	Clothes	-	-	-
 188	Tshirt Plain: Green	25	206	231	Common	Clothes	-	-	-
 189	Tshirt Plain: Light Grey	25	213	238	Common	Clothes	-	-	-
 190	Tshirt Plain: Navy	25	228	253	Common	Clothes	-	-	-
 191	Tshirt Plain: Orange	25	227	252	Common	Clothes	-	-	-
 192	Tshirt Plain: Rainbow	25	81	106	Uncommon	Clothes	-	✓	-
 193	Tshirt Plain: Red	25	228	253	Common	Clothes	-	-	-
 194	Tshirt Plain: Violet	25	240	265	Common	Clothes	-	-	-
 195	Tshirt Plain: White	100	231	331	Common	Clothes	-	-	-

No.	Name	NFT Items number	Integrated Items Number	Items sum	Rarity	Main purpose	Secondary purpose	Magic	$RUM accruals
 196	Tshirt Plain: Yellow	25	238	263	Common	Clothes	-	-	-
 197	Tshirt Skull: Black	60	25	85	Uncommon	Clothes	Respect	-	-
 198	Tshirt Skull: Blue	15	26	41	Uncommon	Clothes	Respect	-	-
 199	Tshirt Skull: Brown	15	27	42	Uncommon	Clothes	Respect	-	-
 200	Tshirt Skull: Cherry	15	19	34	Uncommon	Clothes	Respect	-	-
 201	Tshirt Skull: Dark Grey	15	36	51	Uncommon	Clothes	Respect	-	-
 202	Tshirt Skull: Green	15	19	34	Uncommon	Clothes	Respect	-	-
 203	Tshirt Skull: Light Grey	15	29	44	Uncommon	Clothes	Respect	-	-
 204	Tshirt Skull: Navy	15	28	43	Uncommon	Clothes	Respect	-	-
 205	Tshirt Skull: Orange	15	21	36	Uncommon	Clothes	Respect	-	-
 206	Tshirt Skull: Rainbow	15	11	26	Uncommon	Clothes	Respect	✓	-
 207	Tshirt Skull: Red	15	24	39	Uncommon	Clothes	Respect	-	-
 208	Tshirt Skull: Violet	15	29	44	Uncommon	Clothes	Respect	-	-
 209	Tshirt Skull: White	60	35	95	Uncommon	Clothes	Respect	-	-
 210	Tshirt Skull: Yellow	15	26	41	Uncommon	Clothes	Respect	-	-

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Attachments > Number and type of visual items of Pirates

No.	Name	NFT Items number	Integrated Items Number	Items sum	Rarity	Main purpose	Secondary purpose	Magic	$RUM accruals
211	Tshirt Stripes: Black	100	75	175	Common	Clothes	-	-	-
212	Tshirt Stripes: Blue	25	65	90	Common	Clothes	-	-	-
213	Tshirt Stripes: Brown	25	71	96	Common	Clothes	-	-	-
214	Tshirt Stripes: Cherry	25	81	106	Common	Clothes	-	-	-
215	Tshirt Stripes: Dark Grey	25	83	108	Common	Clothes	-	-	-
216	Tshirt Stripes: Green	25	67	92	Common	Clothes	-	-	-
217	Tshirt Stripes: Light Grey	25	93	118	Common	Clothes	-	-	-
218	Tshirt Stripes: Navy	25	79	104	Common	Clothes	-	-	-
219	Tshirt Stripes: Orange	25	85	110	Common	Clothes	-	-	-
220	Tshirt Stripes: Rainbow	25	35	60	Uncommon	Clothes	-	✓	-
221	Tshirt Stripes: Red	25	109	134	Common	Clothes	-	-	-
222	Tshirt Stripes: Violet	25	86	111	Common	Clothes	-	-	-
223	Tshirt Stripes: White	100	80	180	Common	Clothes	-	-	-
224	Tshirt Stripes: Yellow	25	93	118	Common	Clothes	-	-	-
225	Tshirt Torn: Black	100	159	259	Common	Clothes	-	-	-

No.	Name	NFT Items number	Integrated Items Number	Items sum	Rarity	Main purpose	Secondary purpose	Magic	$RUM accruals
226	Tshirt Torn: Blue	25	163	188	Common	Clothes	-	-	-
227	Tshirt Torn: Brown	25	166	191	Common	Clothes	-	-	-
228	Tshirt Torn: Cherry	25	159	184	Common	Clothes	-	-	-
229	Tshirt Torn: Dark Grey	25	157	182	Common	Clothes	-	-	-
230	Tshirt Torn: Green	25	160	185	Common	Clothes	-	-	-
231	Tshirt Torn: Light Grey	25	180	205	Common	Clothes	-	-	-
232	Tshirt Torn: Navy	25	156	181	Common	Clothes	-	-	-
233	Tshirt Torn: Orange	25	154	179	Common	Clothes	-	-	-
234	Tshirt Torn: Rainbow	25	58	83	Uncommon	Clothes	-	✓	-
235	Tshirt Torn: Red	25	152	177	Common	Clothes	-	-	-
236	Tshirt Torn: Violet	25	159	184	Common	Clothes	-	-	-
237	Tshirt Torn: White	100	189	289	Common	Clothes	-	-	-
238	Tshirt Torn: Yellow	25	159	184	Common	Clothes	-	-	-
239	Vest: Black	130	326	456	Common	Clothes	Defense	-	-
240	Vest: Brown	175	219	394	Common	Clothes	Defense	-	-
241	Vest: Navy	200	143	343	Common	Clothes	Defense	-	-

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• Close combat weapons



War axe
6 Damage 3 Quickness 3 Block
Uncommon



Axe
4 Damage 2 Quickness 2 Block
Uncommon



Sabre
5 Damage 4 Quickness 4 Block
Uncommon



Sword
7 Damage 4 Quickness 4 Block
Uncommon



Golden sword
7 Damage 4 Quickness 4 Block
Rare



Medieval sword
7 Damage 2 Quickness 5 Block
Uncommon



Cutlass
5 Damage 5 Quickness 3 Block
Common



Dagger
3 Damage 5 Quickness 1 Block
Common



Knife
2 Damage 5 Quickness 0 Block
Common



Knuckle duster
1 Damage 5 Quickness 0 Block
Common



Sickle
2 Damage 3 Quickness 1 Block
Uncommon



Hammer
3 Damage 3 Quickness 0 Block
Uncommon



Pickaxe
5 Damage 1 Quickness 2 Block
Uncommon



Fork
4 Damage 1 Quickness 3 Block
Uncommon



Hook (any)
4 Damage 4 Quickness 3 Block
Uncommon

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• Ranged weapons

	Arquebus	Blunderbus	(flintlock pistol No.2) Dragoon pistol	(flintlock pistol No.1) Pistol	Slingshot
	 Uncommon	 Uncommon	 Uncommon	 Uncommon	 Common
Damage from 1 bullet	24	10	16	14	3
Distance range	5	1	3	2	3
Number of bullets per shot	1	5	1	1	x
Amount of gunpowder per shot	3	3	1	1	x
Accuary	2	-4	-1	-2	0
Hunting Lv.	8	5	6	3	1

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• Armor



Leather Coat

Reduction in hand-to-hand combat damage: 70% -3

Reduction of ranged damage: 70% -8

Uncommon



Coat

Reduction in hand-to-hand combat damage: 70% -2

Reduction of ranged damage: 70% -6

Uncommon



Vest

Reduction in hand-to-hand combat damage: 30% -1

Reduction of ranged damage: 30% -4

Common



Leather Trousers

Reduction in hand-to-hand combat damage: 40% -3

Reduction of ranged damage: 40% -8

Uncommon



Leather Boots

Reduction in hand-to-hand combat damage: 10% -3

Reduction of ranged damage: 10% -8

Uncommon

• Special Eyes



Careful Eyes

Ability to spot more dangers awaiting (e.g. seeing traps)



Greedy Eyes

Ability to spot more hidden treasures (e.g. buried treasure chests)



Observant Eyes

Seeing hidden clues (e.g. a secret entrance)

Ship can sail through shallow waters

* Buried Treasure chest - you'll be able to find during MOBA games and temporary use some NFT Items like Swords, Pistols, Pipe, etc.. or additional $RUM/$ARRC shares from Treasury.

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• Tools



Sickle

Harvest..... 8



Hoe

Cultivation..... 8
Excavation..... 5



Golden sword

Harvest..... 2



Hammer

Quarying..... 2
Mining..... 2



Axe

Wood cutting..... 8
Slaughter..... 8



Medieval sword

Wood cutting... 1
Harvest..... 1



Pickaxe

Quarying..... 2
Excavation..... 2
Mining..... 8
Cultivation..... 2



War axe

Wood cutting..... 4
Slaughter..... 6



Cutlass

Wood cutting... 1
Harvest..... 3



Fork

Husbandry..... 8
Cultivation..... 2



Sabre

Harvest..... 2



Dagger

Slaughter..... 1
Harvest..... 1
Excavation..... 1



Shovel

Excavation..... 8
Husbandry..... 2
Cultivation..... 5



Sword

Harvest..... 2



Knife

Slaughter..... 3
Harvest..... 1
Excavation..... 1

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• Special items and animals



Torch

Mining.....+2 (need at least 1 mining, stone excluded)
Increased night vision range



Fire Torch

Mining.....+3 (need at least 1 mining, stone excluded)
Increased night vision range.
Longer burn time and lower cooldown than a regular torch.



Monocle (any)

Increases accuracy in ranged combat +1
Increases wisdom +1



Genie Lamp

Allows you to cast any spell from level 9 and 10,
Increases wisdom +5,
Voodoo Magic +3, Elemental Magic +3, Vote +1



Telescope

Bonus +1 to accuracy from cannons,
Strategic map: +2 bonus to ship detecion range



RUM Bottle

MOBA mode: Temporary immunity to Fear and skill changes:
+1 strenght, +1 speed, +1 melee, shooting -2, cannons -1

Economy mode: Temporary boost to production efficiency, uses $RUM



Pipe (any color)

Temporary boost +1 to shooting skill,
Temporary boost +1 to cannon accuary,
Strategic map: +2 land combat



Smoke Pipe (any color)

Works the same as an ordinary pipe
but has a longer duration and less cooldown.
Strategic map: +2 land combat, +2 sea combat



Cigar

Temporary boost +2 to shooting skill
Temporary boost +2 to cannon accuracy,
Strategic map: +2 land combat, +2 sea combat



Smoke Cigar

Works the same as cigar but has a
longer duration and less cooldown.
Strategic map: +3 land combat, +3 sea combat



Gunbelt

Gives the ability to use several
loaded guns in sequence.



Gunbelt +3 pistols

Gives the ability to use several loaded guns
in sequence, with 3 guns included.



Rope

+1 to fishing, mining, fruit picking and shipbuilding
MOBA mode: increased mobility - the abulity to get to special places or to shorten your journey.



Dark Rope

+2 to fishing, mining, fruit picking and shipbuilding
MOBA mode: increased mobility - the abulity to get to special places or to shorten your journey.



Rainbow Rope

+3 to fishing, mining, fruit picking and shipbuilding
+1 Elemental Magic
MOBA mode: increased mobility - the abulity to get to special places or to shorten your journey.



Arrlandum Rope

+4 to fishing, mining, fruit picking and shipbuilding
+1 Elemental Magic, +1 Voodoo Magic, +1 Vote
MOBA mode: increased mobility - the abulity to get to special places or to shorten your journey.



Eyepatch

Increased night vision range.



Map

MOBA: work as „Special eyes no.2"
Strategic map: +3 land combat, +3 sea combat
Ship can sail through shallow waters.

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Red Parrot

MOBA: detecting closest enemy on the battlefield
Wisdom +1
Strategic map: +1 land combat,
+4 bonus to ship dettection range



Pink Parrot

MOBA: detecting closest enemy on the battlefield
Wisdom +1, Elemental Magic +2
Strategic map: +1 land combat,
+4 bonus to ship dettection range



Violet Parrot

MOBA: detecting closest enemy on the battlefield
Wisdom +1, Voodoo Magic +2
Strategic map: +1 land combat,
+4 bonus to ship dettection range



Turquoise Parrot

MOBA: detecting closest enemy on the battlefield
Wisdom +1, Elemental Magic +1, Voodoo Magic +1, Vote +1
Strategic map: +1 land combat,
+4 bonus to ship dettection range



Green Parrot

MOBA: detecting closest enemy on the battlefield
Wisdom +1
Strategic map: +1 land combat,
+6 bonus to ship dettection range



Parrot in hat (any color)

Additional bonus: +4 Respect



Book

Wisdom +2



Book with gliding

Wisdom +3



Hat (any color)

Respect +3



Hat with skull (any color)

Respect +6



Hat: Captain (any color)

Respect +3
Strategic map: Ship speed +1



Hat with feathers (any color)

Respect +6
Strategic map: Ship speed +1



Pirate flag

+5 Respect



Hammer

Essential for manufacturing NFT items.
Speeds up (x2) the process of building construction.



Axe

Speed up (x1.5) the process of
building construction.



Battleaxe

Speed up (x1.2) the process of
building construction.



Shovel

Speed up (x1.2) the process of
building construction.
Possibility to dig and bury a treasure chest.

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• Items that affect magic levels

Voodoo Magic


5
Voodoo doll
(Bones level 5)


4
Fange necklace
(Bones level 4)


3
Dried heart
(Bones level 3)


2
Dried paw with claws
(Bones level 2)


1
Old skull
(Bones level 1)


+2
Violet parrot


+3
Bones shirt
(any color)

Voodoo Magic & Elemental Magic


7
7
Arrlandum Pearl
(Arrlandum level 3)


5
5
Black Pearl
(Arrlandum level 2)


3
3
White Pearl
(Arrlandum level 1)


+3
+3
Genie lamp


+1
+1
Arrlandum rope


+1
+1
Turquiouse parrot

Elemental Magic


+2
Pink Parrot


+1
Rainbow hair


+1
Rainbow eyepatch


+1
Rainbow sash


+1
Rainbow rope


+1
Rainbow coat


+1
Rainbow shirt
(any pattern)


+1
Rainbow bandana

Chosen Magic School

Upgraded by gems hat / book / ring / jevelery



Legendary items


+5

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• Respect and Votes

Respect

Captains necklace	Bandana	Bandana with skull	T-shirt Skull	T-shirt Pirate	Hat	Hat with skull	Cpt. Hat	Cpt. Hat with feathers	Hat on parrot	Pirate flag
										
+2	+1	+2	+1	+2	+3	+6	+3	+6	+4	+5

Votes

Arrlandum Items or Parrots



+1 Vote

Male/Female Pirates



+1 Vote

Pearls



+4 Votes | +9 Votes | +14 Votes

Islands



+3 Votes | +15 Votes | +75 Votes | +300 Votes



+5 Votes

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• $RUM Accruals

	Earring	Monocle	Hook	Sash	Captains necklace	Triangle necklace	Ring	Cup	Golden sword
Copper	 0,1	 0,2	 0,3	 1	 1,2	 1,5	 0,6	 2,5	 1,2
Silver	 0,2	 0,4	 0,6	 2	 0,9	 2,5	 1,5	 2	 2
Gold	 0,5	 1	 1,5	 5					

	Iron	Bronze	Silver	Tenset	Golden
					

Male Genesis NFT



ID	Badge	Accrual multiplier
1 - 1000	Golden pioneers badge	x5
1001 - 1250	Silver pioneers badge	x4
1251 - 1500	Bronze pioneers badge	x3
1501 - 10000	Without badge	x1

Female Genesis NFT



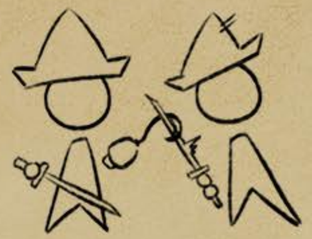
ID	Badge	Accrual multiplier
10001 - 10900	Iron pioneers badge	x2
10901 - 11000	Female Tenset badge	x5
11001 - 15000	Without badge	x1

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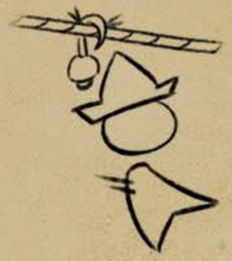
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• Ways to use Hooks, Respect, and Wisdom

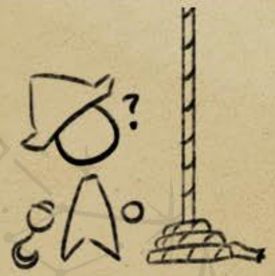
Hooks
additional usage



Additional blocking skills



Additional opportunities to use the ropes



Can't climb a rope



Slower swimming



Slower reload of standalone machinery

Respect

Boats



Needed Lv. 0

Sailboats



Needed Lv. 1 - 2

Small ships



Needed Lv. 3 - 4

Medium ships



Needed Lv. 5 - 7

Large ships



Needed Lv. 8 - 10

Wisdom

MOBA mode



Larger mana tank

Economy mode



Production bonuses

Strategy mode



Bad weather help



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• Buildings

Buildings to be created require raw materials, a suitable plot of land, and a pirate who builds the building. Mostly basic raw materials such as logs, boards, and stones are required to create them. Buildings to create a new NFT token require burning a certain amount of $RUM token.



Home — Buildings that are a pirate's dwelling on an island. They allow the reproduction of the pirate (provided the other requirements are met), lasting a certain amount of time. They also allow the construction and operation of specialized buildings.



Ports — Enable repair of watercraft and faster trade.



Shipyards — Build watercraft and enable or speed up the repair time.



Fishery — They supply fish.



Mining industry — Mining buildings provide fossil resources such as stone, gold nuggets, and ores: iron, copper, lead and tin.



Wood industry — Provide raw materials harvested from orchards and forests: fruit, logs, boards, charcoal, and wildlife.



Marketplace — Enables trade. The size of the plot the marketplace occupies determines the number of types of products that can be displayed.



Farms — Farming areas that supply staple crops such as cotton, sugar cane and tobacco.



Food procesing — Buildings that supply with processed food such as bread and salted meat in barrels.



Craft industry — Plants that process raw materials. In them, the player obtains raw materials such as ammunition, black powder, barrels, fiber, cloth, and tools.



Heavy industry — Buildings from which we get metal bars and accessories for ships and cannonballs.

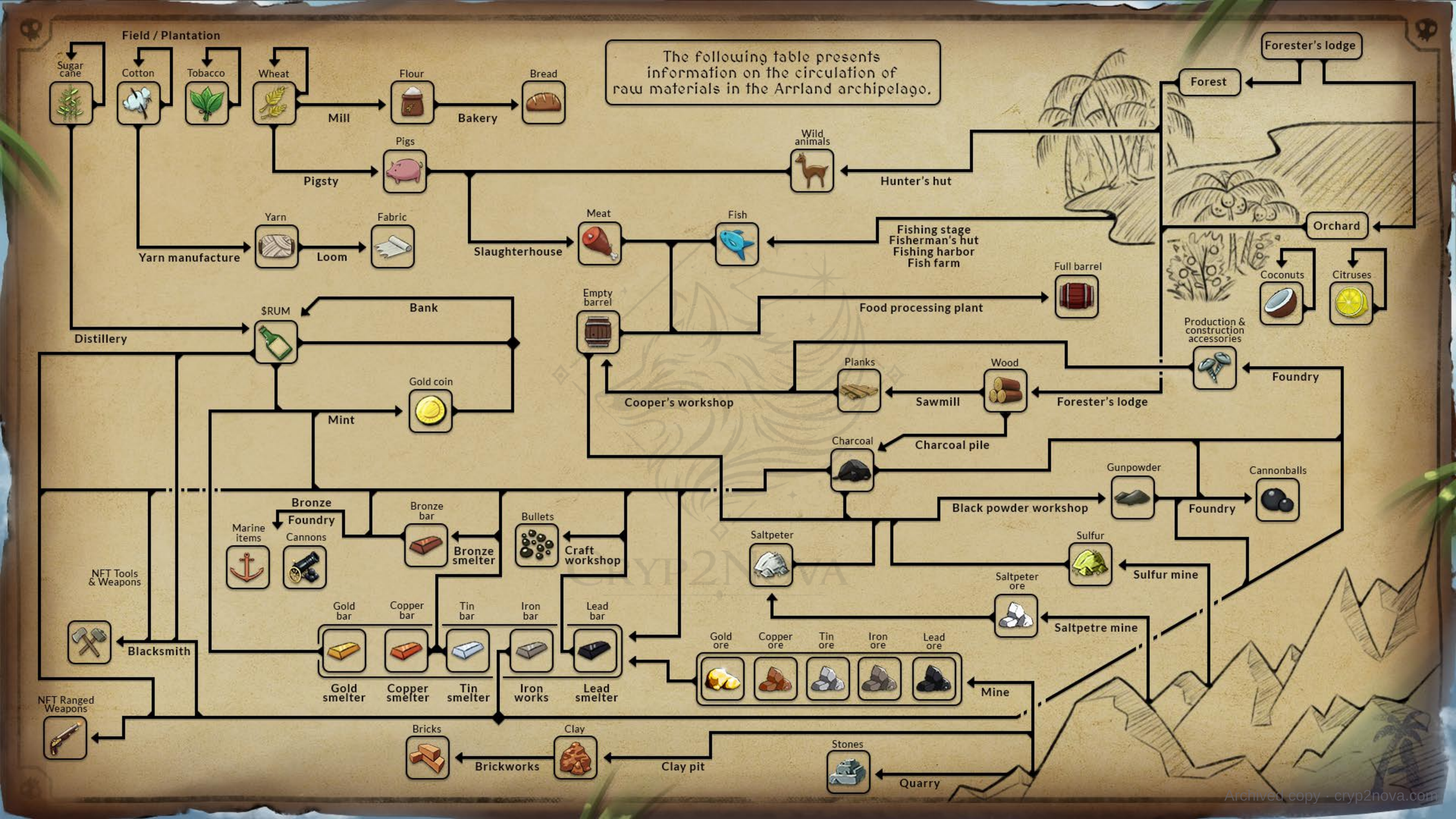


Licensed industry — Buildings that enable the production of $RUM and $ARRC tokens.

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The following table presents information on the circulation of raw materials in the Arrland archipelago.
Field / Plantation
Sugar cane
Cotton
Tobacco
Wheat
Mill
Flour
Bakery
Bread
Pigsty
Pigs
Wild animals
Hunter's hut
Forester's lodge
Forest
Orchard
Coconuts
Citruses
Yarn manufacture
Yarn
Loom
Fabric
Slaughterhouse
Meat
Fish
Fishing stage
Fisherman's hut
Fishing harbor
Fish farm
Full barrel
Food processing plant
Empty barrel
Distillery
$RUM
Bank
Production & construction accessories
Foundry
Cooper's workshop
Planks
Sawmill
Wood
Forester's lodge
Mint
Gold coin
Charcoal
Charcoal pile
Gunpowder
Black powder workshop
Foundry
Cannonballs
Bronze
Foundry
Marine items
Cannons
Bronze bar
Bronze smelter
Bullets
Craft workshop
Saltpeter
Sulfur
Sulfur mine
NFT Tools & Weapons
Saltpeter ore
Saltpetre mine
Gold bar
Copper bar
Tin bar
Iron bar
Lead bar
Gold ore
Copper ore
Tin ore
Iron ore
Lead ore
Blacksmith
Gold smelter
Copper smelter
Tin smelter
Iron works
Lead smelter
Mine
NFT Ranged Weapons
Bricks
Clay
Brickworks
Clay pit
Stones
Quarry
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• Pirate skills impact on economy

Fishery



Shipyards



Farms
Mill
Charcoal pile
Food processing plant



Craft workshop
Cooper's workshop
Bakery
Orchard
Brickworks
Yarn manufarcure
Loom



Slaughterhouse
Forester's lodge



Bronze foundry



Foundry



Mine
Quarry
Sulfur Mine
Clay Pit
Sawmill
Blacksmith



Ironworks
Copper smelter
Tin smelter
Bronze smelter
Lead smelter
Gold smelter



Hunter's hut



Gunsmith shop



Black powder workshop
Saltpetre works



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• Ships

Planks, ropes, canvas, and ship accessories will be required for shipbuilding. To operate the cannons efficiently, two crew members are required. With one crew member per cannon, it operates at half capacity. In the absence of a crewman to man the cannon, it becomes inoperable.

Boats- A basic boat is available for free to any pirate in any port. If the ship is destroyed, the crew can save themselves by sailing on a raft they build from the wreckage of the destroyed ship. The raft is destroyed after reaching the first port.

Name	Durability	Speed	Agility	Viewing range	Number of cannons	Armor	Ramming	Crew min/max	Cargo bay
Boat	3	1	6	1	0	-	-	1/2	4
Raft	2	1	2	1	0	-	-	1/2	1

Sailboats- The cargo hold space in sailboats can be used by additional crew members. In this case, each additional crew member occupies 10 units of cargo hold area. The maximum capacity of the unit, if occupied entirely by crew, is given in parentheses.

Name	Durability	Speed	Agility	Viewing range	Number of cannons	Armor	Ramming	Crew min/max	Cargo bay
Longboat	5	1	5	1	0	-	-	2/7 (10)	30
Piragua	10	3	6	2	0	-	-	1/7 (12)	50
Tartane	20	6	5	2	2	1	1	3/10 (20)	60

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Small ships- The most common class of ships in coastal waters

	Name	Durability	Speed	Agility	Viewing range	Number of cannons	Armor	Ramming	Crew min/max	Cargo bay
	Pinnace	30	6	5	2	6	1	1	3/8	60
	Sloop	40	5	4	3	10	2	2	4/10	120
	Brigantine	60	4	3	3	12	3	3	6/12	200
	Galley	30	3	2	2	0	1	3	14/28	80

Medium ships- In ships of this class, due to the special construction of the decks, the loading of goods is carried out twice as fast as in ships of other types.

	Name	Durability	Speed	Agility	Viewing range	Number of cannons	Armor	Ramming	Crew min/max	Cargo bay
	Fluyt	80	3	2	4	12	3	4	4/12	280
	Merchantman	100	3	3	4	16	4	4	8/16	400
	Frigate	130	4	3	4	24	4	3	6/24	160

Large ships- Due to the mandatory military training of the crew that is embarked on the ship, the crew of large ships fire their cannons 20% faster than the crews of other classes of ships

	Name	Durability	Speed	Agility	Viewing range	Number of cannons	Armor	Ramming	Crew min/max	Cargo bay
	Galleon	150	3	1	5	64	3	5	12/100	500
	Man of War	210	4	2	5	52	5	6	12/52	200
	Ship of the Line	350	3	1	5	72	6	6	16/72	300

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- Magic
  - Battle arena magic

I. Voodoo Magic

Magic Level	Spell Name	Target	Effect
1	Voodoo life bridge	Player	As long as the opponent is the target of time, the player sucks the life points out of them and passes them on to themselves.
2 (4)	Bony trap (Smart bony trap)	Enviro	Creates an invisible damage trap in the ground, which is activated when any player / (opponent only) passover it.
3	Bloody Curse	Any player	Casting a curse on a given pirate. Reducing the value of hand-to-hand combat, ranged combat and cannon shooting by 3.
4 (6)	Blood Frenzy	Player (Any player)	For each enemy killed, the player gets +1 to hand-to-hand combat. (Any player can become the target of the spell.)
5 (7)	Fanatical Trance	Player (Any player)	Speeds up the player by 2. Increases hand-to-hand combat skill +2. Reloading of ranged weapons is faster by half. Any player can become the target of the spell.
6	Mighty Air	Enviro	Creates a cloud that moves in the indicated direction, poisoning the pirates in it.
7	Death Negation	Player	Resurrects a guard that travels with the player, protecting him from enemies. The guard's attacks suck up life points and return them to the player.
8 (10)	Amusing Scallywag	Player (Any player)	The player turns into a living bomb and begins to lose health after 10 seconds. At the moment of death, their body explodes in a huge explosion. (Any player can become the target of the spell)
9	Rotten Soul	Any player	The player is unable to attack enemies and also to cast spells. He slowly loses health. Any person who approaches them, gets infected with this spell, becoming a spreader of it themselves.
10	The Great Death Negation	Player	Resurrects 3 guards that travels with the player, protecting him from enemies. The guard's attacks suck up life points and return them to the player.

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II. Fire element



Magic Level	Spell Name	Target	Effect
1 (3)	Fiery Feet	Player (Any player)	The ability to walk on lava without losing health. (Any player can become the target of the spell.)
2 (4)	Torched Hand	Player (Any player)	The player's hand begins to burn. (Any player can become the target of the spell.)
3	Small Fireball	Any player	A small projectile of fire dealing 50 damage.
4	Explosion	Enviro	Explosion exploding at the indicated location. In the center causes 50 damage.
5	Ring of Fire	Enviro	A ring of fire ignites around the indicated area.
6	Rain of Fire	Enviro	Fire rain causing damage to all pirates within its range.
7	Fireball	Any player	Fire missile dealing 100 damage.
8	Firestorm	Enviro	A firestorm that moves in the indicated direction, dealing damage to any pirate within it.
9	Big Explosion	Enviro	An explosion that explodes at the indicated location. In the center, it causes 120 damage.
10	Lava Lake	Enviro	The spell creates a lake of lava at the selected location.

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III. Air element



Magic Level	Spell Name	Target	Effect
1 (3)	Pray (Targeted Pray)	Player (Any player)	Increases hand-to-hand combat skill +2. (Any player can become the target of the spell.)
2 (4)	Road Runner	Player (Any player)	Increases player's speed by 2. (Any player can become the target of the spell.)
3 (5)	Healing Spell (Greater Healing Spell)	Any player	Restore life points. (Restores a large number of life points.)
4	Assisted Shot	Any player	Increases the player's accuracy in ranged weapons and guns by 2.
5 (7)	Holy protection (Targeted Holy Protection)	Player (Any player)	Increases the player's ability to block blows by +4. The player recovers 100 life points. (Any player can become the target of the spell.)
6	Resurrection	Any player	A player who has recently died is resurrected.
7	Holy Area	Player surrounding	Resurrects a guard that travels with the player, protecting him from enemies. The guard's attacks suck up life points and return them to the player.
8 (10)	Divine Light (Area of Light)	Player surrounding	A luminous aura preads around the player, all spells are removed from them, they cannot become the target of any spell, and they also gain health regeneration for the duration of the spell. Any undead creature within the light is killed. (All characters in the vicinity of the pirate casting spell gain these properties)
9	Magic Thunderstorm	Enviro	Creating powerful thunderstorm moving in the selected direction.
10	Soulful Transfer	Any player	The selected player moves in the indicated direction.

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IV. Water element

Magic Level	Spell Name	Target	Effect
1 (3)	Water Gills	Player (Any player)	The player can breathe underwater as if breathing air. (Any player can become the target of the spell.)
2	A Quick Fish	Any player	Increases the swimming speed of the selected player by +2.
3	Purification	Any player	All spells are removed from the player.
4	Thick Fog	Enviro	A dense fog appears on the selected area.
5	Protective Zone	Any player	All spells are removed from the player. The player cannot be selected as a target for magical attacks except for Purification spells, Divine Light and Area of Light. Tranquality Zone also removes this spell.
6 (8)	Speckled Blur	Player (Any player)	The player becomes invisible to opponents. The spell stops when the player attacks another palyer or uses a terrain element. (Any player can become the target of the spell.)
7 (9)	Magic Haze	Player (Any player)	The player cannot be selected as a target for magical attacks. Spells that are on the player are not removed from the player. A player cannot be selected as a target for magical attacks, except for Divine Light, Area of Light and Tranquility Zone spells. (Any player can become the target of the spell.)
8	Tranquility Zone	Enviro	No spells work in the designated area. All working spells on players who are or will be in the zone of the spell's effect, are dispersed.
9	Area of Speckled Blur	Player surrounding	All players around the player are affected by the „Speckled blur" spell.
10	Pirate Reproduction	Player	The spell creates 4 player-like illusions that run in a random direction. The illusion dissipates if it receives at least 1 point of damage or becomes the target of any spell

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V. Earth element



Magic Level	Spell Name	Target	Effect
1 (3)	Stone Armor (Targeted Stone Armor)	Player (Any player)	Increases the pirate's armor +3. (Any player can become the target of the spell.)
2 (4)	A Ground Power	Player (Any player)	Increases the pirate's strenght +2. (Any player can become the target of the spell.)
3 (5)	Grasping Vines (Stinging Vines)	Enviro (Any player)	If cast on terrain it slows down pirates who pass by. Speed -2. (Additionally deals damage to nearby pirates.) If cast on player it slows down the player. Speed -1. (Additionally deals damage to the player.)
4	Wall of Ground	Enviro	A wall of soil rises in the selected place, having 500 points of destruction.
5 (7)	Granite Armor (Targeted Granite Armor)	Player (Any player)	Significantly increases the pirate's armor +6.
6 (8)	Rotten Roots (Crushing Roots)	Enviro	Stops in place for 15 seconds pirates who step into the roots. (Additionally deals damage to captured pirates.)
7	Treacherous Quicksand	Enviro	A poorly visible trap of moving sands. A player who enters it is unable to gree himself from them unless he has a strenght at level 3 or higher. To free the pirate from the trap, another player must help them.
8	Sand in the Eyes	Any player	The sight of a player subjected to this spell is largely reduced for 30 seconds. The player loses the ability to cast spells. The effects of this spell cannot be removed by another spell, as the sand enters the eyes of the designated player.
9	Smelly Swamps	Enviro	Creates swamps in a vast area. The player who enters them moves slower -4. In addition, for the entire time of staing in the swamp they loste health.
10	Sandstorm	Enviro	A sandstorm moving in the indicated direction. Any player who comes within its range is subjected to the same effect as the player who is the target of the Sand In The Eyes spell.

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- Strategic map magic

I. Voodoo Magic

Magic Level	Spell name	Target	Effect
5	Cursed island	Island in a range of 50 fields	An island that becomes a target of magic ceases all production. Its defenders gain negative combat modifiers. The target can only be an island located in rough waters. When casting the spell, the cursed island is chosen, as well as the pirate who enters a voodoo trance. They remain in this trance until the spell is canceled or broken. The larger the island, the more pirates must be appointed to cast this spell. • Very small island_____1 pirate. • Small island_____2 pirates. • Medium island_____4 pirates. • Large island_____8 pirates. • Very large island_____16 pirates.

II. Fire element

Magic Level	Spell name	Target	Effect
5	Fire on deck	Player's ship	A ship subjected to the spell receives 1-5 fire damage * ship class.
6	Firestorm	Player's ship	A ship subjected to the spell receives fire rain damage. • Yachts_____10 damage. • Small ships_____20 damage. • Medium ships_____50 damage. • Large ships_____100 damage.

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III. Air element

Magic Level	Spell name	Target	Effect
3	Favorable Breezes	Player's ship	A ship subjected to the spell moves by 1 faster. The spell lasts until it is canceled, or the ship arrives at port.
8	Favorable Winds	Player's ship	A ship subjected to the spell moves by 2 faster. The spell lasts until it is canceled, or the ship arrives at port.

IV. Water element

Magic Level	Spell name	Target	Effect
3	Fresh Fish	Player's ship	A ship subjected to the spell consumes half of the crew's food.
6	Water Shield	Player's ship	A spell-treated ship cannot become the target of another spell.

V. Earth element

Magic Level	Spell name	Target	Effect
3	Hard Ship Sides	Player's ship	A ship subjected to the spell increases its armor status by 2.
6	Muddy Waters	Player's ship	A ship subjected to the spell moves slower by 2. The speed cannot drop below 1.

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• Magical and legendary items

Legendary and magical items have embedded spells that a pirate can cast, even if they do not have the proper magic skills.

Magical upgrade and legendary items - melee weapons:

Gem magic color	Upgraded by Small gem	Upgraded by Medium gem	Upgraded by Large gem	Upgraded by Huge gem	Legendary item
Element of Fire	+1Fire DMG	+2 Fire DMG	+3 Fire DMG	+4 Fire DMG	+5 Fire DMG
Element of Air	+1 Attack speed	+2 Attack speed	+3 Attack speed	+4 Attack speed	+5 Attack speed
Element of Water	+1 Block	+1 Block -1 to enemy block	+2 Block -1 to enemy block	+2 Block -2 to enemy block	+3 Block -2 to enemy block
Element of Earth	-1 to enemy movement speed for 3 seconds	-1 to enemy movement speed for 6 seconds	-1 to enemy movement speed for 9 seconds	-2 to enemy movement speed for 9 seconds	-3 to enemy movement speed for 12 seconds
Voodoo Magic	-1 to enemy attack for 3 seconds	-1 to enemy attack for 6 seconds	-1 to enemy attack for 9 seconds	-2 to enemy attack for 9 seconds	-3 to enemy attack for 12 seconds

Magical upgrade and legendary items - ranged weapons:

Gem magic color	Upgraded by Small gem	Upgraded by Medium gem	Upgraded by Large gem	Upgraded by Huge gem	Legendary item
Element of Fire	+1Fire DMG	+2 Fire DMG	+3 Fire DMG	+4 Fire DMG	+5 Fire DMG
Element of Air	+1 Shoot range	+2 Shoot range	+3 Shoot range	+4 Shoot range	+5 Shoot range
Element of Water	+1 Accuary	+2 Accuary	+3 Accuary	+4 Accuary	+5 Accuary
Element of Earth	-1 to enemy movement speed for 3 seconds	-1 to enemy movement speed for 6 seconds	-1 to enemy movement speed for 9 seconds	-2 to enemy movement speed for 9 seconds	-3 to enemy movement speed for 12 seconds
Voodoo Magic	-1 to enemy attack for 3 seconds	-1 to enemy attack for 6 seconds	-1 to enemy attack for 9 seconds	-2 to enemy attack for 9 seconds	-3 to enemy attack for 12 seconds

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Magicaly upgraded and legendary tools:

Gem magic color	Upgraded by Small gem	Upgraded by Medium gem	Upgraded by Large gem	Upgraded by Huge gem	Legendary item
Element of Fire	+1 to utility	+2 to utility	+3 to utility	+4 to utility	+5 to utility
Element of Air					
Element of Water					
Element of Earth					
Voodoo Magic					

Magical resistence for gems owned by Pirates:

Gem magic color	Upgraded by Small gem	Upgraded by Medium gem	Upgraded by Large gem	Upgraded by Huge gem
Element of Fire	+1 to resistance to magic assigned to the gem	+2 to resistance to magic assigned to the gem	+3 to resistance to magic assigned to the gem	+4 to resistance to magic assigned to the gem
Element of Air				
Element of Water				
Element of Earth				
Voodoo Magic				

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Magicaly upgraded and legendary Armor:

Gem magic color	Upgraded by Small gem	Upgraded by Medium gem	Upgraded by Large gem	Upgraded by Huge gem	Legendary item
Element of Fire	+2 to resistance to magic assigned to the gem	+3 to resistance to magic assigned to the gem	+4 to resistance to magic assigned to the gem	+5 to resistance to magic assigned to the gem	+6 to resistance to magic assigned to the gem
Element of Air					
Element of Water					
Element of Earth					
Voodoo Magic					

Magicaly upgraded and legendary hats, books, rings and other jewelery:

Gem magic color	Upgraded by Small gem	Upgraded by Medium gem	Upgraded by Large gem	Upgraded by Huge gem	Legendary item
Element of Fire	+1 to magic assigned to the gem	+2 to magic assigned to the gem	+3 to magic assigned to the gem	+4 to magic assigned to the gem	+5 to magic assigned to the gem
Element of Air					
Element of Water					
Element of Earth					
Voodoo Magic					

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