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第一章 / Chapter 1

富甲三国概述 / Sanguo Z World Overview

富甲三国是一款以P2E为主题的跨区块链(WAX, ERC, BRC)的游戏，融入了三国故事元素为背景，支持PVE任务模式，PVP玩家对战模式，威望官阶升级和俸禄奖励系统。在游戏中，玩家可以探索游戏的各个部分，获得相应的游戏元宝及铜钱奖励。玩家也可持有三国建筑或城池。建筑与城池会为持有者收取代币和资源。游戏拥有越多玩家，持有者则可赚取越多奖励。这样一来，玩家便可分享游戏成功的成果。

Sanguo Z World is a multi-chains (WAX, ERC, BRC) game where players play to earn crypto coins and NFTs. Over the battles, players level up by gaining enough reputation, unlocking and exploring new features in Sanguo Z World. Sanguo Z World also allows players to be stakeholders of the game. Buildings such as Clan Shard NFT, Sea Toll NFT and Castle NFT collect fees from players for their holders. Holders earn more when there are more players. In other words, players share the success of Sanguo Z World.

第二章 / Chapter 2

游戏玩法和经济模型 / Game Play & Tokenomic (WAX)

游戏发行六种代币，元宝，铜钱，士兵，兵器，GO点数及SGZ点数。前四种代币的上限分别为100亿，1000亿，500亿及500亿，以后不会再增加代币。所有的代币只能通过完善的游戏机制来制作和燃烧。而其中只有元宝与铜钱代币为可提取代币，士兵，兵器，GO点数及SGZ点数为不可提取之代币(只能在游戏中使用)。元宝与铜钱的价值和潜力仅依赖于市场经济，以保证游戏经济体系的稳定运行和代币价值的持续升值。

此外，游戏目前有三种资源，马粮，稻米，棉花。玩家可收集资源以打造NFT。

The game has 6 tokens namely YUAN, QIAN, TROOP, WEAPON, GO and SGZ. Among these 6 tokens, YUAN and QIAN are withdrawable and tradable in Alcor Exchange, TROOP, WEAPON, GO and SGZ are in-game tokens, they are non-withdrawable.

In addition, there are 3 resources, i.e., GRASS, COTTON and GRAIN which can be crafted into NFTs.

元宝代币 / YUAN (WAX)

用途 / Usage: YUAN can be used to upgrade several buildings such as Barrack & Smithy. Besides, it is also used in upgrading Battleships, hiring troops and crafting weapons. YUAN is also the only resource which is used to recover Hero's energy. In addition, YUAN can be used to activate the Farm plot, create and upgrade Clan, boost the production rate of Barrack & Smithy, craft hero NFTs, purchase valuable NFT packs in Black Market, etc.

获取方法 / Ways to get YUAN:

战舰 / Battleship:

佩戴战舰后可定时攻打(海贼，黄巾贼，董卓部队等等)，胜利或战败将决定所获得的元宝数量。Players can equip Farmers World Fishing Boat (Template ID: 203889) and turn it into a Battleship. Besides a fixed reward based on the battleship's level, winning / losing the battles also determine how much YUAN a player is rewarded from each claim.

俸禄奖励 / Rank's reward:

战斗中获取的威望将决定玩家官阶，官阶越高，所获得的元宝数量就越高。

Players can also earn YUAN from their Ranks' claim. Player's Level determine their daily rewards including YUAN, QIAN & GO points.

迷你游戏 / Minigame:

迷你游戏需要战马，每次以丢骰子方式进行。每个点位都有不同的奖励或处罚。有机会得到士兵，武器，铜钱，元宝，NFT。

Players can earn YUAN in the Minigame. A Warhorse is needed to play the Minigame.

收费站 / Sea Toll NFT:

东，南，西，北海收费站向来往的船只收取过路费，每个星期定时分发奖励给收费站持有者。Sea Tolls collect toll fees (YUAN & QIAN) from Battleships claimed by players. The more the players, the more the collected fee. All collected toll fees will be evenly distributed to all the Toll NFT holders on a weekly basis.

铜钱代币 / QIAN (WAX)

用途 / Usage: QIAN is used to upgrade Hero's level. QIAN is also needed to heal injured troops, repair damaged weapons, hiring troops and crafting weapons.

获取方法 / Ways to get QIAN:

大地图 / The Map - Hero Journey:

质押后的英雄可选择保卫战舰或在大地图探索，安全抵达指定城池即可获得铜钱奖励。铜钱也可从战舰，俸禄奖励，迷你游戏，收费站中获得。

Staked heroes can be sent to battleships or Map's castles, successfully returned heroes bring QIAN and unique NFTs from some castles.

Other ways to get QIAN: QIAN can also be earned through Battleship's claim, Rank's claim, Minigame and holding a Sea Toll.

士兵代币 / TROOP (WAX)

用途 / Usage: TROOP is used to refill sailors and archers (of Battleship). TROOP can also be used to safeguard Small boats.

获取方法 / Ways to get TROOP:

征兵处: 可使用元宝进行征兵。

Players can hire TROOP using YUAN and QIAN

伤兵救治: 可使用铜钱进行救治。

Players can cure injured TROOP using QIAN

军团: 军团碎片持有者可获得士兵。

Players can earn TROOP by staking and claiming the Clan Shard NFT.

黄巾小船: 可使用黄巾小船出海搜寻受伤的士兵和损坏的兵器。

Players can search for injured troops with a Huang Jin Boat.

迷你游戏: 可从迷你游戏中获得士兵。

Players can also obtain TROOP by playing the Minigame.

兵器代币 / WEAPON (WAX)

用途 / Usage: WEAPON is used to refill Sword & Bow (of Battleship)

获取方法 / Ways to get WEAPON :

兵器铺: 可使用元宝进行购买。

Player can exchange for WEAPON with YUAN and QIAN

兵器修复: 可使用铜钱进行修复。

Player can repair damaged WEAPON using QIAN

大地图: 军团碎片持有者可在大地图质押碎片以获得兵器。

Players can earn WEAPON by staking and claiming the Clan Shard NFT.

黄巾小船: 可使用黄巾小船出海搜寻受伤的士兵和损坏的兵器。

Players can search for damaged WEAPON with a Huang Jin Boat.

迷你游戏: 可从迷你游戏中获得兵器。

Players can also obtain WEAPON by playing the minigame.

GO代币 / GO (WAX)

用途 / Usage: GO is needed to carry out escort missions and raid on the Map.

获取方法 / Ways to get YUAN:

可从战舰, 俸禄奖励中获得。

GO can be earned through Rank's claim and Clan's claim (YUAN needs to be staked in the Clan).

SGZ代币 / SGZ (WAX)

用途 / Usage: SGZ can be used to purchase valuable NFT packs in the Black Market.

获取方法 / Ways to get YUAN:

集齐东, 南, 西, 北海收费站以获得SGZ代币。

SGZ tokens will be distributed to holders of SEA TOLLS (players must collect all 4 Sea Toll NFTs to be qualified for the bonus reward) every week. In addition, look out for events organized by Sanguo Z World to earn SGZ tokens.

马粮 / GRASS (WAX)

用途 / Usage: Players need to tribute a fixed amount of GRASS when they claim their Rank rewards. GRASS is also the essential food for warhorses. In addition, GRASS can be used to carry out escort missions in exchange for valuable NFT packs.

获取方法 / Ways to get GRASS:

农场: 可在农场种植并收割马粮。

Players can plant and harvest GRASS in the Farm.

军团: 质押元宝及战马可获得马粮。

Players can also obtain GRASS by staking YUAN (in multiples of 1000) in the Clan and a Warhorse NFT. GRASS will be distributed to the player when the Clan claims its clan's reward.

稻米 / GRAIN (WAX)

用途 / Usage: GRAIN can be used to carry out escort mission in the Map.

获取方法 / Ways to get GRAIN:

农场: 可在农场种植并收割稻米。

Players can plant and harvest GRAIN in the Farm.

军团: 质押元宝及战马可获得稻米。

Players can also obtain GRAIN by staking YUAN (in multiples of 1000) in the Clan and a Warhorse NFT. GRAIN will be distributed to the player when the Clan claims its clan's reward.

棉花 / COTTON (WAX)

用途 / Usage: COTTON can be used to carry out escort mission in the Map.

获取方法 / Ways to get COTTON:

农场: 可在农场种植并收割棉花。

Players can plant and harvest COTTON in the Farm.

军团: 质押元宝及战马可获得棉花。

Players can also obtain COTTON by staking YUAN (in multiples of 1000) in the Clan and a Warhorse NFT. COTTON will be distributed to the player when the Clan claims its clan's reward.

第三章 / Chapter 3

游戏功能 / Game Features

主公 / Player

	所需威望/ Reputation	俸禄 / Rewards	冷却 / Cool Down	战舰上限 / Battleship Capacity	进贡/ Tribute
等级 / Rank 1	0	0	-	1	0
等级 / Rank 2	100	10 YUAN 20 QIAN	24	2	1 grass
等级 / Rank 3	1000	15 YUAN 30 QIAN	24	2	1 grass
等级 / Rank 4	3000	20 YUAN 40 QIAN	24	3	2 grasses
等级 / Rank 5	5000	25 YUAN 50 QIAN	24	3	2 grasses

战舰 / Battleship:



	等级 / Level 1	等级 / Level 2	等级 / Level 3	等级 / Level 4*	等级 / Level 5*
可携带海军 / Max. Sailor	100	300	500	800	800
可携带刀枪 / Max. Weapon	100	300	500	800	800
可携带弓兵 / Max. Archer	0	0	100	300	300

可携带弓箭 / Max. Bow	0	0	100	300	300
可携带炮兵 / Max. Gunner	0	0	0	0	100
可携带大炮 / Max. Cannon	0	0	0	0	100
可携带英雄卡 / Max. Hero Slot	0	0	1	2	2
最高奖励 / Rewards	9 YUAN	20 YUAN	34 YUAN	48 YUAN	100/125/150 YUAN
冷却时间 / Cool Down	24小时 / Hour	18小时 / Hour	12小时 / Hour	12小时 / Hour	12小时 / Hour
所需费用 / Upgrade Cost	0 YUAN	300 YUAN	1000 YUAN	2000 YUAN	6000 YUAN

* 升级后可获得三国战舰

* A Sanguo Z World NFT will be minted upon the upgrade of Battleship

军团 / Clan:

	所需费用 / Cost	成员上限 / Members	冷却 / Cool Down	元宝质押上限 / YUAN stake	士兵及兵器质押上限 / TROOP & WEAPON stake
等级 / Level 1	300 YUAN	10	24	1000	2000
等级 / Level 2	2500 YUAN	25	24	2000	4000

农场 / Farm

玩家可开启农地种植庄稼。开启农地需一艘小船。收割后的庄稼可储存或打造成NFT。

The main function of Farm is growing crops like GRASS, GRAIN and COTTON. Players can activate more plots as their ranks get higher. A Small Boat NFT is needed before a Farm Plot can be activated. Equipping the Small Boat with a Hero NFT and/or TROOPS shortens the time before the next harvest. Upon harvesting, players obtain a random resource (GRASS, COTTON, GRAIN, etc). Players can craft the crop into a NFT after accumulating 10 of them in the Small Boat. Equipping the Hero with a Weapon NFT increases the chance to craft a rare crop NFT.

所需费用 / Activation Fee	时限 / Time Limit	冷却 / Cool Down	农地上限 / Plot Limit per Small Boat	庄稼 / Crop
500 YUAN	10 days	depends on productivity of Small Boat	2	40% GRASS 30% GRAIN 30% COTTON

黑市 / Black Market

黑市可供买家和卖家进行交易。黑市里也可购得稀有的NFT。

Players can trade their resources in the Black Market. In addition, players can also purchase some valuable NFT packs in the Black Market.

武将 / Strength Hero

佩戴英雄有助于提高战舰的总战斗力。也可派遣到大地图执行任务。

Strength hero is effective in increasing the total strength of Battleships.



	稀有度 / Rarity	特殊技能 / Special Skill	所需费用 / Upgrade Cost
小将 / Common Strength Hero	Common	Uncommon Hardworking	Level 1 – 0 QIAN Level 2 – 1000 QIAN
黄巾英雄 / Hero Huang Jing	Rare	Fury Arena Master	Level 3 – 3000 QIAN Level 4 – 5000 QIAN
大将 / Epic Strength Hero	Epic	Shield	Level 5 – 8000 QIAN

谋士 / Intelligence Hero

谋士可轻而易举的识破海贼陷阱，堤防大风暴，减轻部队损伤。也可派遣到大地图执行任务。

Intelligence hero is effective in reducing the damage caused by events like Thunder Storms and Traps when players claim Battleship rewards.



	稀有度 / Rarity	特殊技能 / Special Skill	所需费用 / Upgrade Cost
谋士 / Intelligence Hero	Rare	Booster Explorer	Level 1 – 0 QIAN Level 2 – 1000 QIAN
智慧老人 / Epic Intelligence Hero	Epic	Shortcut Insurance	Level 3 – 3000 QIAN Level 4 – 5000 QIAN Level 5 – 8000 QIAN

兵器 / Hero's Weapon

可提高英雄的战斗力和在执行任务时获得NFT的几率。

A Weapon can be worn by a Hero to increase its stamina, strength, intelligence and luck.

	稀有度 / Rarity	耐力 / Stamina	武力 / Strength	智力 / Intelligence	幸运度 / Luck
小刀 / Blade	Common	+12	+10	+0	+3%
英雄佩剑 / Hero Sword	Common	+16	+12	+0	+6%
圆盾 / Shield	Common	+15	+0	+0	+0
玄铁剑 / Sword	Rare	+32	+32	+14	+12%
金刚盾 / Rare Shield	Rare	+30	+0	+0	+0

丹药 / Elixirs

英雄服用后可提高耐力, 武力, 智力, 统御能力等等。

Elixirs can be consumed by a Hero to increase its stamina, strength, intelligence and leadership permanently. Elixirs are burned once consumed.

	体力 / Energy	耐力 / Stamina	武力 / Strength	智力 / Intelligence	统御能力 / Leadership
大还丹 / Energy Elixir	Full	+0	+0	+0	+0
大补丹 / Strength Elixir	+0	+1	+1	+0	+0
智慧丹 / Intelligence Elixir	+0	+0	+0	+1	+1

战马 / Warhorse

战马可以参加迷你游戏获得优厚奖励, 可同时随英雄征战沙场。

Warhorse can play the minigame to earn attractive rewards while providing support to Hero in warfare.

	稀有度 / Rarity	饲养 / Feed	繁殖 / Breed
雌马 / Rare horse	Rare	1 (2 if sick) grass every 8 hours	1. Stake both rare and epic warhorse 2. Feed 100 times
雄马 / Epic horse	Epic		

建筑与城池 / Buildings

建筑与城池会将收取到的代币和资源分发给持有者。玩家若持有三国建筑或城池，便可与游戏共兴衰。游戏拥有越多玩家，则可赚取越多奖励。

Buildings collect tokens and resources for their holders. A player can become a stakeholder of Sanguo Z World by owning buildings such as Clan Shard, Sea Toll, Castle and Historical lands. The better the game performs, the more the stakeholders earn.

	稀有度 / Rarity	代币 / Token
军团碎片 / Clan Shard	Common Rare Epic	TROOP & WEAPON
收费站 / Sea Toll	Rare (East, West, South, North)	YUAN, QIAN & SGZ
城堡 / Castle	Coming soon	-
历史城池 / Historical Land	Coming soon	-

钱庄 / Exchange

除了提供存入,提取WAX/元宝服务, 玩家也可以通过钱庄存入与提取农民世界代币. 提取服务费为定价: 1 WAX (玩家必须在游戏中预先存入WAX)

Provides free deposit service to the players, supporting tokens include YUAN, WAX, FWW, FWF & FWG. Each withdrawal request cost a fixed fee: **1 WAX**. (Player is required to deposit WAX prior to the withdrawal request)

其他计划开发中的功能 / Others

包括独一无二的红卡英雄, 军师, 历史城池, 锦囊计谋等等。

Limited 1-piece Red Card Hero Collectibles, Strategist, historical lands, strategy items etc.

第四章 / Chapter 4

ERC区块链(第二世界)的功能开发 / ERC Blockchain Feature Development

会员卡 / Entrance Pass

以太坊游戏将采取会员制的登录方式, 只开放给持有会员卡(10000个)的以太坊钱包。会员卡可被转让, 但前者的会员将被取消。

Only Entrance Pass holders can access ERC Platform's game features. Entrance Pass is tradable and transferable, but the membership of the previous holder will be cancelled.

Max. Supply: 10000

Rewards: One Time 100 eYuan

Note: no rewards if purchased from secondary marketplace, and the previous holder has claimed it before

土地城池培养 / Land

There will be 5 rarity of lands:

County (村镇) - Population is 20000 & below

Town (县城) - Population is between 20000 - 50000

City (郡城) - Population is between 50000 - 100000

District (州城) - Population is between 100000 - 200000

State (都城) - Population is between 200000 - 500000

陆战 / Land Battles

There will be PvP battles on ERC Chain, owners of the Land deploy troops and heroes to protect their land from being looted by other players.

打造战舰任务 / Battleship Crafting Mission

Players on ERC Chain can complete the following mission to earn rewards such as NFT, eYuan, Troop and Weapons. Mission includes building the following armies:

普通海贼 / Pirate

黄巾部队 / Huang Jin Army

董卓部队 / Dong Zhuo Army

南蛮部队 / Nam Man Army

西凉部队 / Xi Liang Army

第五章 / Chapter 5

BRC区块链(第三世界)的功能开发 / BRC Blockchain Feature Development

比特链的功能主要以收藏版NFT为主。会员将使用WAX和以太资源打造独一无二的NFT, 例如张飞, 关羽等英雄卡。

BRC Chain mainly focused on collectible NFT series such as Legendary Heroes.

Why BRC?

Bitcoin ordinals were introduced in January 2023 as a method of creating Bitcoin-based NFTs by attaching metadata to individual satoshis. Satoshis, or sats, are the smallest denomination of bitcoin worth 0.00000001 BTC.

Bitcoin has a fixed supply of 21 million coins and inscriptions can only be added to a fixed number of sats, this potentially makes Bitcoin-based digital artifacts rarer than other types of NFTs.