

The Magnat Project

White Paper

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1. Public Experiment

The Magnat project isn't a classic ICO project on the blockchain. It's not about asking for money first and then promising to do something special. Magnat is a public experiment about what it is possible to do with crypto game industry considering what we already know from our experience.

2. Don't give money

It's not a big deal to technically create a crypto game: a team of 1-3 developers and 1-2 designers can do it in 3-6 weeks. I have resources to hire this small team for enough period, so crowdsourcing isn't necessary for this stage.

Since the cost of our attention is continually increasing, spreading information about any project or idea is become more and more expensive. But it's not the best idea to find you to give me money to pay for ads for grabbing the attention of your friends. Instead, I can ask you to tell your friends about the project if it seems interesting enough for you. So, if you like the Magnat, write some posts about it and participate in our community, it would be the best investment.

3. Crypto Games Are Boring

CryptoKitties was a supernova of the blockchain projects: it wasn't about ICO, it about an impressive and simple game mechanic. But its' economics is just a finance pyramid: the only source of revenue of existing players is a new users' demand. If a flow of the new players decreases, the whole game dies like a plant without water.

Creativity wasn't the strong side of the next generation of crypto games: dogs, robots, unicorns, jellies, ants and dozens of other types of creatures, which can be bred in dozens of ways. It's unbelievable that we have blockchain technology on the one hand and a lot of excellent games on the other hand and can't invent something interesting with these two things.

4. Economic Strategy

Since the broadest use of the blockchain technology is in finance sphere, economic strategies games seem is the most appealing genre. We can create original economics constructions which can simulate parts of financial relations of the real world. These models can be used for entertainment, educational and experimental purposes.

Take a look on Transport Tycoon Deluxe or any other classic economic strategy game. They're simple, breathtaking and live for tens of years. What if we create a similar mechanics on the blockchain? The Magnat project is in precisely this direction.

5. Timeframes

The public beta version of the game will be realized in December 2018. The main launch will be in January 2019.

Thank you for your attention to the Magnat public experiment. I'd be appreciated for any feedback, please visit projects' Facebook page (<https://www.facebook.com/magnat.io.experiment>) or write me directly on amoneron@gmail.com