BORED DRAGON

WHITE PAPER
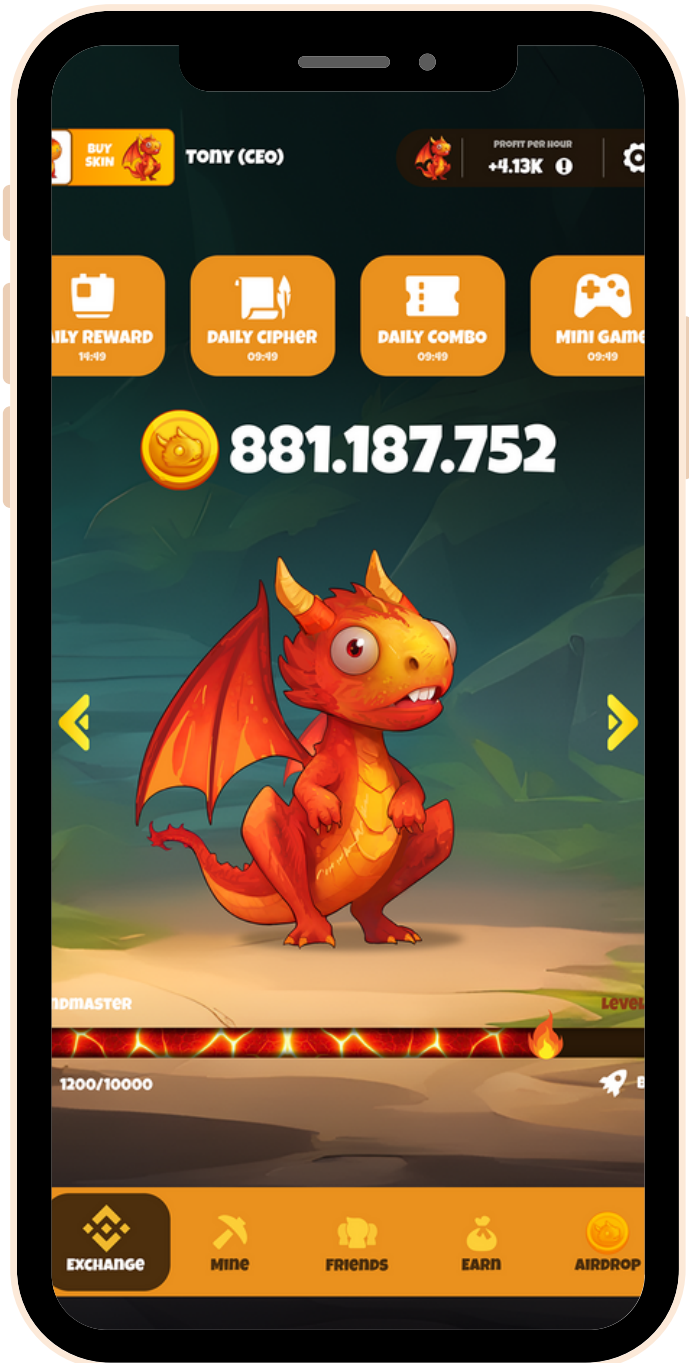
Table of Contents

Introduction

Bored Dragon, an innovative Web3.0 social entertainment platform, is set to revolutionise the blockchain gaming landscape. Leveraging the power of Vengard Mining's token, Bored Dragon integrates mini-games, educational content, and e-commerce on Telegram, offering users unique opportunities to engage, earn, and grow within the crypto ecosystem.

Oppoturnity

Bored Dragon's team comprises seasoned gamers and blockchain enthusiasts. The current market landscape presents an abundance of low-quality blockchain games. Bored Dragon aims to fill this gap by providing high-quality, engaging, and rewarding gaming experiences, allowing players to monetize their time and skills.

Story and Lore

In the mystical realm of Bored Dragon, a land of ancient dragons and untold mysteries, a great legend awakens. For centuries, the dragons have slept beneath the earth, their powers sealed away by time. With the advent of blockchain technology, a new era dawns as the forces of the digital world converge with the ancient magic of Bored Dragon.

The story begins with the awakening of Draconis, the legendary dragon who rises from the depths to reclaim the land. As a player, you are a chosen Dragon Master, entrusted with the task of raising, training, and caring for dragons. Your journey will take you through lush forests, treacherous mountains, and enchanted valleys, as you uncover the secrets of Bored Dragon and restore balance to the world.

In this world, players must navigate a complex web of alliances and rivalries, forging bonds with fellow Dragon Masters and collaborating to unlock the full potential of their dragons. The fate of Bored Dragon lies in your hands, as you build your dragon family and explore the limitless possibilities of this magical realm.

Game Overview

Gameplay Mechanics

Bored Dragon offers a captivating and immersive gameplay experience that combines exploration, strategic planning, and engaging rewards. The game features a tap-and-unlock gameplay mechanic, where players interact with various elements to progress through the game. Players embark on adventures, complete tasks, and unlock new content as they explore the mystical world of Bored Dragon.

Character Customization

A standout feature of Bored Dragon is the ability to customize your dragons and characters. Players can unlock various skins, outfits, and accessories, allowing them to personalize their dragons' appearance. Customization options include changing the dragon's scales, color, and unique features such as horns, wings, and other adornments. This feature allows players to express their individuality and create a distinct identity within the game.

Rewards and Tokens

Players can earn in-game tokens through various activities, including completing quests and participating in events. These tokens can be used to purchase items, unlock new content, and participate in exclusive events. The game's economy is designed to reward active players, providing them with valuable assets that can be traded or used within the game's ecosystem.

Overview

To create a successful Tap-to-Earn game, you must incorporate a variety of engaging features like

1 ### Simple Tap Mechanics to Earn
The gameplay should revolve around simple tap mechanics, making it accessible to a broad audience.

2 ### Character Upgrades
Creating a Tap to Earn game with character upgrades provides players with a sense of progression. Upgrades can feature increased tapping speeds, higher reward multipliers, and special abilities that provide players with an edge in battles.

3 ### Daily Bonuses
Daily bonuses incentivize players to log in regularly. These can include extra lives, in-game currency, or exclusive items, fostering a habit of daily engagement.

4 ### Special Events
Launch a tap-to-earn game with special events that introduce new challenges and content, often tied to holidays or game anniversaries. These events can offer unique rewards that are not available at other times, driving player participation.

5 Leadership Board

Competitions Leaderboards add a competitive element, allowing players to see how they stack up against others. This feature encourages continuous play and improvement, as players strive to climb the ranks.

6 Achievements and Trophies

Achievements and trophies provide milestones and goals for players to strive for. These rewards can recognize various accomplishments, from reaching certain levels to completing specific tasks.

7 Social Sharing

Social sharing features enable players to share their achievements and progress on social media. This not only promotes the game but also builds a community around it.

8 Wallet Integration

For games offering real-world rewards or in-game purchases, developing a tap to earn by integrating a secure digital wallet is crucial. This allows players to manage their earnings and make transactions safely.

9 Referral Program

A referral program can help grow your player base by rewarding existing players for inviting friends to join the game. This is an effective way to increase engagement and attract new users.

10 Upgrade Your Exchange

An in-game exchange allows players to trade items or currency, adding depth to the game economy. This feature encourages strategic thinking and player interaction.

11 Additional Ways to Earn

Offering additional ways to earn, such as watching ads or following the game on social media, watching videos provides players with more opportunities to gain rewards, enhancing their overall experience.

Main Game

Default Stat Table	
Default index is level 1	**Value**
Coin Per Tap	1 coin/tap
Energy regeneration	3 energy/second
Max Energy	1000 Energy
Free Booter	6 turn/day

Level Dragon

- ⭕ Maximum level is 11 levels (Until now)
- ⭕ Including indicators:
  - currentLevel (Starting the game is set to level 1)
  - maxLevel (maximum level of Dragons is 11)
  - curentCoin (The number of coins obtained when clicking -> When completed to a certain coin threshold, you will level up)
  - CoinPerClick (Number of coins per tab).

Stat Detail			
Level	Coin Target Level up	Coins per tap	Energy
1	0	1	
2	5000	2	
3	25000	3	
4	100000	4	
5	1000000	5	Add 500 Energy each time you level upTotal Energy after 11 levels: 500 x 10 = 5000
6	2000000	6	
7	10000000	7	EnergyTotal Coin after 11 levels: 1 x 11 = 11 coin/click
8	50000000	8	
9	100000000	9	
10	1000000000	10	
11	1800000000	11	

Current Coin

- Represents the total number of coins that the user can tap.
- When you reach a certain amount of coins, you will level up
- This amount of coins will be used to level up dragon
- Will increase according to the number of user tap
- When leveling up, this amount will retain its value (this coin will not be deducted)

Coin Per Tap

- The amount of coins earned when the user tap on the screen (how many coins you tap will get you)
- When taped, the amount of Current Coin will be added
- By default at level 1, each tap adds 1 (This index can be upgraded)
- Coin per tap can be upgraded by upgrading Dragon or by purchasing upgrades

Current Energy

- The amount of coins earned when the user tap on the screen (how many coins you tap will get you)
- When taped, the amount of Current Coin will be added
- By default at level 1, each tab adds 1 (This index can be upgraded)
- Coin per tap can be upgraded by upgrading dragons or by purchasing upgrades

Max Energy

- Maximum amount of energy that the user can use
- Default at level 1 is maximum 1000 energy
- Max Energy can be upgraded by upgrading Dragons or by purchasing upgrades

Skin

- Can buy skin to be more beautiful

Skin	Price (coin)
Skin 1	Default (0 coin)
Skin 2	2500000
Skin 3	2500000
Skin 4	2500000
Skin 5	2500000
Skin 6	10000000
Skin 7	10000000
Skin 8	10000000
Skin 9	10000000
Skin 10	50000000
Skin 11	50000000
Skin 12	50000000
Skin 13	50000000
Skin 14	100000000
Skin 15	200000000
Skin 16	200000000
Skin 17	200000000
Skin 18	500000000

Boots

Free Daily Booter

- Lost energy will be restored
- For example: User uses 2/1500 energy when using free booter will restore 1500/1500
- By default, the player has 6 free energy recharges - Each use takes 1 hour to be able to use the next time

Usage Count	Cooldown Time (hours)	Total Cooldown Time (hours)	Reset value (hour)
1	1	1	
2	1	2	
3	1	3	These 6 turns will be restored within 24 hours.
4	1	4	
5	1	5	
6	1	6	

Booter Multitap

- Increase the amount of coins you
- can earn per tap
- Use Coin as upgrade fees

Level Multitap	Price Level Up (Coin)	Earn per tap
1	0	1
2	2000	2
3	4000	3
4	8000	4
5	16000	5
6	32000	6
7	64000	7
8	128000	8
9	256000	9
10	512000	10
11	1024000	11
12	2048000	12
13	4096000	13
14	8192000	14
15	16384000	15
16	32768000	16
17	65536000	17
18	131072000	18
19	262144000	19
20	524288000	20

Booter Energy Limit

- Increased max energy helps to earn more coins
- Use coins as upgrade fees

Level Energy Limit	Price Level Up (Coin)	Amout Energy (Max Energy)
1	0	500
2	2000	1000
3	4000	1500
4	8000	2000
5	16000	2500
6	32000	3000
7	64000	3500
8	128000	4000
9	256000	4500
10	512000	5000
11	1024000	5500
12	2048000	6000
13	4096000	6500
14	8192000	7000
15	16384000	7500
16	32768000	8000
17	65536000	8500
18	131072000	9000
19	262144000	9500
20	524288000	10000

NOTE
- When upgrading, it will cost existing coins and these coins will affect your level
(Because the number of Dragons levels depends on the number of coins you have).

Dragon Youtube

- Watch youtube to get more coins
- After watching, you will receive the corresponding number of coins
- You can only claim once

Youtube Earn Table	
View Video	100000 coin
View Video	100000 coin

Daily Reward

- Watch youtube to get more coins
- After watching, you will receive the corresponding number of coins
- You can only claim once

Daily Earn Table	
Day 1	500 coin
Day 2	1000 coin
Day 3	2500 coin
Day 4	5000 coin
Day 5	15000 coin
Day 6	25000 coin
Day 7	100000 coin
Day 8	500000 coin
Day 9	1000000 coin
Day 10	5000000 coin

Task List

Task List Table	
Join TG	5000 coin
Follow X	5000 coin
Choose your exchange	5000 coin
Invite 3 Friend	25000 coin

Invite Friend	
Invite Friend	5000 coin
Invite Friend with TG Premium	25000 coin

Daily Cipher

- Every day there will be some hidden characters and our task is to type the following morse code to match those characters.
  - ❖ Sign ".": Corresponds to a quick tap on the screen
  - ❖ Sign "-": Corresponds to tap and hold (hold 1s) on the screen
- If we type correctly the reward will be 1000000 coins

Character	Morse Code	Character	Morse Code
A	.-	S	...
B	-...	T	-
C	-.-.	U	..-
D	-..	V	...-
E	.	W	.--
F	..-.	X	-..-
G	--.	Y	-.--
H	....	Z	--..
I	..	0	-----
J	.---	1	.----
K	-.-	2	..---
L	.-..	3	...--
M	--	4	....-
N	-.	5	.....
O	---	6	-....
P	.--.	7	--...
Q	--.-	8	---..
R	.-.	9	----.

Mining

- We can buy cards to mine coins
- This function can help us get tasks every hour without clicking
- epending on each type of card, it will give different profits in 1 hour
- Every hour, we will check to receive money

Card WYRM KING			Card SKYFIRE		
Level	Selling Price	Hourly Profit (Coin)	Level	Selling Price	Hourly Profit (Coin)
1	700	70	1	400	90
2	1050	98	2	600	126
3	1365	137	3	900	176
4	1775	192	4	1350	246
5	2308	269	5	2025	344
6	3000	377	6	3038	482
7	3900	528	7	4557	675
8	5070	739	8	6836	945
9	6591	1035	9	10254	1323
10	8568	1449	10	15381	1852
11	11138	2029	11	23072	2593
12	14479	2841	12	34608	3630
13	18823	3977	13	51912	5082
14	24470	5568	14	77868	7115
15	31811	7795	15	116802	9961
16	41354	10913	16	175203	13945
17	53760	15278	17	262805	19523
18	69888	21389	18	394208	27332
19	90854	29945	19	591312	38265
20	118110	41923	20	886968	53571

Card FLAME CODEX			Card SILVERCLAW		
Level	Selling Price	Hourly Profit (Coin)	Level	Selling Price	Hourly Profit (Coin)
1	300	150	1	750	70
2	450	210	2	1125	98
3	675	294	3	1688	137
4	1013	412	4	2532	192
5	1520	577	5	3798	269
6	2280	808	6	5697	377
7	3420	1131	7	8546	528
8	5130	1583	8	12819	739
9	7695	2216	9	19229	1035
10	11543	3102	10	28844	1449
11	17315	4343	11	43266	2029
12	25973	6080	12	64899	2841
13	38960	8512	13	97349	3977
14	58440	11917	14	146024	5568
15	87660	16684	15	219036	7795
16	131490	23358	16	328554	10913
17	197235	32701	17	492831	15278
18	295853	45781	18	739247	21389
19	443780	64093	19	1108871	29945
20	665670	89730	20	1663307	41923

Community Involvement

The Bored Dragon community plays a pivotal role in shaping the game's future. Players are encouraged to participate in the governance of the platform, influencing game development, aesthetics, and strategic decisions. The most active community members can earn greater voting power and recognition.

Economy

The Bored Dragon economy revolves around in-game tokens, which players can earn through gameplay and activities. These tokens serve as the primary currency for purchasing game assets, participating in events, and more. The ecosystem rewards player interaction, fostering a vibrant and active community.

Tokenomics

Bored Dragon's tokenomics are designed to support a sustainable and engaging ecosystem. The $DRAGON token will serve as the primary currency, with a total supply of 1 billion tokens. The tokens will be distributed among various stakeholders, including players, developers, and partners. Key features include staking, governance, and a burn mechanism to maintain token value.

Technology

Bored Dragon leverages cutting-edge technology, including blockchain integration and a custom-built game engine designed for Telegram mini-apps. The platform ensures seamless gameplay, secure transactions, and a scalable infrastructure to support future growth.

Security Enhancements:

To combat scammers and enhance user security, Telegram will display the registration month and primary country for public accounts. Organizations will also be able to utilize mini apps to issue labels for channels, creating a decentralized marketplace for third-party verification.

Market Research

The blockchain gaming market has seen substantial growth over recent years, with a surge in user engagement and investment. Bored Dragon enters this market at a pivotal time, capitalising on several key trends and opportunities:

Global Market Trends

- **Growth in Blockchain Adoption**: As blockchain technology becomes more mainstream, users are increasingly seeking platforms that offer transparency, security, and decentralised control. Bored Dragon leverages these aspects to provide a trustworthy and engaging gaming experience

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- **Rise of Play-to-Earn Models**: The success of play-to-earn games has demonstrated the viability of integrating financial incentives into gaming. Bored Dragon's tokenomics align with this trend, offering players opportunities to earn and trade in-game assets.

- **Expanding Gaming Demographics**: The demographic profile of gamers is expanding, with more diverse age groups and backgrounds. Bored Dragon aims to appeal to this broad audience by offering an inclusive and accessible platform.

Competitive Analysis

- **Market Positioning**: While several blockchain games focus on specific niches, Bored Dragon distinguishes itself through its integration with Telegram and the unique blend of educational content, e-commerce, and gaming.

- **Key Competitors**: Competitors in the blockchain gaming space include well-established titles and emerging platforms. However, Bored Dragon's unique storyline, character customization options, and community-driven governance provide a competitive edge.

User Engagement

- **Target Audience**: Bored Dragon targets both seasoned blockchain enthusiasts and newcomers to the crypto space. The platform's design caters to various skill levels, ensuring an engaging experience for all players.

- **User Retention**: By offering regular updates, new content, and interactive features, Bored Dragon aims to maintain high user retention rates. The community-driven aspect also fosters a sense of belonging and long-term engagement.

Market Potential

- **Revenue Streams**: Bored Dragon's potential revenue streams include in-game purchases, transaction fees, advertising partnerships, and the sale of limited edition items. The integration with Telegram also opens up unique opportunities for cross-platform promotions and collaborations.

- **Future Growth**: As the blockchain gaming industry continues to evolve, Bored Dragon is positioned to capitalise on new technologies and market trends. The platform's scalability and adaptability ensure that it can grow and expand alongside the industry.

Ecosystem

The Bored Dragon ecosystem is a multifaceted environment that integrates various elements to create a cohesive and immersive experience for players. It is designed to support a thriving community, a robust economy, and an engaging gameplay experience. The ecosystem consists of the following key components:

1. Players and Community

At the heart of Bored Dragon's ecosystem are its players. The community is composed of individuals who engage with the game, participate in governance, and contribute to the platform's growth. The community is encouraged to interact through social features, forums, and events, fostering a vibrant and inclusive environment.

2. In-Game Economy

The in-game economy is driven by the $DRAGON token, which serves as the primary currency within the platform. Players can earn tokens through gameplay, complete quests, and participate in events. These tokens can be used to purchase items, unlock new content, and trade with other players. The economy is designed to be sustainable, with mechanisms in place to ensure the value of the $DRAGON token remains stable.

3. Developers and Partners

Developers and partners play a crucial role in the Bored Dragon ecosystem. They contribute to the platform by creating content, developing new features, and expanding the game's offerings. Bored Dragon provides a supportive environment for developers, offering tools and resources to help them create high-quality content. Partnerships with other platforms and companies also enhance the ecosystem, providing additional opportunities for growth and collaboration.

4. Governance

The Bored Dragon ecosystem is governed by its community. Players can participate in the governance process by staking their $DRAGON tokens and voting on key decisions. This decentralised governance model ensures that the community has a say in the platform's direction, fostering a sense of ownership and responsibility among players.

5. Marketplace

The marketplace is a central hub where players can buy, sell, and trade items and tokens. It is an essential component of the ecosystem, facilitating the exchange of goods and services. The marketplace is also a venue for limited edition items and special events, providing players with unique opportunities to acquire valuable assets.

6. Security and Compliance

Bored Dragon prioritizes the security and compliance of its platform. The ecosystem incorporates advanced security measures to protect players' assets and data. Additionally, Bored Dragon adheres to relevant regulations and industry standards, ensuring a safe and compliant environment for all participants.

Roadmap

Q4 2024 — Launch Bored Dragon Educational Mini-Game and introduce the Bored Dragon Launch Pool.

Q1 2025 — Launch Bored Dragon Game Center and expand the user base.

Q2 2025 — Introduce tradeable digital assets and new game features.

Q3 2025 — Partner with additional developers to expand the game portfolio.

Partners

Bored Dragon collaborates with a diverse group of partners to enhance its platform and deliver an exceptional experience to its users. These partnerships span across various sectors, including blockchain technology, gaming, e-commerce, and more. Key partnerships include:

Telegram

Partnering with Telegram allows Bored Dragon to leverage the platform's extensive user base and infrastructure. This collaboration enables seamless gameplay, easy access, and integration of mini-games and features directly within the messaging app.

Vengard Mining

Bored Dragon acquired Vengard Mining to strengthen its position in the blockchain gaming industry. This strategic acquisition allows Bored Dragon to leverage Vengard Mining's extensive experience in blockchain technology and secure transaction processing. The partnership enables seamless integration of blockchain elements into Bored Dragon's ecosystem, enhancing the game's security and functionality.

TON (The Open Network)

By integrating with TON, Bored Dragon gains access to a scalable and secure blockchain platform. This partnership enhances Bored Dragon's ability to offer fast and low-cost transactions, secure smart contracts, and a reliable infrastructure for the game's blockchain elements.

Team

Marcus
Co-founder & CEO

MIT Computer Science graduate, former CEO of a mobile gaming company.

Michael Drake
Co-founder & CMO

Harvard MBA, former CMO of a leading esports company.

Isabella
CPO

DigiPen Institute of Technology graduate, former Head of Product at a major game studio.

Conclusion

Bored Dragon's innovative platform represents a significant advancement in blockchain gaming. By integrating gaming with blockchain technology, Bored Dragon offers players unique opportunities to earn and engage in a decentralized ecosystem. The team's vision and the platform's robust technology position Bored Dragon as a leader in the emerging Web3.0 gaming space.

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