



Introduction



Sanctum is a play-to-earn game to be launched on Arbitrum, which will incorporate RPG & strategy elements to create a unique game tailor-made for GameFi. Through a combination of a gamified Discord server & our web app, players will delve into Sanctum's rich lore - forming guilds, managing a roster of Adventurers (called Pawns), and engaging in turn-based combat

We were inspired to build Sanctum after seeing low-effort and well-funded projects enter the gaming space. The team comprises life-long gamers, and it's always been our dream to create a game.

GameFi is the next phase of the gaming industry, and we want to push the boundaries of what is possible with crypto gaming. We're starting with various modules to the game and will be expanding on them / adding more as we develop further.

Gameplay



Primary Gameplay Module: Quests



The core gameplay of Sanctum will be done via our custom web app, available on any device played directly on our site. As a guild master, you'll receive quests from different factions throughout the city, depending on your reputation among them. You'll then need to allocate some of your adventurers to them, depending on their specific requirements. The more difficult the quest, the higher the rewards. After assigning, you'll send the pawns out to complete the quest - once a quest time has elapsed (time varies based on the quest and your skill level), you'll see the results and collect the loot if successful.



Rewards for the quests will include our native token, which acts as the primary medium of exchange throughout the entire game, needed to buy new pawns, send them on quests, craft new items, and more. Other rewards will include things like portrait NFTs (used to represent you as a guild master), items to equip to pawns, and story rewards that will unlock new quests to be done in the other module(s).

Companion Module: Discord

Community is vital to the health of a project, and we'll focus heavily on fostering a fun community to be part of and always have things for players to do that want to get involved. This is where our custom discord bot will come into play: turning our discord server into an integral part of gameplay.



By connecting your discord with the wallet, you use to play the web-based modules, you'll be able to share progression between them - the XP pool will be connected. Although not required to play the other modules, dedicated

players will boost their earning potential by engaging on discord.

This module will focus on player interaction, allowing players to form player-run clans, organize PvP & PvE Combat, trade, craft, and train. We believe that discord is an underutilized application, practical for community building definitely, but also as a gaming companion platform. Our ultimate goal is to have a seamless connection between the community and game.

Primary Module 2: Combat



To break up the Questing gameplay loop and keep things interesting, we have developed a PvP & PvE combat system. This will allow you to get matched against other players in the arena, or fight in PvE battles, gaining experience for your pawns, and other rewards.



Combat can be fought in groups of up to 3 on each side, with a deep team-building system. This module will be supported by a robust constructor that has been developed, allowing for decentralized and brisk content generation/balancing.



Gamefi & Solutions



Solution 1: Economy

Unlike most play-to-earn games, Sanctum's token will have a fixed supply. We hope to transition Sanctum into a completely sustainable economic model, avoiding the endless inflation experienced by other projects.

We believe this problem can be solved by integrating community-forward tokenomics and utilizing the decentralized financial tools already available in the defi ecosystem. The Sanctum Vault is here to provide this sustainability. By setting up variable tax rates on all systems in the game, we'll be able to grow a community treasury (the vault) alongside the game's success. Gone are the days of the dev team walking away with the spoils of the game's success; this is defi - so why not decentralize the platform's profits?



After receiving a tax, a portion of it will be sold into stablecoins and deposited into the community treasury. This tax rate will be completely adjustable, able to be cranked up during high volume times and lowered during lower volume periods. This is our way of capitalizing on the natural ponzinomics of all crypto projects (especially p2e games) for the health of the game / long-term community.

These newly deposited stablecoins will be divided across other assets, or invested into other new interesting projects. Transparency and a community dialogue will be essential to decide where the funds go, but the team imagines a strong core (think ETH & BTC), and a portfolio of slightly higher risk assets to increase potential gains. The initial value deposited will never be withdrawn from the community treasury. However, any gains generated can then be used to market buy our



native token and “top up” the tokens in the gameplay distribution wallet - providing actual value to be earned via gameplay.

During the “good times” of the game, like a bull market, the treasury can be filled. Then once the market slows down, these funds can be strategically deployed over time to keep yields going for players in the game, and to keep development going. At the core of this system is the idea that the profits of the game ultimately belong to the community, and will be there to contribute to the long-term health & sustainability of the game itself.

Solution 2: Transaction reduction, crafting & marketplace

Another problem that we’ve noticed in other p2e projects is a bloat of unnecessary transactions. We’re designing the economy to minimize the number of times you’ll need to pay gas, while still maintaining the core ideal of self-ownership. Finding a middle-ground is the key here, and thus each pawn, item & portrait will be represented by NFTs.



Additionally, you’ll eventually have the option to operate within a deposit system - with very minimal time restrictions on withdrawals (just enough to monitor for exploits.) Whenever you complete a quest and receive rewards: they will be deposited into your “in-game” wallet, able to be withdrawn whenever you want at no extra fee. This will drastically reduce the need for transactions and make the gameplay more seamless and less costly to the end-user.

However, if you decide to keep custody of your tokens yourself, you’ll be able to just deposit for each transaction as they appear. We believe this is a good compromise on all sides and will make sense when playing the game.

Solution 3: Uninspired & thoughtless game design

Just because it’s a blockchain game doesn’t mean it needs to be low effort on the game-design front. From day 1, the Sanctum team has set out to create not only an innovative contribution to Gamefi, but also an exciting world & fun game.

Lack of game design is rife in blockchain gaming and seems to be basically ignored. We're, however, committed to delivering on all fronts - Sanctum will feel like a living world that is inhabited and changed by the players. Furthermore, the nature of defi & DAOs eliminates the space between players and developers: allowing us to adjust the story in real-time to be responsive to the community.



The other flaw in game design that is a common problem in other games: when item drops / mints feel worthless if they aren't the max tier. It should never be dull to receive loot, which is why we're adding a unique system of crafting. Each item/pawn is also usable as a crafting reagent - even necessary to craft items or pawns of the highest tier. This system gives an inherent value to EVERY item/pawn in the game & also provides an organic churn of both, as they are used up to craft - helping with inflation too.

Solution 4: Toxic funding

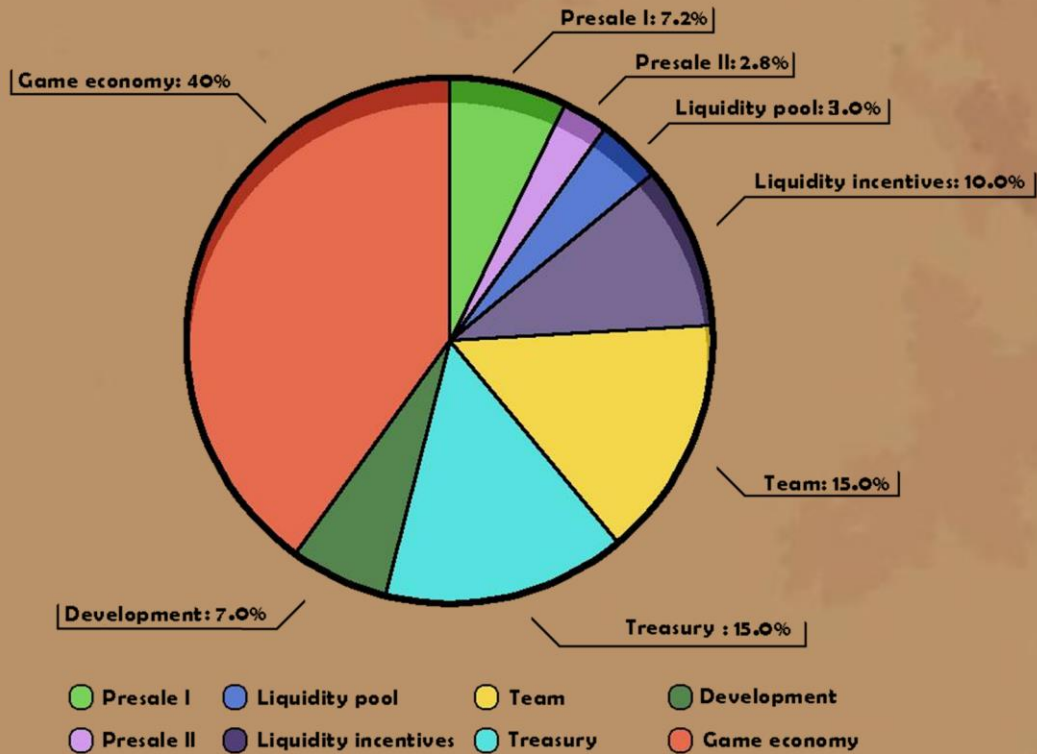


Early development of Sanctum was done entirely out-of-pocket by the dev team. We haven't accepted any money from VCs, or done any exclusively private sales. It's important to us that we make this as sustainable, community-forward, and defi focused as possible. VCs have been a scourge to the defi space, and thus we have avoided them altogether.

All airdropped tokens from the pre-sales will be unlocked (~\$1.2 million starting mcap), but investors won't be in profit (1:1 for \$ spent) - removing an incentive to dump their tokens. \$300k from the raised amount will be put directly to liquidity; the rest will go to a development fund & also to seed the Vault. Team tokens will be locked & vested over a considerable amount of time.



Tokenomics



Total Supply: 1,000,000,000

Pre-sale 1: 7.2% | 72,000,000 tokens

Pre-sale 2: 2.8% | 28,000,000 tokens

Liquidity pool: 3% | 30,000,000 tokens

Liquidity incentives: 10% | 100,000,000 tokens

Team: 15% | 150,000,000 tokens

Treasury: 15% | 150,000,000 tokens

Development: 7% | 70,000,000 tokens

Game economy: 40% | 400,000,000 tokens

Closing notes & team info

The biggest focus of Sanctum is the community; our goal from the start was to form a solid base of people that enjoy games and to keep them interested with quests and rewards. Building a game is all about the players having fun, so we are always active on Discord to receive feedback on what could be improved. The team is anonymous, but many of us have been around the crypto space for years and have built up a clean reputation. Additionally, many players in the community know our real identities.



To promote community contributions, we're also going to form a community contribution fund that will be used to reward community members who go above and beyond to support and help the project and rewards for competitions and tournaments. Those rewards will be paid out in profile XP and our native token. It is our sincere wish for everyone to benefit from Sanctum, and to make it a memorable experience for everyone.

Thanks, and be sure to hop into our discord to join the community



<https://sanctum.community/>
<https://discord.com/invite/crypto-sanctum>
https://twitter.com/crypto_sanctum