# Blockchain game market prospects

In the Internet industry, gaming is one of the industries that gathers huge users and income, and it is also a market that giant companies compete for.

**SONY**

Game business revenue in 2020

## $25 billion

**Tencent 腾讯**

Game business revenue in 2020

## $13.9 billion

**Nintendo®**

Game business revenue in 2020

## $12.1 billion

According to statistics, in 2023, global mobile game revenue is expected to exceed the **$ 100** billion mark！

* Source: https://www.statista.com/topics/1906/mobile-gaming/

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# Blockchain game market prospects

In the blockchain industry, games are the fastest landing field and an important tipping point for the blockchain.The combination of NFT blockchain and games will detonate the trillion-dollar market of blockchain.

In 2020, the global video game market
will be approximately $ 111.06 billion.
The blockchain game market is less than $100 million.

As of 2020, there are millions of electronic games in the world, and there are only less than 100 well-known games.

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# GameFi reconstructs the chain game ecology

➢ In the midsummer of this year, GameFi chain game leader Axie Infinity's cumulative transaction volume exceeded US $1 billion, setting a record high



The Axie Infinity effect has allowed GameFi's investment and entrepreneurship and the market to grow significantly: as of July 31, the number of users in the chain game sector exceeded 780,000, an increase of more than 170 times from the beginning of the year, and the number of GameFi daily active wallets increased by 700% from March to July.

As of July 30, the chain game market has attracted nearly 1 billion U.S. dollars of investment, compared with 72 million U.S. dollars in 2020. Various GameFi chain game projects have sprung up like mushrooms after the rain, which is dizzying.

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# The rise of chain games

This new round of chain games has spawned the ``play to earn'' mode;
The "Play to Earn" model represents the coming of the Game Fi era. At this stage, the chain game introduces the DeFi protocol, and promotes the transaction of game assets through the DeFi+NFT model.

With Marvel, LV, NBA and other big IPs, they have developed their own NFT chain games, based on the martial arts style of Douluo mainland. Game players will enjoy the fun while participating in the value created by these networks,
Become a symbiotic relationship between game creators and players.

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# Game background

➢ **DPCQ-Fights Break Sphere is an NFT TCG game** based on the story of Jianghu martial arts. Applying the most popular NFT concept at the moment, the game and DeFi income farming are perfectly integrated, so that players can get rich on-chain income while playing games and entertaining. **Players can purchase or collect various NFT hero blind box card packs to obtain the hero role of the game.** They can also participate in the DeFi income farming in the game through the card slot system to earn DPCQ digital tokens. Players can also sell them in the trading market. And to purchase NFT heroes, the payment digital token is DPCQ digital token.

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# DPCQ-Fights Break Sphere

**DPCQ** **unity** **TRON**

## Chain game attributes

The overall operation is based on the token economy, and the concept of blockchain is integrated into the game currency system.

## NFT attributes

Fights Break Sphere is an encrypted chain game that integrates "Meta universe + NFT hero + GameFi + development/management/competition". It is a decentralized GameFi application developed based on the Solidity language. The first TRX chain is released, and the prototype is based on IP animation, film and television.  Created an on-chain meta-universe game that collects blind box opening heroes, hero store transactions, and hero pledge mining to obtain mining revenue. Combining the game content of the blockchain NFT, it creates a valuable NFT card TCG game.

A platform that integrates NFT transactions, NFT digital assets, and GameFi. Players are rewarded with assets in the game. These digital assets can be any encrypted assets that are confirmed on the blockchain.

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# DPCQ-Fights Break Sphere

The technical staff are all from the world's top geek elites, and have many years of blockchain experience and game development technology. The team has achieved fruitful results in game development. There are geek teams on the web, page games and mobile games. Representative works include: "Heroes of the Dungeon", "Kungfu All Stars", " "Valrn Farena Beta" and other well-known games have a high degree of response and popularity on the Internet.

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# Token Introduction

**Card output: 60%**

**sect system: 30%**

**Liquidity mining: 10%**

- DPCQ-Fights Break Sphere Game Application Digital Token (DPCQ).

- The total circulation of game application digital token DPCQ is 210 million.

- It is used for consumption in the DPCQ-Fights Break Sphere game, and for the management of the game.

- Transaction fee 5%, burn 10% commission fee into the black hole.

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# game introduction

## 【 basic concept 】

Fights Break Sphere is a mining game with card experience points. The higher the experience point, the more digital tokens can be obtained by mining. Combining the concept of NFT + GameFi, and possessing the value of NFT's collection and appreciation, it also possesses the playability of Game. At the same time, it can also earn value-added DPCQ digital tokens through the DeFi attributes in the game.

## 【 Basic gameplay 】

Players consume game digital tokens to purchase blind box card packs, and open the card packs to randomly obtain DPCQ card heroes. Through the upgrade of heroes and card slots and the addition of the sect system, the overall experience value is increased. The experience value is used for mining. The higher the total experience value, the more rewards and benefits obtained by mining.

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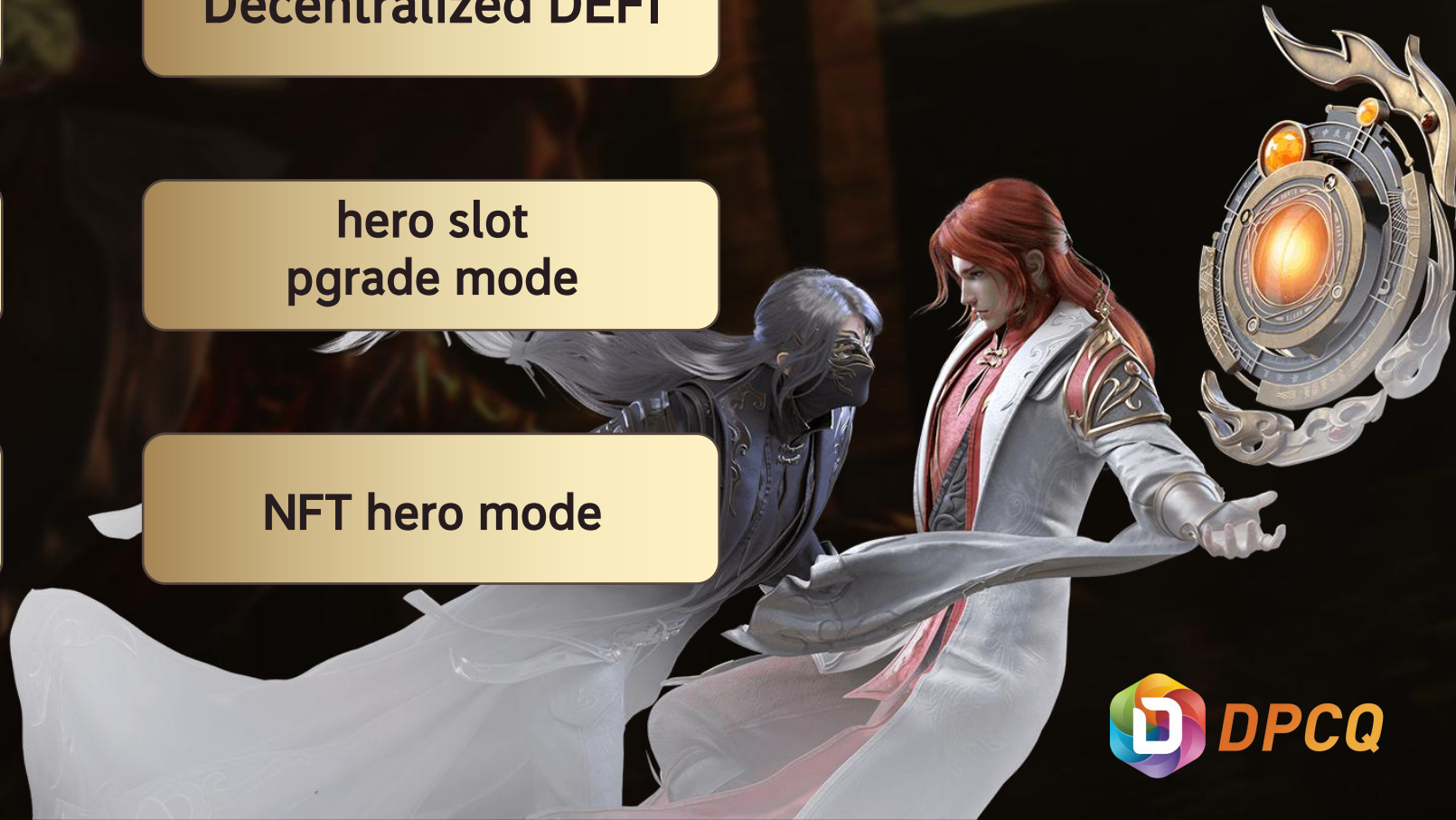
# Gameplay

Sect system, multiplayer games

Decentralized DEFI

NFT asset collection transaction

hero slot pgrade mode

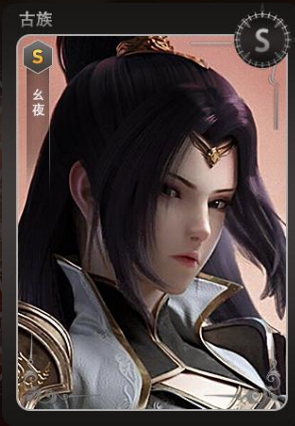Three blind box gameplay

NFT hero mode

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# Five hero levels

DPCQ heros are DPCQ Tokens, and the hero rarity is divided into 5 levels, represented by different colors. Each level of rarity corresponds to a different spirit ring value (gray hero, purple hero, black hero, red hero, gold hero)

# NFT blind box

After obtaining DPCQ coins on the exchange, you can use DPCQ coins to purchase character blind box hero packs. There are three types of blind boxes.

## Primary blind box

Price 10 DPCQ

Gray: 94%

Purple: 5%

Black: 1%

## Intermediate blind box

Price 100 DPCQ

Purple: 95%

Black: 5%

## Advanced blind box

Price 1000 DPCQ

Purple: 20%

Black: 80%

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# Upgrade system-synthesis introduction

| Before | Required heros | Probability |
|--------|----------------|-------------|
| Grey hero | 10 copies the same | 100% |
| | 8 copies the same | 80% |
| | 5 copies the same | 50% |
| | 3 copies the same | 30% |
| | 1 copies the same | 10% |

Players can use multiple identical heros to upgrade to the next rarity hero. Up to a gold hero can be upgraded. Upgrade to a higher hero to get more ability points (the upgrade probability of each hero is shown on the left)

(The upgrade probability of all cards is the same as the number of cards used)

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# Upgrade system-synthesis success and failure

| Before | materials needed | After |
|---|---|---|
| Grey card | Same hero | Purple Card |
| Purple Card | Same hero | Black card |
| Black card | Same hero | Red card |
| Red card | Same hero | Gold card |

**Synthesis failed:**

**50% -** Return immediately

**40% -** 100 days refund

**10% -** Black hole destruction

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# Card slot level (world martial arts level 10)

The higher the level of experience of a character with high quality,
the higher the potential and the degree of cultivation.
Players place the acquired NFT heroes in the corresponding card slot for mining.

| Grade 1 | Ability (100) | Bonus (10%) |
| Grade 2 | Ability (200) | Bonus (20%) |
| Grade 3 | Ability (300) | Bonus (30%) |
| Grade 4 | Ability (400) | Bonus (40%) |
| Grade 5 | Ability (500) | Bonus (50%) |

| Grade 6 | Ability (600) | Bonus (60%) |
| Grade 7 | Ability (700) | Bonus (70%) |
| Grade 8 | Ability (800) | Bonus (80%) |
| Grade 9 | Ability (900) | Bonus (90%) |
| Grade 10 | Ability (1000) | Bonus (100%) |

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# Card Slot System-Destroy Cards

| Grey hero | Destroy → Experience Points (100) |
|-----------|-----------------------------------|
| Purple Hero | Destroy → Experience Points (200) |
| Black hero | Destroy → Experience Points (400) |
| Red hero | Destroy → Experience Points (800) |
| Golden hero | Destroy → Experience Points (1600) |

**Destruction mechanism:**

**50% -** Return immediately

**40% -** 100 days refund
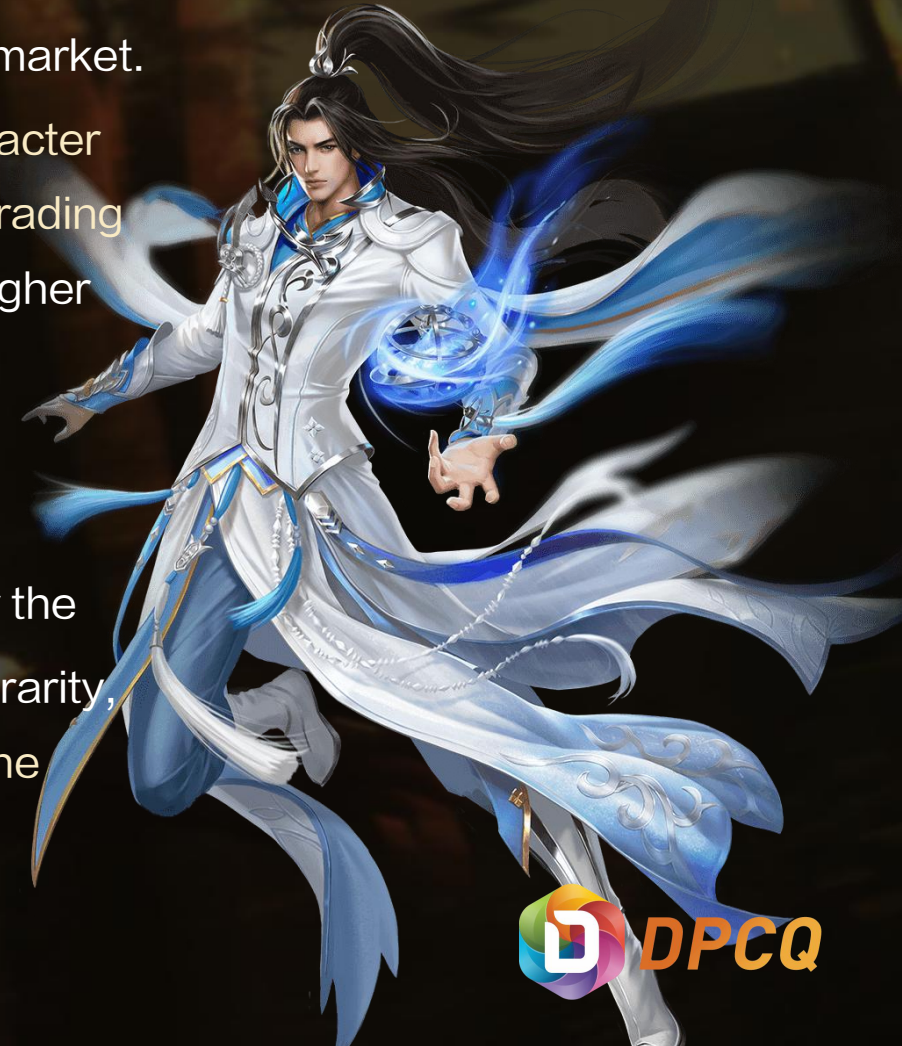
**10% -** Black hole destruction

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# Introduction to transaction and destruction

➢ **Trade:** Players can sell and buy NFT heroes in the trading market. The payment digital token is DPCQ. The NFT of the hero character can be obtained by buying blind boxes or trading on the NFT trading market. The value-added potential of rare NFT heroes with higher levels is correspondingly higher to obtain higher value-added investment returns.

➢ **Destroy:** Players can also choose to destroy heroes. After the heroes are destroyed, they will be released according to their rarity, 50%-immediate return, 40%-100 days indirect release, and the remaining 10% will be destroyed.

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# sect system introduction

Players can join the sect. Fights Break Sphere has 28 major sects.

To become the lord, you need to campaign. Only 10,000 USDT can create the sect. Becoming the lord has four benefits (100 card packs, black (20 ancient cards) ,purple (30 cards of the Yan clan), gray (50 cards of the Thunder clan); then players can pledge heroes to increase the hashrate of the sect to upgrade.

## Join the five major benefits of the sect: the rewards are as follows:

Sovereign: Ranked No. 1,
exclusive income for 1 person (20%)

Deputy suzerain: ranked 2-10,
9 people weighted average income (20%)

Elder: Ranked 11-30,
20 people share the weighted income (20%)

Hall Master: Ranked 31-60,
30 people have a weighted average income (20%)

Disciple: Ranked 61-100,
weighted average income for 40 people (20%)

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# sect system-algorithm calculation power bonus

| Computing power | Sharer's computing power bonus |
|---|---|
| Up to 10,000 | Addition 5% |
| Up to 50,000 | Addition 10% |
| Up to 100,000 | Addition 15% |
| Up to 300,000 | Addition 25% |
| Up to 500,000 | Addition 30% |
| Up to 1 million | Addition 35% |

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