

Bridgeworld Master Game Guide



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'A TreasureDAO Publication'
Written by END and Gaarp

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What is Bridgeworld?

Bridgeworld is a game of strategic commerce, trade and domination which sits at the center of the Treasure metaverse.

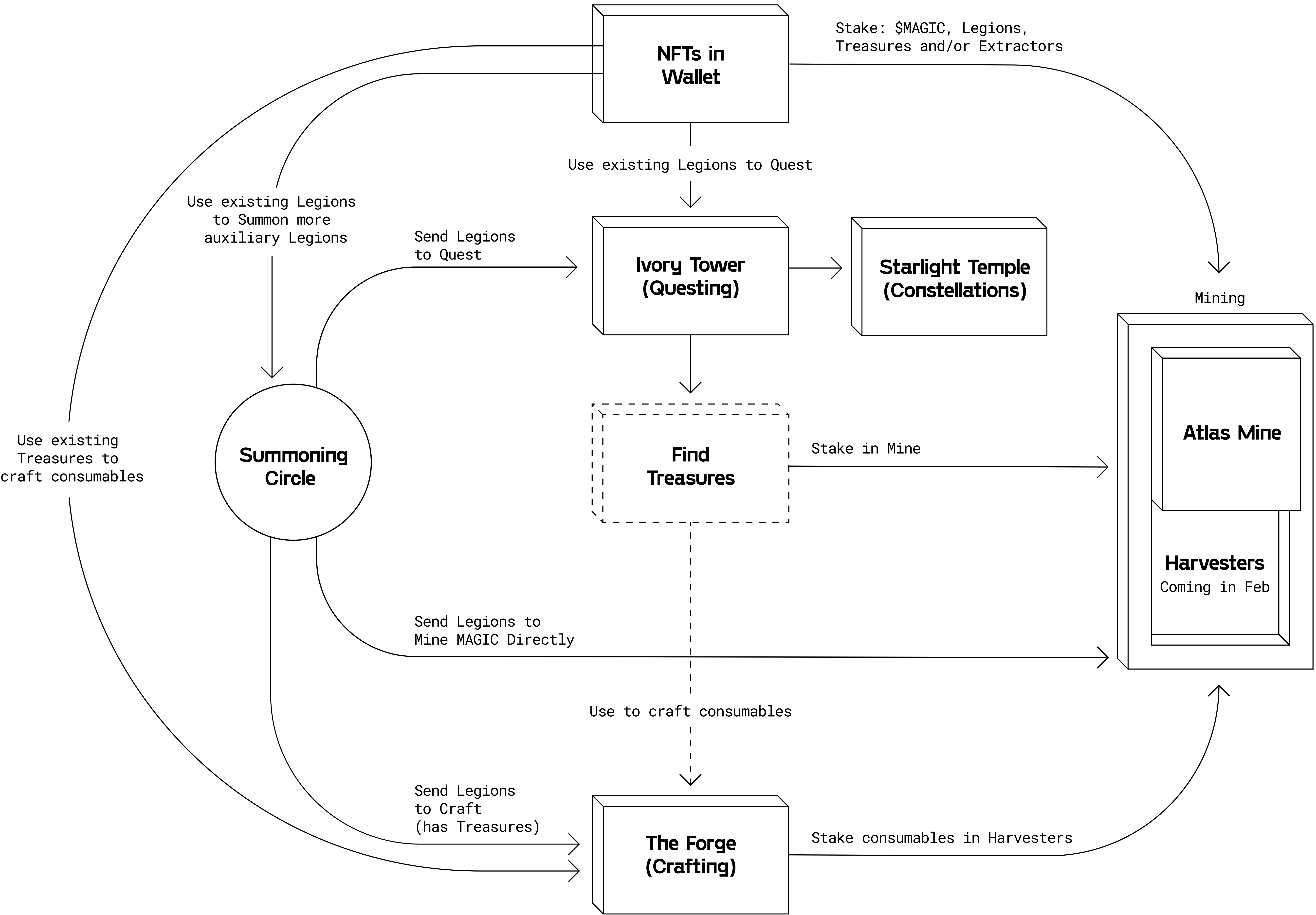
Legions, Treasures and other NFTs native to Bridgeworld, represent player characters and items that are used to explore, create and ultimately extract \$MAGIC from the world.

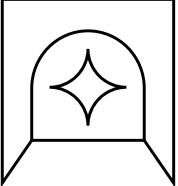
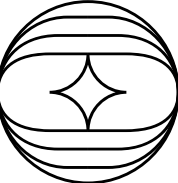
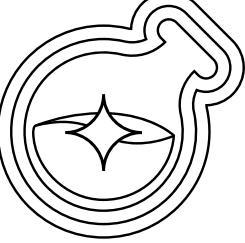
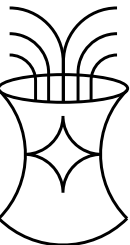
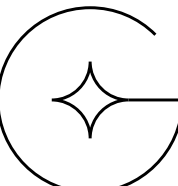
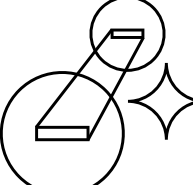
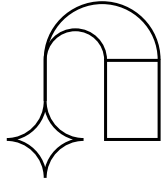
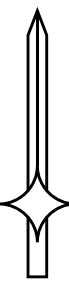
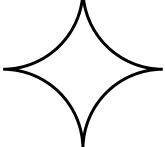
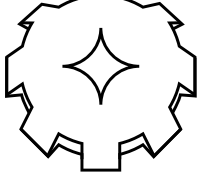
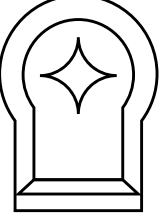
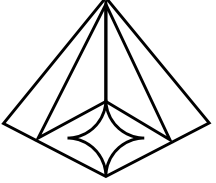
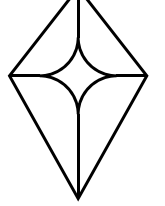
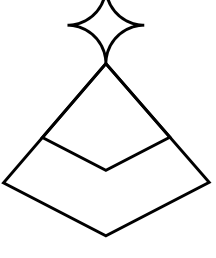
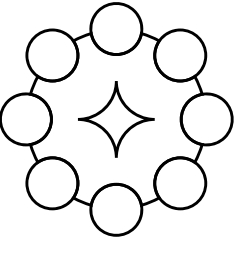
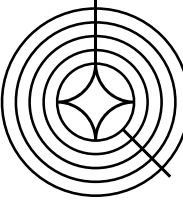
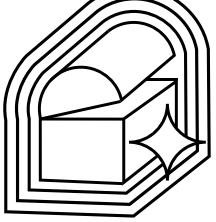
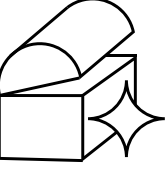
Bridgeworld not only incorporates many of the DeFi concepts that are becoming standard across “Play-to-Earn” (P2E) games, but it also represents a leap forward.

To this end, Bridgeworld is an expansive metaverse connected by resources and narrative. The Bridgeworld narrative establishes building blocks on which other games and communities can be built. The MAGIC token, the reward from Bridgeworld, is the social coordination tool for the TreasureDAO. The Treasure project uses MAGIC to support decentralized game making and governance.

As a community-first game, Bridgeworld incentivizes social coordination through the formation of guilds and sub-DAOs, enabling collective strategies around resource accumulation and optimisation, including the onboarding of new players. In the first Season, NFTs will play a key role as players can stake their Legions, Treasures and Consumables to develop characters, build narrative, and improve mining efficiency.





	Atlas Mine	Core reactor that powers Bridgeworld and is accessible to all. Stake (a) Legions and (b) Treasures to increase the mining productivity of your staked MAGIC.
	Bridgeworld	The realm in which Legions reside, and where most of the activities of the Bridgeworld takes place (main landing page).
	Consumables	Functional items that are crafted from Treasures and give utility in the Metaverse. Consumables have a limited lifespan but provide significant boosts to rewards from mining, quests, crafting and summoning. As Bridgeworld develops, more consumable types are expected to be discovered to further enhance Legions' proficiency at their particular trade.
	Consumables boost	The boost on a Harvester's Mining Power received from staking Extractors in the Harvesters. Temporarily helps increase their share of emissions.
	Extractors	Extractors are consumables that give a temporary boost to a Harvester's Mining Power (active for a limited time). Extractors by themselves do not emit MAGIC, they are a multiplier which boosts a Harvesters share of emissions. There are Small, Medium and Large Extractors each with their own boost. Up to five Extractors can be staked per Harvester at a time.
	gMAGIC	The weighting of a user's MAGIC in DAO governance proposals is denominated in gMAGIC. This is a function of the # MAGIC staked in the Atlas Mine and Harvesters and the duration of the stake. The longer the stake, the higher the weighting in governance.
	Harvesters	The ultimate tool used to mine MAGIC from the Atlas Mine. Harvesters can be built using craftable Harvester Parts. Once fully built, it can have up to 3.3x boost in Mining Power. Stake (a) Legions, (b) Treasures and (c) Extractors to receive a further temporary boost on the Harvester's share of emissions (beyond 3.3x).
	Ivory Tower (Questing)	Legions can go on quests to find Treasures. Each completed quest grants Legions with Questing Experience Points.
	Legion	Protagonists of Bridgeworld. A Legion is required to engage in all the gaming pathways (summon, quest, craft and more).
	Legion boost	All Legions can be stationed (staked) in the Atlas Mine and Harvesters to give a boost on a user's Mining Power. Legions by themselves do not emit MAGIC. They are a multiplier on staked MAGIC. The boost is determined by the Generation and Rarity of the Legion. Up to three Legions can be staked per wallet.
	MAGIC	The ultimate resource that powers everything in the Treasure metaverse; those who control it, activate and govern the metaverse.
	Mining Power	Mining Power represents the number used to determine a Harvester or user's share of mining emissions. Mining Power = MAGIC deposit x (1 + Timelock boost + Legion boost + Treasure boost). All boosts are additive, not multiplicative.
	Pilgrimage	Where Legions find their calling. All pre-Bridgeworld Legions must go through the Pilgrimage to play. A Common Legion going through Pilgrimage will be automatically assigned one of five classes.
	Prisms	Used to increase the probability of obtaining a rare Auxiliary Legion at the Summoning Circle.
	LP Tokens / Balancer Crystals	LP are Liquidity Pair tokens. Balancer Crystals are wrapped LP tokens, to be used for in-game mechanics.
	Starlight Temple / Constellations	Using the Essence of Starlight, MAGIC in liquid form, Legions can tattoo multiple Bridgeworld constellations onto their skin using ancient technology located at the Starlight Temple. There are six Constellations: Fire, Water, Earth, Wind, Light and Darkness.
	Summoning Circle	Legions can summon other Legions once every 7 days. Auxiliary Legions can only summon 1 time; while there is no limit for Genesis Legions.
	The Forge (Crafting)	Legions can use Treasures to craft consumables. The available consumables for Bridgeworld 1.0 include (a) harvester parts and (b) extractors. The former allows players, as a collective, to build their own MAGIC emission machine. The latter can be staked in the harvesters to increase MAGIC yield.
	Timelock boost	The boost on your staked MAGIC for the purposes of calculating Mining Power. Derived from the duration of the timelock. The longer the lock, the higher the boost.
	Treasure boost	All Treasures can be staked in the Atlas Mine and Harvesters to give a boost on a user's Mining Power. Treasures by themselves do not emit MAGIC. They are a multiplier on staked MAGIC. The boost follows the rarity of the Treasure. Up to 20 Treasures can be staked per wallet.
	Treasures	Composable building blocks (resources) of the metaverse used as the ingredients to build consumables (and tools) to survive and conquer.

MAGIC is the key resource that underpins Bridgeworld. It powers the Treasure-verse, connects worlds and makes things productive.

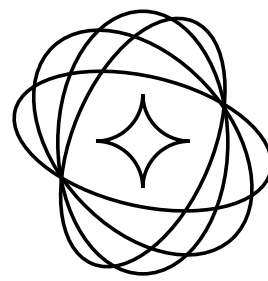
It is the glue that binds metaverses within the expanding Treasure ecosystem, both as a productive asset (the 'ETH' to partner ERC20s) and as the reserve currency via the MAGIC denominated Treasure Marketplace.

MAGIC is the ultimate energy that is desired by all.



Within this narrative, MAGIC has several immediate use cases in Bridgeworld v1.0

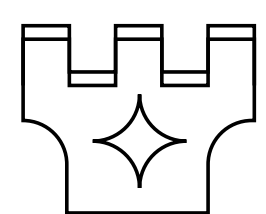
Powers on the Treasure-verse



A minimum level of MAGIC is required to be staked within the Atlas Mine, Harvesters and across the broader Treasure ecosystem (incl. Partner projects) to ‘power on’ Bridgeworld’s productivity.

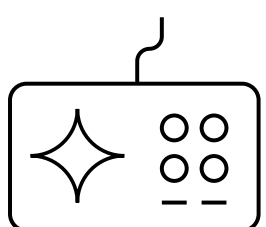
30% of MAGIC in circulation must be staked within the Atlas Mine, Harvesters and certain partners’ staking contracts to activate questing, crafting and summoning within Bridgeworld.

DAO Governance



Staked MAGIC in the Atlas Mine and Harvesters will represent rights to vote on Treasure DAO governance (gMAGIC). The longer users’ timelock, the higher the weighting of governance - aligning long-term interests. It is said, those who have MAGIC, control the Treasure-verse.

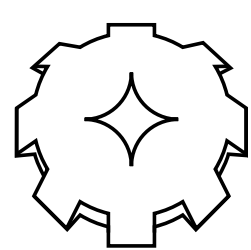
Game Play and Meta



MAGIC will act as a primary use currency to perform certain tasks within Bridgeworld and beyond. Within Bridgeworld, MAGIC will be required for Summoning and Crafting.

The ‘game meta’ will be shaped and influenced by how MAGIC is used across the Treasure -verse. The level of staked MAGIC and/or MAGIC LP may unlock special, time-limited quests and potentially change the meta. MAGIC LP tokens will also be abstracted to fold directly into game mechanics.

Mining and Rewards



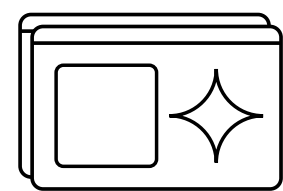
MAGIC is the prerequisite for activating the productivity of NFTs in the Atlas Mine and Harvesters. MAGIC must first be deposited before Legions, Treasures and Consumable mining modifiers ‘switch on’.

Staked MAGIC within the Atlas Mine and Harvesters will grant stakers access to a share of MAGIC accumulated by the World Treasury from:

33%	Royalties
of Crafting and Summoning costs	from the Treasure Marketplace

It is said that MAGIC stakers reap the spoils of Treasure ecosystem growth once certain conditions are met.

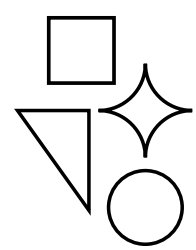
Treasure Marketplace



The MAGIC denominated Treasure Marketplace is the central space where all bridged metaverses collide. Key characters, resources and consumables are tradeable in a cross-metaverse environment powered by the reserve currency of the metaverse, MAGIC.

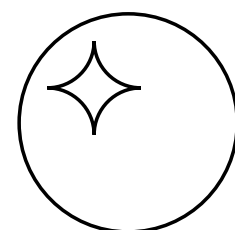
Further utility for MAGIC is being developed and will be released over-time

Composability



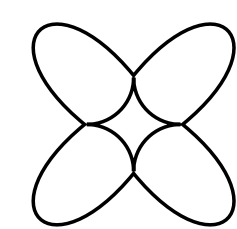
MAGIC and staked MAGIC will be key ingredients in the development and application of DeFi primitives built upon the Treasure ecosystem. This may include staking vault extension, option derivatives and collateralisation.

World Building



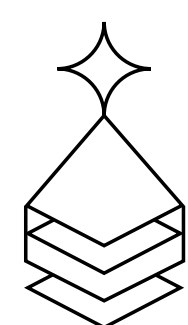
MAGIC will be a key ingredient for the expansion of the Bridgeworld lore and narrative. Over time, MAGIC will become ‘stakeable’ on NFTs to activate and imbue power - including the exploration of new worlds.

Ecosystem Integration



MAGIC will play an integral role in ecosystems built and incubated by Treasure, together with functional roles with key partners. This may include MAGIC required to ‘power on’ certain features.

Infrastructure



As metaverses are bridged within the Treasure-verse ecosystem, Treasure will explore the introduction of ‘infrastructure services’ powered by MAGIC. Staking and/or spending MAGIC may be required to use such services.

Legions

Legions are the primary actors in, and the cornerstone of, Bridgeworld gameplay. They can Summon other Legions, embark on Quests and become adventurers, or master trades and Craft consumables.

Legions will need to learn to govern the settled territories of Bridgeworld and will be instrumental in exploring and unlocking Bridgeworld's frontiers.

Your Legion will be rewarded for completing tasks, gaining experience and obtaining valuable items. In addition to the traditional gaming paths, Legions can be stationed (staked) in the MAGIC Mines (Atlas Mine or in a Harvester) to improve mining efficiency. They can however, only engage in one such activity at a time and so it is up to you to determine their path.

As Bridgeworld's composable metaverse expands, Legions will develop into central protagonists whose narrative can traverse to other interconnected metaverses, engaging in co-quests, expanding their experiences, and absorbing the richness of other cultures.



What are the different types of Legions?

Legions are divided by generation, rarity and class. There are two generations of Legions; Genesis (“**Genesis**”) and non-genesis (“**Auxiliary**”) and the Legions within each generation fall on a spectrum from Common to Rare and Legendary.



Genesis Legion “Fighter”



Auxiliary Legion “Fighter”

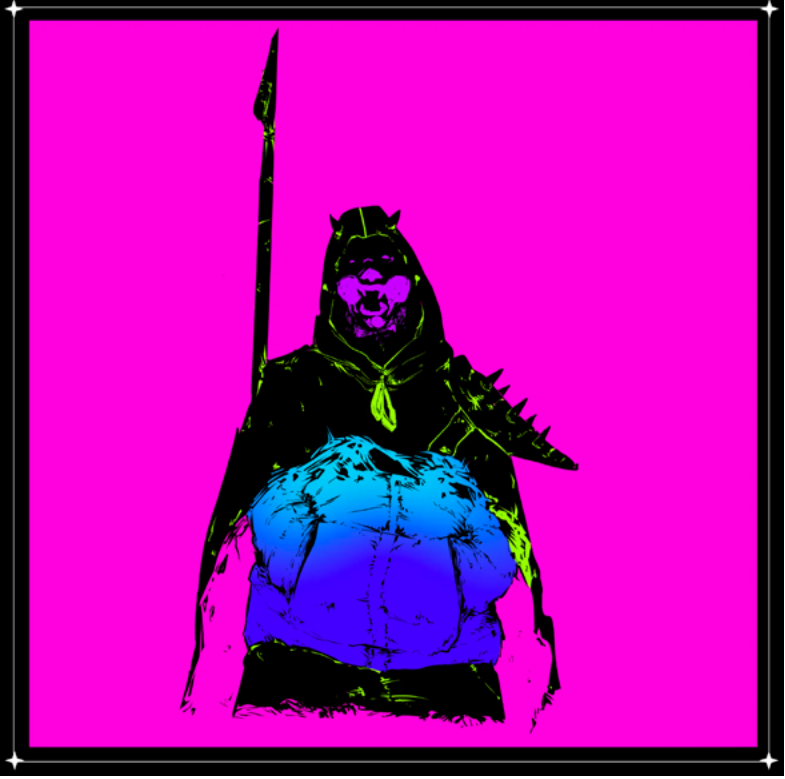
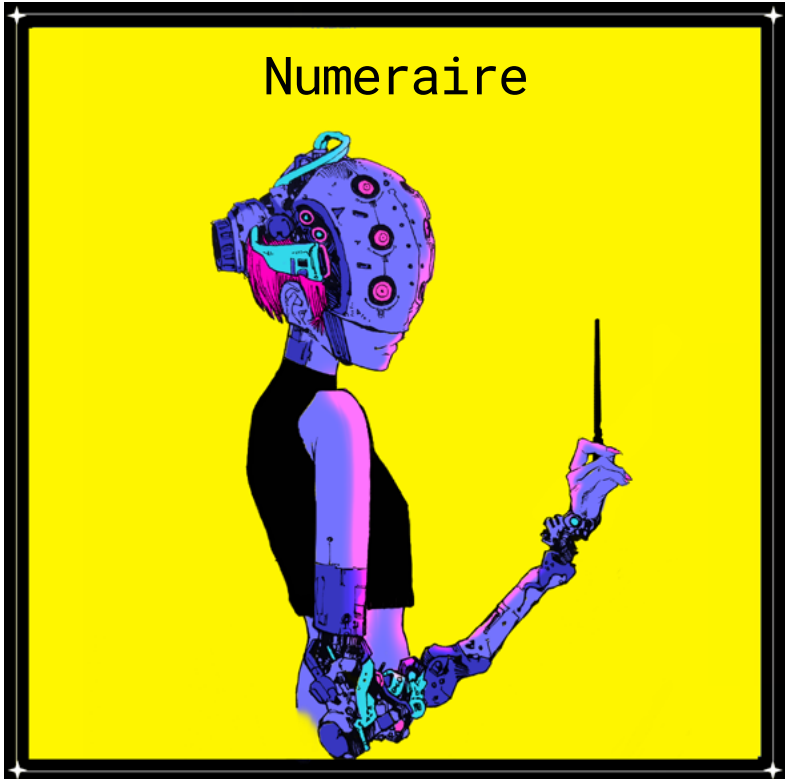
What is the utility of Legions?

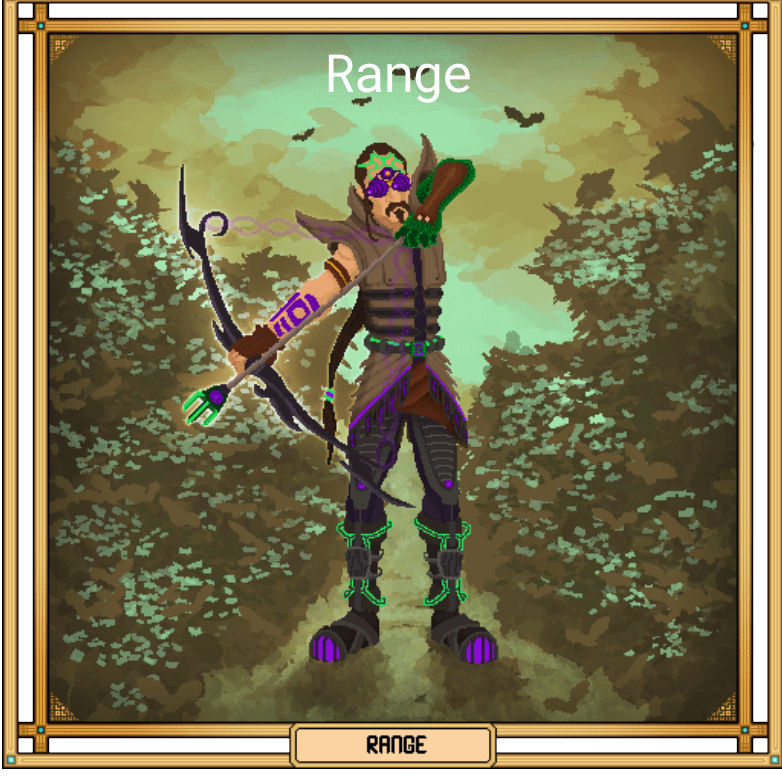
A Legion’s utility is based on (a) their generation (Genesis being more valuable than Auxiliary) and (b) their relative rarity within that generation (Rare Genesis Legions are more valuable than Uncommon Genesis Legions).

Existing Genesis and Auxiliary Common Legions **must go on a Pilgrimage for 24 hours to obtain a Class, before engaging in other activities in Bridgeworld.** Class does not impact gameplay in the first season of Bridgeworld, but will play an important role going forward.

While the supply of Genesis Legions are capped and fully minted, additional Auxiliary Legions will be Summoned as part of the game meta, with supply scaling to match demand and a growing playerbase. You can buy both Genesis and Auxiliary Legions at the Treasure Marketplace.

How Many Genesis and Auxiliary Legions are available?

Genesis Legions	Supply
Genesis Common  1564	
Genesis Common (Special) Riverman  Numeraire  1281	
Genesis Uncommon Fighter  Range  370	
Genesis Rare (All-Class)  271	
Genesis Legendary (1 of 1) Clocksnatcher  5	

Auxiliary Legions	Supply
Auxiliary Common  Can increase with summoning	
Auxiliary Uncommon Fighter  Range  Can increase with summoning	
Auxiliary Rare  Can increase with summoning	

Using the Essence of Starlight, MAGIC in liquid form, Legions can tattoo multiple Bridgeworld constellations onto their skin using ancient technology located at the Starlight Temple.

Depicted on the temple's walls are six constellations: four that represent the elements of fire, earth, wind, water, two that represent the aspects of light and darkness. Referenced as symbols of power and protection throughout various native texts, the origin of the Starlight Temple and the purpose of the tattoos remains a mystery.

Pilgrimage

Pilgrimage is where pre-Bridgeworld Legions go to obtain properties required to participate in the Bridgeworld game.

All existing common Genesis and Auxiliary Legions are automatically assigned one of five classes (Siege, Fighter, Assassin, Ranged and Spellcaster). The existing Uncommon, Rare and Legendary Legions will not have to select a class. All newly summoned Legions will have a predetermined class and are not required to use the Pilgrimage function.

Does Pilgrimage influence the rarity of my Legion?

The pilgrimage process does not upgrade the rarity of your Legions. For example, a common Genesis Legion, through the pilgrimage process, emerges as a common Genesis Assassin.

Treasures

Treasures are the composable building blocks in Bridgeworld that will be used inter- and intra-metaverse.

Beyond Bridgeworld, other world’s characters will eventually be able to harness the power of Treasures to create consumables specific to their metaverse.

Treasures are categorized into (a) Tiers and (b) Crafting profession. Different Tiers of Treasure are required for crafting in Season 1. As the seasons progress, more profession-specific crafting recipes will be unlocked, which will require specific progression treasures to create.

How many Treasure Tiers and Crafting Progression are there?

There are 5 Treasure tiers (T1 to T5; with T1 being the rarest). Likewise, there are 6 crafting professions:

ALCHEMY	ARCANA	ENCHANTING
BREWING	LEATHERWORKING	SMITHING

What is the supply of Treasures?

Aside from Grin and Honeycomb (supply for both are capped in perpetuity), all other Treasures have a chance to drop from Quest.



TIER ONE

ALCHEMY

ARCANA

ENCHANTING

BREWING

LEATHERWORKING

SMITHING

CASTLE

SPECIAL

BOTTOMLESS ELIXIR

ANCIENT RELIC

SPECIAL

CAP OF INVISIBILITY

TIER TWO

IVORY BREAST PIN

DIAMOND

DIVINE HOURGLASS

THREAD OF DIVINE SILK

IMMOVABLE STONE

SNOW WHITE FEATHER

BAIT FOR MONSTERS

RED FEATHER

MOLLUSK SHELL

BAG OF MUSHROOMS

CARRIAGE

MILITARY STIPEND

TIER THREE

SCORE OF IVORY

COMMON BEARD

UNBREAKABLE POCKETWATCH

DIVINE MASK

FRAMED BUTTERFLY

JAR OF FAIRIES

FRUIT FROM THE GODS

COW

SMALL BIRD

POT OF GOLD

TIER FOUR

GREEN RUPEE

COMMON RELIC

COMMON FEATHER

BLUE RUPEE

WITCHES BROOM

GRAIN

DONKEY

LUMBER

OX

TIER FIVE

EMERALD

DIAMOND

PEARL

SILVER COIN

DRAGON TAIL

BEETLE WINGS

HALF PENNY

QUARTER PENNY

GOLD COIN

RED RUPEE

BRIDGEWORLD TREASURES



Bridgeworld is a primary source of MAGIC mining emissions outlined in Treasure's tokenomics. The original MAGIC distribution was a fair launch in September 2021, running for 30 days.

Users could stake their fractionalised Treasure, Loot, N and ALGD for a static daily rate. MAGIC emitted from this event earmarked one third of total supply (115,904,669) and created the anchor for the total supply of MAGIC at 347,714,007.

Mining emissions comprise 25% of total supply (86,928,502) and follow a 'halvening' schedule under an augmented 'proof-of-work' model taking over 10 years to emit.

The 'work' undertaken by the user / player represents the time and effort required to mine MAGIC together with the cost of inputs. Over time, MAGIC becomes increasingly scarce, so on a relative basis, 'work increases' to mine it.



Since the end of the original distribution event, Treasure has migrated to Arbitrum from ETH L1.

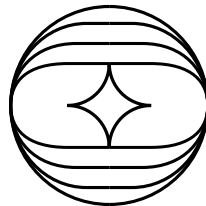
The first mine on Arbitrum was the Genesis Mine, running for 90 days, emitting 20m tokens. The natural successor to the Genesis Mine is the ‘Atlas Mine’, unearthed through Bridgeworld’s Origins. Alongside the Atlas Mine will be the introduction of the ancient Harvesters (detailed below). Together, these power sources will fight for the ‘fuel’ of the metaverse that is MAGIC. The first three years will see the following total mining emissions:

Y1*	Y2	Y3
43,464,251	21,732,125	10,866,063

** Note: 23,464,251 MAGIC are to be emitted in the remaining 8 months in Y1.*

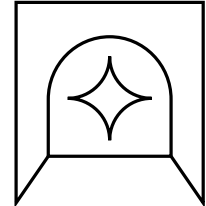
Mining emissions can be supplemented by MAGIC from staking rewards, the Ecofund and MAGIC accumulated by the Treasury (eg. MAGIC received from cost of actions and as royalties) if approved by the DAO.

Mining emissions will be split across:

**Bridgeworld**

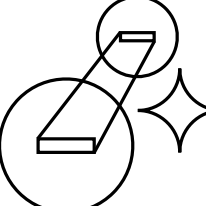
Within Bridgeworld, its constituents and adventurers will all vie to accumulate MAGIC via the Atlas Mine and the ancient Harvesters. Each path to MAGIC brings its own benefits and pitfalls, catering to individual play and social coordination

Atlas Mine

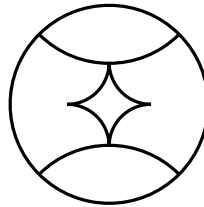


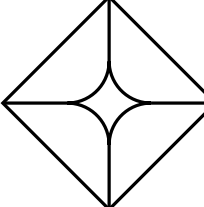
The Primary mine within Bridgeworld and the natural successor to the Genesis mine pitfalls, catering to individual play and social coordination

Harvesters

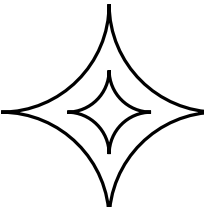


Ancient constructs that when activated, provide the highest mining proficiency in the metaverse. Harvesters take time to build and bestow unique benefits to their owners, such as boosted rewards and Sub-DAO governance

**Partner Ecosystems**



One DAO approved partner metaverse per quarter will be provided the equivalent of 50% of emissions for 2 weeks to bootstrap liquidity and integration of MAGIC within their world. Ongoing emissions beyond the equivalent 2 week period may take place up to ~10%.



The first two metaverses to be bootstrapped liquidity are Life (Q1CY22) and Smolverse (Q2CY22).

Activating Mining Emissions

MAGIC must be staked (veMAGIC) within the Atlas Mine, Harvesters and partner ecosystem power sources to activate emissions and mining proficiency. The following table outlines the level of circulating MAGIC required to be staked to unlock each level of mining output:

% of circulating supply staked	<30%	>30% activate	>40%	>50%	>60%
% of emissions	0%	50%	60%	80%	100%

You will NOT be able to move Locked Magic between the Atlas Mine and Harvesters. Harvesters are releasing in February.

The Atlas Mine

The natural successor to the Genesis Mine and primary source of MAGIC within Bridgeworld. Users can stake MAGIC within the mine to activate Bridgeworld’s productivity and gain access to the rarest and most powerful resource of all, MAGIC. The Atlas Mine has no cap on MAGIC staking (unlike the Harvesters).

How to mine

Users *must* time lock MAGIC in the mine to gain access to emissions. NFTs including Legions (Genesis and Auxiliary), Treasures and Consumables can be deposited alongside MAGIC to enhance a user’s mining power which is used to determine the relative share of emissions.

Items that can be staked in Atlas Mine and/or Harvesters			
MAGIC	Legions	Treasures	Consumables (Harvester only)
Mandatory & time locked	3 per wallet	20 per wallet	5 per harvester

NFT modifiers *do not* by themselves emit MAGIC. Their powers are only activated by MAGIC. While MAGIC remains time locked for the designated period, NFT modifiers can be unstaked at any time.

Staking MAGIC (veMAGIC) and the ‘Mining Power’ Boost Model

Users *must* time lock their MAGIC for a minimum of two weeks and up to 12 months. The longer MAGIC is time locked within the mine, the higher the user’s base ‘mining power’ (see below).

The Mining Power ‘boost model’ has been carried forward from the Genesis Mine. The ‘boost’ percentage *is not* an APR. It represents the multiplier on your MAGIC staked in the mine *for the purposes* of calculating your ‘mining power’ and relative share of mining emissions.

IMPORTANT: Once your MAGIC is staked in the Atlas Mine or Harvester, you will NOT be able to move it for the duration of the lock.

Harvesters will be released progressively in February driven by meta events. While Harvesters can unlock a higher maximum potential share of emissions than the Atlas Mine, there is a hard cap of 10M MAGIC per Harvester in Season 1.

This dynamic drives social coordination and individual conscious decision making; stake immediately in the Atlas Mine, join a guild and wait to build a Harvester or split up MAGIC to optimise returns. The strategies are endless.

See table below for timelock periods and respective boosts.

Time lock	Boost	Mining Power if 100 MAGIC staked
2 weeks	10%	110
1 month	25%	125
3 months	80%	180
6 months	180%	280
12 months	400%	500

For example, if a user stakes 100 MAGIC in the mine for two weeks, their mining power would be $100 \times (1 + 10\%) = 110$. This number would then be divided by the total mining power in the mine to determine their share of daily emissions. Likewise, if a user stakes 100 MAGIC for 1 month, their mining power would be $100 \times (1 + 25\%) = 125$.

Mining power is used to calculate an individual player’s share of mining emissions. Having high mining power enables a user to gain a greater share of emissions but does not increase the rate of MAGIC emissions for the ecosystem as a whole. As a result, players have to understand that they are in competition within their harvester/mine as well as across harvesters to earn a gradually shrinking incremental supply of MAGIC.

Players are therefore encouraged to consider their gameplay strategies carefully given the multiple pathways the game meta can take over time.

Vested release of staked MAGIC

To build longer term sustainability and to mitigate volatility of large, single day unlocks, Bridgeworld will be introducing a vested release of staked MAGIC for the principal deposited only. The principal will be vested on a per second basis from the point of unlock. Rewards will remain claimable on an ongoing basis.

The principal vesting period will be commensurate with the duration of time lock and the level of time lock boost received. Stakers who received a higher time lock boost will experience longer vesting times. Vesting will occur on a per block basis from the point of unlock:

Time lock	Boost	Vesting period from point of unlock
2 weeks	10%	Full amount available at unlock
1 month	25%	Released over 7 days from unlock
3 months	80%	Released over 14 days from unlock
6 months	180%	Released over 30 days from unlock
12 months	400%	Released over 45 days from unlock

Staking NFTs into the Atlas Mine

Users may deposit Legions, Treasures and Consumables in the Atlas Mine to boost their Mining Power. As noted previously, these modifiers are only activated if MAGIC has been staked. Each NFT has its own boost modifier and each type of eligible NFT has a max cap for how many can be deposited per wallet. These caps are in place to balance the meta and promote accessibility, and will be reviewed on an ongoing basis.

- Legions Maximum 3 per wallet
- Treasures Maximum 20 per wallet

Applying NFT modifiers

Boosts for all NFTs are additive, not multiplicative. For example, a user with 100 MAGIC staked for 2 weeks plus 2x Genesis All Class and 3x Honeycombs would have:

- Base mining power of 100
- Additive modifiers of (10%) + (2 x 200%) + (3 x 15.78%)
- Total Mining Power = 100 * (1 + 0.1 + 4 + 0.4734) = 557.34

The following tables outline the respective Mining Power boosts for each eligible NFT. These have been thoroughly modeled to balance scalability, fairness and market value.

Legions (up to 3 per wallet)

The main protagonists and stewards of Bridgeworld carry with them the greatest mining power modifiers. Over time, these boosts may be augmented as they level up and experience the broader world.

Legion Type	Boost
Genesis Common	50%
Genesis Special (Riverman, Numeraire)	75%
Genesis Uncommon (Classed)	100%
Genesis Rare (All-class)	200%
Genesis (1/1)	600%
Auxiliary Common	5%
Auxiliary Uncommon	10%
Auxiliary Rare	25%

Treasures (up to 20 per wallet)

The economic resources of Bridgeworld and the key ingredients to consumables and items yet unknown. Their relative power is determined by Genesis rarity (distribution) with the two most rare Treasures - Honeycomb and Grin - given heightened powers.

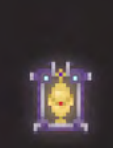
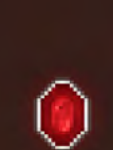
Refer to the next page for details about Treasures’ boost.

Consumables (up to 5 per harvester)

Harvester Extractors are consumables forged from precious Treasures. They increase a Harvester’s boost in their fight for MAGIC with other Harvesters and the Atlas Mine. These consumables are stackable up to five times (globally), but have a finite life from the point of activation. The exact lifespan of these consumables will be revealed over time.

Extractors temporarily boost a Harvesters Mining Power as follows:

Consumable Type (active for limited time)	Boost
Small Extractor	15%
Medium Extractor	20%
Large Extractor	25%

15.78% BOOST  SPECIAL HONEYCOMB	15.71% BOOST  SPECIAL GRIN	7.61% BOOST  BOTTOMLESS ELIXIR	7.61% BOOST  CAP OF INVISIBILITY	7.52% BOOST  ANCIENT RELIC	7.52% BOOST  CASTLE	TIER ONE
7.33% BOOST  THREAD OF DIVINE SILK	7.24% BOOST  IMMOVABLE STONE	6.40% BOOST  SNOW WHITE FEATHER	6.37% BOOST  IVORY BREAST PIN	6.23% BOOST  MILITARY STIPEND		TIER TWO
7.30% BOOST  BAIT FOR MONSTERS	6.72% BOOST  MOLLUSK SHELL	6.38% BOOST  RED FEATHER	6.34% BOOST  DIVINE HOURGLASS	6.16% BOOST  BAG OF MUSHROOMS	6.07% BOOST  CARRIAGE	
5.99% BOOST  SMALL BIRD	5.93% BOOST  UNBREAKABLE POCKETWATCH	5.80% BOOST  COW	5.71% BOOST  DIVINE MASK	5.55% BOOST  FAVOR FROM THE GODS		TIER THREE
5.95% BOOST  SCORE OF IVORY	5.84% BOOST  FRAMED BUTTERFLY	5.79% BOOST  POT OF GOLD	5.64% BOOST  COMMON BEAD	5.33% BOOST  JAR OF FAIRIES		
5.07% BOOST  WITCHES BROOM	3.27% BOOST  GREEN RUPEE	3.02% BOOST  LUMBER	1.59% BOOST  OX	1.22% BOOST  DONKEY		TIER FOUR
3.38% BOOST  COMMON FEATHER	3.22% BOOST  GRAIN	2.15% BOOST  COMMON RELIC	1.53% BOOST  BLUE RUPEE			
0.78% BOOST  HALF PENNY	0.78% BOOST  DIAMOND	0.77% BOOST  DRAGON TAIL	0.77% BOOST  GOLD COIN	0.75% BOOST  BEEBLE WINGS		TIER FIVE
0.78% BOOST  SILVER COIN	0.78% BOOST  PEARL	0.77% BOOST  RED RUPEE	0.75% BOOST  EMERALD	0.75% BOOST  QUARTER PENNY		

TREASURE BOOST RATINGS



The Harvesters

The Harvesters are ancient constructs that sit deep within the Atlas Mine, and are as powerful as they are old.

Once activated, they represent the pinnacle of mining technology and proficiency, bestowing unique abilities and benefits to their owners. Such power takes time to build, and will require the coordination of many to optimize.



What are Harvesters and how do they work?

Harvesters functionally operate like another mine allowing users to stake MAGIC and NFTs to accumulate more MAGIC.

At a macro level, Harvesters compete for MAGIC emissions with each other (six earmarked for Season 1) and the Atlas Mine. They also form the key vehicles through which users will seek to influence and control MAGIC within Bridgeworld, with the ability to be leveled up over time.

At a feature level, Harvesters are very similar to the Atlas mine with some unique differences:

Area	Atlas Mine	Harvester
#	One	Six, released progressively based on meta milestones
MAGIC Cap (AUM)	No cap	10M MAGIC per Harvester (Season 1 cap)
Staked MAGIC time locks	2 week, 1 month, 3 month, 6 month and 12 month time locks	As per Atlas Mine
Vested release of MAGIC	Principal per second vesting from point of unlock aligned to level of mining boost	As per Atlas Mine
Mining Power boost	As per tables above	Default Mining Power of 100 pts, upgradeable with Parts and Legions up to a 3.3x boost, with additional temporary boosts if used with Extractor Consumables
NFT staking	Legions (3 per wallet) and Treasures (20 per wallet)	Legions (3 per wallet), Treasures (20 per wallet) and Extractors - consumables (5 per harvester)
Build requirements	None	500 pieces to reach max productivity for Season 1
Ownership fractionalisation and sub-DAO governance	None	It is intended that each Harvester part represents fractional ownership of the Harvester and participation in the Sub-DAO.

Number of Harvesters and differences

In season 1, there will be six foundational Harvesters, each representing a different property; Fire, Water, Earth, Wind, Light and Darkness. There are no functional differences between the Harvesters at the moment, but this may change as later iterations of Bridgeworld are deployed.

Building and Maintaining Harvesters

Harvesters are built by staking up to 500 ‘Harvester Parts’ (NFTs) which can be obtained through crafting (requires the highest Legion crafting levels) with the rarest Treasure inputs.

Users can stake MAGIC and NFT modifiers (Legions, Treasure and Consumables) from the day the harvester is discovered. However, its productivity and abilities only activate based once certain criteria are met (eg. max boost unlocked at 500 parts). Other Harvester related abilities will be released over time.



Harvester emissions

Harvesters compete for MAGIC emissions amongst each other and the Atlas Mine.

While Harvesters have a capped AUM of 10M MAGIC each in Season 1, their potential Mining Power and relative share of overall emissions can exceed the Atlas Mine due to an incremental boost derived from the number of Harvester Parts and the number and rarity of Legions staked.

Users should factor this in when selecting which mining avenue to pursue.

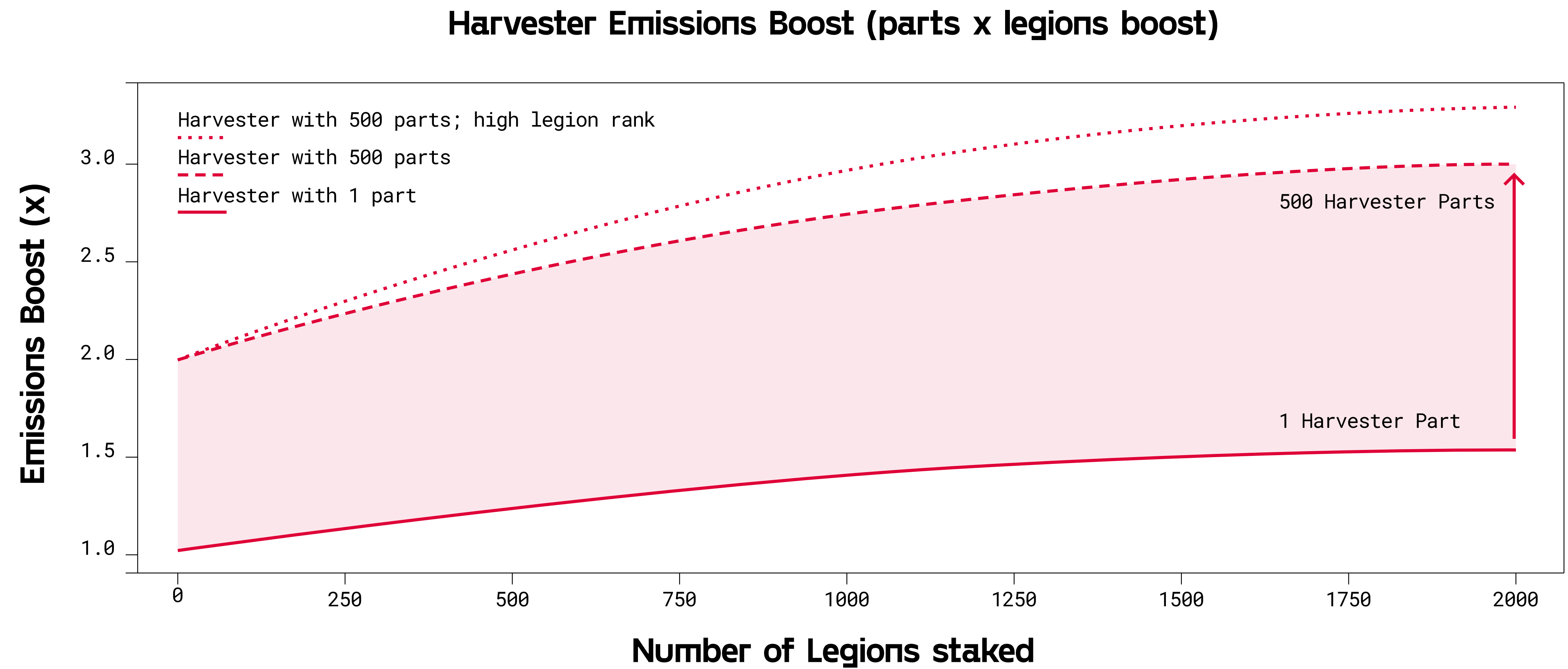
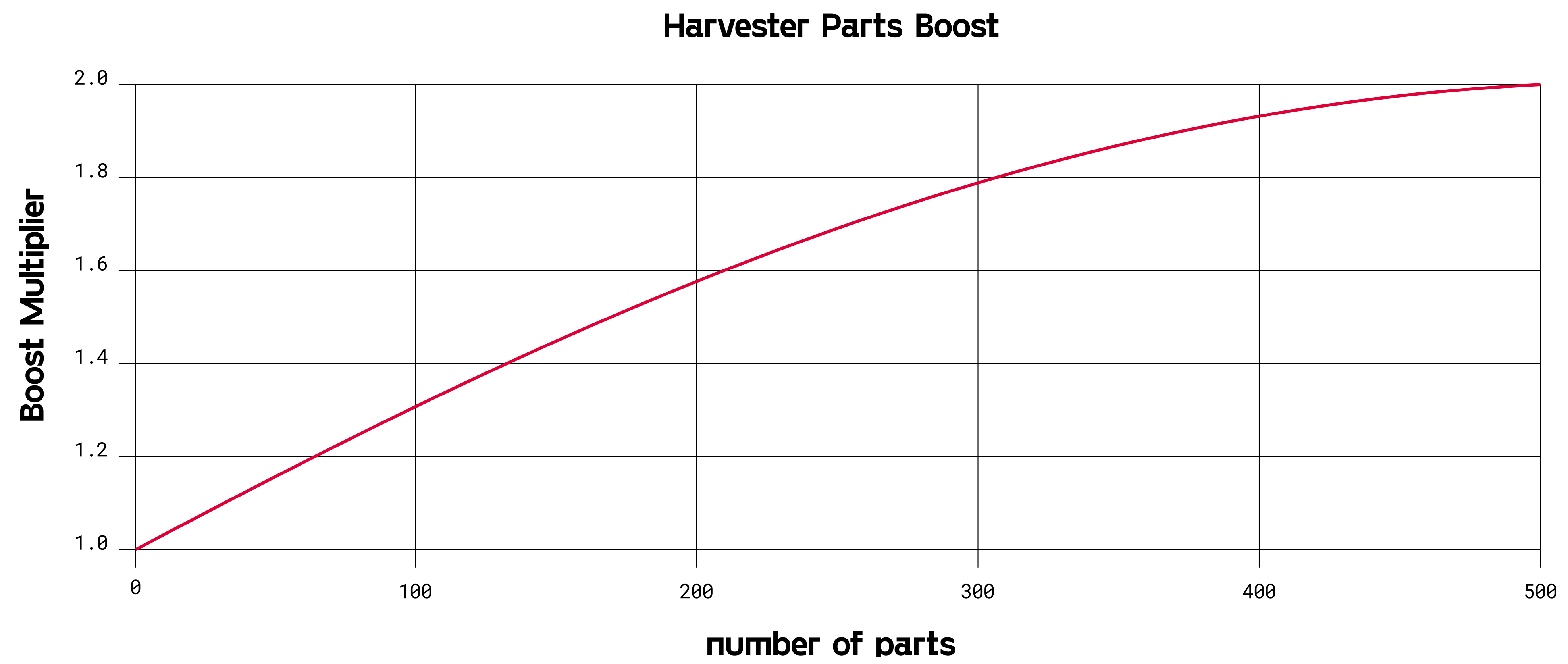


Harvester Boost

Harvesters can have their emissions boosted beyond the Atlas Mine by:

- a. adding more Harvester Parts
- b. staking more Legions
- c. staking Legions that have higher rarities/rank.

Both Harvester Parts and Legion boosts have diminishing returns as you stake more (they are quadratic). This mechanism is designed to balance the overall meta, and ensure that no guild gets too far ahead with just one strategy.



The incremental Harvester boost does not include Treasure and Consumables deposited.

Calculating Harvester and Individual share of emissions

A Harvester’s share of emissions is calculated by their total mining power (including Harvester Boosts) as a proportion of the total Mining Power across all Harvesters and the Atlas Mine.

An individual’s share of emissions (their Mining Power) within a Harvester is based on the amount of MAGIC staked in the harvester, multiplied by the sum of the boosts obtained by the time locked MAGIC, staking Legions and Treasures alongside their MAGIC deposit. MAGIC rewards received are simply the individual’s share of the total Mining Power in the harvester after accounting for everyone’s boosts.

$$\text{MiningPower}_A = \text{MagicDeposit} \times (1 + \text{Timelock}_{\text{Boost}} + \text{Legions}_{\text{Boost}} + \text{Treasures}_{\text{Boost}})$$

$$\text{Share of Mining Rewards}_A = \frac{\text{MiningPower}_A}{\sum_i \text{MiningPower}_i}$$

Different Legions and Treasures have different boosts, with rare items having larger effects. These items can be stacked and are capped. All boosts are additive, not multiplicative as per the equation above.

The introduction of Harvesters will drive social coordination and progressive changes in strategy as the game meta progresses.

Guilds and Sub-DAOs alike, will need to consider the optimal strategy at each stage of the ‘game’ both collectively and as individuals.

We will also seed these dynamics through macro shifts over time that force decision trade-offs, disincentivise monopolistic behaviors and create meta tension between Harvester owners and new participants.

This seeks to keep the economy vibrant, thriving and attractive to new players.



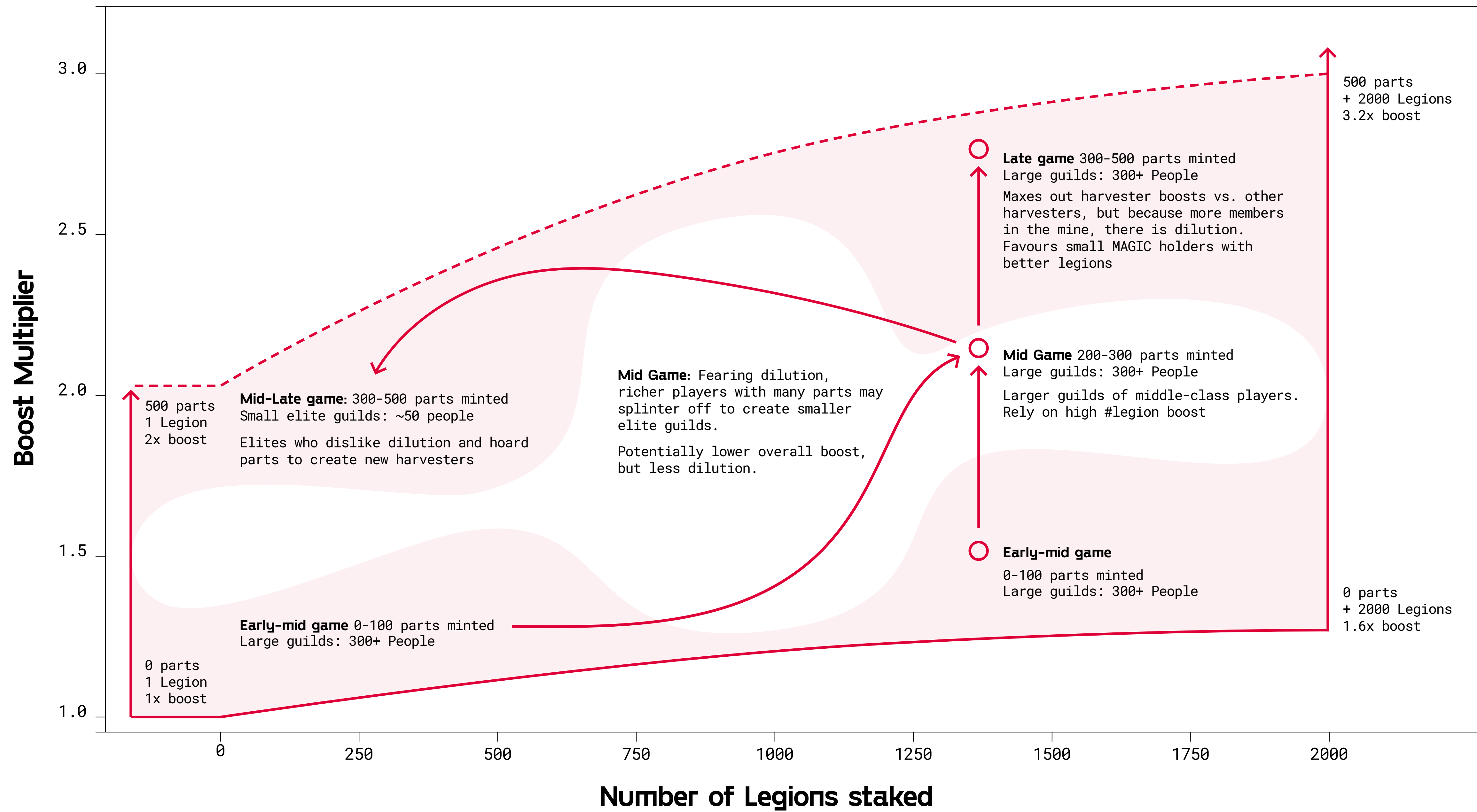
There are no “correct” ways to structure a guild to optimize earnings from harvesters; small elite guilds can thrive, as can larger mainstream guilds.

Some guilds are collectors, and have spent time curating and honing crafting skills to manufacture harvester parts faster than others, others are warlike and have access to the most powerful legions. Other guilds don’t have the wealth or resources, but are simply better at building community and recruiting followers to their cause—and with them, their legions. They find strength in numbers.

In the early stages, guilds that are best able to procure harvester parts, or rapidly recruit new members may have the upper hand and secure large harvester emissions boosts. However, as there are AUM caps on the harvesters (MAGIC caps), there will be a point at which guilds no longer benefit from recruiting more users and instead worry about dilution in their pools.

Wealthier, more entrepreneurial users will gradually want to turn their attention to activating new harvesters in which they can put their full funds to work. There will be resistance for some guilds with whales to grow too large strategically: tension between securing more legions for boosts, versus dilution and limited space in the harvester. On the other hand, guilds formed with many humble, small MAGIC holders (who don’t squabble over AUM caps) may end up getting the largest emissions boosts due to the sheer numbers of their legions. Older abandoned harvesters show signs that even the AUM itself may be upgraded with the correct recipes.

Total Harvester Boost (parts x legions boost)



Social Coordination and Consumables

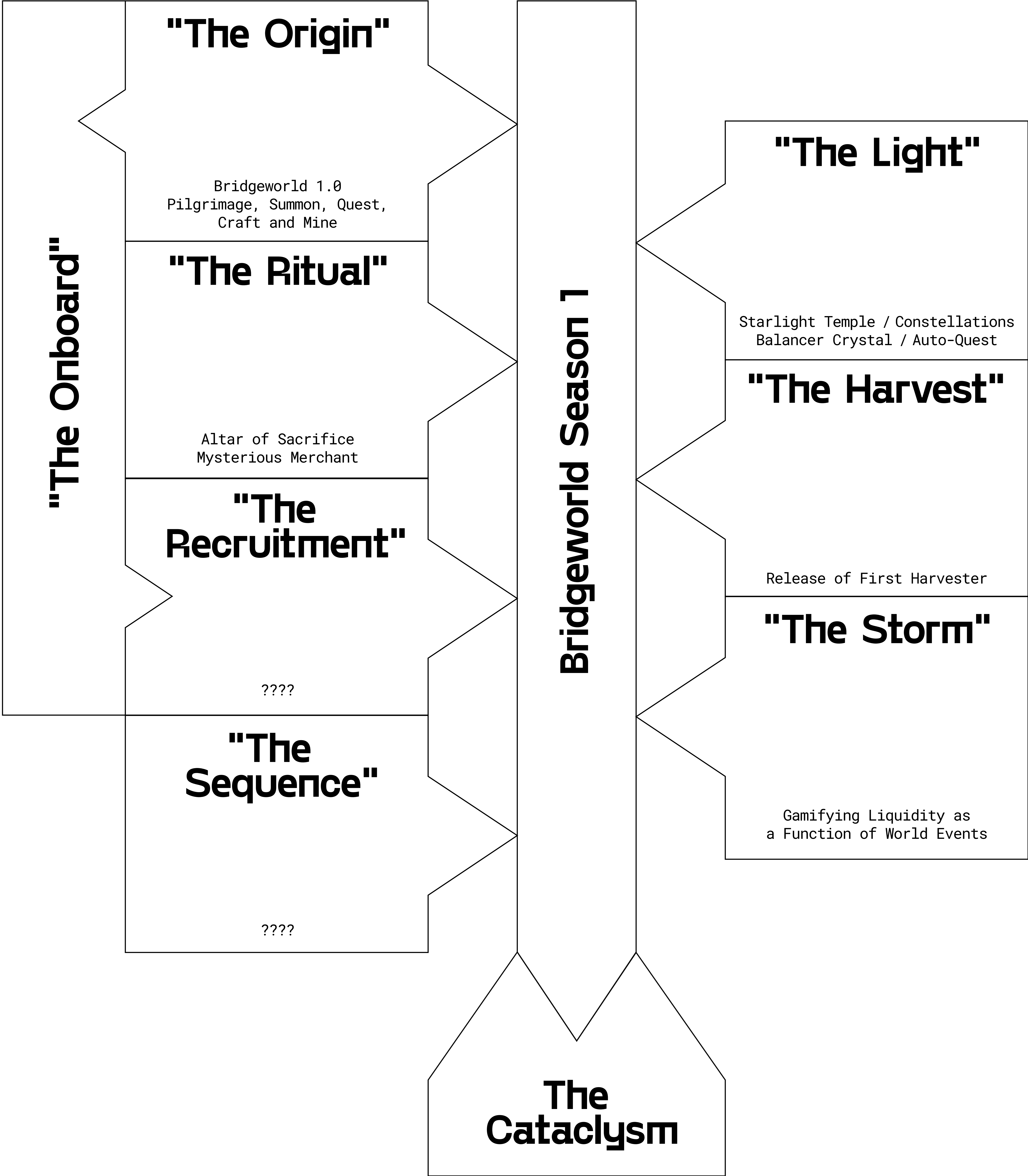
As the game progresses, legions will be able to craft extractors with a “medium” recipe which helps boost their harvester’s share of emissions temporarily (exact timing to be announced). Only 5 may be stacked in the harvester at any given time (stacks additively), and any additional overlapping extractor boosts will go to waste.

Guilds will need to optimize and ration their extractors over time so that they may maintain a sustained emissions boost in this global coordination game. They may even need to organize members across different time zones to apply boosts strategically so that they don’t fall behind other guilds who have tighter teamwork between their members. Guilds with greater social coordination and discipline can therefore outperform wealthier, but dysfunctional guilds.

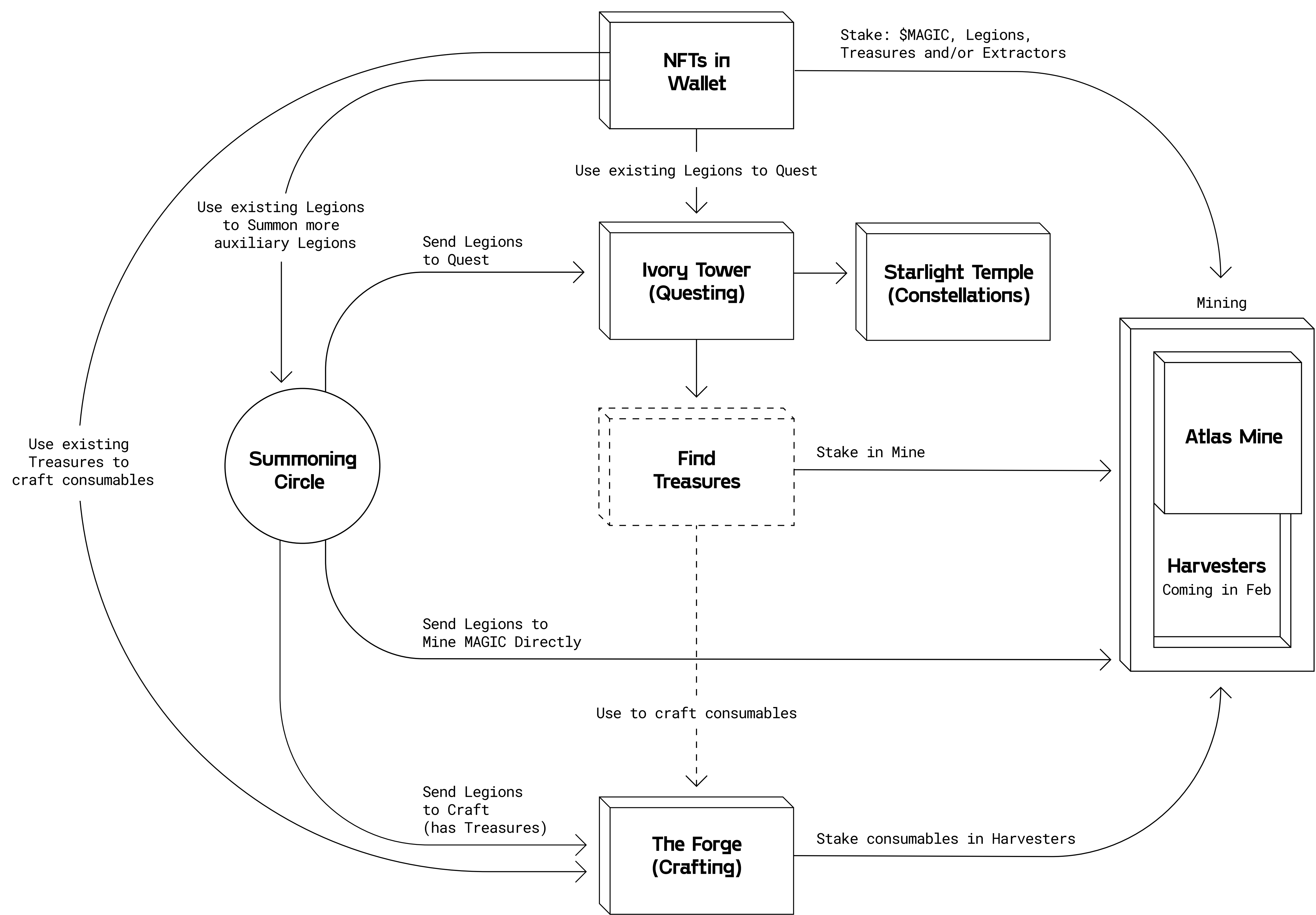
Some guilds will specialize in crafting and become highly proficient in sourcing the treasures necessary to produce these items. For these merchant guilds, it may be more economical to deploy legions into crafting and consistently produce excess Extractors to sell to other guilds.



The following diagram illustrates the different phases in Bridgeworld 1.0. This phased roadmap is indicative only, and subject to change.



Welcome to Bridgeworld. Here, you'll be able to send your Legions to (1) Summon more Legions, (2) Quest for drops (e.g., Essences of Starlight, Treasures), (3) Craft consumables using Treasures and (4) Mine \$MAGIC. More features such as World Events will be added later.



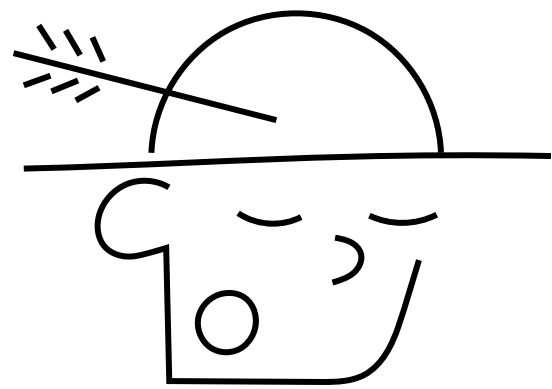
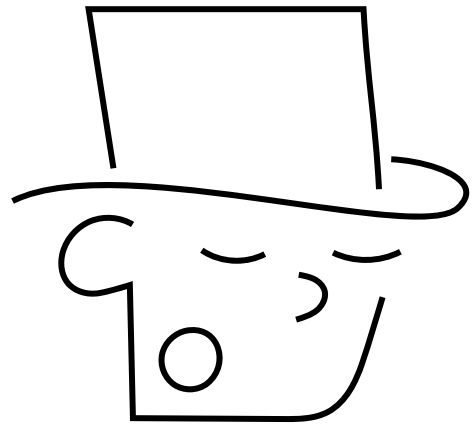
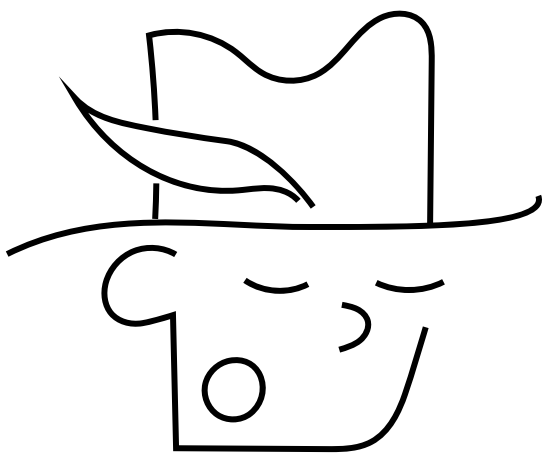
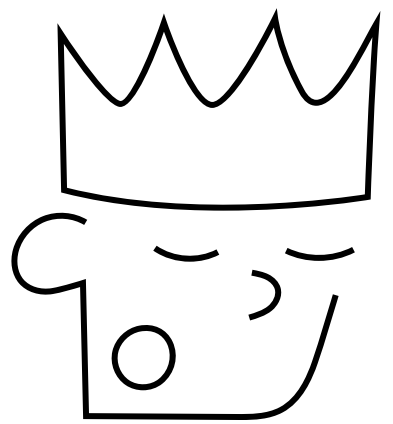
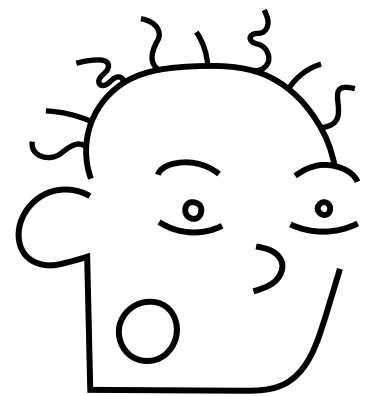
The blood of Legions has bonded with magic and as Legions exert themselves the MAGIC within them becomes unstable. To continually exert themselves while going on quests Legions need Balancer Crystals (wrapped LP tokens). Balancer Crystals are used to stabilize MAGIC and so a Legion carrying them can continue questing automatically.

Access to the summoning altar is taxed so that Legions think twice before bringing new Legions into the world. Access to the Forge is also taxed, the funds go to the restoration of the Forge. A summary of the key requirements for MAGIC and LP tokens are found below:

Path	Total % of MAGIC staked to activate	Individual Pays MAGIC to use function	Balancer Crystal (Wrapped LP) Required
Summoning	30%	Yes	Yes for multiple
Questing	30%	No	Yes to Automatically complete quests.
Crafting	30%	Yes - 25 MAGIC	No

The MAGIC cost and Balancer Crystal requirement for each of the paths will be reviewed on an ongoing basis to ensure balance and accessibility.

Different Gaming Pathways Explained

Action	What/Who	Why	How	Activity level from 1-3
Farmoor 	Players who like to just stake and passively earn more magic.	Uninvolved in the gameplay, earn passively.	Stake MAGIC, Legions and Consumables	1
Tradoor 	Players who just want to buy low sell high, don't want to play the game.	Not actively involved in the game, fun to buy low and sell high.	Buy anything low -> Sell anything high -> Repeat	1
Summonoor 	Players who like to have an army of Legions.	Not hugely active, fun to hoard legions and perhaps lease them at a later stage	Summon legion -> use new legion to summon more legions	2
Craftoor 	Players who like to sit back, relax, craft and trade.	Not competitive, not chased by live-time actions to take. Make your legions and treasures to craft and sell items.	Craft consumables -> Sell consumables -> Buy treasures -> Craft consumables	2
Questoor 	Players who like active games but don't want to fight against other players.	Actively play, have fun and find treasures and land. Doesn't have to be competitive.	Quest -> Find Items -> Sell items -> Craft consumables -> Quest	3
Guildoor 	Players who want to manage a guild, even without being directly involved in the play of the game.	Grow a community, manage a community and get paid (e.g. scholarship model)	Make guild with friends -> Recruit members -> Provide benefits -> Take portion of the guild's profit -> Grow	3
Tax Remindoor 	Players who don't play the game, but reminds everyone about taxes.	"nice gains, but is that before or after taxes".	Always comment: "hah, you haven't made as much as you think"	-50

The Summoning Circle is where Legions can be sent to summon Auxiliary Legions. Summoning will take 7 days to complete and newly summoned Auxiliary Legions will experience a “Summoning Fatigue” which disables them from summoning for another 7 days.

Records kept by Summoner Melchizor suggest that the Summoning Circle needs occasional maintenance, especially after intense utilization. When this occurs, no new Auxiliary Legions can be summoned. Mysterious events in Bridgeworld can also impact the art of Summoning.

How many Auxiliary Legions can I summon?

Genesis Legions can summon an unlimited supply of Auxiliary Legions, while Auxiliary Legions can only summon one fellow Auxiliary Legion. This will be reviewed over time to ensure inflation remains in balance with usage.

What are the Summoning costs and requirements?

Legions are able to summon new Auxiliary Legions at the Summoning Altar. Balancer Crystal (Wrapped LP Tokens) requirements are denominated in the number of MAGIC and are per legion. Balancer Crystals are also locked for the duration of the summon.

Generation	Number of Summons	Duration	MAGIC Fee*	Balancer Crystal (Wrapped LP Token) Requirement**
Genesis	Unlimited	7 Days	300	0 to 5 Summons = None 6 to 10 Summons = 10 11 to 15 Summons = 30 16+ Summons = 50
Auxiliary	One	7 Days	500	None

** MAGIC and LP fee will be reviewed on a constant basis to ensure the game meta remains accessible.*
*** Returned at the end of the Summoning process.*

What are the drop rates of Summoning?

Legion	Summoned Auxiliary Legion			Rare reward
	Common Auxiliary Legions	Uncommon Auxiliary Legions	Rare Auxiliary Legions	Azurite Dust
Genesis Common	90%	9%	1%	0.01%
Genesis Special	85%	12%	3%	0.01%
Genesis Uncommon	80%	15%	5%	0.01%
Genesis Rare	75%	18%	7%	0.01%
Genesis Legendary	70%	20%	10%	0.01%
Auxiliary Common	100%	0%	0%	0.01%
Auxiliary Uncommon	95%	5%	0%	0.01%
Auxiliary Rare	90%	9%	1%	0.01%

* Note: All Summoned Legion have a 0.01% of obtaining 1 completed constellation.

Can I increase the odds of getting Rares from Summoning?

You can craft small/medium/large prisms and sacrifice them in the summoning circle to improve the odds of obtaining a rare Auxiliary legion via summoning. The boost rates are as follows:

Prism Size	Prism's influence on Summoning Rarity		
	Common	Uncommon	Rare
Small	-3%	+2%	+1%
Medium	-5%	+3%	+2%
Large	-7%	+4%	+3%

* Note: For example, using a large prism will decrease the odds of summoning a common Auxiliary by 7%, while also increasing the odds of obtaining an uncommon or rare.

Do I get anything special from Summoning?

When summoning Auxiliary Legions, there is a small chance that the summoned legion comes out with completed constellations and Azurite dust (a rare dust used for future events). The drop rate of these items are fixed regardless of the Legion type/rarity used to summon.

- 0.01% chance to get a Legion with 1 completed constellations
- 0.01% to drop a speck of Azurite dust

The Barracks

The Barrack is where players can summon a “Recruit” legion to explore the game. Recruits can be minted for 10 MAGIC, and have multiple restrictions relative to normal Legions. These are:

- Cannot summon or gain questing/crafting experience points/levels
- Cannot upgrade to a common legion
- Can only do a Recruit-specific Quest (see below)
- Cannot be burned and/or transferred to another wallet

Quest	Time	Reward 1	Reward 2	Reward 3
	(in Hours)	Guaranteed Drop	50% Drop	0.001% to Drop
Recruit	8	1 Essence of Starlight	1 Prism Shard	Universal Lock

Recruits allow new players a low-cost route of entry into the game which does not adversely impact the broader economy, since they are non-inflationary in nature to the Legion population. They are nonetheless not to be underestimated, since their ability to earn material rewards from even a basic quest provides a route for new players to save and earn their own legion over time.

The Ivory Tower is where Legions can set out on quests in search of Treasures and other items, growing more experienced as they continue to explore Bridgeworld's frontiers.

Questing points are awarded per completed quests, and these are used to automatically gain questing levels.



How many Questing Points are required per level?

In Season 1, Legions will have a maximum of 5 Questing Levels.

Increasing their QP unlocks more difficult quests, which then offer players better rewards. Questing experience and in turn, levels are automatically awarded for each successful quest completion (see below).

Legions Questing by Points & Levels	Additional questing Points (QP) needed to level up	At beginning of level, unlock:	QP Gain/ quest	# quests to level
Level 1	100	Unlock Easy Quest	10	10
Level 2	200		10	20
Level 3	500	Unlock Medium Quest	20	25
Level 4	1000		20	50
Level 5	2000	Unlock Hard Quest	40	50

How many quests are there?

Initially, there are three tiers of quests: Easy, Medium and Hard.

Do I need to pay MAGIC to go on a quest?

No. There is no MAGIC cost associated with questing.

Is there an auto-quest feature?

Yes! You can stake Balancer Crystals tokens to have the game automate questing for you.

- A. Harder quests require more Balancer Crystals staked to activate the auto-quest feature.
- B. The Balancer Crystals requirements are per legion, not per wallet.
- C. Balancer Crystals tokens are locked for the duration of the auto-quest.

Quest Difficulty	Required Balancer Crystal Staked*		
	3 Loops (1 Day)	9 Loops (3 Days)	15 Loops (5 Days)
Easy	5	15	25
Medium	10	30	50
Hard	15	45	75

** Note: This requirement is per legion. If you want to send two legions on easy 3 auto-questing loops, you will need to stake and lock 5 x 2 = 10 Balancer Crystals.*

What kinds of loot are dropped from Quests?

Difficulty	Time	Reward 1	Reward 2	Reward 3	Reward 4
(3 Tiers)	(in Hours)	Guaranteed	Guaranteed	20% to Drop	0.01% to Drop
Easy	8	3 Essence of Starlight	3 Prism Shard	Treasures	Universal Lock
Medium	12	4 Essence of Starlight	4 Prism Shard	Treasures	Universal Lock
Hard	16	5 Essence of Starlight	5 Prism Shard	Treasures	Universal Lock

Does Treasures’ Tier affect their drop rate in Quests?

Yes, if a player is lucky enough to obtain a Treasure from a Quest (20% chance), the probability of them obtaining a T1 to T5 treasure is weighted based on the Questing Tier. Of importance, Grins and Honeycomb will not drop from Quests as their supply is capped.

Quest Difficulty	Quest Rewards = Treasures Percentages reflect the likelihood that each tier of Treasure will drop, conditional on a Treasure reward being gained (20% chance).					
(3 Tiers)	T1	T2	T3	T4	T5	Total
Easy	0.0%	2.5%	5.0%	15.0%	77.5%	100.0%
Medium	1.5%	5.0%	7.0%	17.0%	69.5%	100.0%
Hard	2.5%	9.0%	8.0%	22.0%	58.5%	100.0%

What is this loot used for?

Quest rewards are used for different aspects of Bridgeworld. These are:

- Essence of Starlight: Used to upgrade Legion’s constellations.
- Prism Shards: Exchange at Mysterious Merchant (coming soon) for complete Prisms.
- Treasures: (a) Stake in the MAGIC mine or (b) Used to craft consumables
- Universal Lock: ???

The Forge is where Legions can utilize Treasures to craft powerful consumables.

Treasures contain magical properties that Legions can extract and use to craft valuable consumables, growing more experienced as they continue to hone their trade.



How many Crafting Points are required per level?

In Season 1, Legions will have a maximum of 5 Crafting Levels. Increasing Legions’ CP enables them to craft more difficult recipes. Crafting experience and, in turn, levels are automatically awarded for each successful craft completion (see below).

Legions Crafting by Points & Levels	Crafting Points (CP) needed to level up	At beginning of level, unlock:	CP Gain/craft	# crafts to level
Level 1	100	Unlock Easy Craft	10	10
Level 2	200		20	10
Level 3	400	Unlock Medium Craft	30	14
Level 4	1500		40	38
Level 5	2000	Unlock Hard Craft	50	40

Do I need to pay MAGIC to craft a recipe?

Yes. There is a 25 MAGIC cost associated with crafting. Fee structure are as follows:

Crafting Outcome	MAGIC Cost
Success	100% MAGIC cost is consumed
Fail	90% of MAGIC cost is refunded to player

Is there an auto-craft feature?

There is no auto-craft feature.

How many Recipes are there?

Initially, there are three tiers of recipes: Easy, Medium and Hard. In Season 1, these recipes will produce three types of productive consumables (see below).

Recipe Difficulty	Consumable Name	Consumable Effect	Probability to Drop from Crafting
Easy	Small/Medium/Large Prism	Increase the likelihood of obtaining rarer heroes.	75% Small drops 15% Medium drops 10% Large drops
Medium	Small/Medium/Large Extractor*	Stake in Harvesters to boost their Mining Power by 15%/20%/25%	75% Small drops 15% Medium drops 10% Large drops
Hard	Harvester Part	Used to build one of the six foundational Harvesters	0.01% to drop 2 Harvester Parts

*Extractors can be stacked 5 times (globally and within a specific harvester) and are only active for a limited time (timing to be announced)

What are the ingredients needed for each Recipe?

Various recipes will require a number of different Treasures as ingredients (see below). For example, for an easy recipe, you will need to prepare 2 x T5 Treasures and 1 x T4 Treasure.

Recipe Difficulty	Recipe for Consumable (Ingredients are T1 to T5 Treasures)					
(3 Tiers)	T1	T2	T3	T4	T5	Total
Easy	0	0	0	1	2	3
Medium	0	0	1	2	2	5
Hard	1	1	1	2	2	7

What are the crafting times and success rates?

Recipe Difficulty	Crafting Time (in Hours)	Success Rate
Easy	8	90%
Medium	12	90%
Hard	16	90%

Do Treasures have unlimited uses?

When crafting, Treasures have a chance of breaking. Broken Treasures are sent to the World Treasury, where they will be recycled and re-distributed as reward for Quests.

With the exception of Grin and Honeycomb, Treasures’ likelihood of breaking are based on their Tier. Treasures break during the process required to extract and apply the Magic at their core to Legions’ craft. Legions who break a Grin or Honeycomb report feeling a tremor that shakes the very foundation of Bridgeworld, an Essence of Grin or Honeycomb in the debris.

Treasure Tier	Probability that a Treasure will break during crafting
Grin/Honeycomb	0.50%
1	3.30%
2	6.44%
3	8.20%
4	11.30%
5	18.10%

How does crafting success rate interact with Treasures’ break chance?

If your crafting is successful, 100% of the MAGIC cost is consumed. Additionally, all the Treasures used in the recipe have a chance of breaking. For example: For an easy recipe

- The ingredients required are 1 x T4 Treasures and 2 x T5 Treasures
- T5 has a 18.10% chance to break and T4 has a 11.29% chance to break
- If your craft succeeds (90% chance), the RNG is run against each of the Treasure. If the RNG hits the corresponding threshold probability, your Treasure breaks and is burned. This is repeated for each of the Treasures.

If your crafting fails, you will be refunded 90% of the MAGIC required for the recipe, and nothing will happen to your Treasures.



This is where our story begins.

The Bridgeworld, The Origin Enclave, The Stasis Dimension.

A splice of worlds.

Through the ages, there have been countless songs and legends that told the tale of this world. All suspended in time, eclipsed from space -- silent. It was said that this world had no origin; a blank slate. A mere bridge connecting the multitude of other worlds together, from the beginning to the end of time.

Until -- the celestial ones gazed upon this abstract world. They found a world of remains filled with debris from other worlds rich with lore and essence that existed long ago.

It was a world of ***Treasures***, of long forgotten relics, and of effaced legends.

The Treasure World.

The celestial ones deemed this world the nexus of all worlds. It weaves other worlds together in perpetuity. ***Legions*** were elected to study the ***Magic*** that sustained this world -- to guide, to govern, and to protect it.

This is where our story begins.

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