



White Paper





1. Project Summary

Plato Farm is an NFT game which supports HRC-721 and ERC-1155 protocols. Players are tasked with growing plants and raising livestock on a small farm to earn MARK and PLATO tokens which can then be used with various NFT items to transform their barren land into a bustling city. Players can also start their own guilds and earn money while playing.





2. Team Overview

Plato Farm project was developed by Second Space Studio and launched in 2018. The core members of the project have developed and operated a wide range of large-scale online games and come from world-renowned game teams and blockchain developers such as Jurassic World Evolution, Frostpunk and Farm Together.

Plato Farm has achieved great success in the North American market, which attracts two million users and over 200,000 DAUs. The game combines the underlying contract technology architecture of the blockchain with completely embedded in-game users who can thrive in its scientific trading system by making money while playing.



SECOND SPACE



3. Project Vision

We believe that the ideal world described by the metaverse will eventually come. Games will be integrated with the blockchain economy, while gameplay will be one way to obtain economic benefits. We are committed to creating a highly playable and enjoyable game in which players can expand their farms, collect game items and earn money. Games like Plato Farm can utilize AR smart wearable devices to provide users with a multi-dimensional Second Space that empowers them with a virtual social identity unattainable in real life. Players can organize decentralized economic and social activities and work together to create an ideal world from the unlimited depths of their imaginations.





Future Timeline of Project

09.09
2021



Official launch of Plato Farm's metaverse identity

09.12
2021



Global recruitment of Plato Farmers

09.30
2021



Auctioning of Plato Farm's NFT mystery box

11.30
2021



V1.0 Plato Farm Pioneer Version, H5, Android, and IOS versions to be launched at the same time

05.01
2022



V2.0 Adam Smith City Builder, H5, Android, and IOS versions to be launched at the same time

02.01
2023



V3.0 Gagarin Planet Developer, H5, Android, and IOS versions to be launched at the same time



Welcome to Plato Farm — a place for all of us.



4.How to Participate

Plato Farm is an NFT game which supports HRC-721 and ERC-1155 protocols. Players can participate in the game in the following ways:

01

Open the H5 game interface on the web page, link to the website through wallets such as MetaMask, and play the game (MetaMASK official website: <https://metamask.io>).

02

In the blockchain wallet, select the HECO ecosystem chain, open the Plato Farm DApp page, and play the game.

03

We believe that the ideal world described by the metaverse will eventually come. Games will be integrated with the blockchain economy, while gameplay will be one way to obtain economic benefits. We are committed to creating a highly playable and enjoyable game in which players can expand their farms, collect game items and earn money. Games like Plato Farm can utilize AR smart wearable devices to provide users with a multi-dimensional Second Space that empowers them with a virtual social identity unattainable in real life.





5. Game Content

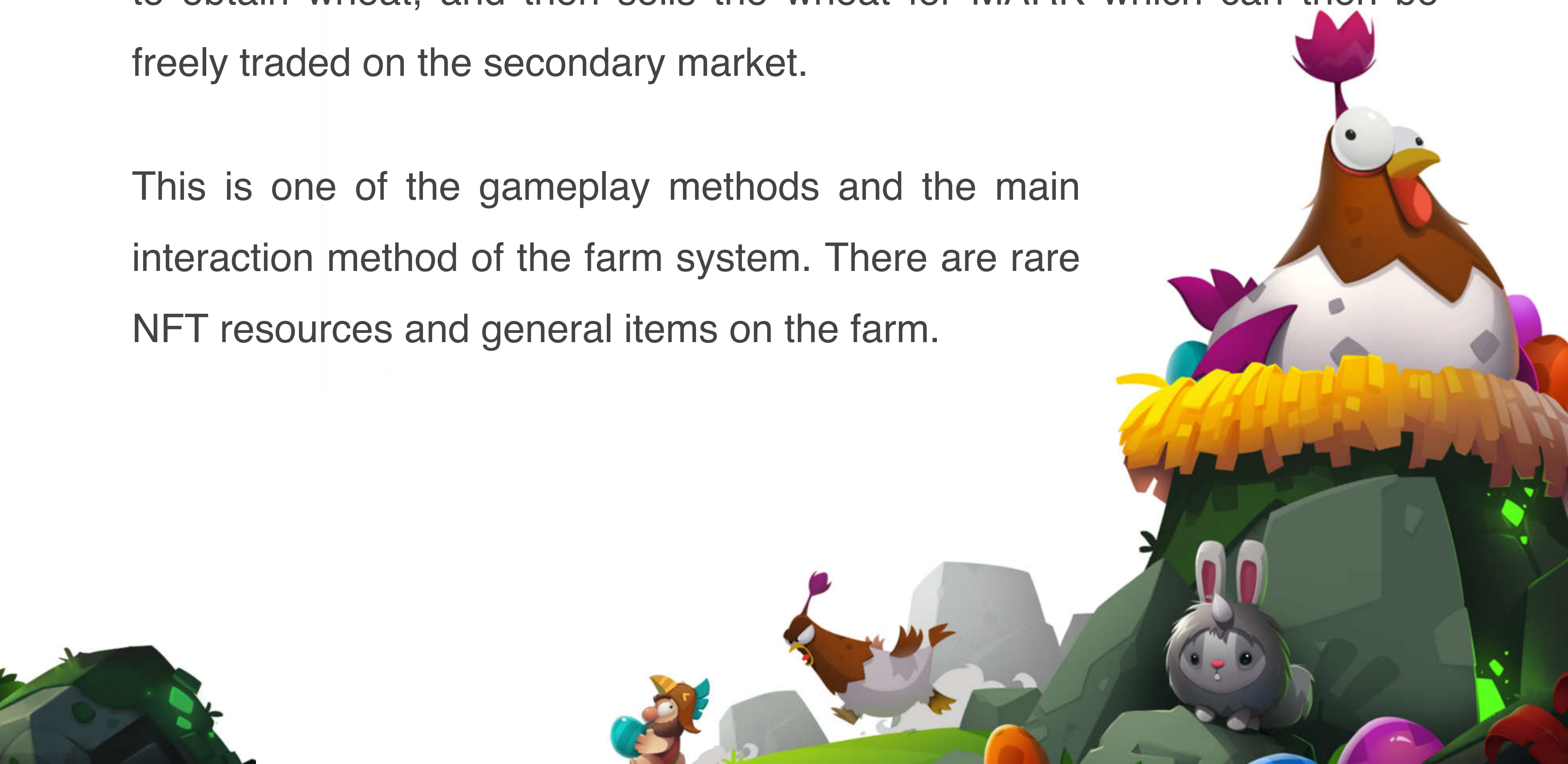
5.1 Ecosystem

5.11 Farm System

Players' achievements are all reflected in the farm system. Farming and breeding are carried out through the farm. Players can purchase production resources and land in their wallets, and earn corresponding rewards through work in the game.

For example, at the beginning of the game, the player uses PLATO to buy a planting field, sows the wheat seedlings purchased with MARK on the planting field, waits 30minutes for the wheat to be mature, then harvests it to obtain wheat, and then sells the wheat for MARK which can then be freely traded on the secondary market.

This is one of the gameplay methods and the main interaction method of the farm system. There are rare NFT resources and general items on the farm.





5. Game Content

Some rare items include land, special crops, special tools, special fruit trees, special animals, and processing workshops. All need to be unlocked through PLATO tokens. These rare NFT items will be continuously introduced as the game progresses.

Common Items Include:



Livestock



Chicken cubs for breeding
Obtained: Eggs

Feed the chicken cubs to enable them to grow up. Harvest eggs when they are fully mature.



Dairy Cattle cubs for breeding
Obtained: Milk

Feed the cattles to enable them to grow up. Milk the cow when they are fully mature.



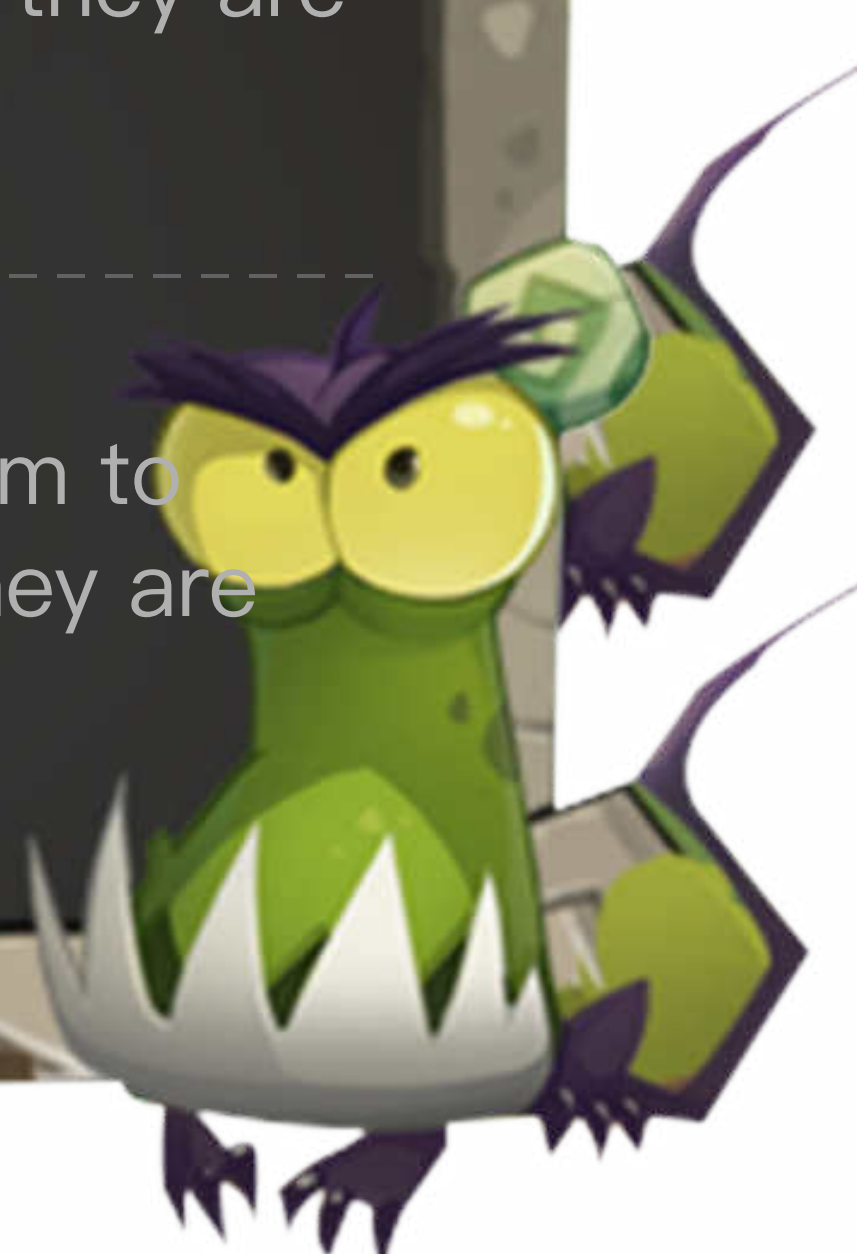
Piglet used for breeding
Obtained: Bacon

Feed the piglets to enable them to grow up. Harvest bacon when they are fully mature.



Lambs used for breeding
Obtained: Wool

Feed the Lambs to enable them to grow up. Harvest wool when they are fully mature.





Crops



Wheat Seeds

Obtained: Wheats

Plant wheat seeds in farmland. You can fertilize the wheat seeds to make them grow, and you can harvest wheats when they are fully mature.



Cucumber Seeds

Obtained: Cucumbers

Plant cucumber seeds in farmland. Fertilize them and harvest cucumbers when they are fully mature.



Corn Seeds

Obtained: Corns

Plant corn seeds in farmland. Fertilize them and harvest corns when they are fully mature.



Carrot Seeds

Obtained: Carrots

Plant carrots seeds in farmland. Fertilize them and harvest carrots when they are fully mature.



Sugarcane Seeds

Obtained: Sugarcanes

Plant sugarcane seeds in farmland. Fertilize them and harvest sugarcanes when they are fully mature.



Pea Seeds

Obtained: Peas

Plant pea seeds in farmland. Fertilize them and harvest peas when they are fully mature.



Pepper seeds

Obtained: Peppers

Plant pepper seeds in farmland. Fertilize them and harvest peppers when they are fully mature.



Tomato Seeds

Obtained: Tomatoes

Plant tomato seeds in farmland. Fertilize them and harvest tomatoes when they are fully mature.



Lettuces Seeds

Obtained: Lettuces

Plant lettuce seeds in farmland. Fertilize them and harvest lettuces when they are fully mature.



Potato Seeds

Obtained: Potatoes

Plant potato seeds in farmland. Fertilize them and harvest potatoes when they are fully mature.



Cotton Seeds

Obtained: Cotton

Plant cotton seeds in farmland. Fertilize them and harvest cotton when they are fully mature.



Pumpkin Seeds

Obtained: Pumpkins

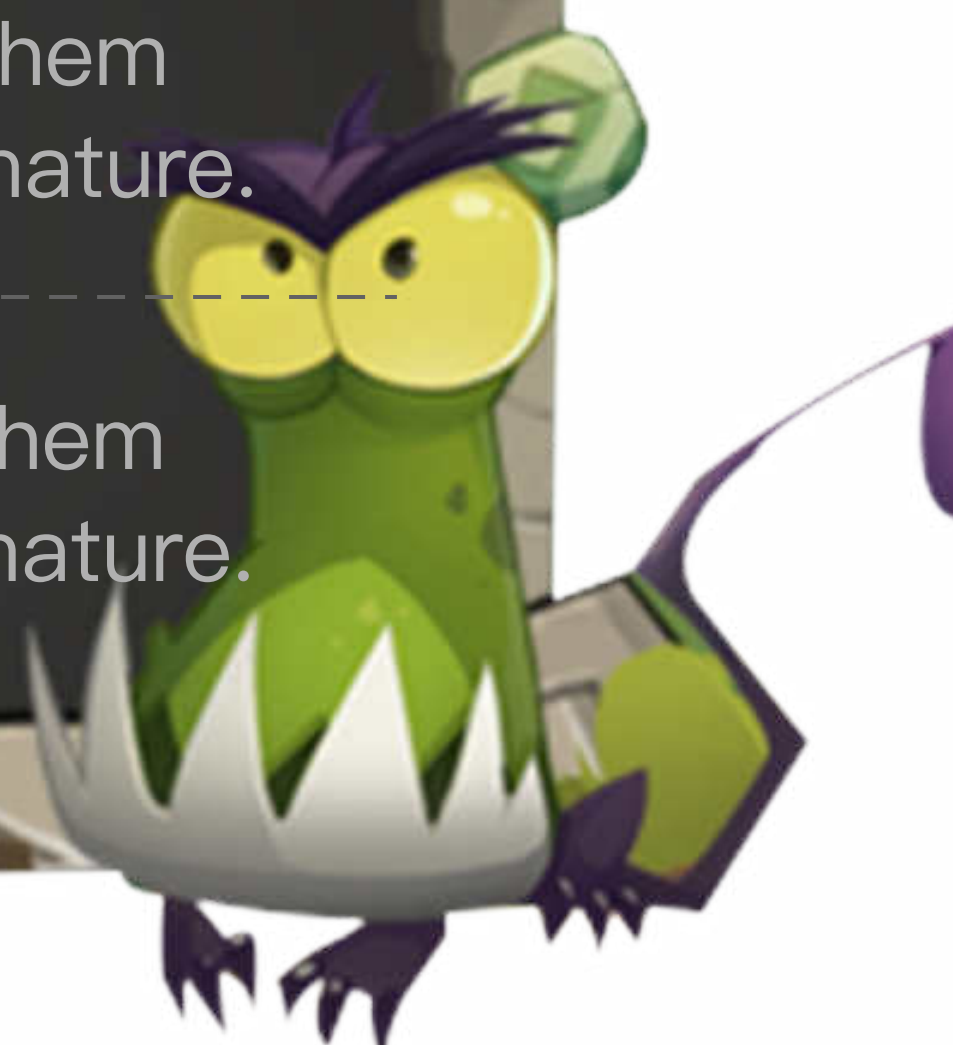
Plant pumpkin seeds in farmland. Fertilize them and harvest pumpkins when they are fully mature.



Lavenders Seds

Obtained: Lavenders

Plant lavender seeds in farmland. Fertilize them and harvest lavenders when they are fully mature.





Tools / Fruit Trees



Saw

Obtained: Spaces

Used to remove obstacles on the map, cut down large trees, and expand open spaces.



Small Axe

Obtained: Spaces

Used to remove obstacles on the map, clear bushes, stakes and small trees.



Trolley

Obtained: Spaces

Used to remove obstacles on the map, use carts to carry stones or mine waste.



Brick

Obtained: Spaces

Used for land expansion and increased factory land.



Cement

Obtained: Spaces

Used for land expansion and increased factory land.



Dynamite Barrel

Obtained: Spaces

Used to remove obstacles on the map and clear stones on the map.



Apple Tree

Obtained: Apples

Plant apple trees. When they are fully mature, they can be used to make apple sauce or sold.



Cherry Tree

Obtained: Cherries

Plant cherry trees. When they are fully mature, they can be used to make cherry sauce or sold.



Cocoa Tree

Obtained: Cocoa

Plant cocoa trees. When they are fully mature, they can be used to make cocoa or sold.



Blackberry Bush

Obtained: Blackberry

Plant blackberry trees. When they are fully mature, they can be used to make blackberry sauce or sold.





Processing Plants



Wheat Bread
Food

Used for sale, repurchase or reprocessing.



Corn Bread
Food

Used for sale, repurchase or reprocessing.



Cookies
Food

Used for sale/auction or repurchase.



Food for Hen
Acceleration Tool

It is used to feed the hen cubs in the chicken farms and speed up the growth of the cubs.



Food for Cattle
Acceleration Tool

It is used to feed the piglets in the pig farms and speed up the growth of the piglets.



Food for Sheep
Acceleration Tool

It is used to feed the young cows in the cow farms and speed up the growth of the young cows.



Cherrysauce
Acceleration Tool

It is used to feed the lambs in the sheep farms to speed up the growth of the lambs.



Applesauce
Acceleration Tool

The accelerated time items can be used to sell or accelerate the maturity time of the crops.



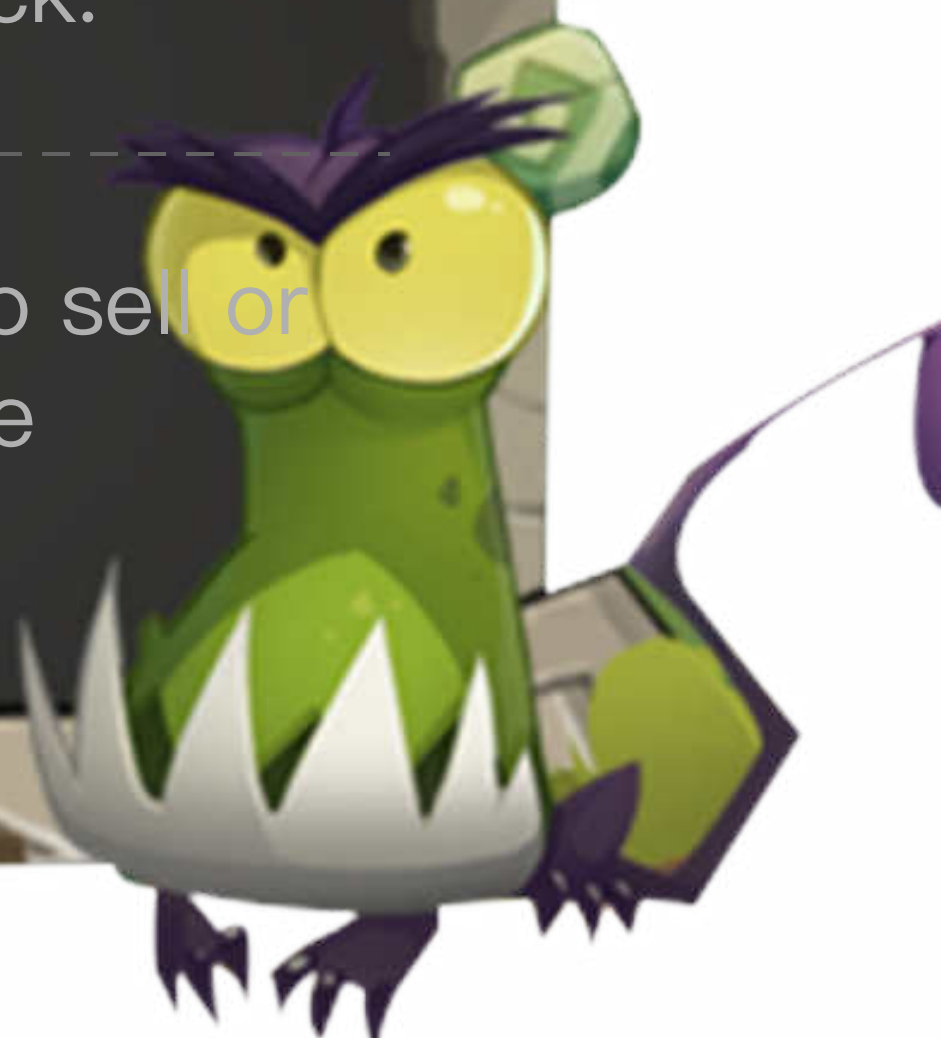
Applesauce
Acceleration Tool

The accelerated time items can be used to sell or accelerate the maturity time of the livestock.



Blackberry Sauce
Acceleration Tool

The accelerated time props can be used to sell or accelerate the product maturity time of the processing plant.





Processing Plants



Cocoa
Acceleration Tool

The accelerated time props can be used to sell or accelerate the product maturity time of the processing plant.



Refined Coal
Items/Tools

Used for processing and manufacturing items in processing plants,such as saws, axes, carts and other items/tools.



Silver Bullion
Items/Tools

Used for processing and manufacturing items in processing plants,such as saws, axes, carts and other items/tools.



Silver Bullion
Items/Tools

Used for processing and manufacturing items in processing plants,such as saws, axes, carts and other items/tools.



Bullion
Items/Tools

Used for processing and manufacturing items in processing plants,such as saws, axes, carts and other items/tools.



Platinum Bar
Items/Tools

Used for processing and manufacturing items in processing plants,such as saws, axes, carts and other items/tools.



Bacon
Mature Product

Used to make food, can be used for eating or making and selling.



Egg
Mature Product

Used to make cakes or high-quality pastries, which can be eaten or sold.



Wool
Mature Product

Used to make clothes, to decorate characters or to sell.





Farms



Farmland

Used to grow crops

Planting crops necessities, you need land to grow crops and fruit trees, etc.



Chicken Farm

A place to raise chickens

A necessary place to feed the chickens. When the chickens are fed on the chicken farm, they can get eggs after they are fully mature.



Pig Farm

Where to raise pigs

A necessary place for feeding piglets. Piglets are raised on the pig farm. After they are fully mature, they can get pork.



Cattle Farm

Cattle-raising place

A necessary place for feeding the calves. The cows are raised on the cattle farm. When they are fully mature, they can get milk.



Sheep Farm

A place to raise sheep

A necessary place for feeding lambs. Raising lambs in the sheep farm can obtain wool after they are fully mature.





Processing Workshop



Bakery

Place where bread is processed

Bread workshop. It is used to produce bread/corn bread/cookies, which can be sold/auctioned/traded.



Dairy Factory

Dairy processing plant

The place where dairy products are processed. Used to produce dairy products such as cream/cheese, which can be sold/auctioned/traded.



Feed Mill

Place where feed is produced

The place where dairy products are processed. Used to produce dairy products such as cream/cheese, which can be sold/auctioned/traded.



Jam Machine

Jam production machine

Machines, for processing jams, are used to process the finished products of jams from fruits produced by fruit trees, which can be sold/auctioned/traded.



Sewing Machine

Machine for spinning cloth

It is used to process wool and turn it into finished fabrics, which can be used to make clothes for sale/auction/trading.



Oven

Bread making machine

Advanced pastry processing machine, which can produce sandwiches/pizzas/cakes, etc.. They can be sold/auctioned/traded.



Popcorn Machine

Producing popcorn

Used to produce popcorn, which can be sold/auctioned/traded.



Alchemy Furnace

Workshop for smelting minerals

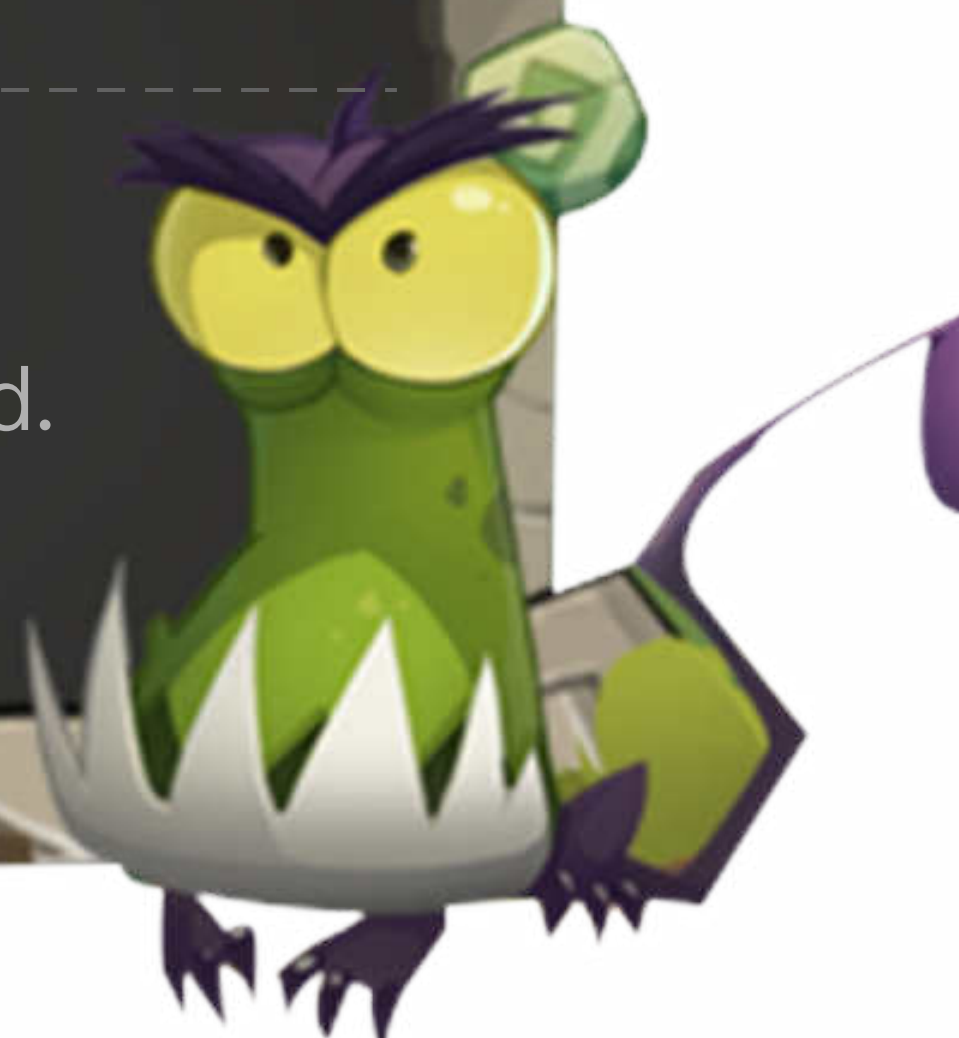
Workshop for smelting minerals. Used to produce silver bars and gold bars, which can be sold.



Sugar Factory

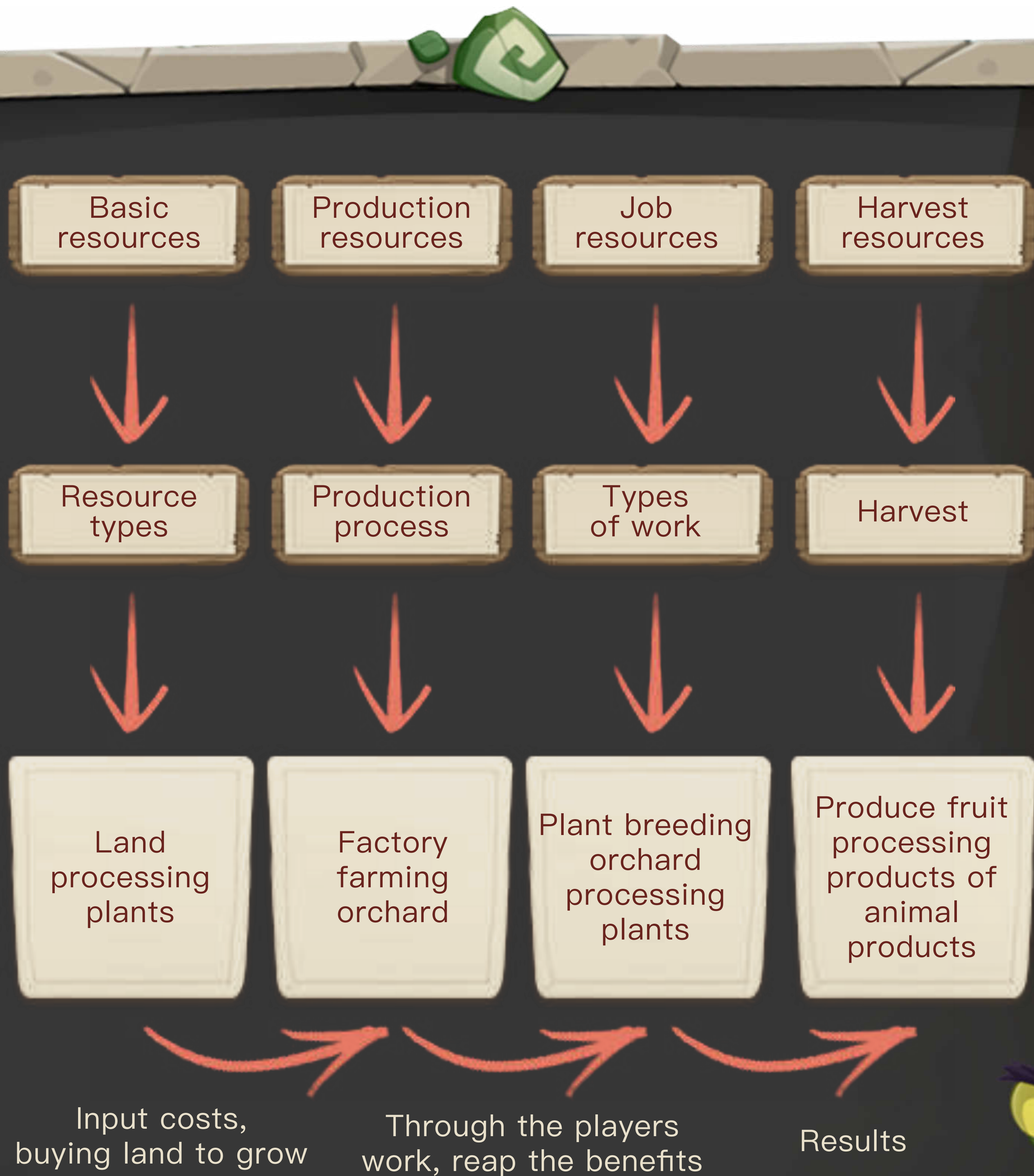
Machine for producing white sugar

For the production of white sugar, brown sugar, etc., it can be sold/auctioned/traded.





Farm System (Single player)



5.12 Trading System

Plato Farm players reap harvests through work. It takes 30 minutes for crops to harvest agricultural and sideline products, depending on the crop. Three stages are involved: seed state, development state, and mature state. After the crops are mature, players can obtain agricultural and sideline products through particular operations.

Some agricultural and sideline products are traded using MARK tokens, while some commodities are traded using PLATO tokens. Players can engage in free trade according to their own needs.

5.13 Mining System

By staking MARK tokens in the in-game bank, PLATO token mining can be carried out and PLATO tokens can be staked. PLATO mining can also be carried out.



5.14 Social System

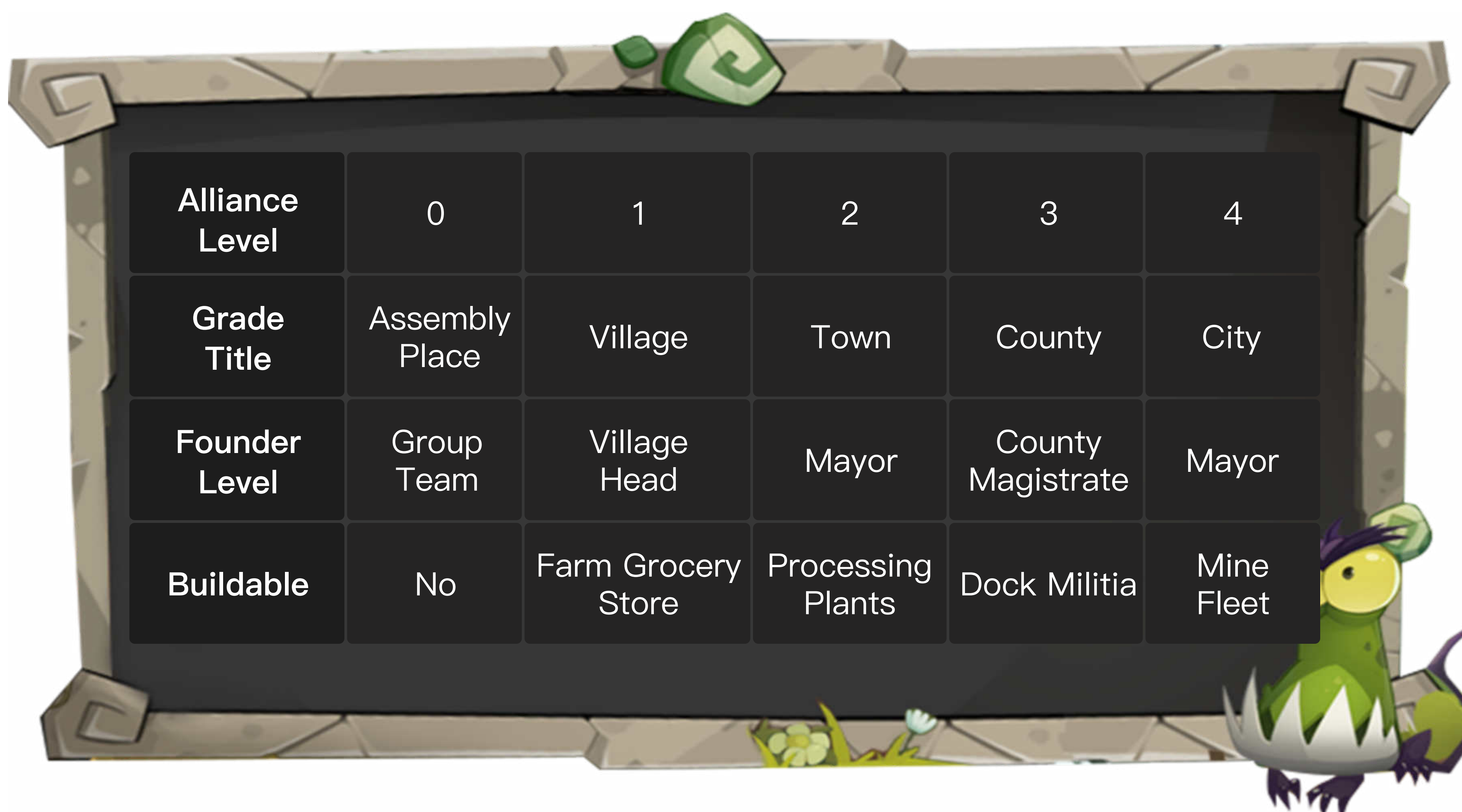
Friends: Players can choose to be friends with any other player in the game. Friends can interact with each other by exchanging greetings and making transactions. There are also special friend tasks.

Alliances: Players can receive rewards by joining alliances, which can help them boost their agricultural output and mining efficiency.

In the game, players can also form alliances to seek help and conduct exchanges. Players can interact with alliance members through orders and donations to realize transactions between products.

Players need to submit an application to start an alliance. All members of the alliance are directly or indirectly invited by the founder of the alliance.

The alliance is divided into 5 levels:



Alliance Level	0	1	2	3	4
Grade Title	Assembly Place	Village	Town	County	City
Founder Level	Group Team	Village Head	Mayor	County Magistrate	Mayor
Buildable	No	Farm Grocery Store	Processing Plants	Dock Militia	Mine Fleet

The league level is upgraded to the required number of members, which increases exponentially with the level.

The initial alliance has no other functions, and the founders can only passively receive dividends from production taxes.

The level is promoted from minor team leader to major team leader to minor captain to major captain, while members are given the title of independent player.



The first-level alliance is the village. The founder obtains the position of village chief. All alliance members automatically obtain the title of villager. In the village, a grocery store and breeding farm can be built. The grocery store respawns rare specialties like seeds or other items every 24 hours. Farms can hire cultivation workers to increase production output.



The second-level alliance is the town hall. The founder obtains the post of mayor, and all alliance members automatically obtain the title of townsfolk. In the town hall alliance, businesses and processing plants can be established.

Commercial firms can get opportunities for land auctions and item auctions, while processing plants can unlock advanced product processing and warehouses.



The third-level alliance is the county seat. The founder obtains the post of county chief, all alliance members automatically obtain the title of county resident, and docks and militia camps can be formed in the county alliance.

With wharves players can set up fishing boats to hunt for treasure in the open sea and obtain profits. With militia battalions, players can profit by plundering nearby alliances.



The fourth-level alliance is the city. The founder obtains the post of mayor. All alliance members automatically get the title of city resident. In the city alliance, mines and fleets can be formed.

With mines, citizens can work and mine for free, and obtain income (by using plug-ins). With fleets, some new worlds can be discovered, and citizens can earn dividends by investing.





5. Game Content

5.2 Economic System

In the game, players can benefit themselves in four ways:

1. Proceeds from purchases and sales (investment and monetization)
2. Growing plants and raising livestock (work and mining)
3. Selling and trading obtained items (acquisition of game item loop)
4. Transactions and collaborations between friends (creation of personalized territories)

Player income comes in the form of MARK, PLATO, and NFT. PLATO tokens can be circulated in centralized or decentralized exchanges to the benefit of players.



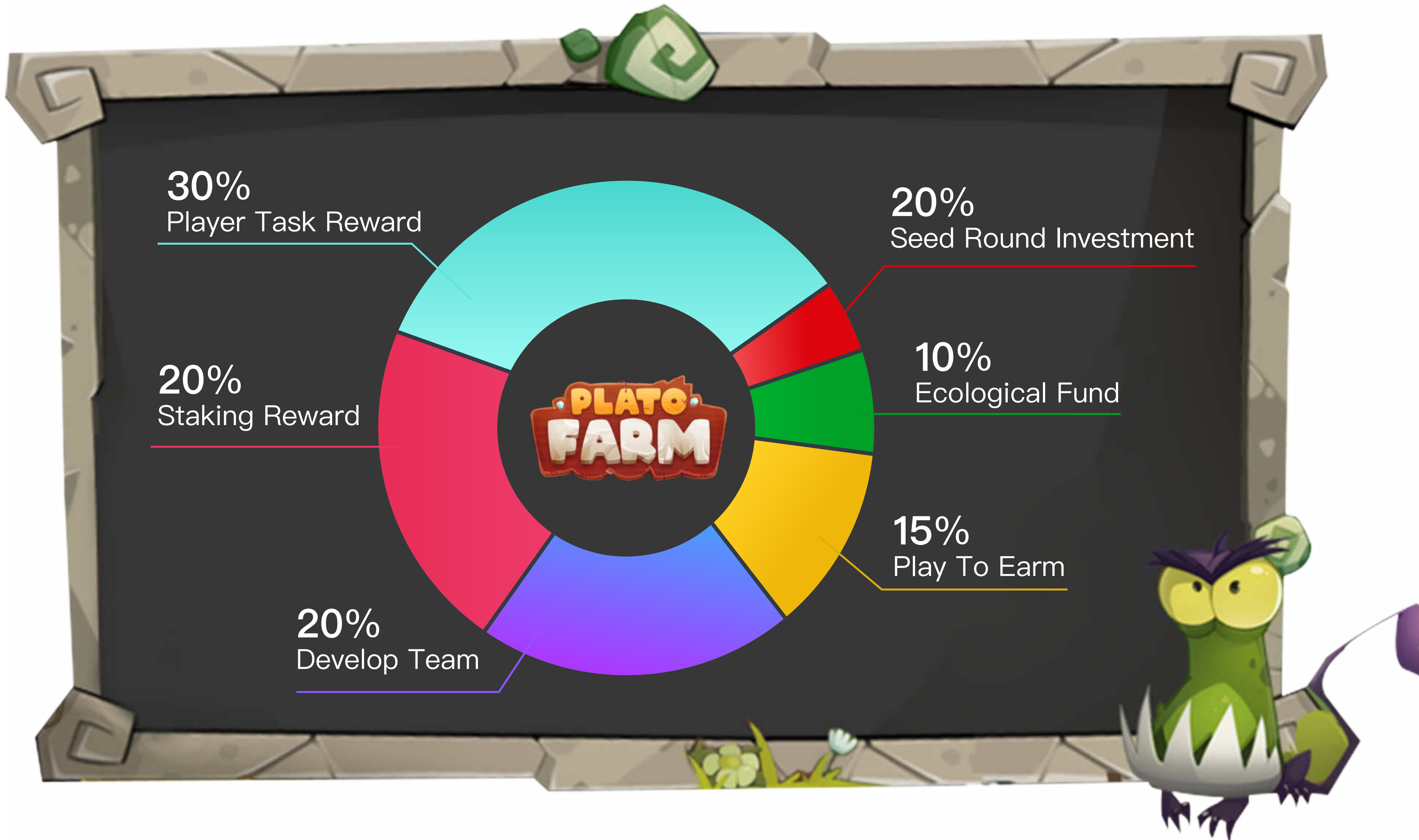


6.Tokens

Three Main Types of Tokens in Plato Farm

MARK: MARK is the currency circulating in the game and is equivalent to the exchange and transaction medium of the game. General items and equipment in the game are anchored to it, and players must use the currency to purchase these items. When players use MARK to redeem items, the currency is recycled and burned in the system. The only way to obtain MARK is to complete tasks and work (by planting, breeding, processing, etc.). The proportion of MARK earned by completing tasks and work is 2:8. The output of MARK is based on the increase or decrease of the game's GDP. For regulation, the supply of MARK increases according to the $F(x)$ function when GDP increases, and the supply of MARK decreases according to the specific function $F(x)$ when GDP decreases, but the upper limit does not exceed 10 million tokens.





PLATO: The quantity of PLATO remains constant at 100 million tokens. It is both the game platform token and a kind of status symbol. The more PLATO players hold, the higher their level is. Players can obtain PLATO through trading in the secondary market or MARK staking. Rare NFT items and basic production materials such as land, factories, and farms must be exchanged for PLATO. For advanced levels or to unlock more game content, players need to hold a certain amount of PLATO. At the same time, 50% of the Treasury's quarterly revenue repurchases and burns PLATO to a maximum of 50 million to maintain a certain degree of deflation.

NFT Items: There are a variety of NFT items in Plato Farm, such as

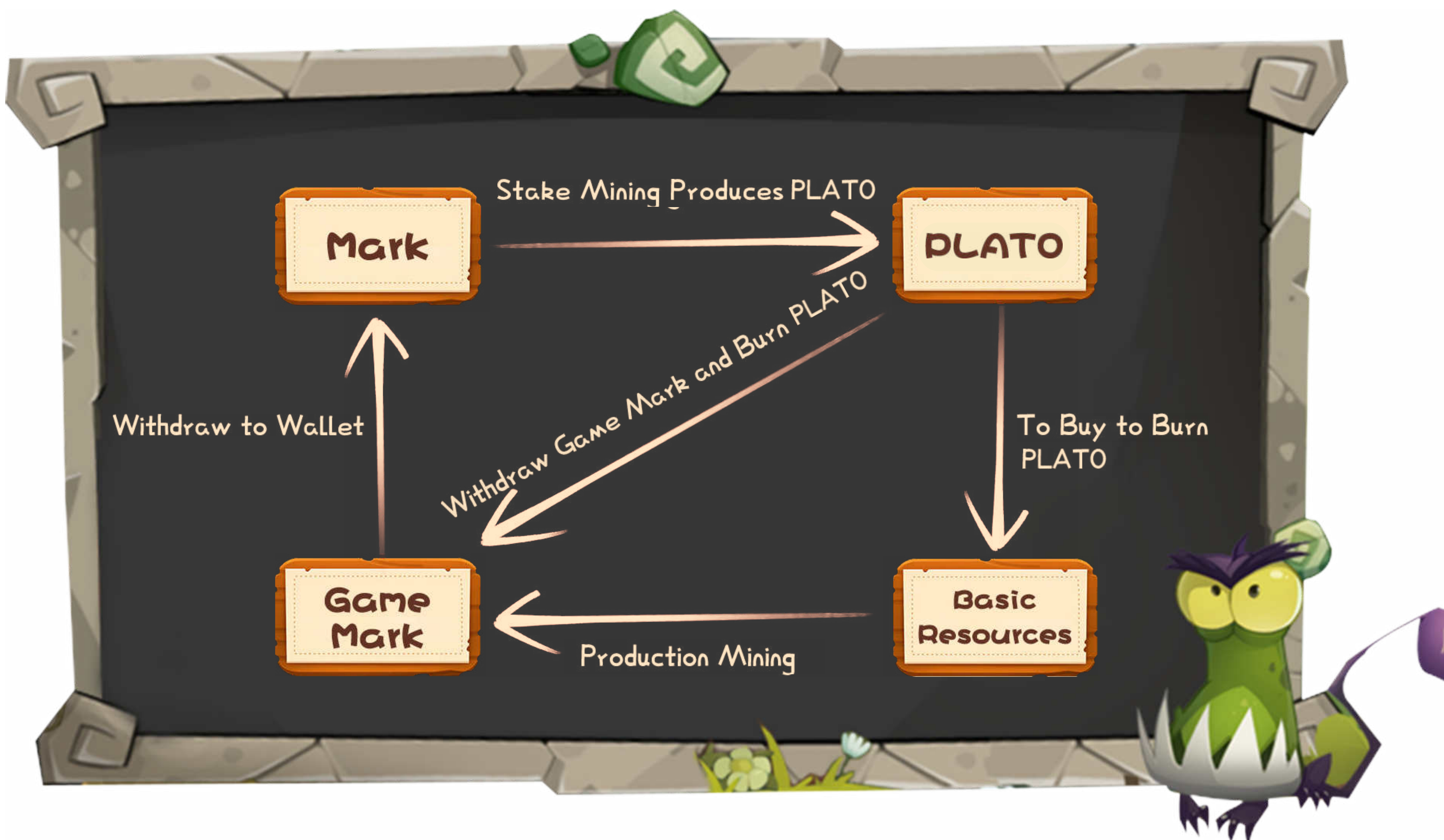
land, rare seeds and rare fruit trees. They can be used to unlock game content. NFT items can be purchased with MARK or PLATO.

MARK Cycle Process:

Players use USDT to purchase MARK through the wallet. The initial MARK price is 0.1 USDT.

By purchasing MARK, players can purchase production resources (wheat, tomatoes, chickens, cows, etc.) in the game. After the seed and growth stages, players can mine through the game's harvest operations to obtain items and products.

The item product obtains MARK through order/player transaction/reprocessing, and the player withdraws the increased MARK and sells it to other players in the wallet.



PLATO Cycle Process

Players can stake MARK in their wallet to mine PLATO. They can use PLATO to purchase basic resources, add more workplaces, increase their workload and obtain more game MARK. They can also obtain more game MARK to stake and to mine more PLATO.

Login transaction version (embedded in wallet)

Alliance leader system version

Game simulator version

Town scramble version





7.DAO

Every aboriginal person:

Level 10: Pioneer

Level 10 must pledge 100 Plato.

Level 10 allows transfer of assets and withdrawal.

Level 20: Farmer

Farmer had to pledge 500 Plato.

All farmers receive a 50% share of the Treasury's revenue.

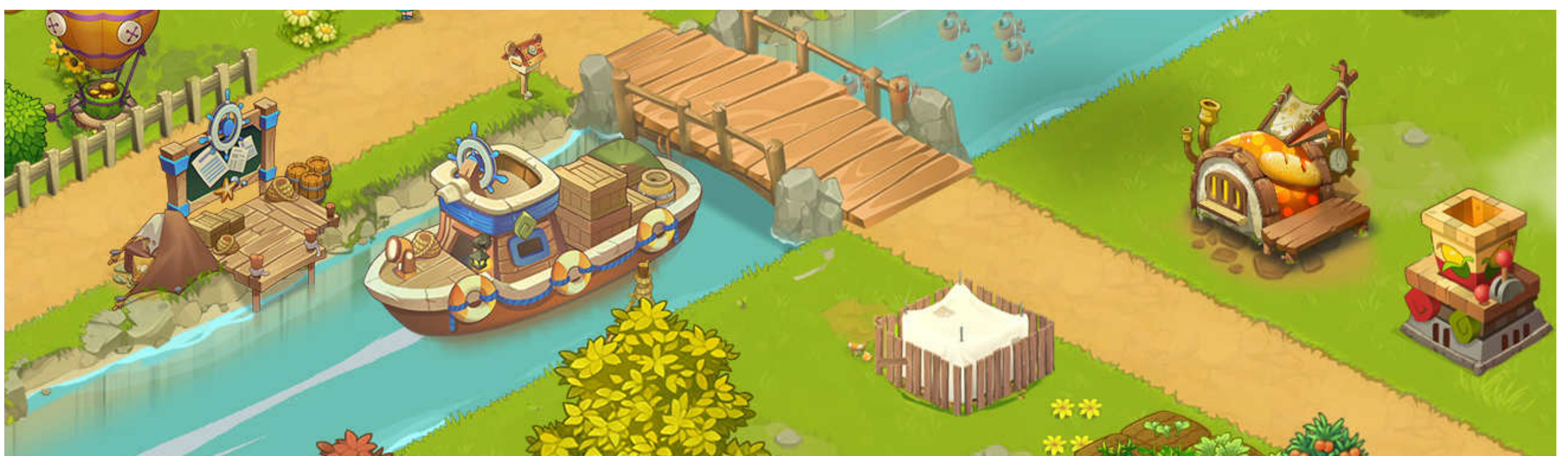
Level 30: Candidate for National Assembly

There's a contract to vote on the 15th of every month at 12:00.

The top three become full MPS.

who receive 20 percent of the permanent revenue from the Treasury and have permanent voting and proposal rights. To be the real power of the second dimension.

Become a senator and pledge 10,000 Plato in perpetuity.



20% goes to the governor.

The governor is the promoter.

The top 3 governors are automatically selected at 12 o'clock on the 15th day of each month.

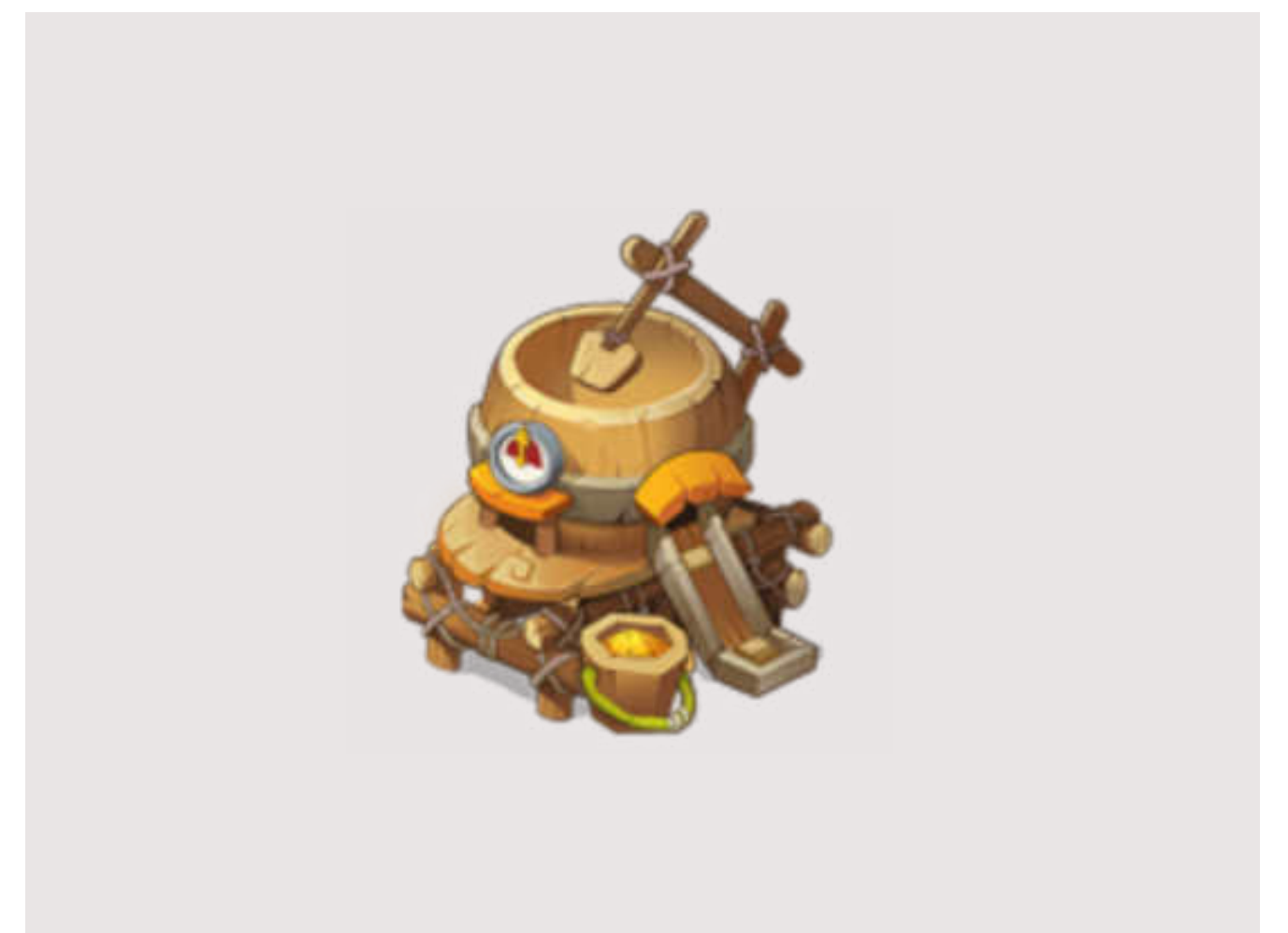
The governors were chosen by Mark's vote and a perpetual pledge of 100,000 Mark.

10% is reserved for the development team.

The governor is the promoter.

The top 3 governors are automatically selected at 12 o'clock on the 15th day of each month.

The governors were chosen by Mark's vote and a perpetual pledge of 100,000 Mark.





8.Disclaimer







This document is not the final version and will be updated from time to time. The purpose of this document is to provide an introduction to the gameplay and economic model of Plato Farm. The information listed in this document may not be exhaustive and does not contain any contractual elements. Nothing in this document shall be deemed to constitute any kind of prospectus or investment attraction.





Thank You!



-  <https://www.platofarm.game>
-  https://twitter.com/Plato_Farm
-  <https://platofarm.gitbook.io/plato-farm>
-  <https://t.me/platofarm>
-  https://medium.com/@Plato_Farm
-  Email: info@platofarm.game