CITADEL
of the machines
lite paper

Living DOCUMENT

This white lite paper is a living document and it will be updated regularly. Citadel reserves the right to alter any information listed here; values could be updated as the project grows but overall the core structure will stay the same and any major changes will be announced.

Project OVERVIEW

Citadel of the Machines is a 3D universe, where anyone can build, explore, and share their adventures with other players. Players choose a droid, build their environments, and navigate a 3D physics–enabled sandbox with creatures, obstacles, and puzzles.

The STORY

A downed ship lies forgotten on a far-away planet. A lightning strike causes the ship's computer to awaken at last. The only functional mechanical device is a lonely service robot: The Hexadroid. The computer issues a command: go forth onto the planet and explore, to discover a power source that will allow the ship to return home. In search of this power source, the Hexadroid must navigate the obstacles, creatures, and natural formations in a strange world.

The story continues...

The GAMEPLAY

Hexadroids are playable characters in the Citadel 3D metaverse. Players choose their droid, use tools to build and modify the environment around them in the Sandbox mode, and explore the world. Citadel of the Machines is a 3D physics-enabled game with an integrated development environment, functioning in an internet browser. The Sandbox will allow users to create levels, add creatures, traps, puzzles, and sounds. Players will also be able to record their journeys for others to watch their heroics, this feature will be released with a later update.

With the initial release of the game on September 21st, 2021, only holders of the Hexadroid NFT will be able to access and play the Sandbox as well as any subsequent playable levels to be released.

The game will be opened and allow for non-NFT-owners to play it, however those players will not be eligible for any built-in rewards. Date for this stage has not been scheduled at this time.
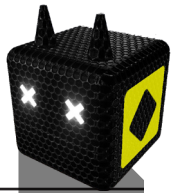
Hexadroids NFTS

The Hexadroid is the last functioning mechanical device on board, and one of the first playable NFTs. Each Hexadroid has unique body attributes, and users will need to own the underlying NFT to play that character in the game.

Series 1 NFTs include 9,999 playable Hexadroids with body attributes of varying rarity. Each NFT will be minted on September 21, 2021 for a price of 0.045 ETH each, at www.citadelofthemachines.com using a MetaMask wallet.
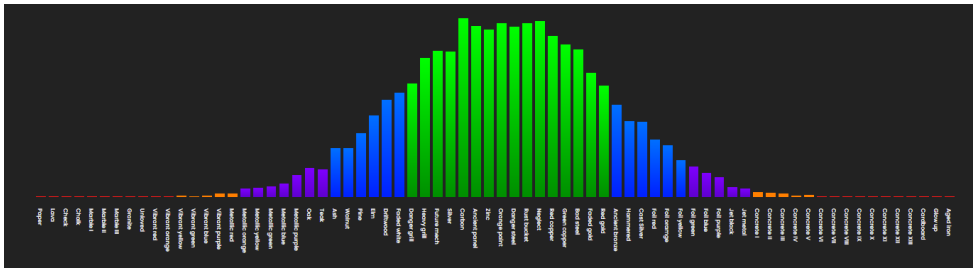
In subsequent Series, in-game media, such as obstacles, creatures, and sounds may be minted as NFTs. Plans are underway to create in-game tools as NFTs with a release sometime in November of 2021.

Please note, 30 of the 9,999 NFTs in the drop scheduled for September 21st, 2021, are prepulled for giveaway purposes.
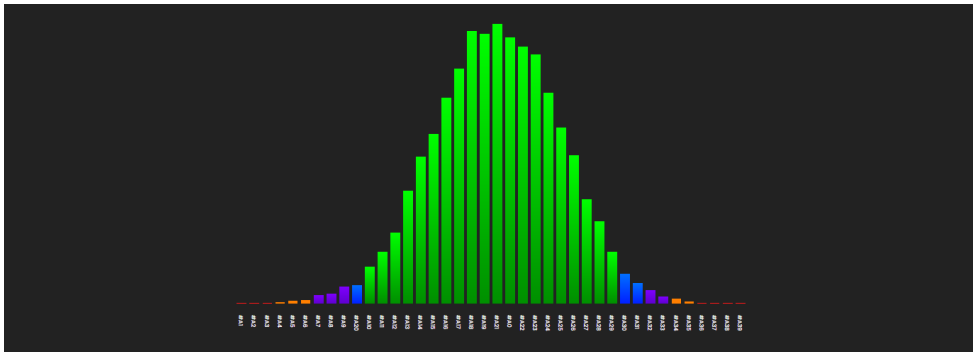
Hexadroid RARITIES

BODY ATTRIBUTES

Common 6922
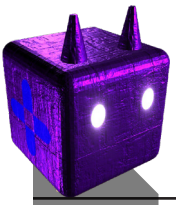Rare 2360
Epic 608
Legendary 82
Mythic 27

Total of 9999

DECALS

Common 9586
Rare 196
Epic 162
Legendary 44
Mythic 11
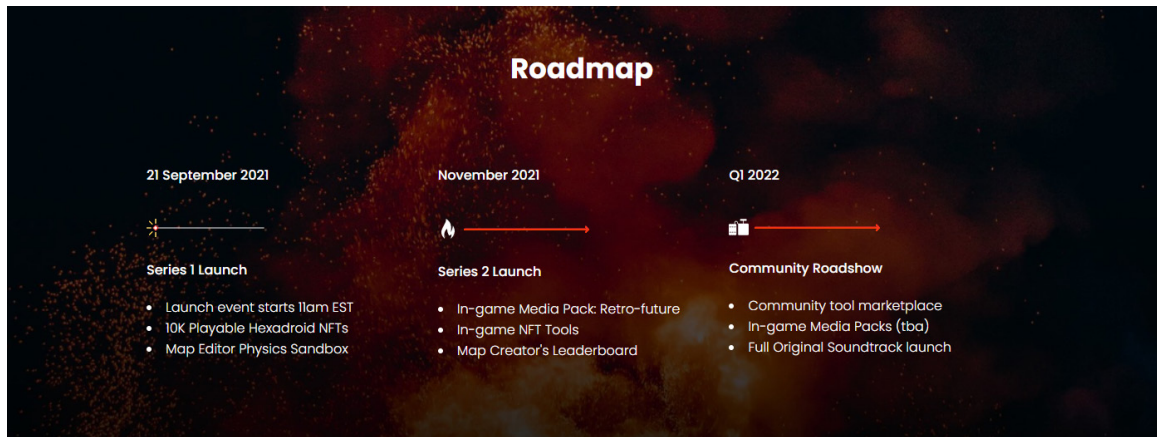----------------------
Total of 9999

The SANDBOX

Hexadroids find themselves meandering through a customizable map environment. At launch, users will be able to access the Sandbox, allowing for the immediate creation of new maps with customizable environments and obstacles where you, the player, create the adventures.

Following the release of the Sandbox will be a leaderboard of the most played maps submitted by the community. See roadmap for time frame. The top performing maps will earn rewards each month in the form of NFTs and eventually the native game token HERA. (Token rewards will be introduced at a later time, please see the roadmap.)

Eventually, users will be able to record their journey and share their adventures with friends. Currently there is a plan to turn maps into NFTs themselves, which will allow for their trading in the NFT marketplaces (such as OpenSea). In addition, future NFT minting events may include new maps in the drops as well.

The ROADMAP

Roadmap

21 September 2021

Series 1 Launch
- Launch event starts 11am EST
- 10K Playable Hexadroid NFTs
- Map Editor Physics Sandbox

November 2021

Series 2 Launch
- In-game Media Pack: Retro-future
- In-game NFT Tools
- Map Creator's Leaderboard

Q1 2022

Community Roadshow
- Community tool marketplace
- In-game Media Packs (tba)
- Full Original Soundtrack launch

September 21st 2021 – Series 1 Launch	**Q1 2022 – Community Roadshow**
• 9,969 playable Hexadroid NFTs minting event • Map editor and physics sandbox launched • Citadel Puzzle Maps 1	• Community tool marketplace • In-game media packs (tba) • Full original soundtrack launch
November 2021 – Series 2 launch	**Q2 2022 – Community Roadshow**
• In-game Media Pack: Retro-future • In-game NFT Tools • Map Creator's Leaderboard	• Coming soon

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