GREED

INTRO

GREED

A new metaverse gaming project aiming to integrate with the $MAGIC and Treasure ecosystem, extending the in-game utility of existing items within the Treasure universe.

Working alongside developers and artists with a host of experience on projects for the likes of Activision Blizzard and Apex Legends, we aim to deliver high quality digital art with in-game utility fully integrated with the Treasure ecosystem.

Alongside the use of the $MAGIC token, as we progress through the development of the project we will add our own utility token ($Nu) used to initially acquire different classes of in-game NFT, and later used to back-up P2E and PvP game mechanics.

As early participants and massive fans of the TreasureDAO ecosystem, we know you can't fork a community. We want to integrate by freely onboarding the existing Treasure ecosystem participants, please support our application to join the upcoming Trove Marketplace release.

This document serves as an early LorePaper, the official WhitePaper with full game mechanics is to be announced, updated and iterated on as we progress through the project development alongside the community we hope to serve.

Take this journey with us.

Everyone on Earth has a treasure that awaits them.

LOREPAPER

And so it was Greed that took them to the stars.

From the Bridgeworld they knew millennia ago, they fractured in conflict, separating to their own existences. One evolved to master technology, the other, lured by dark MAGIC. But their universal greed would set course for collision across the stars in search of more.

A technology breakthrough allowed interstellar travel from Bridgeworld to be made possible. Revolutionary anti-gravitational ship reactors permitted the distortion of gravity and time itself, newly enabling ships to prospect the outer reaches and resources of the Treasure Universe.

The fuel for these reactors is derived from the remnants of stars themselves. Formerly blazing gasses of a supergiant, long since collapsed from the intricate balance of fusion, they leave behind a super-dense core of neutron star matter. Neutron matter Compressed and bonded into solid under it's own gravity, the new element was realised.

Element Zero: Neutronium

0

Nu

Neutronium

1

Earth provides enough to satisfy every man's needs, but not every man's greed.
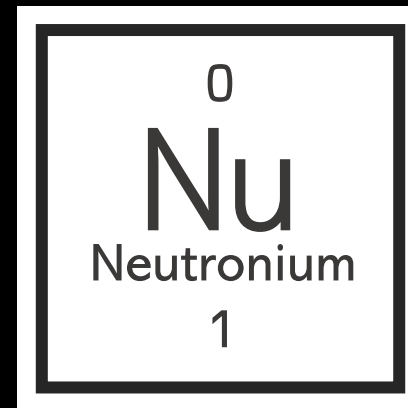
LORE

Within reach lies the Neutronium that offers access to the outer realms of the known Treasure-verse.

A Neutron Star collapsed in ancient times, the orbiting debris could not escape the gravitational pull, and what became known as the desert planet, Alderak, formed encasing the dense core.

The factions were drawn to it, called to it. For controlling Neutronium means controlling travel and access to the rich MAGIC and resources of the cosmos.

This made Neutronium obscenely valuable, and reignited a war long since quelled.

The new-age army of the Meridian Empire were first drawn to Alderak. Like parasites they established mining operations to extract the planet core in their lust for expansion among the stars.

But they were not alone.

The dark MAGIC army of the Astaroth's stalked them, following them to Alderak. A disfigured horde, marred by the power of the dark forces they are intertwined with.

The war to control Neutronium extraction begins.

As they destroy the planet and one another.

Will Greed get the better of them?

ALDERAK

DESIGNS

Early stage character design concepts
Final NFTs will be much more complete

MERIDIAN ARMY

EMPEROR

COMMANDER

SPARTAN

NOMAD

DESIGNS

ASTAROTH ARMY

Early stage character design concepts
Final NFTs will be much more complete

KHAN   TITAN   REAPER   BARBARIAN

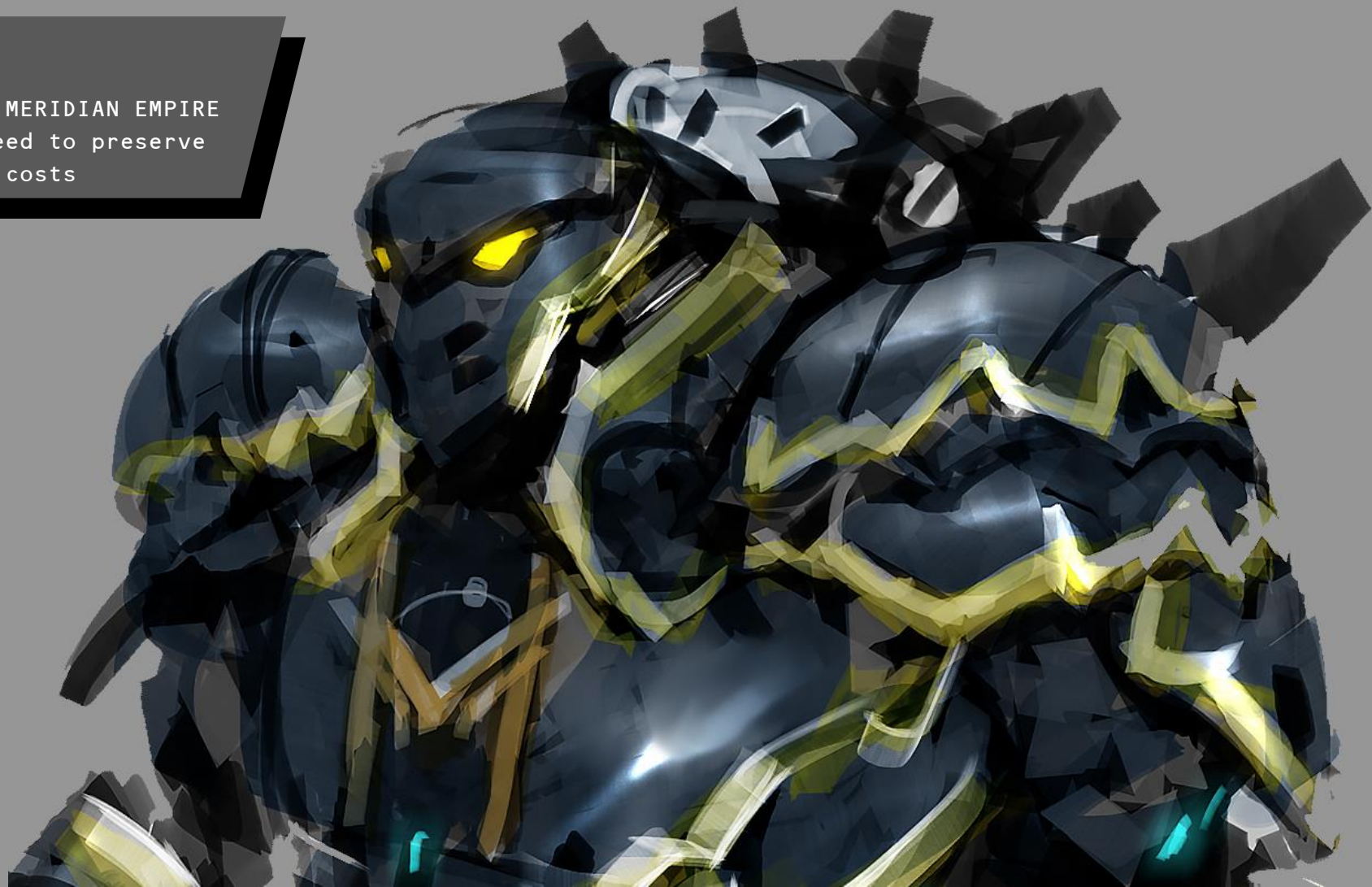# DESIGNS

Early stage character design concepts

EMPEROR

EMPEROR

SIZE: Giant
ARMOUR: Heavy
ATTACK: Heavy Dual Swords

LORE: Ruler of the MERIDIAN EMPIRE
driven by greed to preserve
power at all costs

COMMANDER

SIZE: Large
ARMOUR: Heavy
ATTACK: Heavy Armour Swords

LORE: Battle hardened leader commanding an army of troops into battle

DESIGNS

Early stage character design concepts

SPARTAN

SPARTAN

SIZE: Medium
ARMOUR: Medium
ATTACK: Dual Lightning Sword

LORE: Highly skilled singular combat unit known to take on an entire infantry

DESIGNS

Early stage character design concepts

N O M A D

NOMAD

SIZE: Small
ARMOUR: Light
ATTACK: Armour Piercing Rifle

LORE: A rarely seen and highly accurate outcast faction hunting from the dunes

DESIGNS

Early stage character design concepts

<KHAN

KHAN

SIZE: Medium
ARMOUR: Medium
ATTACK: Dark magic

LORE: Dark Magic Ruler of ASTAROTH and summoner of giants

DESIGNS

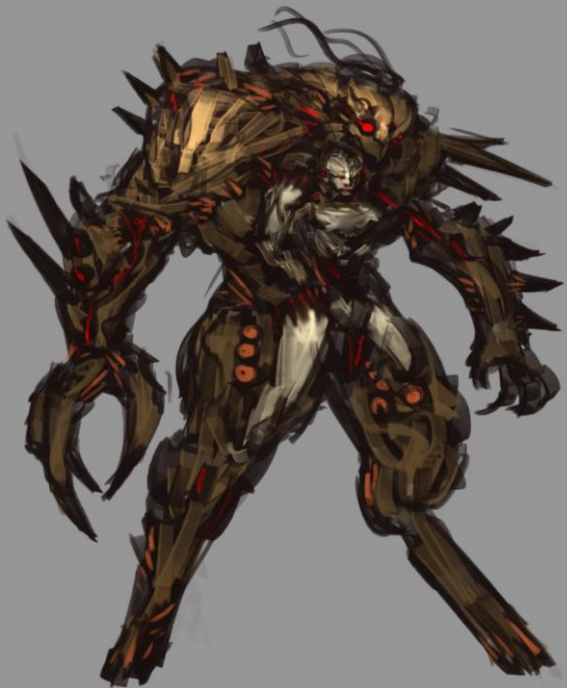Early stage character design concepts

TITAN

TITAN

SIZE: Giant
ARMOUR: Heavy
ATTACK: Transforming melee attack

LORE: Monster class of flesh and stone
      fusing the soul with dark magic

DESIGNS

Early stage character design concepts

REAPER

REAPER

SIZE: Medium
ARMOUR: Medium
ATTACK: Dark magic flaming sword

LORE: The warrior class of the Astaroth
      army mercilessly fast in attack

DESIGNS

Early stage character design concepts

BARBARIAN

BARBARIAN

SIZE: Medium
ARMOUR: Medium
ATTACK: Hunting Spear

LORE: This barbaric troglodyte is known to
      feast on the remains of fallen foes

ROADMAP

You can't use an old map to explore a new world.

Phase 1: Mint + Game Theory

Complete whitelisting for free and paid mints – TBA – of original Founders NFT and commence game-theory-based game on Trove marketplace to enable participants to earn in-game utility

Phase 2: NFT Reveal + Utility Token Launch

Phase 1 Founders NFT scores established, launch main character mint and burn through concurrent launch of utility token $Nu (Neutronium)

Phase 3: Yield Farming with $MAGIC + Treasure Integration

Launch utility token yield farming using in-game NFTs alongside integration with $MAGIC and Treasure for bootstrapping yield

Phase 4: Launch PvP

Launch remaining in-game NFT classes and items with PvP game-mechanic utilising Treasures and $MAGIC

Phase 5: Launch Questing

Launch interstellar questing utilising $Nu P2E for $MAGIC and Treasures

G R E E D

CLICK THE SOCIALS:

TWITTER: @GREED_Nu

COMMUNITY DISCORD: discord.gg/GREED-Nu