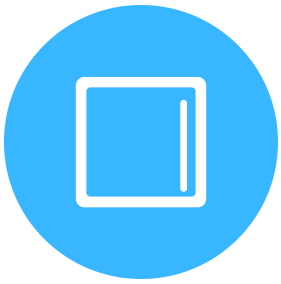
BLOCK!

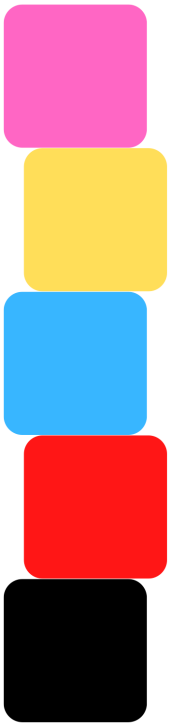
White Paper



JUPITER STATION

BLOCK

Secure a Block to begin competing! Blockcreate is a blockchain, play-to-win game with actual blocks. Powered by Algorand, each Block is a physical light emitting cube that performs as an asset in the Blockchain. Be strategic, create Teams and build a collection of Blocks to win rewards.



HOW TO PLAY

Get started right away. The Block starts competing the day it is created. Each block has a unique Power, Charge and Blockchain. The Blocks are shipped at random. Each player will not know the attributes of the Block until it arrives and the codes are revealed. The higher the Power, the more competitive the Block.

A secured Block starts competing in Solo Competitions the day it is created. If a Player is strategically determined, they can form teams and join powers to increase their collective charge. The stronger the Team, the more valuable the Blockchain, the greater the rewards.

Players can compete in Solo Competitions or Teams in varying Tiers of competitiveness.

REWARDS

As a Player succeeds, the Block's rewards are deposited into the wallet. The wallet is accessed through the Block Card. Subsequent to the Block's arrival, the Player will uncover a Block Card with removable security foils that reveal the secret key and wallet address. The secret key is the password to the wallet and is composed of varying independent words.

The Block card is 1 of 1, so the Player must keep it secured as there are no replacements. It is recommended that the Player make a personal copy of their Block Card. There are instructions on how to "Import Wallet". The Player will be asked to create a Wallet Password to finish the activation.

Blocks are located on the Algorand Blockchain. Players can access rewards with any Algorand wallet. Here are examples:

- MyALGO Wallet (Web Wallet)
  https://wallet.myalgo.com/
- Algorand Core Wallet (Mobile Wallet)
  https://algorandwallet.com/
- Atomic Wallet (Desktop & Mobile)
  https://atomicwallet.io/
- Coinomi Wallet (Desktop & Mobile)
  https://www.coinomi.com/downloads/

ATTRIBUTES

Attributes are the Blocks unique capabilities. Each Block is a tokenized physical asset of the blockchain. Blocks involves a series of releases of new Blocks that will have select Blockchains and diverse attributes. Blocks vary dynamically, while some may share a blockchain, their attributes may differ. Each Block has three attributes. These attributes are the Block's Power, Charge and Blockchain.

POWER 

Each Block has an assigned "Power" that is static and does not change. Power is set on a scale of 0 to 100, excluding First Edition Blocks (which are higher). The higher a Block's Power, the more competitive the Block is. Upon purchasing a Block, Players will not know the specific Blocks Power has until it starts competing.

CHARGE 

A Block has a dynamic power called a "charge." A Charge may have levels, and a Charge can become weaker or stronger depending on gameplay and Team structure. Examples of a Charge include a Strength Charge or a Speed Charge, visit blockcreate.io/charges for more info. The Charge attribute of a Block can be affected by other Charges. When in Solo, a Charge only affects its own Block. When in Teams, one out of every 16 Blocks may share its Charge with the rest of the Team.

BLOCKCHAIN

Each Block's Blockchain has a competitive value relative to its respective market cap. Bitcoin is the Blockchain with the highest market cap at the time of writing. Bitcoin is awarded a Market Cap Score (MCS) of 1. Ethereum will have a score of 2. MCS is calculated daily as it is a figure of the value of Blockchain.

Block is designed to be a dynamic game. Each Block is a physical and digital asset of a major Blockchain. New Blocks with new Blockchains will be released on a schedule. These will give Players updated ways to compete. Teams may compete with a grouping of any and/or all Blockchains.

BLOCK TEAMS

Players can create teams to compete in the Blockchain. As a team is assembled, Players can then buy, sell and trade Blocks and other Crypto Assets in the Marketplace to increase their Teams competitiveness. They can also create Bounties for Blocks. Blocks Teams is officially launched ready for competition.

HOW TO CREATE A TEAM

Teams are created by a Team Leader. Teams are created and managed on the Blocks dApp. Team creation management are transacted by Algorand Smart Contracts. One address can host one Team. Team Leaders can group their Teams as they see fit. Team Members may switch between Teams at any time except during a competition. All Team swaps will be reflected in the next day's competitions. Each Block may only be on one Team at a time. Blocks
Public API may be used for automation.

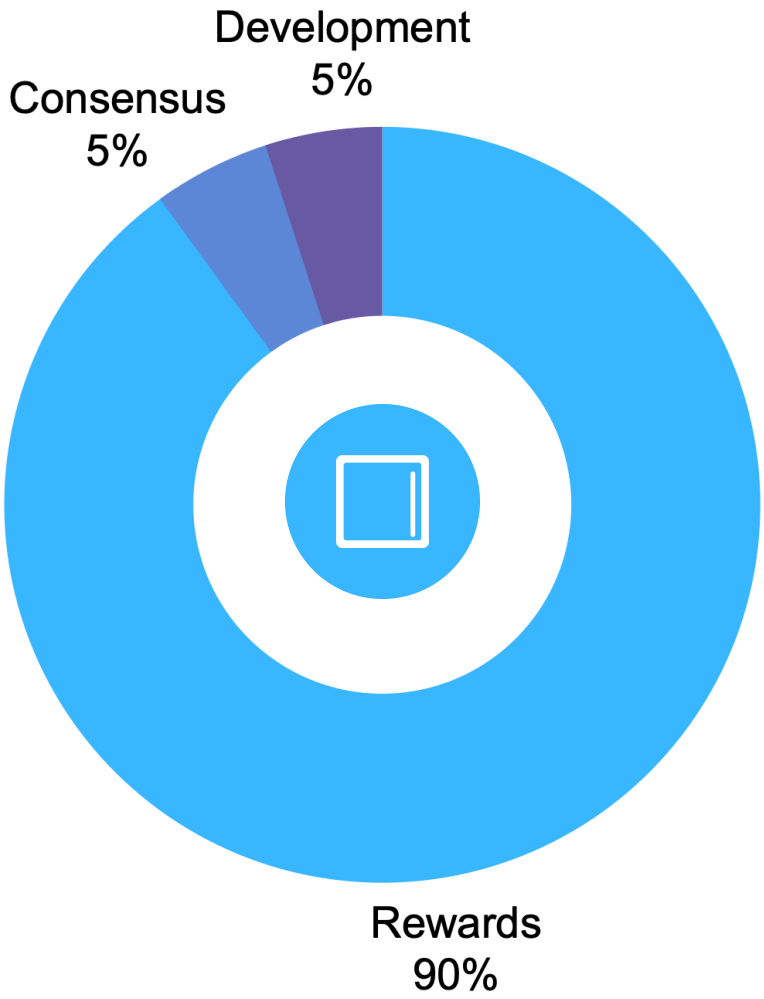
TEAM STAKING

A Team can be created with a collection of Blocks. All Blocks have the potential to share their Charge with all the other Blocks in a Team. A Team also shares a wallet. For every 16 Blocks in a Team, one Block must be staked. When a Block is staked, the Block's Power is null, but the Block maintains its Charge and shares that Charge with the Team. For each multiple of 16, another Block must be staked. So, when a Team has 32 Blocks, two of the Blocks must be staked. When a Team has fewer than 16 Blocks, all Blocks share Power but not Charge. Charges cannot be shared until at least one Block is staked. So, if a team has fewer than 16 Blocks but wants to share Charge, the Team must stake one Block.

There is no limit to a Team size. A snapshot of each Block Team will be taken once a day and will be reflected in the day's competition.

Algorand Standard Assets (ASAs) provide a standardized, Layer-1 mechanism to represent any type of asset on the Algorand blockchain.

TOKEN ALLOCATION



There are 42,000,000,000 total coins (Blocks) in existence. Five percent of the available Blocks are locked, and their use will be decided by vote, at 50% of total allocated Consensus Blocks a year. Five percent of the Blocks are allocated to the development of Block's infrastructure. The remaining 90% of Blocks can only be rewarded through competition of Blocks collectibles.

PROOF OF ENJOYMENT

Each Block has a Power value, which is static. However, a Block's Charge is dynamic. Players maximize their rewards by collecting the right Blocks and placing them in the best teams. The Block begins competing on its birthday, which is the day the Block was sealed and shipment ready, not the day the Block is delivered, opened, or turned on. Players can find the Block's birthdate in the box. Blocks will automatically begin competing in Solo competitions on the Block's Birthday.

Halving Events will occur every time 50% of the rewardable supply has been dispersed to competitions. A Halving Event means that the Block's rewards are cut in half. Epoch is the value of one (1) and the first halving event being two (2), and so on.

As seen in the function below, during the time when the first 45% of the total Block supply is in play, a Block can accumulate up to 600 Blocks per day given a Block is Competing Solo with a Charge Ratio of 1.

$$\frac{\text{Block's Power} * 6}{\text{Halving events since epoch} * \text{MCS} * \text{Charge Ratio}} = \text{Rewards/day}$$

SECTION TWO: TOKEN MODEL

ASSET

All Algorand wallets accept Blocks from Blockcreate. Blocks may be traded to exchanges or from wallet to wallet. A Block's Master Wallet is the digital address that exists as the asset of the cube. All mining rewards will go to the Block's Master Wallet. A Block's Master Wallet may not be changed at this time. Rewards are accumulated throughout competitions and distributed once every 24 hours. Blocks will be rewarded in order of creation. Blocks placed in competition first, have their transactions sent first.

COMMODITY

Blocks token come in commodity. A Crypto-commodity describes Block as a fungible asset that may represent a commodity, utility, or a contract in the real- or virtual world through exclusive tokens on a blockchain network.

POWER

A randomly generated value that is given to each Block at birth. This value is fixed and does not change.

MARKET CAP SCORE (MCS)

MCS is the leaderboard value of a cryptocurrency by total market value snapshot taken 1 hour before respective competition. The greatest market cap will receive a "1" numeric value; the next "2" and so on. The score is only relative to the blockchains currently included in Blocks. Any blockchain not yet represented by Blocks will not be included in calculating MCS.

CHARGE RATIO

A Blocks Charge Ratio is a function of competitiveness among other charged Blocks. The numerical value of a Charge Ration is the collective teams Global Charge ranking among the other competitors. The Block or Team with the highest Charge Ranking will receive the numeric score of 1 / "Total Number of Blocks/ Teams."

SECTION THREE: CONSENSUS

An open-ended vote will be held for allocating 50 percent of the total supply of Consensus Blocks remaining every year. Voting is done via Block identity. Every Block has one vote. Team Leaders cannot vote for their Team Members. Voting will be done once a year and will last 30 days.

RULES

1. Allocation ideas must be submitted in paragraph form and are limited to 500 words
2. Once an idea is submitted, it may not be edited
3. Must be legal
4. Votes must be cast within the 30-day acceptance window

At the end of the 30 days, the idea with the most votes will be allocated the whole sum of Blocks for that vote session. Un-voting and revoting are allowed and encouraged to promote growth and ensure the best ideas win. Ideas may not be edited after being submitted with a limit of 1 live idea submission per Block address.

CONSENSUS SCHEDULE

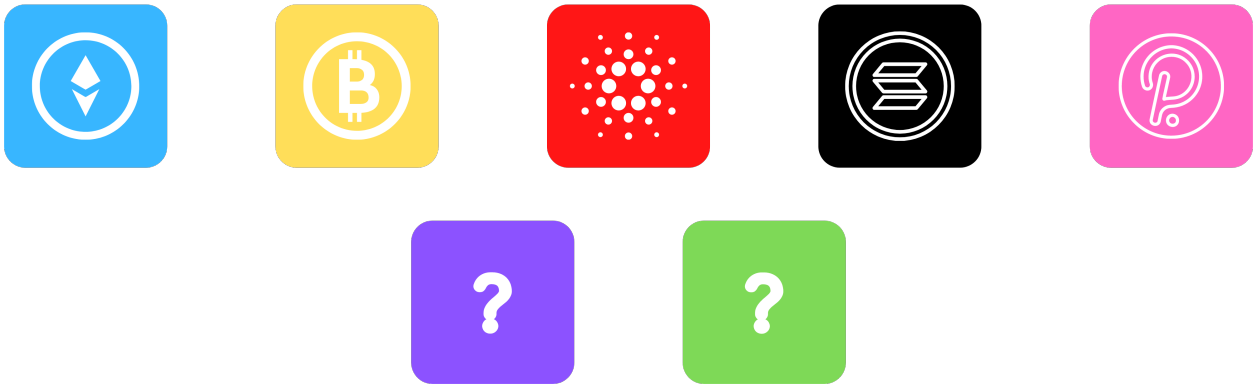
Block Consensus	Start Date	End Date	Amount of Blocks
1	**12/01/2022**	**12/31/2022**	1,050,000,000
2	**12/01/2023**	**12/31/2023**	525,000,000
3	**12/01/2024**	**12/31/2024**	262,500,000
4	**12/01/2025**	**12/31/2025**	131,250,000

SECTION FOUR: BLOCK VARIANTS

Blocks come in different variants, or editions, and with different attributes. A Block's specific attributes can impact other Blocks in the game. Blocks will be randomly issued a Power on their initial birth date. After the Block's Power is established on its initial birth date, the Block's Power will not change.

The maximum Power of a First Edition block will be 110. All Block releases following will be limited to a Power of 100.

The average Power of each Block release will be lower than the previous release at a rate of 10%, First Editions excluded.



BLOCK POWER - FIRST EDITION

Block's Power = RAND() * (110-95) + 95

Block	Percent Abundance	Power Range	MCS
Bitcoin (BTC)	15	95 - 110	1
Ethereum (ETH)	15	95 - 110	2
Cardano (ADA)	20	95 - 110	3
(???) (Black)	25	95 - 110	4
(???) (Pink)	25	95 - 110	5

BLOCK POWER - UNLIMITED SET

Block's Power = RAND() * (100-90) + 90

Block	Percent Abundance	Power Range	Charges	MCS
Bitcoin (BTC)	7	90 - 100	U	1
Ethereum (ETH)	12	90 - 100	U	2
Cardano (ADA)	15	90 - 100	U	?
Solana (SOL)	15	90 - 100	U	?
PolkaDot (DOT)	18	90 - 100	U	?
Green (???)	15	90 - 100	U	?
Purple (???)	18	90 - 100	U	?

FUTURE RELEASES

Current Average (C_a) = The average power of the most recent release set
Previous Average (P_a) = The average power of the most previous released set

$C_a = P_a - (P_a * 0.1)$

SECTION FIVE: CHARGE RATIO

A Block's "Charge Ratio" is a function of competitiveness. Charge Ratios range between 0.8 to 2. A Block with no Charge has a Charge Ratio of 1 and is immune from charge variation. A Block with a Charge will have a Charge Ratio based on the current team structures.

EXAMPLE ONE - TEAM DYNAMICS

Total Power (tP) = The sum of all the Power on the team

Communal Charge (cC) = The compound value of all Charges on the team

Number of Teams (B)

Rank (R) = The place out of the total number of Teams

Charge Fire (cF) = The Sum of all Fire Charges on the Team

Staked Charge (sC) = The Charge Value of the Staked Block

Local Charge Ratio (LCR) = A calculated local value of a Block's Charge

$$LCR = \frac{sC * tP * cC * R}{B} + cF$$

Dynamic Charge Ratio (DCR) = 0.8 + 1.2 * (100 - R)

CHARGE

BLOCK
FIRST EDITION

First Edition (FE) - Immune to negative Charges of other Blocks

BLOCK
UNLIMITED

Strength - Plus one (1) Power Level

Speed - Plus 0.001 Charge Ratio

Sturdy - Minus One Team

Dismay (Special) - Minus 0.001 of all other Teams Charge Ratio

Arora (Special) - Teams Shared Charges * 1.01

SECTION FIVE: CHARGE RATIO

SAMPLE CHARGES

Sample Charges	Sample Name	Level	Ability	Starting Charge
Attack	A	1	+1 Power	1
Defense	B	1	-1 Team	1
Speed	C	1	+ 0.001 CR	1
Fire	D	1	Block Charge * 1.1	1

SAMPLE TEAM ONE

$$cC = \frac{(101 + 100 + 100) * 1}{B} + 0.002$$

Blocks	Power	Starting Charge
A	100	1
B	100	1
C	100	1

SAMPLE TEAM TWO

$$cC = \frac{(100 + 100 + 100) * (1.1 * 1 * 1) * 1}{B} + 0.001$$

Blocks	Power	Starting Charge
B	100	1
C	100	1

Blocks	Power	Starting Charge
D	100	1

CHARGE TABLE RESULTS - EXAMPLE ONE

Dynamic Charge Ratio (DCR) = 0.8 + 1.2 * (100 - R)

Results	Local Charge	Rank (R)	Dynamic Charge Ratio
Team 1	N/A	2/2	0.8
Team 2	N/A	1/2	1.4

EXAMPLE TWO - STAKED CHARGE DYNAMICS

Team 3	Blocks	Power	Starting Charge
	A	100	1
	A	100	1
	A	100	1
	A	100	1
	A	100	1
	A	100	1
	A	100	1
	A	100	1
	A	100	1
	A	100	1
	A	100	1
	A	100	1
	B	100	1

Team 3	Blocks	Power	Starting Charge
	B	100	1
	C	100	1
	D	100	1
Staked	D	0	1

CHARGE TABLE RESULTS - EXAMPLE TWO

Results	Local Charge	Rank (R)	Dynamic Charge Ratio
Team 3	$\frac{1.1 * ((101 * 11) + (100 * 2)) * (1^{14} * 1.1 * 1.1)}{\frac{1}{B}} + 0.001$	$\frac{1}{B}$	0.8 + 1.2 * (100 - R)

SECTION SIX: DIFFICULTY TIERS

Teams and Solo competition rewards are affected by difficulty tiers. If competing Solo, a Block will only compete with other Solo blocks. A Team is able to compete at a level relative to the size of the Team, this is called Difficulty. The range of Difficulty tiers begins at 1. The highest Difficulty tier is the leading Team's Difficulty level. Thus, the leading Difficulty tier will change over time as the Block Teams become larger and more competitive.

Power (P) = The Power of one Block

Halving Events Since Epoch (~~0~~) = Amount of times Blocks has halved

Market Cap Score (MCS) = Leaderboard value of the cryptocurrency

Charge Ratio (CR) = The value of a Block's Charge

Difficulty Level (DL) = The difficulty level a Team resides in

Leading Team Difficulty (LB) = The difficulty level of the Team with the most Blocks

$$\text{Difficulty Value (D)} = \frac{DL * 60}{LB} - 64$$

Both Team and Solo difficulty tiers are calculated for every competition before the competition begins. Each Block may compete only as either a Solo Block or a Team Block in each competition and only one difficulty tier.

SECTION SIX: DIFFICULTY TIERS

SOLO DIFFICULTY

$$\text{Rewards/day} = \frac{P * 6}{\text{Halving events since epoch} * MCS * CR}$$

Solo	Difficulty Level (DL)	Difficulty Value (D)
1	1	null

TEAM DIFFICULTY

$$\text{Rewards/day} = \frac{tP * 6}{\text{Halving events since epoch} * MCS * CR} + D$$

Teams	Difficulty Level (DL)	Difficulty Value (D)
2-16	1	-32
17-32	2	0
33-64	3	32
65-128	4	64
129 - 256	5	96

Team Rewards

Place	Bonus	Team Leader Percent
1st	+16%	%Total
2nd	8%	%Total
3rd	4%	%Total
4th	Null	%Total
5th	-2%	%Total
6th	-2%	%Total
7th	-2%	%Total

Blocks are released in sets. Each set consists of different Blocks, Charges, and Blockchains. Once the next set is released, the previous set will no longer be available.

FIRST EDITION ①

POWER

95 -› 110

CHARGE

FE - IMMUNE TO NEGATIVE EFFECTS OF OTHER BLOCKS

BLOCKCHAINS

BITCOIN, ETHEREUM, CARDANO, ?? AND ???

UNLIMITED

POWER

~90 -› 100

CHARGE

STRENGTH SPEED STURDY DISMAY ARORA

BLOCKCHAINS

?????

CREATE

POWER

80.5 -› 100

CHARGE

CREATE STRENGTH FLAME STURDY SHELL SHARE BOMB BLOOM SHATTER

BLOCKCHAINS

BITCOIN, ETHEREUM, CARDANO, POLKADOT, SOLANA, ?? AND ???

BLOCK EXPLORER

Blocks Explorer is currently Live! This is the place to research the world of Blocks. Discover Blocks statistics, winnings and more. Additional features are added regularly.

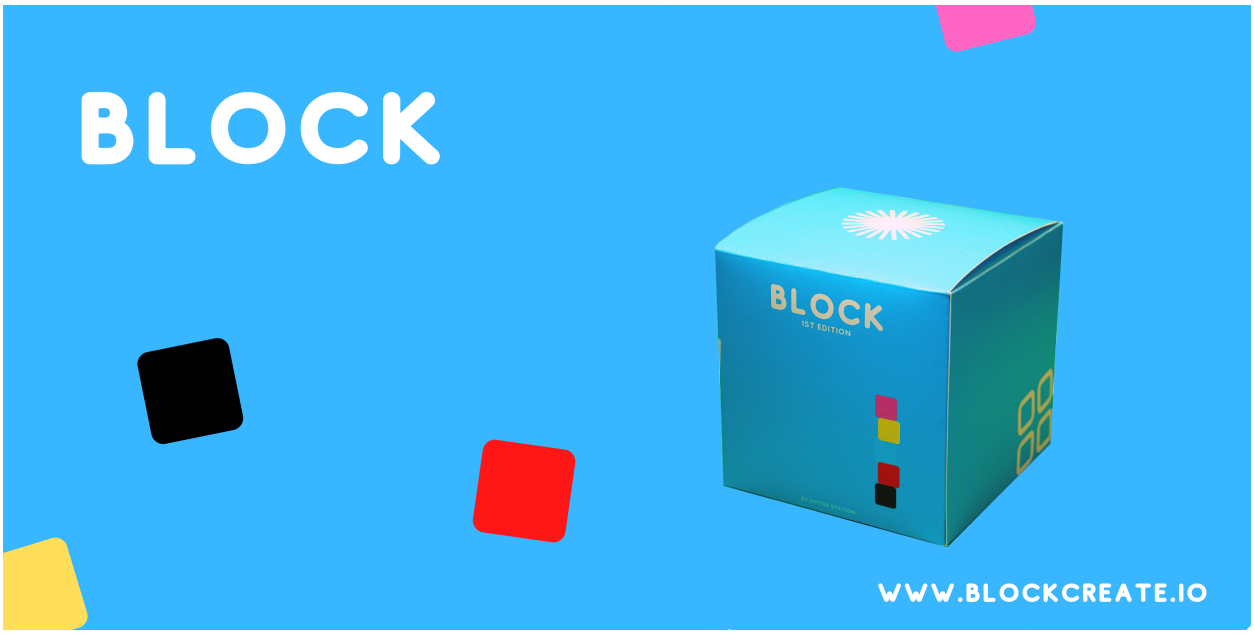
Players can use the Block Asset ID to discover Blocks stats, compare Blocks, and check the competition with Blocks Explorer.

BLOCK TEAMS

Use Blocks Teams to compete in the world of Blocks. Players can trade Block Assets and create or join Teams on the Blocks dApp. Teams can also Create Bounties for certain Blocks they are seeking. Blocks Teams includes a Market Place where Players can buy, sell, and trade Blocks. At that point, other crypto Assets are invited to join the platform.

Early Beta will be available for verified users. Potential Players can submit email, contact number, and Block or Blocks ID's intended to use in Beta
to contact@blockcreate.io

Players can Buy and sell Blocks for Block$! Blocks Market is the worlds first Physical Asset market place! Launched in 2022, Blocks Market thoroughly lists all Blocks products. Future listings will be announced.



A sealed Blockcreate box will arrive with the products physical attributes. The Block itself is a cube with multicolored lights and remote control. The sealed box also has the Block card which holds the secret keys. As mentioned earlier, lightly scratch away the foil to reveal the wallet address and keys.

We do not recommend buying a Block second-hand that has had its security foil removed or tampered with.

First Block Shipments

1

Shipments for Pre-Orders begin December 15th 2021

2

Launch DApp

Manage your Blocks and Teams from Blocks DApp, Q1 2022

Release Unlimited Set

3

Second release of Blocks ships for Teams App Release

4

Asset Market

Blocks Exchange starts to incorporate other Assets Q3 2022

First Consensus

5

Results to be live broadcasted Dec 2022

6

More

And maybe even more

SECTION TEN: DISTRIBUTION

All products are created and packaged, and sealed by Jupiter Station. Blocks are randomly selected when shipped. Since all Blocks are sealed when packaged, again, there is no possible way to know the Block's attributes when it is ordered from a main distributor. There will be no selecting of Blocks when ordered from any main distributor. All products are security sealed and assigned at random. Orders will be shipped strictly on a first-come, first-serve nature.

Distribution is managed from the United States of America. Shipping outside the United States of America will have extended processing time.

SHIPPING POLICY

Orders are not shipped or delivered on weekends or holidays. All orders 'in stock" on the website, blockcreate.io, will ship immediately in a first-come, first-serve manner. All pre-orders will follow guidelines in the product description. For all orders placed on Indiegogo or another third party, please refer to the shipping details of the respective company