LURKIES

White Paper and Blueprint

LURKIES

WHAT IS LURKIES?

Lurkies is a collection of 5,555 generative hand-drawn NFT characters built upon the Ethereum blockchain. Lurkies will be playable characters in a play-to-earn (P2E), massively multiplayer online game built upon the NFT Worlds Ecosystem which is hosted on the Minecraft platform. The game will be a server within Minecraft, free to play and accessible on all gaming platforms where Minecraft is available (Xbox, PS5, PC, Mobile, Oculus). Players will accumulate $WRLD token as they play the game.

THE OPPORTUNITY

P2E games will be a $trillion dollar industry. We are in the early stages of this industry and different groups are already executing their P2E implementations while others are deliberating over how exactly they should go about it. For years, gamers have been able to accumulate in-game-currency for the purchase of goods within the game. Because of blockchain/cryptocurrency technologies, gamers can now accumulate currency that can be utilized for the purchase of goods in-real-life (IRL).

We have seen gamers dedicate their lives to playing their favourite games for free (no financial incentive). As P2E games gain more traction, we can expect to see an exorbitant increase in both gamers and the amount of time they spend playing these games. History has shown us that those who capitalize early on opportunities such as this end up being the greatest beneficiaries. Lurkies will take part in this **historical moment**.
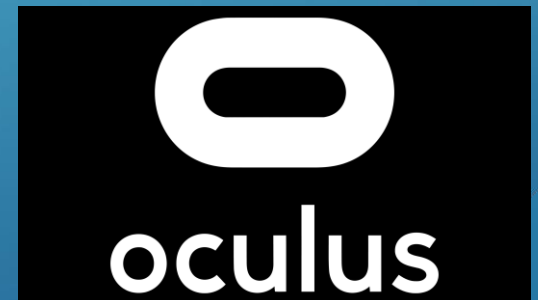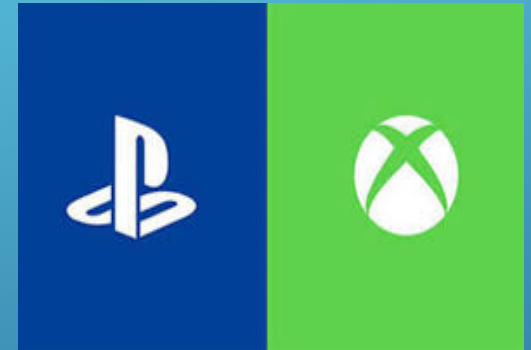
THE VISION

Lurkies was initially designed with two goals in mind: (1) create an attractive NFT collection and (2) tie that collection to a P2E video game. Inspiration behind the concept (story/lore) and art of Lurkies was derived from the life experiences and creative mind of the founder. When contemplating the different platforms to build Lurkies upon, the goal was to maximize the opportunity we have with P2E in the most efficient and advantageous way possible. Our use case for Lurkies is one we see as highly scalable and a more favourable strategy considering how other P2E games are being developed.

WHAT SEPERATES LURKIES?

There are a number of factors that separate Lurkies from other P2E games. For one, owning the NFT will not be required to play. Requiring gamers to own an NFT in order to play severely limits the exposure of your game on a massive scale. The amount of players is also limited by how many NFTs are apart of the collection. Secondly, we're not establishing our own tokenomics. Many NFTs are facing an uphill battle when trying to create an in-game token that will have realizable value IRL. By leveraging NFT Worlds native token, $WRLD ($.06), we're avoiding that uphill battle. It's a smart move considering the future of NFT Worlds. Any metaverse that is built within NFT Worlds will utilize $WRLD token.

So the token that is accumulated within Lurkies will have value in other NFT World based metaverses and can also be exchange for fiat currency ($.06). Lastly, and most importantly, unlike other P2E games that have to look for an audience to play their game, Lurkies has a potential customer base of 144M users (Minecraft). P2E games starting from scratch will have a hard time building up their user base. Whereas Lurkies has potentially millions of users that can play our game with far less effort on our part to find those gamers.

PROVEN DATA

Number of monthly active players of Minecraft worldwide as of August 2021 (in millions)

Date	Number of players in millions
Jun 2016	40
Feb 2017	55
Jan 2018	74
Oct 2018	91
May 2020	126
Mar 2021	140
Aug 2021	141

Sources
Microsoft; VGChartz
© Statista 2021

Additional Information:
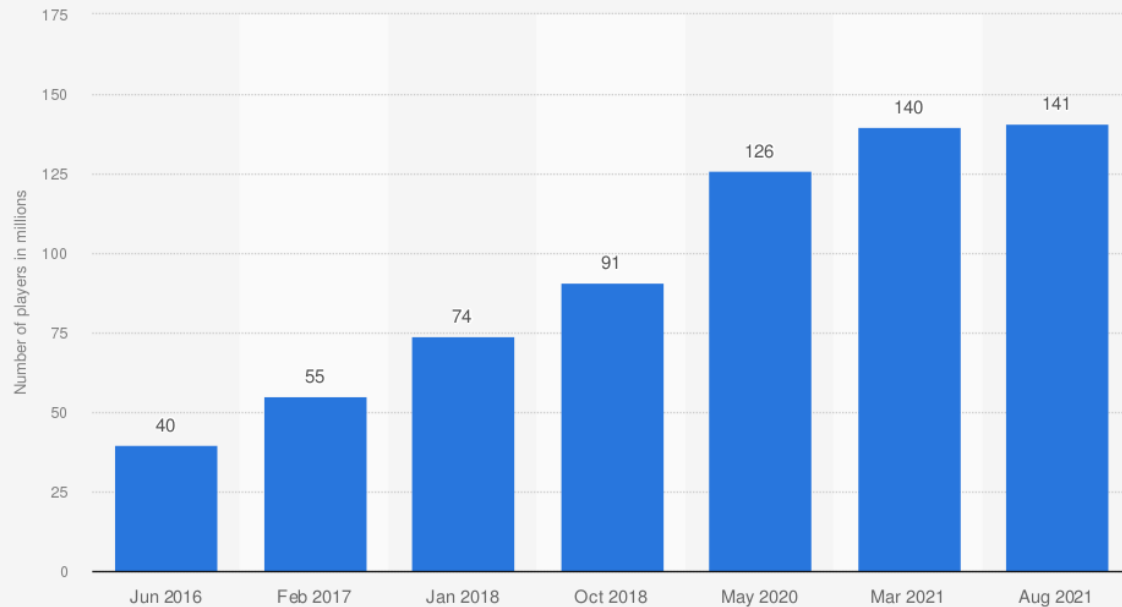Worldwide; Microsoft (Mojang); June 2016 to August 2021; across all platforms

This is a graph showcasing the customer base of Minecraft.

As we can see, the graph represents that Minecraft is on a strong and continuous upwards trajectory in growth and is currently at an extreme high of 144M active players.

This places Lurkies on a growing, strong and active platform with millions of players to target.

INVESTMENTS & EXPENSES

Giveaways: these will be used to cement the Lurkies name & create a strong, positive brand image. 30 ETH

Video Game Development: 50 ETH
- ➢ Game Design – 15 ETH
- ➢ Development – 25 ETH
- ➢ Modelling – 5 ETH
- ➢ Building – 5 ETH

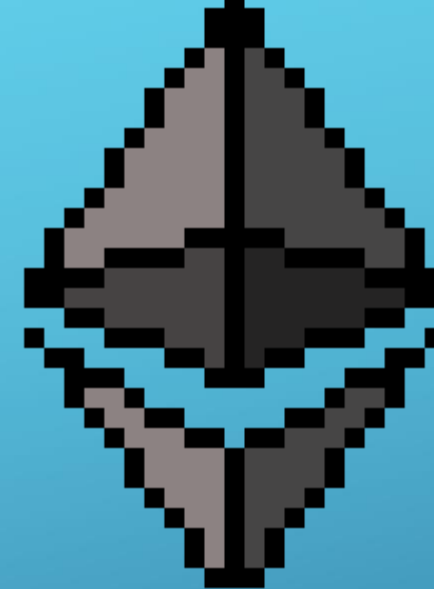**Development of online marketplace and pay-out portal**: 5ETH

Marketing: 30ETH

Business structure: S-Corp

Purchase of NFT world: 5 ETH

YOUR MOST VALUED
COLLECTION

50% of all gaming profits will be disbursed amongst holders in $USD via the online portal that we set up. Holders will have a say in the development of the game and influence the direction of the Lurkiest brand.

THE LURKIES TEAM

Our team is comprised of talented and creative visionaries. We're building the first P2E video game on all gaming platforms with developers who are official partners with NFT Worlds, Minecraft and Microsoft.

Lurkies
Meet our team on our website!
https://lurkies.com/
discord.gg/lurkies

FUTURE OF LURKIES

Lurkies is much more than a typical PFP project; we are building an international brand. The video game is merely our first venture. The concept of Lurkies will be realized in other avenues. Television, Books, Cinematic Productions, Merchandise and Apparel, and more NFT collections. The future of Lurkies is bright and will be guided by the team and community.

This is just the beginning for the Lurkyverse!