

CLASH of LILLIPUT

—Whitepaper



Game Introduction

Lilliput is an SLG game based on the scenario of a race of miniature people building a tribe to help their survival and prosperity in a dangerous world.

Players can cultivate their tribe by recruiting workers, collecting resources, upgrading buildings and researching technology across the Lilliput Kingdom. Players are able to train warriors and raise pets to strengthen their armies.

Players in command of an army can take part in the PVE game Secret Challenge. They can attack other people's cities through PVP to plunder their resources, which can be used to upgrade their own cities and advance their technology to develop stronger armies.

Players can also take part in PVP ranked matches against other players in offensive and defensive battles. Victory in ranked matches earns the player points, and each season is ranked according to the points. Token rewards are awarded at the end of the season according to the players ranking.



Play to Earn

The main access to Tokens in the game is by participating in ranked matches. Winning in ranked matches earns points, and each season you are ranked according to your points. At the end of each season you are rewarded with a large amount of Tokens according to your ranking.

The ranked matches match players based on their points, and after a successful match, they enter a sealed battlefield to compete.

The two parties in the battle are the attackers and the defenders. The units involved in the battle are the players themselves, the recruited armies and their summoned pets.

If the attacker destroys the core building of the defender within the time limit, the attacker wins, otherwise the defender wins..



Rank	Nickname	Beat	Honor
11	Me	43	54
1	Demon	99	99
2	Be of no importa	62	93
3	cherry	28	86
4	desire	160	80
5	Luminous	50	75

NFT – Pets

One of the most important combat units in the game, pets can be extracted by the player as NFTs and traded freely in the marketplace in exchange for tokens.

Players can acquire pets by buying NFTs in the marketplace, or by participating in in-game challenges and events.

There is a limit to the number of pets a player can carry into a battle. Once players reach a certain number of pets, they can fuse pets of the same type and star level to obtain a higher star level and improve their battle power. Players will trade their extra pets in the marketplace and use tokens to purchase the pets they need.



Resource Plundering

There are various categories of resources in the game, which we will gradually open up for trading of such resources in exchange for COL.

There are two main ways of acquiring resources in the game.

- **Collecting:** Players can collect different resources by assigning workers to them. The number of workers and their technology determines the speed of harvests. Upgrading different buildings will increase the maximum amount of resources they can store.
- **Plundering:** Players also have the ability to lead their own armies to attack other cities and plunder resources to generate revenue.



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Battles

There are three different types of battle units, players, recruited armies and trained pets.

Players

The players themselves, boost their values through equipment, mounts etc. They can freely control their movement, and can attack and dodge attacks on the battlefield.

Armies

Different types of armies can be recruited by upgrading the buildings in the city. Different numbers of armies can be recruited by spending resources and time. There is a limit to the number of armies you can carry per battle and armies can be instructed to follow the player and attack automatically. Armies can be replenished after death. Replenishment requires moving from a supply point to the player's side.

Pets

Only a certain number of pets can be carried and summoned by the player at any time to fight.



Player Cultivation

Player cultivation is mainly divided into the following three areas to enhance the player's own combat power.

Equipment

Different equipment has different characteristics and can mainly improve the player's attributes and increase their skill levels.

Weapon

The appearance of the weapon can be displayed in the game, mainly to increase the player's attack power. Some weapons have the ability to enhance certain skills..

Mount

With a mount, players do not have to walk anymore. Mounts enhance character attributes and give players special skills.



Army Cultivation

The game allows players to build their own armies by recruiting different warriors.

Types of Warriors

Higher level warriors can be recruited by upgrading specific buildings. Higher level warriors have more powerful attributes and skills.

Once you have unlocked a warrior type, you can train them by spending resources, the amount of time and resources required for training varies between warrior types.

Number of Warriors

The number of warriors is divided into an upper limit on the number that can be trained and the number that can be carried into a battle. Different building upgrades can boost these two different caps.

Warriors carrying out a campaign can be replenished from those remaining in the city when they die in battle.



Pet Cultivation

Pet acquisition and training

Pet Acquisition

Players can acquire pets by trading in the marketplace, by spending tokens to draw pets, and by using the Tokens to purchase in-game items to participate in special events for the purposes of winning and acquiring pets in special events.

Pet Training

Different pets have different characteristics. Some can release a poisonous mist to cause blood loss, some can stomp to stun opponents. Players can choose different pets depending on the environment and the characteristics of their armies.

Pets of the same type and star level can be combined with higher star level pets. Advanced pets have stronger attributes and more advanced skills.

Raising the level of the pet training building will increase the chance of successful pet fusion. Fusing pets does not consume tokens.



Introduction to Gameplay - Resource Collection

There are various resources in the game, such as wild fruits, jam, wood, bones, resin and honey. Different buildings can be unlocked and the corresponding resources can be collected. Different buildings require different types of resources to upgrade. Players will need to collect a variety of resources to improve their city.

The game allows players to recruit workers for resource harvesting. The number of harvesters available can be increased by upgrading buildings.

Players can allocate workers to collect resources. They can allocate different numbers of workers according to their needs and to increase the collection speed of the resources they require. Players can also improve collection efficiency via technology research.



Introduction to Gameplay - Building Upgrades

The game allows players to build a variety of buildings. Only one of each type can be built, and buildings can be upgraded later to increase their value. Different types of buildings unlock different types of functionality.

The Fruit Mill allows players to produce fruit pulp resources and to raise the number and level of workers. The Fruit Room allows players to increase the storage limit of wild fruits and collect wild fruit resources. The Lumberyard allows players to collect and store timber. The Clan Hall unlocks warrior levels and the number of trained warriors.

The Laboratory allows players to collect and store bones. The Animal farm increases the chance of fusing pets. The Honey Room increases the storage limit and the Resin Room allows players to collect and store resin.



Introduction to Gameplay - Technology Research

Technology research is divided into two main areas: economic power and combat power. Players who want to develop quickly can prioritise upgrading the economic power while those who want to quickly improve their combat skills can prioritise upgrading their combat power.

Economic Power

Increases collection speed, construction speed, and research speed. Wilderness resources can be collected.

Combat Power

Improves the player's attributes, the maximum number of armies carried, the movement speed and attack power of the armies, and increases the chance of the successful fusion of pets.



Game Scenarios



Roadmap

Token Smart Contract - Q2 2022 (Completed)

The Battle System - Q2 2022 (Completed)

The Account Contract - Q3 2022 (Completed)

The Building Acceleration System - Q3 2022 (Completed)

The Warrior Training System - Q3 2022 (Completed)

The Pet Development System - Q4 2022 (Completed)

Technology Research System - Q4 2022 (Completed)

The PVP Siege System - Q4 2022 (In progress)

Other Game System - (In progress)

Game Beta test - (Upcoming)

Development of new pets and warrior types - TBA

Applications of COL

COL will be used as in-game tokens for various in-game expenditures: for example, by using COL, players will be able to save waiting time, purchase in-game items, exchange for in-game pets and equipment, etc. COL tokens can also be used to purchase various resources in the game. For example, if it takes 2 hours to upgrade a building in the game, players can spend a certain amount of COL to finish the upgrade immediately, and the same goes for technology research.

Game users will also be rewarded with COL according to their ranking in the ranked matches.

COLs are used as governance tokens and can be used to vote on proposed changes to game parameters and rules. The weightage of each Tokenholder's vote will be dependent on the amount of Tokens held by such Tokenholder.

Token Distribution

The total supply of COL is 10000000000. The amount of COL tokens is fixed and no additional tokens will be issued.

Foundation team — 10%

Marketing — 10%

Community — 4%

Mining — 51%

Project team — 5%

Ecosystem — 20%

The background is a light gray color, decorated with several teardrop-shaped elements in two colors: orange and purple. These shapes are scattered across the page, with some being larger and more prominent than others. For example, a large orange teardrop is in the top right, a large purple one is on the left, and another large orange one is in the top left. Smaller versions of these shapes are also present, creating a balanced, abstract pattern.

THANKS
