

Economic Strategy Documentation

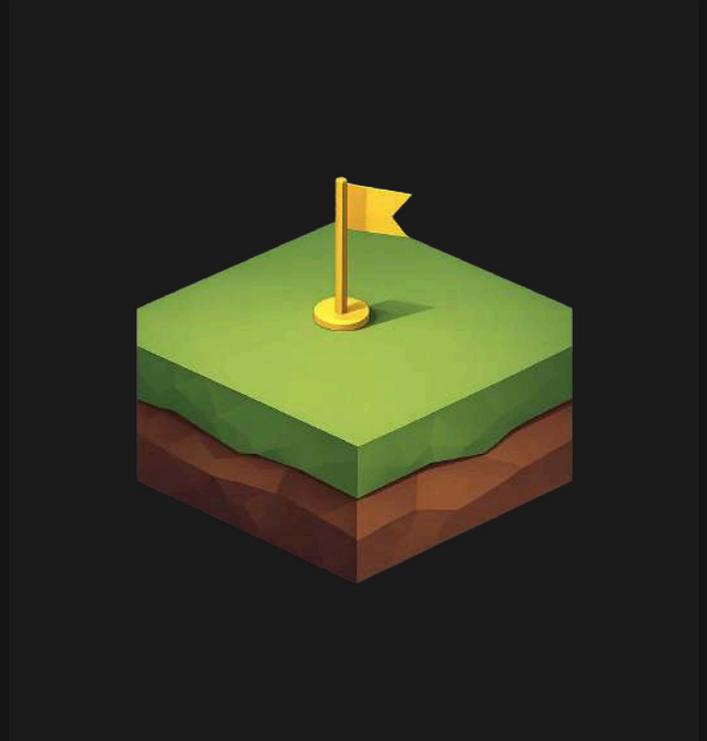
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GOLD AGE

WHITEPAPER 2026

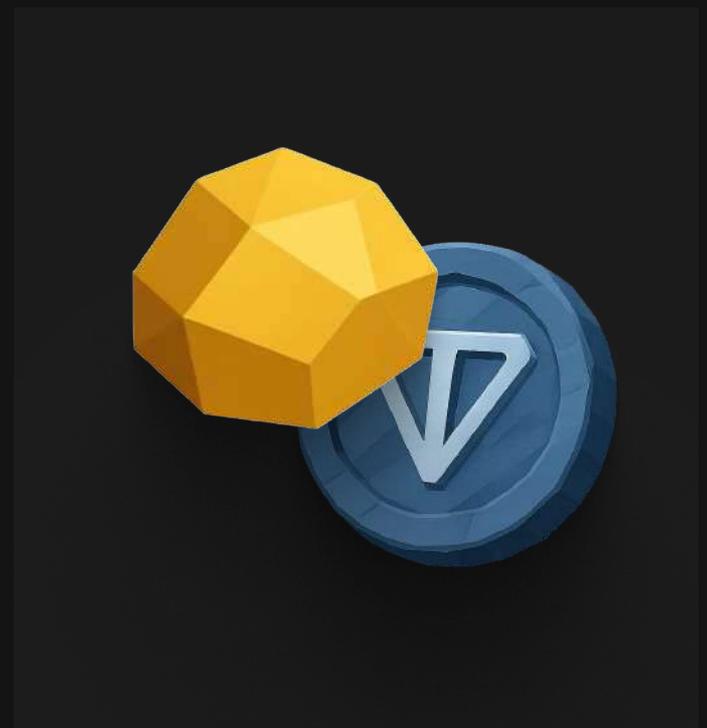
1. Overview

The game is an economic strategy built around land ownership, resource extraction, tool production, and player-to-player trading.



The key asset is land. Resource lands are used for extraction; empty lands are used for construction.

The primary in-game resource and currency is GOLD. It is mined within the game and serves as an economic token that can be withdrawn to the user's wallet on the TON blockchain. TON is used to purchase lands and packs in the game.



2. Goal & Objectives

Goal

To build a game system where economic value is generated through asset control and player actions.

Objectives

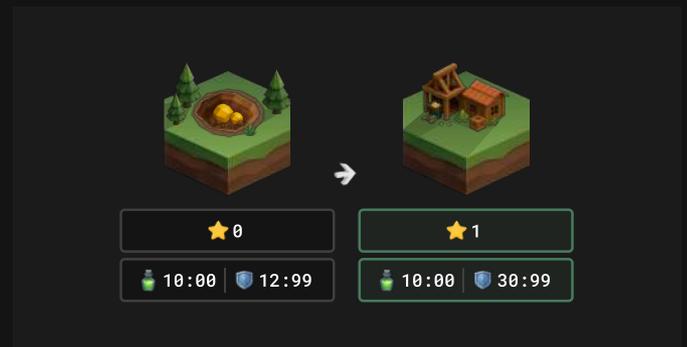
- Make land a limited, foundational asset.
- Tie resource extraction to tools and land.
- Separate the economy into a gameplay layer (Gold) and a transactional layer (TON).
- Enable player-to-player trading.
- Support a play-to-earn model driven by strategy and activity.



3. Core Gameplay Pillars

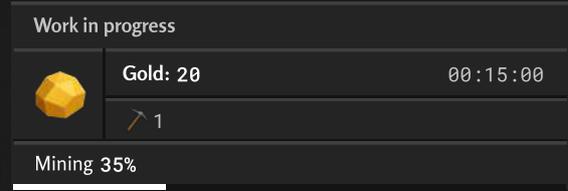
Building

Buildings are used to develop infrastructure, extract resources, or produce tools depending on the land type.



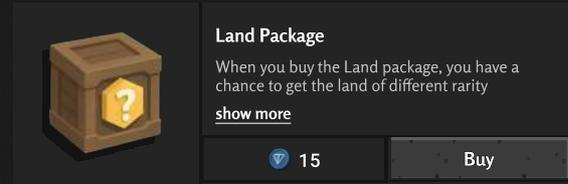
Resource Mining and Crafting

Resources are extracted from resource lands using tools. Tools are crafted in production buildings using resources.



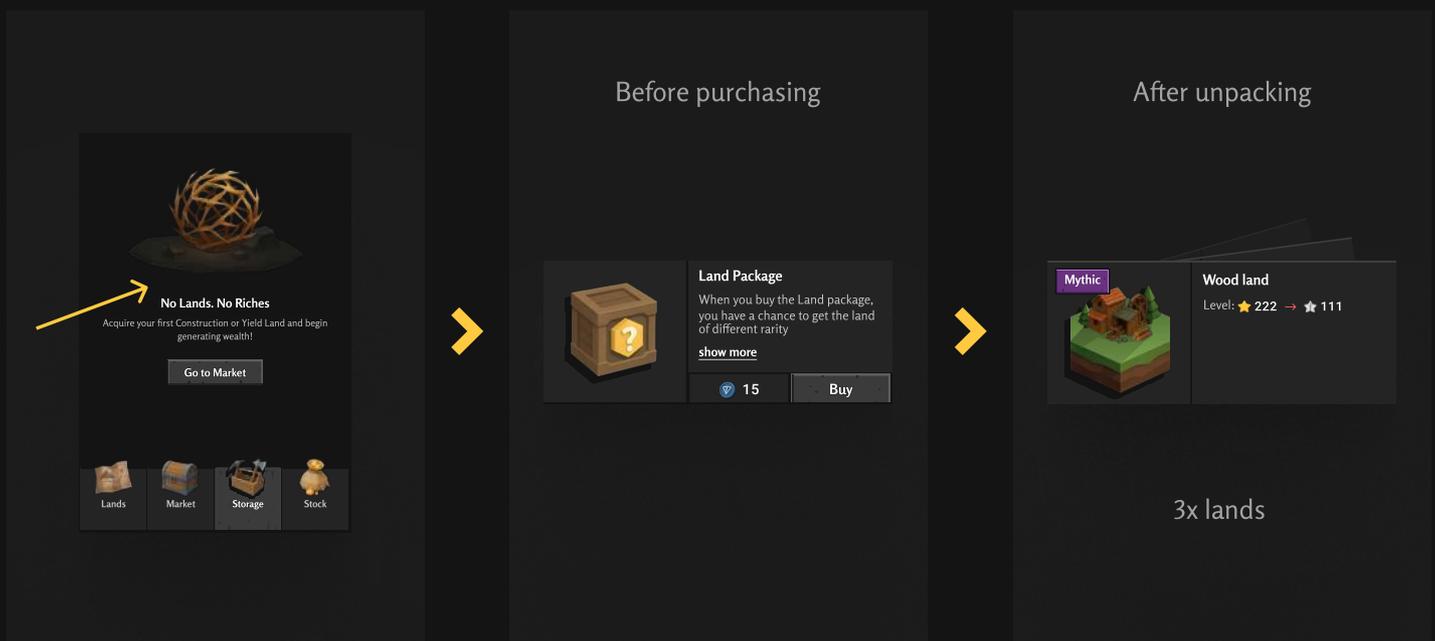
Trading

Players trade resources and assets on in-game markets.



4. Game World & Access

Players begin without land. Access to gameplay is unlocked by acquiring land from packs or the market. The game operates in asynchronous mode.



5. Key Game Entities



Lands

Assets used for extraction (resource) or construction (empty).



Buildings

Production and extraction structures tied to land type.



Resources

Gold, Coal, Stone, Clay, Ore, Wood.



Tools

Single-use items for extraction and land upgrades.



Packs

The primary method of asset distribution.



Market

Venue for trading assets (packs, lands).



Stock

Venue for trading resources and tools.



Storage

Repository for your assets and resources.

6. Land Model

Players enter the game without land.

Land is acquired through packs or the market.

The resource type assigned to a resource land is fixed.

Once placed or constructed, a building becomes a permanent part of the land plot. Lands can be sold.

Land Types:



Resource lands

Used to extract a specific resource.



Empty lands

Used for construction

The total number of lands is limited.

Rarity tiers:

Common

Uncommon

Rare

Mythic

Rarity tiers affect economic output.

7. Resource System

Available resources:

	Gold		Coal
	Clay		Stone
	Ore		Wood

All resources are available from the start of the game. Extraction is only possible on land with the corresponding resource type, using tools or the base Hand action — each with different efficiency levels.

Efficiency factors:

- Land rarity
- Building level (primary driver of efficiency growth)
- Tools used
- Current Durability and Integrity values

Extraction consumes the building's working time and causes wear in accordance with the general durability mechanics. All resources except Gold are traded on the Stock in pairs against Gold (e.g., Wood/Gold, Coal/Gold).

8. Tools & Production

Tools are used for resource extraction, land upgrades, and crafting other tools. All production actions are available to the player from the start of the game.

Tool Acquisition

Tools can be:

- Crafted in production buildings
- Purchased on the Stock
- Obtained from packs

Tool Usage & Lifecycle

Tools are single-use and are consumed upon use. They have no levels, rarity tiers, or repair options.



Base Tool — "Hand"

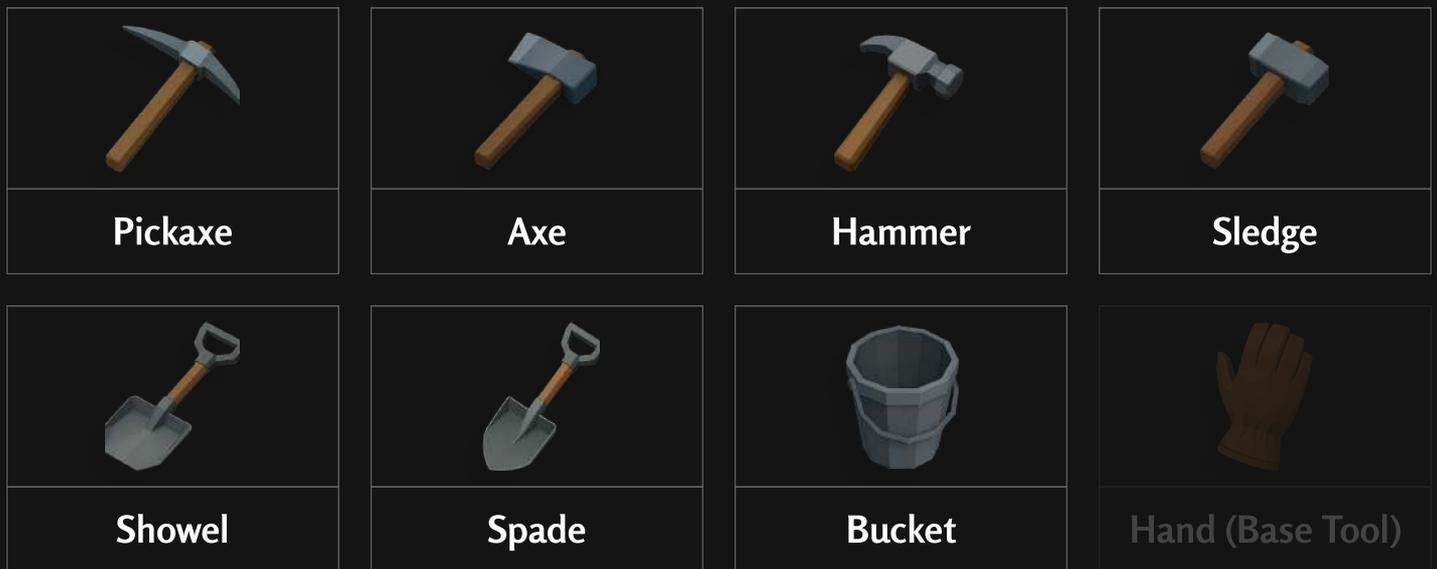
The Hand is always available to the player and it:

- Has unlimited uses
- Can be used in parallel with other actions on different plots, provided those actions are being performed using tools
- Can substitute specialized tools for resource extraction only, but with lower efficiency
- Does not support action queues
- Cannot be used for construction, tool crafting, or upgrades

A Hand extraction job can only be started on a plot that has no active work currently running. Multiple Hand extraction jobs cannot be queued — specialized tools are required for that.

Specialized Tools

Crafted tools offer higher efficiency than the Hand and are the primary means of scaling production. Each plot and production type requires a corresponding specialized tool (e.g., shovel, pickaxe, axe, etc.).



Tools enable:

- Queuing multiple work orders
- Planning production in advance
- Keeping plots loaded with work for extended periods without constant manual intervention

Using tools removes the need to return to a plot every few hours to restart extraction and opens up strategic resource management.

Production Scope covers:

- Resource extraction
- Tool crafting in production buildings

9. Buildings & Upgrades

Buildings are the foundational element of a land plot once placed or constructed. Building type depends on land type and intended purpose.

Building Types

Extraction Buildings (resource lands)

Placed on resource lands and used to extract the specific resource corresponding to the land type.



Gold Mine

Gold extraction



Coal Mine

Coal extraction



Ore Mine

Ore extraction



Stone Mine

Stone extraction



Clay Mine

Clay extraction



Lumber Mill

Wood extraction

Production Buildings (non-resource lands)

Placed on empty lands and used to craft tools.

	Workshop Tool crafting
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Buildings do not change land type or unlock access to new resources.

Role of Buildings:

- Define the available production actions on a specific plot
- Increases the efficiency of resource extraction and tool crafting
- Form the foundation for economic growth and scaling

Buildings & Progression

Resource lands can be used for extraction immediately upon acquisition, but have no default buildings. To progress, the player first performs a one-time construction of the appropriate extraction structure, after which upgrades become available. On empty lands, the player first places a production building, which then becomes upgradeable.

Building upgrades are infinite and affect production efficiency and building durability. Each upgrade increases the current building level by +1.

After each upgrade, the building receives:

	Durability A working period during which its level does not decrease
	Integrity A measure of structural condition

The wear mechanics are based on working time consumed, not on the number of actions performed. During production, Durability is spent first. Once depleted, Integrity begins to decrease. If Integrity reaches zero, the building degrades to the previous level. Degradation is triggered only after the building is constructed. Each new level increases Durability and slows Integrity loss. Upgrading fully restores both Durability and Integrity.

Production & Queues

- Buildings support an action queue.
- Different types of actions cannot run simultaneously on the same plot.
- The entire queue can be cancelled.
- An action already in progress cannot be cancelled.
- Queues are not available for actions performed using the Hand.

Ownership

Buildings are an inseparable part of the land plot and do not exist as standalone assets. Selling a building occurs as part of selling the corresponding land plot.

10. Economy & Currencies

The game uses two currencies on internal balances:

Markets:

- Resources and tools — traded for Gold
- Lands and packs — traded for TON

Play-to-earn is realized through Gold extraction, asset development, and trading. GOLD is generated exclusively through in-game production and is not issued outside the system. Economic limits and circuit breakers are applied to balance the system.

11. Markets

Market (TON) includes:

- Sales — system-level pack sales
- Listings — P2P asset trading between players



Market

Stock (GOLD)

- an exchange for trading resources and tools via trading pairs and limit orders.



Stock

Fees and limits are used to balance the economy.

12. Progression

Player progress is built on growing efficiency, not on unlocking new content.

Player Progression

A player progresses through:

- Upgrading buildings
- Optimizing tool usage
- Managing degradation and working time
- Expanding the number and types of owned lands

What Grows Over Time

Over time, the following improve:

- Resource extraction productivity
- Efficiency of production processes
- Building working duration before degradation
- Economic return on assets

Growth does not remove the system's base constraints (wear, tool requirements, production cycles) — it increases the efficiency with which they are managed.

Unlocks

All resources, buildings, and base mechanics are available from the start of the game. Progression does not unlock new content; it expands the player's ability to use already-available systems more effectively. These parameters are subject to change as the game evolve.

13. Balance & Anti-Drain

The game's economic system is designed to prevent rapid depletion and systemic imbalances.

Production Limits

Resources are inexhaustible, but extraction is limited by the land plot's productivity. Production efficiency depends on building level, rarity, and current condition (Durability and Integrity). Building wear is based on working time consumed, creating a natural balance between production and asset maintenance. The base Hand action has lower efficiency than specialized tools.

Market Controls

- Transaction fees
- Limits or delays on bulk actions
- Anti-speculation mechanics

Asset Protection

- Limited total land supply
- Asset concentration controls
- Balance between primary sales and the secondary market

Specific parameters are determined by the balancing system and may change over time.