

Forum:[Hack Forums](#)

Thread: [OPEN BETA ==> Satoshi Battles | Bitcoin based MMORPG | QUESTS - LEVELING - PVP & MORE](#)

SIM-4086413 - November 23, 2019, 8:21 pm

OPEN-BETA

[VISIT OUR WEBSITE](#)

(Mar 6, 2020 07:59 PM)SIM-4086413 Wrote: [\[CITE\]](#) We've implemented a `Referral System` in Satoshi Battles!

You will receive 0.1% from all BTC Deposits that your referrers make!

Your Referral's only have to fill in your Character name upon first, second or third login - that's it!

(Mar 5, 2020 02:27 PM)SIM-4086413 Wrote: [\[CITE\]](#)

We are partnering up with a game related cryptocurrency `GameCredits (GAME)`
<https://coinmarketcap.com/currencies/gamecredits/>

This is currently just a strategic partnership but will eventually turn into an innovative one aswell.

Due to the long term plans of both parties, we will be their Top Partner once their new website, API and platform go online in a few weeks, untill then we'll receive exposure through their external platforms such as their social media's and chat groups (eg. discord) - we will never replace GameCredits with Satoshi's entirely tho however we will accept the deposit and withdraw of Game Credits in the long terms, next to BTC and most likely others and we will adopt tech aswell in the long run.

We are currently negotiating with other projects for strategic partnerships aswell.

(Mar 3, 2020 04:21 PM)SIM-4086413 Wrote: [\[CITE\]](#) Satoshi Battles has entered the Open-Beta phase today and we are now officially a Bitcoin MMORPG.

We've listened to our community and various things such as a leveling system, gear progression, a new GUI, quests, events and a lot more things are added!

UPDATES 2 new classes - Ninja & Monk

A leveling system based on PvE grind New PvE quests

Different equipment and weapon qualities Equipment and weapon forging/upgrade system

Different equipments each 5-10 levels, unique for each class Normal quality gear shops

A housing system with house upgrades and a furniture store 24 new hourly events with 24 unique gameplays, each hour a different event with auto-invite system

A new GUI New skins

Mounts and mount armors/skins A new more streamlined in-game tutorial

Wings cosmetics VIP system

Updated graphics Free game currency (Gold)

Arena matching system in GUI Arena matching points system

Arena matching points shop in GUI Arena matching Leaderboards in GUI

Guilds system Team system

Cosmetic weapon accessories Country flag username icon (represent your country and find others

from the same country easily)

Global world chat New Chat system (External GUI - optional)

Archievements system Achievement reward system

Hourly world bosses Nobility/Donation system

Amazing new NPC looks

* AND A LOT MORE!

Download Satoshi Battles now and start your adventure in this new Bitcoin MMORPG!

<https://satoshibattles.com/Install-SatoshiBattles-1.0.exe>

Omghey - November 23, 2019, 8:29 pm

The entire concept is unique and can't wait for closed beta to be released!

SIM-4086413 - November 23, 2019, 8:38 pm

(Nov 23, 2019 09:29 PM)Omghey Wrote: [\[CITE\]](#) The entire concept is unique and can't wait for closed beta to be released!

Thanks buddy! As you know by now a lot of effort, time and creativity has been put into this crypto game project!

DNA - November 24, 2019, 8:25 am

Excellent project on the works. Can't wait to see the end result

SIM-4086413 - November 24, 2019, 5:54 pm

(Nov 24, 2019 09:25 AM)Jelly Wrote: [\[CITE\]](#) Excellent project on the works. Can't wait to see the end result

Congratz on the first to ever receive the Ninja award!

wangbui - November 25, 2019, 8:14 am

Excellent project on the works. Can't wait to see the end result

DNA - November 25, 2019, 11:04 am

(Nov 24, 2019 06:54 PM)Magaddino Wrote: [\[CITE\]](#) Congratz on the first to ever receive the Ninja award!

Thanks dude

Good luck on your game as well, feel free to [DNA](#) me on release

LordMan - November 25, 2019, 11:36 am

Sounds interesting. I'm trying to imagine how the game looks like. The only picture I see is some sort of Runescape game. On which engine does your game run?

SIM-4086413 - November 25, 2019, 1:27 pm

(Nov 25, 2019 12:36 PM)LordMan Wrote: [\[CITE\]](#) Sounds interesting. I'm trying to imagine how the game looks like. The only picture I see is some sort of Runescape game. On which engine does your game run?

CIII Engine, a chinese game engine, the game looks like a mix between Ragnarok and Diablo 3 but with fast paced combat.

Graphics, effects and motions are far more impressive then those from RS or RS3.

In our group you can find plenty previews ofcourse and closed beta is about to launch aswell, anyone can sign up for it, visit our website at www.satoshibattles.com

PonyRony - November 25, 2019, 5:45 pm

hello you can save me in the game that you join the server

SIM-4086413 - November 25, 2019, 9:43 pm

(Nov 25, 2019 06:45 PM)PonyRony Wrote: [\[CITE\]](#) hello you can save me in the game that you join the server

DM me on discord not sure who you are on DC.

Natas - November 25, 2019, 9:49 pm

Hell yeah I would try it out bro.

I like games not trying to make you hate me or anything but I would try to bot it to lol.

Paxton - November 26, 2019, 3:48 am

Seems pretty unique, definitely interested in trying this after release.

RbK. - November 26, 2019, 6:09 am

On your discord you have add gameplay preview and the interface is the same as "conquer online" game,

I have already play at this game in the past and your game look like to be exatly the same game, why ?

SIM-4086413 - November 26, 2019, 9:17 am

(Nov 26, 2019 07:09 AM)RbK. Wrote: [\[CITE\]](#) On your discord you have add gameplay preview and the interface is the same as "conquer online" game,

I have already play at this game in the past and your game look like to be exatly the same game, why ?

Actually that game, Conquer Online looks A lot better then our game does tbh, they are literally next gen..

Their graphics are pretty damn impressive compared to ours but that is logic, they are developed on the CIII(4) engine while we are developed on the CIII(3) engine and they obiously have a much larger budget then we do, we are simply working with an open source version of the older engine as stated in our website disclaimer while they have actually developed the engines themselves to their own likings.

Anyways hence the similarities between both games and i'm actually very confident that more games used the same engine as we did aswell, it went open source afterall.

Graphic wise we are similair but definitely not the same, i wish that was the case.

Gameplay wise we are Completely different and can't be compared in any way.

Tisa02 - November 26, 2019, 9:20 am

Should i try this sounds fun

Raed Imhabij - November 26, 2019, 3:55 pm

damn man.

I love the concept.

XOXO

DNA - November 27, 2019, 2:27 am

(Nov 26, 2019 10:17 AM)Magaddino Wrote: [\[CITE\]](#) Their graphics are pretty damn impressive compared to ours but that is logic, they are developed on the CIII(4) engine while we are developed on the CIII(3) engine and they obiously have a much larger budget then we do, we are simply working with an open source version of the older engine as stated in our website disclaimer while

they have actually developed the engines themselves to their own likings.

Anyways hence the similarities between both games and i'm actually very confident that more games used the same engine as we did aswell, it went open source afterall.

Interesting. Definitely putting a new twist on it.

I never got into Conquer Online because they got so greedy towards the end and I joined as that was happening... Not to mention it was all highly confusing

Glad to see a revival with a twist, can't wait to see the differences.

If you ever run into extremely technical issues, feel free to ask me, but definitely looks like you got this under control.

Can't wait to give this a test

Will this have a referral system by any chance?

Also I'm terrible at games, I hope it's noob-friendly!

SIM-4086413 - November 27, 2019, 5:47 am

Closed-Beta release date and time is official.

Closed-Beta Start:

03:00 PM / 15:00 (CET)

28-11-2019

Closed Beta will make use of fake Satoshi's due to the game being unbalanced in terms of Satoshi drop rates and potentially PvP aswell, balance issues if any will be fixed during closed beta as open beta will be making use of real satoshi's.

Every participant will receive a fixed amount of fake satoshi's and anything that you buy with this will be saved on your account does includes cosmetics and skins.

The user with the most fake satoshi's at the end and the user who gave most ideas and bug reports during closed beta will both receive a special skin, this skin will only be given to these 2 players and will never be given to anyone else, meaning that these user will have the most rarest skin that the game will ever have.

They will be able to sell this skin on the market for satoshis later on ofcourse.

Other closed beta participants will receive a closed beta skin that will only be given away during closed beta to every participant, this will therefore also become a very valueable skin overtime.

* Any skins that you obtain, also the premium skins that you can buy with fake satoshis are sellable on the market at open beta release.

You will build value on your account during closed beta.

If you have any questions then feel free to ask.

SIM-4086413 - November 28, 2019, 9:53 am

Closed beta is released guys, enjoy!

RbK. - November 29, 2019, 7:14 am

(Nov 26, 2019 10:17 AM)Magaddino Wrote: [CITE](#) Actually that game, Conquer Online looks A lot better then our game does tbh, they are literally next gen..

Their graphics are pretty damn impressive compared to ours but that is logic, they are developed on the CIII(4) engine while we are developed on the CIII(3) engine and they obviously have a much

larger budget then we do, we are simply working with an open source version of the older engine as stated in our website disclaimer while they have actually developed the engines themselves to their own likings.

Anyways hence the similarities between both games and i'm actually very confident that more games used the same engine as we did aswell, it went open source afterall.

Graphic wise we are similar but definitely not the same, i wish that was the case.

Gameplay wise we are Completely different and can't be compared in any way.

Ok thank's for that answer and good luck for your project,

I really liked that engine when I was playing Conquer Online, I think they have made an update, they had CIII(3) engine in the past (not sure about that).

DNA - November 29, 2019, 4:31 pm

(Nov 28, 2019 10:53 AM)Magaddino Wrote: [\[CITE\]](#) Closed beta is released guys, enjoy!

How can I join??

Kill Joy - November 30, 2019, 3:50 pm

I'll try it tonight.

SIM-4086413 - December 1, 2019, 2:04 am

I'm closing this due to the fact that we have enough closed beta testers.

More then we expected.

davob - December 5, 2019, 5:53 am

thanks for sharing dude awesome !

SIM-4086413 - December 22, 2019, 3:44 am

Re-opening this thread.

Open beta is coming very soon.

Omniscient - December 25, 2019, 11:21 am

Site loads super slow. I'm honestly pretty excited about this game. Wondering though why you didn't do this with Ethereum instead as I think it would provide you a lot more flexibility with smart contracts?

Xerotic - December 25, 2019, 12:12 pm

This reminds me of "Plasma Dog" (<https://plasmadog.hoard.exchange/>) which was created with OmiseGo and "true ownership" in mind. Different concept of course but neat to see games around crypto.

SIM-4086413 - December 25, 2019, 2:10 pm

(Dec 25, 2019 01:12 PM)Xerotic Wrote: [\[CITE\]](#) This reminds me of "Plasma Dog" (<https://plasmadog.hoard.exchange/>) which was created with OmiseGo and "true ownership" in mind. Different concept of course but neat to see games around crypto.

There is actually this guy on btc talk who made something very similar looking to plasma dog but bitcoin based, it looked pretty fun, i believe he is currently looking for investors but yeah i'm very curious how the gaming industry will evolve with cryptos over the next decade however i believe that we are at the very beginning of that and i also believe that it will be a solid doorway to get bigger audiences involved with crypto.

(Dec 25, 2019 12:21 PM)Omniscient Wrote: [\[CITE\]](#) Site loads super slow. I'm honestly pretty excited about this game. Wondering though why you didn't do this with Ethereum instead as I think it would provide you a lot more flexibility?

Thanks we are pretty excited ourselves as well to be so close to open beta, a lot of our time and efforts are in this project.

The site indeed loads slow and won't be optimized, it is currently just an informative place holder, our long term website will be uploaded upon open beta release and is still being worked on.

In the long run we won't be focussed on just bitcoin, satoshi battles will always remain to work with satoshi's in-game however you'll be able to deposit or withdraw multiple currencies.

The reason why we initially went for Bitcoin is simply due to marketing reasons and the name Satoshi also matches our ancient chinese game environment which was a plus.

Ofcourse ethereum would have been the obvious choice out of developers perspective tho i guess, it's not that we dislike ethereum in any way we personally just didn't feel the need to go ethereum based and didn't put much further thoughts into it really.

Mycroft Holmes - December 25, 2019, 7:51 pm

Hey mate. I believe this is a great concept. PvP real money-based games are quite rare where the prize pool consists of the contributions of the players involved instead of a central entity raising and distributing its own (e.g. Fortnite competitive).

This concept is, let's say, for 'tech age', brand new. I'll be following this closely and hopefully more competitive games in future get to implement this.

My concern, for now, is about cheaters. Would you be awarding the prize to the winner instantly or would it be part of a holding period?

Because, picture this; someone codes a hack/cheat and joins PvP lobbies, places wagers and wins an absurd amount of money (depending, of course, on wagering limits).

What do you do then?

newQuery - December 26, 2019, 1:28 am

Looks promising! Can't wait to try it out !

n N3 - December 26, 2019, 2:03 am

oh man cant wait , i hope no onees gonna disturb thissssss

SIM-4086413 - December 26, 2019, 5:27 am

(Dec 25, 2019 08:51 PM)Mycroft Holmes Wrote: [\[CITE\]](#) Hey mate. I believe this is a great concept. PvP real money-based games are quite rare where the prize pool consists of the contributions of the players involved instead of a central entity raising and distributing its own (e.g. Fortnite competitive).

This concept is, let's say, for 'tech age', brand new. I'll be following this closely and hopefully more competitive games in future get to implement this.

My concern, for now, is about cheaters. Would you be awarding the prize to the winner instantly or would it be part of a holding period?

Because, picture this; someone codes a hack/cheat and joins PvP lobbies, places wagers and wins an absurd amount of money (depending, of course, on wagering limits).

What do you do then?

We have several anti bot protections in place especially in regards of hunting satoshi's and basically, it's not possible to bypass these protections.

This also counts for pvp cheats, however those won't be beneficial to the cheater at all anyways, due to how PvP is designed in this game, it isn't simple aiming and hitting and due to other protections it won't be beneficial to the cheater and he/she will just burn his/her satoshi's and also risk his/her satoshi's to begin with. Just like Stake.com and many others, we will ban hackers from accessing their accounts as well. Everything is properly monitored by the system as well, specifics such as positioning trails, speed, attack etc etc, are logged, monitored and actively maintained, that is to say that if you are travelling at a speed or casting attacks that would otherwise be abnormal, you will trigger our anti-cheat therefore if a single kill is out of place in regards to our calculations and value's are abnormal in any way, we will notice it right away and we will be able to take action instantly, and if we want, roll back whatever was caused by this account in specific.

Any attempts at attacks such as for example SQL injection, memory editing and any other client side attacks are useless and will have zero impact on the server and will be noticed by administration right away aswell.

If in the event that we ever do get hacked successfully there are no cryptocurrencies to access in any way either, I won't go in further detail in regards of this but all I can say is that we have learned from mistakes that were made by other crypto projects in the past.

On a side note, whilst the game is developed on the C3 engine, the server side source code is proprietary and therefore contains features that other engines don't.

We went unique and outside the box in regards of our security, detection methods and protection and are hoping to provide a completely fair and skill based crypto game environment for a very long term.

Hopefully this answered your question properly.

(Dec 26, 2019 03:03 AM)n N3 Wrote: [CITE](#) oh man cant wait , i hope no onees gonna disturb thissssss

I'm sure that there will be kids trying to "disturb" this.

n N3 - December 26, 2019, 5:42 pm

(Dec 26, 2019 06:27 AM)Magaddino Wrote: [CITE](#) We have several anti bot protections in place especially in regards of hunting satoshi's and basically, it's not possible to bypass these protections.

This also counts for pvp cheats, however those won't be beneficial to the cheater at all anyways, due to how PvP is designed in this game, it isn't simple aiming and hitting and due to other protections it won't be beneficial to the cheater and he/she will just burn his/her satoshi's and also risk his/her satoshi's to begin with. Just like Stake.com and many others, we will ban hackers from accessing their accounts as well. Everything is properly monitored by the system as well, specifics such as positioning trails, speed, attack etc etc, are logged, monitored and actively maintained, that is to say that if you are travelling at a speed or casting attacks that would otherwise be abnormal, you will trigger our anti-cheat therefore if a single kill is out of place in regards to our calculations and value's are abnormal in any way, we will notice it right away and we will be able to take action instantly, and if we want, roll back whatever was caused by this account in specific.

Any attempts at attacks such as for example SQL injection, memory editing and any other client side attacks are useless and will have zero impact on the server and will be noticed by administration right away aswell.

If in the event that we ever do get hacked successfully there are no cryptocurrencies to access in any way either, I won't go in further detail in regards of this but all I can say is that we have learned from mistakes that were made by other crypto projects in the past.

On a side note, whilst the game is developed on the C3 engine, the server side source code is proprietary and therefore contains features that other engines don't.

We went unique and outside the box in regards of our security, detection methods and protection and are hoping to provide a completely fair and skill based crypto game environment for a very long term.

Hopefully this answered your question properly.

I'm sure that there will be kids trying to "disturb" this.
yeeep surly making it all server side ?

SIM-4086413 - December 26, 2019, 5:56 pm

(Dec 26, 2019 06:42 PM)n N3 Wrote: [\[CITE\]](#) yeeep surly making it all server side ?

No of course not, why would we only focus on server sided security while we are more then capable of protecting our game client properly aswell however for security reasons, a lot has server-side validation yes.

eEelad_ - December 27, 2019, 7:51 am

wow looks so amazing!! im really gonna join

Omniscient - December 27, 2019, 11:42 am

Quote:Ofcourse ethereum would have been the obvious choice out of developers perspective tho i guess, it's not that we dislike ethereum in any way we personally just didn't feel the need to go ethereum based and didn't put much further thoughts into it realy.

But imho it's also a big factor with TXN fees and TXN confirmation times. With ETH fees are very very low. So sending even 50 cents is more doable with ETH than BTC where sending even \$1 could cost you 25-50% of that. ETH can be sent for a penny almost every time and still confirm within 3-5 minutes. I think that's a huge issue if you want a lot of small gamers willing to experiment with \$1 or less.

SIM-4086413 - December 27, 2019, 12:08 pm

(Dec 27, 2019 12:42 PM)Omniscient Wrote: [\[CITE\]](#) But imho it's also a big factor with TXN fees and TXN confirmation times. With ETH fees are very very low. So sending even 50 cents is more doable with ETH than BTC where sending even \$1 could cost you 25-50% of that. ETH can be sent for a penny almost every time and still confirm within 3-5 minutes. I think that's a huge issue if you want a lot of small gamers willing to experiment with \$1 or less.

Small gamers will be able to expriment for free, you don't have to pay or deposit to play the game, there are risk free arena's, battlegrounds and satoshi hunting zones.

Players can also just hunt satoshi's risk free and use those to satoshi's to play in satoshi based battlegrounds.

Also we will be able to support multiple currencies on withdraw and deposit including both bitcoin and ethereum however other crypto projects proven that bitcoin withdrawals can be handled just fine and we are confident we won't experience any issues in allowing this but we will be able to disallow bitcoin on withdraw anyways if we want and accept eth withdraw only.

When someone wants to withdraw to a bitcoin address he will simply have to pay more fees then he would pay when withdrawing to ethereum, or other currencies, this is up to the user.

This is pretty much the case for most crypto projects whether it's a game, exchange or gamble site.

Miles Teller - December 28, 2019, 9:34 am

This seems really interesting! When is the estimated release date, or at least for the beta?

Mr. Moe - December 28, 2019, 12:19 pm

is this going to be like conquer online? I loved that game!

SIM-4086413 - December 28, 2019, 12:39 pm

(Dec 28, 2019 10:34 AM)Miles Teller Wrote: [\[CITE\]](#) This seems really interesting! When is the estimated release date, or at least for the beta?

We are confident but not completely certain that the open beta will be launched within the next 2 weeks, i can't announce the exact launch date yet.

(Dec 28, 2019 01:19 PM)Mr. Moe Wrote: [\[CITE\]](#) is this going to be like conquer online? I loved that game!

No it is not, combat mechanic's might feel similar but gameplay can't be compared at all.

DNA - December 28, 2019, 7:10 pm

(Dec 28, 2019 01:39 PM)Magaddino Wrote: [\[CITE\]](#) We are confident but not completely certain that the open beta will be launched within the next 2 weeks, i can't announce the exact launch date yet.

Do you have an email list I can join or something?

Also are you doing cosmetic purchases at all or?

dhkgozj - December 29, 2019, 9:44 pm

Is the game to set block chain, right?

Dotexe - January 1, 2020, 7:44 pm

"it's not possible to bypass these protections." sigh everything is possible

SIM-4086413 - January 1, 2020, 7:57 pm

(Jan 1, 2020 08:44 PM)Dotexe Wrote: [\[CITE\]](#) "it's not possible to bypass these protections." sigh everything is possible sigh I'm usually not the type of guy that says "never", I rarely do, however in this case, our anti bot protections make bots completely useless and that can never be bypassed.

titi - January 3, 2020, 5:41 am

hey looks very interesting game is this online already? anyone has experience?

SIM-4086413 - January 3, 2020, 5:42 am

(Jan 3, 2020 06:41 AM)quinto Wrote: [\[CITE\]](#) hey looks very interesting game is this online already? anyone has experience?

Not online yet, we are very close to open beta tho.

uchiha - January 3, 2020, 6:34 pm

This is a cool concept, Ill definitely be looking forward to the release

Goku - January 5, 2020, 10:09 am

Probably not very profitable but might seem fun.

What are the average rates per hour?

SIM-4086413 - January 5, 2020, 1:45 pm

(Jan 5, 2020 11:09 AM)Goku Wrote: [\[CITE\]](#) Probably not very profitable but might seem fun. What are the average rates per hour?

Profits will depend on how good you are at the game.

It can be as profitable as any other online crypto game, if you kill only 10 players you have decent profits already.

genesiseher - January 6, 2020, 9:23 pm

How about security?

We have several anti bot protections in place especially in regards of hunting satoshi's and basically, it's not possible to bypass these protections.

dont be so sure...

SIM-4086413 - January 6, 2020, 9:26 pm

(Jan 6, 2020 10:23 PM)genesiseher Wrote: [\[CITE\]](#) How about security?

We have several anti bot protections in place especially in regards of hunting satoshi's and basically, it's not possible to bypass these protections.

dont be so sure...

We'll see, people who manage to succesfully bot in the game will eventually only help the game to become even more secure.

I just can't imagine anyone being able to build anything that can bypass our in-game anti-bot protections but we'll see.

Mr Monopoly - January 7, 2020, 9:58 am

I've been looking for something like that for a very long time. If some of you remember there used to be a game like this in the past (Some Farm game) where you could get BTC by playing. But this game by watching the trailer is something unique. Really looks like a Diablo or MU game.

Can't wait for it to get launched so I can become the best player there. No life INC :)

Shear - January 8, 2020, 2:26 pm

Wow, it's a private Conquer Online server to win BTC ? I played a lot of CO when I was younger, the game was a blast before P2W shit and before it was invaded by egyptian players. I might check your project soon !

SIM-4086413 - January 8, 2020, 2:29 pm

(Jan 8, 2020 03:26 PM)Shear Wrote: [\[CITE\]](#) Wow, it's a private Conquer Online server to win BTC ? I played a lot of CO when I was younger, the game was a blast before P2W Clay Davis and before it was invaded by egyptian players. I might check your project soon !

No it's not a private server of any means.

The game has been created from scratch on the Conquer III engine which was used, designed and developed for Conquer 2.0 which they released as open source in 2014 after they finished up on the C4 engine for conquer 3.0

The only similarities between the old conquer and satoshi battles are combat mechanics and graphical style.

The resr can't be compared in any way possible.

We are using the Conquer III (C3) game engine which was developed and designed by TQ Digital Entertainment to finish the development of Conquer 2.0 after Conquer 1.0 which was about 12 years ago.

In 2014 when they were done milking Conquer 2.0 they released the Conquer III engine open source amongst a Chinese wiki on how to develop with the engine, they did this because they were

finished with the development of the Conquer III (C4) engine for the Conquer 3.0 release.

Speculation amongst development communities regarding this game and engine is that they mainly done this to conquer and eliminate private servers.

We took the engine, which was limited in graphics and combat mechanics, to save time in the development and design process.

The game does not exactly look like conquer online.

Conquer online has way better graphics, they don't even use the same maps or monsters, mechanics are by far a lot better aswell, they have more heroes, character jumping is completely different, their GUI is completely different, different features and the gameplay can't be compared at all.

They released the engine without any license that forbids us from profitting off of the engine which is logic it is over a decade old, i believe about 14 years old to be exact and they allow CO2 private servers to exist aswell.

If we were just a private server then trust me, we would have gone with the fancy conquer 3.0 graphics, mechanics, maps and combat instead.

Conquer 3.0 - 2020:

<https://gaming.youtube.com/c/redraver12/live>

Proof of the Conquer III Game Engine Open-Source release back in 2014.

This is posted on another tech forum so i won't be sharing the links in public but feel free to ask me for all the links in private.

This screenshot of a forum thread back in 2014 proofs the release of the engine, and the existence of the wiki.

Spoiler [\(Click to View\)](#)

Shear - January 8, 2020, 2:32 pm

(Jan 8, 2020 03:29 PM)Magaddino Wrote: [\[CITE\]](#) No it's not a private server of any means.

The game has been created on the Conquer III engine which was used, designed and developed for Conquer 2.0 which they released as open source in 2014 after they finished up on the C4 engine for conquer 3.0

The only similarities between the old conquer and satoishi battles are combat mechanics and graphical style.

Gameplay can't be compared in any way possible.

However you are still welcome to check us out soon at release ofcourse!

I'm even more interested if it has the same mechanics and graphical style as CO but different gameplay!

Looking forward to yur project.

Stakeprofits2 - January 9, 2020, 11:40 pm

I hope it will be sucess for this game. I will follow this and will start play this as fast it comes out.

omy11 - January 10, 2020, 12:20 am

Super excited for this!

Game looks like fun and i get to possibly earn something for playing.

SIM-4033767 - January 10, 2020, 9:05 pm

Looks cool curious how much this will make and if it's fun to play ^_^

.Boss. - January 12, 2020, 8:51 am

This game looks crazy!!! This is the type of game that will make your significant other break up with you! I'm thinking about playing it full time as my job on releases!!!

SIM-4086413 - January 12, 2020, 6:44 pm

We are using the Conquer III (C3) game engine which was developed and designed by TQ Digital Entertainment to finish the development of Conquer 2.0 after Conquer 1.0 which was about 12 years ago.

In 2014 when they were done milking Conquer 2.0 they released the Conquer III engine open source amongst a Chinese wiki on how to develop with the engine, they did this because they were finished with the development of the Conquer III (C4) engine for the Conquer 3.0 release.

Speculation amongst development communities regarding this game and engine is that they mainly done this to conquer and eliminate private servers.

We took the engine, which was limited in graphics and combat mechanics, to save time in the development and design process.

The game does not exactly look like conquer online.

Conquer online has way better graphics, they don't even use the same maps or monsters, mechanics are by far a lot better aswell, they have more heroes, character jumping is completely different, their GUI is completely different, different features and the gameplay can't be compared at all.

They released the engine without any license that forbids us from profiting off of the engine which is logic it is over a decade old, i believe about 14 years old to be exact and they allow CO2 private servers to exist aswell.

If we were just a private server then trust me, we would have gone with the fancy conquer 3.0 graphics, mechanics, maps and combat instead.

Conquer 3.0 - 2020:

<https://gaming.youtube.com/c/redraiver12/live>

Proof of the Conquer III Game Engine Open-Source release back in 2014.

This is posted on another tech forum so i won't be sharing the links in public but feel free to ask me for all the links in private.

This screenshot of a forum thread back in 2014 proofs the release of the engine, and the existence of the wiki.

Spoiler [\(Click to View\)](#)

-Sexy- - January 12, 2020, 10:50 pm

This looks pretty awesome would love to try this out

Ser - January 13, 2020, 10:20 am

Saw this thread a couple days ago, totally forgot about it.

Seems very interesting and something that has never been done before. Looking forward to the beta release!

Instagram - January 19, 2020, 10:57 am

super excited to see this go live! can't wait!

SIM-4086413 - January 24, 2020, 6:13 am

[VISIT OUR NEW FORUM COMMUNITY](#)

V?rt - January 26, 2020, 2:02 pm

I'm so looking forward to this coming out.

Mr Kewl - January 27, 2020, 8:58 pm

The game looks kickass and unique. Waiting to see how it does.

SIM-4086413 - January 29, 2020, 7:42 pm

Satoshi Battles has released as closed beta again as preparation for the open beta, we felt that the gap between closed & open beta was simply too huge and we felt the need for another closed beta round which will be open beta released right after.

Join our forum to gain access to the closed beta!

<https://satoshibattles.com/forum>

Every account registered upon open beta release will receive a `free limited closed-beta skin (account bound)`

Login using any account it will automatically register.

Password can be changed in game at the Password manager next to the warehouse/bank.

Accounts will not be reset however Satoshi's will be reset, so don't deposit just play, practice, test and have fun!

Server Restarts can happen frequently due to game updates and bug fixes.

sNize - February 17, 2020, 5:03 pm

finally a unique new idea, wish you great success with this site! :)

DNA - February 18, 2020, 6:47 pm

Been playing in both of the Closed Beta phases now, good work on everything so far OP.

SIM-4086413 - March 3, 2020, 3:21 pm

Satoshi Battles has entered the Open-Beta phase today and we are now officially a Bitcoin MMORPG.

We've listened to our community and various things such as a leveling system, gear progression, a new GUI, quests, events and a lot more things are added!

UPDATES 2 new classes - Ninja & Monk

A leveling system based on PvE grind New PvE quests

Different equipment and weapon qualities Equipment and weapon forging/upgrade system
Different equipments each 5-10 levels, unique for each class Normal quality gear shops
A housing system with house upgrades and a furniture store 24 new hourly events with 24 unique
gameplays, each hour a different event with auto-invite system
A new GUI New skins
Mounts and mount armors/skins A new more streamlined in-game tutorial
Wings cosmetics VIP system
Updated graphics Free game currency (Gold)
Arena matching system in GUI Arena matching points system
Arena matching points shop in GUI Arena matching Leaderboards in GUI
Guilds system Team system
Cosmetic weapon accessories Country flag username icon (represent your country and find others
from the same country easily)
Global world chat New Chat system (External GUI - optional)
Achievements system Achievement reward system
Hourly world bosses Nobility/Donation system
Amazing new NPC looks
* AND A LOT MORE!

Download Satoshi Battles now and start your adventure in this new Bitcoin MMORPG!
<https://satoshibattles.com/Install-SatoshiBattles-1.0.exe>

SIM-4086413 - March 3, 2020, 6:37 pm

Drop rates of valueable gears and items are relatively high atm, this will change in a few days.

Take advantage of current drop rates!

These gears will be worth satoshi's to people on the market eventually.

DNA - March 3, 2020, 9:45 pm

(Mar 3, 2020 04:21 PM)SIM-4086413 Wrote: [\[CITE\]](#) Satoshi Battles has entered the Open-Beta
phase today and we are now officially a Bitcoin MMORPG.

We've listened to our community and various things such as a leveling system, gear progression, a
new GUI, quests, events and a lot more things are added!

UPDATES 2 new classes - Ninja & Monk
A leveling system based on PvE grind New PvE quests
Different equipment and weapon qualities Equipment and weapon forging/upgrade system
Different equipments each 5-10 levels, unique for each class Normal quality gear shops
A housing system with house upgrades and a furniture store 24 new hourly events with 24 unique
gameplays, each hour a different event with auto-invite system
A new GUI New skins
Mounts and mount armors/skins A new more streamlined in-game tutorial
Wings cosmetics VIP system
Updated graphics Free game currency (Gold)
Arena matching system in GUI Arena matching points system
Arena matching points shop in GUI Arena matching Leaderboards in GUI
Guilds system Team system
Cosmetic weapon accessories Country flag username icon (represent your country and find others
from the same country easily)
Global world chat New Chat system (External GUI - optional)
Achievements system Achievement reward system
Hourly world bosses Nobility/Donation system

Amazing new NPC looks
* AND A LOT MORE!

Download Satoshi Battles now and start your adventure in this new Bitcoin MMORPG!
<https://satoshibattles.com/Install-SatoshiBattles-1.0.exe>
Amazing Job guys!!

Loving the new design, can't wait to see what else you guys come up with

SIM-48001 - March 3, 2020, 10:51 pm

(Nov 23, 2019 09:21 PM)SIM-4086413 Wrote: [\[CITE\]](#) OPEN-BETA

[VISIT OUR WEBSITE](#)

Nice and Well Done , i'll check this out now

Rayner - March 3, 2020, 10:58 pm

This looks really sick, I'll try it out when I get home.

P1R4T3 - March 4, 2020, 8:59 am

Looks really interesting, any chance there will be a Linux version?

SIM-4086413 - March 4, 2020, 9:01 am

(Mar 4, 2020 09:59 AM)P1R4T3 Wrote: [\[CITE\]](#) Looks really interesting, any chance there will be a Linux version?

Yeah its in our road map, don't expect other platforms then windows in short term tho.

P1R4T3 - March 4, 2020, 9:06 am

(Mar 4, 2020 10:01 AM)SIM-4086413 Wrote: [\[CITE\]](#) Yeah its in our road map, don't expect other platforms then windows in short term tho.

Cool, will keep and I eye on this project :)

Stanley - March 4, 2020, 10:55 am

I'm Stanley HF's helper bot. This OP (original poster) of this thread wants everyone to see this page and has elected to bump it to the top of the showthread listing. Since HF doesn't want a ton of LQP (Low Quality Posts) this is the best method of bumping your content. There is a small ?yte fee for each bump. Any OP can bump any of their threads on HF from the linked icon on the top of their first post.

If you haven't already read the first post of this thread we encourage you to do so.

Thanks,
Stanley

Dotexe - March 4, 2020, 10:58 am

Are you planning on making a forum ?

SIM-4086413 - March 4, 2020, 11:11 am

(Mar 4, 2020 11:58 AM)Dotexe Wrote: [\[CITE\]](#) Are you planning on making a forum ?
<https://satoshibattles.com/forum>

However people aren't really using it, most people are active in our groups.

Dotexe - March 4, 2020, 11:15 am

(Mar 4, 2020 12:11 PM)SIM-4086413 Wrote: [\[CITE\]](#) <https://satoshibattles.com/forum>

However people aren't really using it, most people are active in our groups.

Looks good bro. I don't know about the active status, but imo people should be asking and making guides there. At least 90% of the games similar to this one had a forum, and it was super active. If you need help with moderating this, let me know !

SIM-4086413 - March 4, 2020, 11:19 am

(Mar 4, 2020 12:15 PM)Dotexe Wrote: [\[CITE\]](#) Looks good bro. I don't know about the active status, but imo people should be asking and making guides there. At least 90% of the games similar to this one had a forum, and it was super active. If you need help with moderating this, let me know !

Yeah that all basically happens in our chat group, people ask questions there, give ideas, feedback on drop rates and pvp balance, team up together, ask advice from each other etc..

I think that game forums are becoming thing of the past for a project like this, most people prefer using the group instead which is fine, we offer what people demand of course.

Thanks tho!

SIM-4086413 - March 5, 2020, 1:27 pm

We are partnering up with a game related cryptocurrency `GameCredits (GAME)`
<https://coinmarketcap.com/currencies/gamecredits/>

This is currently just a strategic partnership but will eventually turn into an innovative one as well.

Due to the long term plans of both parties, we will be their Top Partner once their new website, API and platform go online in a few weeks, until then we'll receive exposure through their external platforms such as their social media's and chat groups (eg. discord) - we will never replace GameCredits with Satoshi's entirely though however we will accept the deposit and withdraw of GameCredits in the long terms, next to BTC and most likely others and we will adopt tech as well in the long run.

We are currently negotiating with other projects for strategic partnerships as well.

SIM-4086413 - March 6, 2020, 6:59 pm

We've implemented a `Referral System` in Satoshi Battles!

You will receive 0.1% from all BTC Deposits that your referrers make!

Your Referral's only have to fill in your Character name upon first, second or third login - that's it!

DNA - March 8, 2020, 7:01 am

(Mar 5, 2020 02:27 PM)SIM-4086413 Wrote: [\[CITE\]](#)

We are partnering up with a game related cryptocurrency `GameCredits (GAME)`
<https://coinmarketcap.com/currencies/gamecredits/>

This is currently just a strategic partnership but will eventually turn into an innovative one as well.

Due to the long term plans of both parties, we will be their Top Partner once their new website, API and platform go online in a few weeks, until then we'll receive exposure through their external platforms such as their social media's and chat groups (eg. discord) - we will never replace GameCredits with Satoshi's entirely tho however we will accept the deposit and withdraw of Game Credits in the long terms, next to BTC and most likely others and we will adopt tech aswell in the long run.

We are currently negotiating with other projects for strategic partnerships aswell.
Very nice work, are you by any chance considering Ethereum or any ERC-20 Tokens? Or strictly coins?

Lavish Living - April 23, 2020, 7:02 pm

I feel bad for all the "investors"

Did this guy just end up exit scamming for \$30k like deployed?

God damn these dudes be pulling off big old exit scams

MaxiPads889 - April 23, 2020, 7:12 pm

(Apr 23, 2020 07:02 PM)SIM-2028907 Wrote: [\[CITE\]](#) I feel bad for all the "investors"

Did this guy just end up exit scamming for \$30k like deployed?

God damn these dudes be pulling off big old exit scams

Dude could talk the talk when we chatted, but there were many red flags in the investment process that I did not feel comfortable with.

I can see how he managed to 'fundraise' so much.

Kill Joy - April 23, 2020, 9:24 pm

(Apr 23, 2020 07:12 PM)MaxiPads889 Wrote: [\[CITE\]](#) Dude could talk the talk when we chatted, but there were many red flags in the investment process that I did not feel comfortable with.

I can see how he managed to 'fundraise' so much.

Same here. I caught the dude in his own lies when he tried convincing me to invest in his game. So many red flags I laughed at him.

shreder - April 23, 2020, 11:36 pm

The game and concept was good itself. But the investor thing he had setup was kind of sketch.