POLYSION

RISE OF THE ANCIENT CHAMPIONS

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I ABSTRACT

ΠΕΡΙΛΗΨΙΣ

POLYSION is a 3D sports game of Ancient Greece and Rome that runs in the browser and connects to Solana. A player enters a living city, chooses a champion and competes in six ancient disciplines: gladiator combat, pankration, the discus, the javelin, the stadion sprint and chariot racing, with the Spartan agoge as the training ground for all of them.

Every contest is a real game with its own controls, timing and opponents. Results grow the champion through levels, ranks, attributes and mastery. Glory earned in festivals ranks the champion in the Hall of Legends, and each season the best champions share a reward pool paid in the POLYSION token.

II THE WORLD OF POLYSION

Η ΠΟΛΙΣ

Polysion is a city that never existed and always should have: the place where the Colosseum, Olympia, the Circus Maximus and Sparta stand side by side. Four districts surround the Forum, and every district holds its own venues, crowds and sounds.

- Colosseum District (north): the Gladiator Arena, the Pankration Arena and the Champion Tournament.
- Olympia District (east): the discus field, the javelin field and the ancient sprint stadium.
- Roman Circus District (west): chariot racing, racing challenges and time trials.
- Spartan District (south): strength training, endurance training and combat practice.
- The Forum (centre): the Taberna for food, the Thermae for recovery and sleep, the Oracle of Apollo and the Forum Board.

The city is generated in code: temples, arenas, crowds, flames, birds and the light of thirty days that slowly drifts from noon gold to sunset over the course of the Games.

III CHAMPIONS

ΠΡΩΤΑΘΛΗΤΑΙ

Every entry begins at the gate. The player writes a champion name and connects a wallet, then chooses one of five identities. Each identity wears its own kit and trains faster in its favoured disciplines.

- Spartan, Hoplite of Laconia: the agoge and the pankration pit.
- Gladiator, Murmillo of Capua: the arena sand.
- Olympian, Victor of Elis: the stadion and the throwing fields.
- Centurion, Primus Pilus of the XIII: discipline in the arena and the agoge.

- Charioteer, Auriga of the Blues: the circus oval.

IV THE DISCIPLINES
ΑΓΩΝΙΣΜΑΤΑ

Each discipline has a start, an update loop and a finish, a score from 0 to 1000 and rewards computed from that score. Sessions come in three modes: Free Training to learn, Discipline Drills to improve, and Festivals to compete for glory.

- Gladiator Combat: three rounds against a trained murmillo. Slash, thrust, block, parry on the beat and dodge.
- Pankration: the Olympic fight of strikes, kicks, guards and slips.
- Discus Throw: lock the angle, spin with rhythm, release on the line.
- Javelin Throw: build the run up, raise the spear, release before the line.
- Ancient Sprint: the stadion of 192 metres or the hoplitodromos in armour.
- Chariot Racing: three laps of the circus against three rival factions, with horse stamina, the whip and the spina.
- Spartan Agoge: atlas stones, the shield wall against the gale and the spear drill.

V PROGRESSION
ΠΡΟΟΔΟΣ

A champion grows on several axes at once. Champion level runs from 1 to 60 through seven ranks: Initiate, Athlete, Gladiator, Champion, Hero of Olympia, Legend of Rome and Godlike Champion. Each discipline has its own mastery from 1 to 50, unlocking named techniques along the way.

Eleven attributes shape every contest: strength, speed, acceleration, endurance, agility, balance, coordination, reaction, power, technique and focus. The body matters too. Energy, fatigue, hydration, nutrition, recovery, spirit and form rise and fall with training, meals at the Taberna and rest in the Thermae.

VI THE GAMES CALENDAR
ΗΜΕΡΟΛΟΓΙΟΝ

A season of the Games lasts thirty days of in game time. Festival days, objectives and rival champions fill the calendar. Every discipline climbs the same festival circuit: Village Games, Isthmian Games, Nemean Games, Pythian Games, Olympic Games and finally the Ludi Romani, each one demanding more mastery and paying more glory.

VII ECONOMY
ΟΙΚΟΝΟΜΙΑ

POLYSION separates what keeps the city running from what rewards its champions.

- Denarii: the in game silver earned from every session and spent on food, baths, equipment and trainers.
- Glory: the ranked score from wins and festival crowns that orders the Hall of Legends.
- The POLYSION token: the onchain asset on Solana in which season prizes are paid.

At the close of each season the reward pool for that season is shared: victor of the season 20%, second & third 15%, the laurelled ten 20%, champions of the games 35%, festival crowns 10%.

VIII

TOKEN

ΝΟΜΙΣΜΑ

The token is an SPL token on Solana with a total supply of one billion, zero tax, revoked mint and freeze authority. Allocation: Fair Launch 80%, Champion Reward Pool 12%, Development 5%, Community 3%.

Inside the Games the token pays season prizes, opens Champion Tournaments, unlocks honorific titles and regalia, and gives holders a voice on new disciplines and festival rules.

IX TECHNOLOGY

ΤΕΧΝΗ

The game is written in TypeScript on Three.js and built with Vite. Every model, texture and sound effect is generated in code, so the whole world loads as a light set of files and runs in any modern browser. The soundscape and the effects are synthesised live with the Web Audio API.

Wallet connection is read only. Phantom and Solflare share a public address with the game. POLYSION never asks for a signature or a transaction to play. Progress is saved in a sealed envelope with a checksum and version migrations, and it can be exported and loaded as a file.

X ROADMAP

Η ΟΔΟΣ

- Phase I, The Forge: the Games open in the browser and the token launches fairly.
- Phase II, The First Season: the season ladder, the first reward payout, holder titles.
- Phase III, The Tournament: Champion Tournaments with entry pools, duels between real champions, Circus factions.

- Phase IV, The Empire: new disciplines voted by holders, mobile controls, partner Games.

XI FAIR PLAY
ΔΙΚΑΙΟΣΥΝΗ

Rewards only reach wallets that played fairly. Saves are sealed, impossible scores are rejected, and automation or edited saves void a season entry. The Demo Wallet exists so anyone can learn the Games without connecting a real wallet; it cannot receive rewards.

XII DISCLAIMER
ΠΡΟΣΟΧΗ

This document describes a game and its community token. It is not an offer of securities or an invitation to invest. The POLYSION token carries no promise of value, profit or return. Crypto assets are volatile and may lose all value. Figures in this paper describe Season I and may be refined; the live figures on this website prevail. Nothing here is financial advice.