**Sharks and Minnows WhitePaper**

Sample: <https://github.com/WnDDev/wndcontracts> (WnD)

WnD Etherscan Game Contract: 0xF1A18Fd1fD2d47f363D340a74fD3513b63F388aD

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#### **Introduction:**

In the peaceful Solana Reef a school of fish called the Minnows come together to produce $BUBBLES. They pool together in the Solana Reef and the bubbles they generate are used as oxygen for visitors, plants, and more! Stingrays farm the bubbles and with more $BUBBLES Stingrays can acquire more Minnows. However right outside the peaceful Solana Reef lurks dangerous Sharks!

The Sharks are on the hunt for Minnows and their valuable $BUBBLES and nothing will stop them. In the past Sharks would attack the Stingrays reefs and kidnap Minnows or snatch them up while they were unguarded and steal all of their $BUBBLES. So in defense the Stingrays struck a deal with the Sharks: they pay the Sharks a tax on all $BUBBLES produced and the Sharks don’t attack Minnows who are safe in the Reef.

But when a Minnow leaves the Reef or a new Minnow is born… The Sharks don’t hold back!

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Sharks and Minnows is a gamified risk protocol for NFTs with novel tokenomics built on Solana. It shows that interactions between various tokens that are innately different can come together around fundamentals of game theory to build a fun and reward driven value economy where you play-to-earn.

#### **The tl;dr:**

 - There will only ever be 10,000 Gen 0, which will be dutch auctioned starting at 2.00 SOL each dropping to 1 SOL over a 24 hour span. The 40,000 Gen 1 are minted by farming $BUBBLES.

 - Minnows can be staked in the Reef to earn $BUBBELS and pay a tax anytime they claim their $BUBBELS earnings.

 - If a Minnow is unstaked from the Reef, the Sharks try to steal all of its accumulated $BUBBLE.

 - When a new Minnow is born, the Sharks attempt to kidnap it. If they’re successful, the Minnow is given to a randomly selected Shark, instead of the owner who minted it.

### **Contract Addresses**

 - Shark / Minnow NFT:

 - Shark and Minnow Staking:

 - $BUBBLE Token:

### **Minting**

| **Token ID** | **Mint Cost** |
| --- | --- |
| 1 to 10,000 (Gen 0) | 1-2 SOL |
| 10,001 to 20,000 | 10,000 $BUBBLE |
| 20,001 to 40,000 | 20,000 $BUBBLE |
| 40,001 to 50,000 | 40,000 $BUBBLE |

<https://wolf.game/whitepaper>

The total cost to mint all of the Minnows in existence will be 700,000,000 $BUBBLE.

### **MINNOWS**

You have a 90% chance of minting a Minnow, each with unique traits. Here are the actions they can take:

| **Action** | **Reward** | **Risk** |
| --- | --- | --- |
| Enter Reef (Stake) | Accumulate 5,000 $BUBBLE / day (prorated to the second) | No risk. |
| Shear $BUBBLE (Claim) | Receive 80% of $BUBBLE accumulated on your Minnows | Sharks take a guaranteed 20% tax on farmed $BUBBLES in return for not attacking the Reef. Taxed $BUBBLES are split among all Sharks staked in the Reef, proportional to their Apex scores. |
| Leave Reef (Unstake) | Minnows are removed from the Reef and all $BUBBLES are farmed. Can only be done if the Minnow has accumulated at least 2 days worth of $BUBBLES. | 50% chance ALL of your accumulated $BUBBLES being stolen by Sharks. Stolen $BUBBLES are split among all the Sharks currently staked in the Reef, proportional to their Apex scores. |

### **$BUBBLE**

The maximum $BUBBLE supply is 2,500,000,000 $BUBBLE:

* When supply reaches 1,200,000,000 $BUBBLE earned for staking, the staking “faucet” turns off.
* Poseidon’s tribute will receive 300,000,000 $BUBBLE locked and vested over 3 years
* Community Reef Rewards will be allocated 1,000,000,000 $BUBBLE

| **Action** | **Reward** | **Risk** |
| --- | --- | --- |
| Mint a new Minnow using $BUBBLE | There is a 10% chance that the NFT is actually a Shark! | 10% chance of the new Minnow or Shark being stolen by a staked Shark. Each Shark’s chance of success is proportional to their Apex scores. |

### **SHARKS**

You have a 10% chance of minting a Shark, each with unique traits, including an Apex value ranging from 5 to 8. The higher the Apex value:

 - The higher the portion of $Bubbles that the Shark earns from taxes

 - The higher chance of stealing a newly minted Minnow or Shark  
**Apex Ranking:**  
Sharks will have an apex score of either 5,6,7, or 8

#### **Example:**

Shark A has an Apex of 8 and Shark B has an Apex of 6, and they are staked.

 - If 70,000 $BUBBLE total have been accumulated as taxes, Shark A will be able to claim 40,000 $BUBBLE and Shark B will be able to claim 30,000 $BUBBLE

 - If a newly minted Minnow or Shark is stolen, Shark A has a 57% chance of receiving it and Shark B has a 43% chance of receiving it

Only staked Sharks are able to steal a Minnow or earn the $BUBBLE tax.

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| **Action** | **Notes** | **Risk** |
| --- | --- | --- |
| Stake Shark | Earn your share of the 20% tax of all $BUBBLES generated by Minnow in the Reef | No risk. |
| Claim $BUBBLES | Receive all $BUBBLES taxes accrued for the staked Shark | No risk. |
| Unstake Shark | Receive all $BUBBLES taxes accrued for the staked Shark | No risk. |

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### **Poseidon’s Lockup Period**

The Reef is paying a tribute to God of the Seas, Poseidon, of 300M $BUBBLE which will unlock over 2 years. His BUBBLE Pouch will work exactly the same way as others’ Pouches.

His wisdom will be your long-term guidance throughout the game.

### **Reefs (land)**

The most productive, fertile lands in all of Shark Game are the Genesis parcels. The Shepherd has cultivated these lands for centuries.

A finite resource, only 20,000 Genesis land parcels will ever exist in Shark Game. Each is uniquely abundant and randomly assigned, with varying acreage, resources, and capabilities.

Land metadata will be randomized and released before the full game release in 2022.

### **Stingrays**

Stingrays assist you in managing your land more efficiently. You will be able to harvest more resources and get further faster with the help of Stingrays. Every Stingray has a unique set of skills which match some plots of land better than others.

Stingrays are not required to own and operate your land, but they are beneficial for optimal gameplay.

Stingray metadata will be randomized and released before the full game release in 2022.