HUNT AND BURN
WHITE PAPER

Prologue

This game is an ERC20 token-based crypto game that provides a unique environment where players can hunt various monsters while collecting tokens and participating in token burns. Built on the concept of GameFi, the game offers players the opportunity to generate real economic benefits through the rewards earned within the game.

By applying a P2E (Play-to-Earn) model, users can hunt monsters and earn tokens, allowing them to achieve ongoing revenue. This game transcends mere entertainment, offering players an economic experience where they can own and trade assets. With the combination of crypto gaming and GameFi, players will experience a new world where they fight for survival while simultaneously seeking economic rewards.

Mechanics

This game is centered around the HUNT AND BURN period, during which players hunt various monsters to collect two types of tokens: burnable tokens and HABToken (tokens that can be stored in the inventory).

HUNT AND BURN Period
Players accumulate burnable tokens by hunting monsters during the HUNT AND BURN period. The amount of tokens collected varies based on the level of each monster. These tokens will be burned after the HUNT AND BURN period ends.

Token Collection and Transfer
By hunting monsters, players will earn HABToken. This token can be transferred to the player's personal wallet after the HUNT AND BURN period ends, allowing for trading and various uses.

Token Burning
After the HUNT AND BURN period ends, the accumulated burnable tokens will be burned. This process is a crucial element supporting the economic cycle of the game.

Token Issuance
After a certain period following the end of the HUNT AND BURN period, more than 60% of the total amount of burned tokens and the direct burns (tokens burned directly to 0x0000) will be reissued. This allows players to generate economic benefits through continuous participation.