

WHITEPAPER



Introduction

Hop chain is a turn-based web3 strategy, which combines elements of the game [Chinese Checkers](#) with combat mechanics of tactical strategy.

Our team has sought to make a simple and user-friendly web3 game available to all player types. But thanks to the variety of possibilities in creating and leveling up teams of our units, we have tried to achieve high replayability.



Millions of people play TBS all over the world. We want to attract fans of tactical games to web3 in order to create a long-term platform that will bundle game fun and opportunity to make money thanks to own skills.

Users acquire NFTs in the form of a team of units. Fighting the enemies, players earn tokens by betting on their victory. The tokens earned may be used in the game to level up units.

Squads of units are purchased, leveled up after the player's victories, and may be sold to gain profit.

Hop chain is fully based on an original idea and gives its players a new experience of tactical turn-based strategies with the opportunity to earn.



Economics

There are 3 types of currency and 3 NFT types in the game.

Currencies

Near

Near is a basic currency used in **Hop chain**.

What it is used for:

- To purchase all NFT types
- To purchase in-game currency Gold
- To purchase in-game currency Hop Coin
- As a bet to play in PvP mode.

Gold

Gold is used to purchase power leveling cards; it is also necessary to improve units. The higher the level of units in a squad, the more expensive it is to level up a single unit in it.

Gold is mined endlessly.

How to get **Gold**:

- Get it via in-game awards in PvP mode
- Obtain from loot boxes

Hop Coin

Hop Coin is used to interact with squads.

- **Improvement of Squads.** One **Hop Coin** per improvement. To improve one squad to the maximum level, you spend 6 units *5 levels = 30 **Hop Coins**.
- **Recharging Souls.** **Hop Coin** is expended to recharge a death limit in squads. So, second-level squad will need a recharge every ~25 losses, and fifth-level squad every ~10 losses.

Hop Coin is distributed via BCO paired with USDC with a linear increase in value.

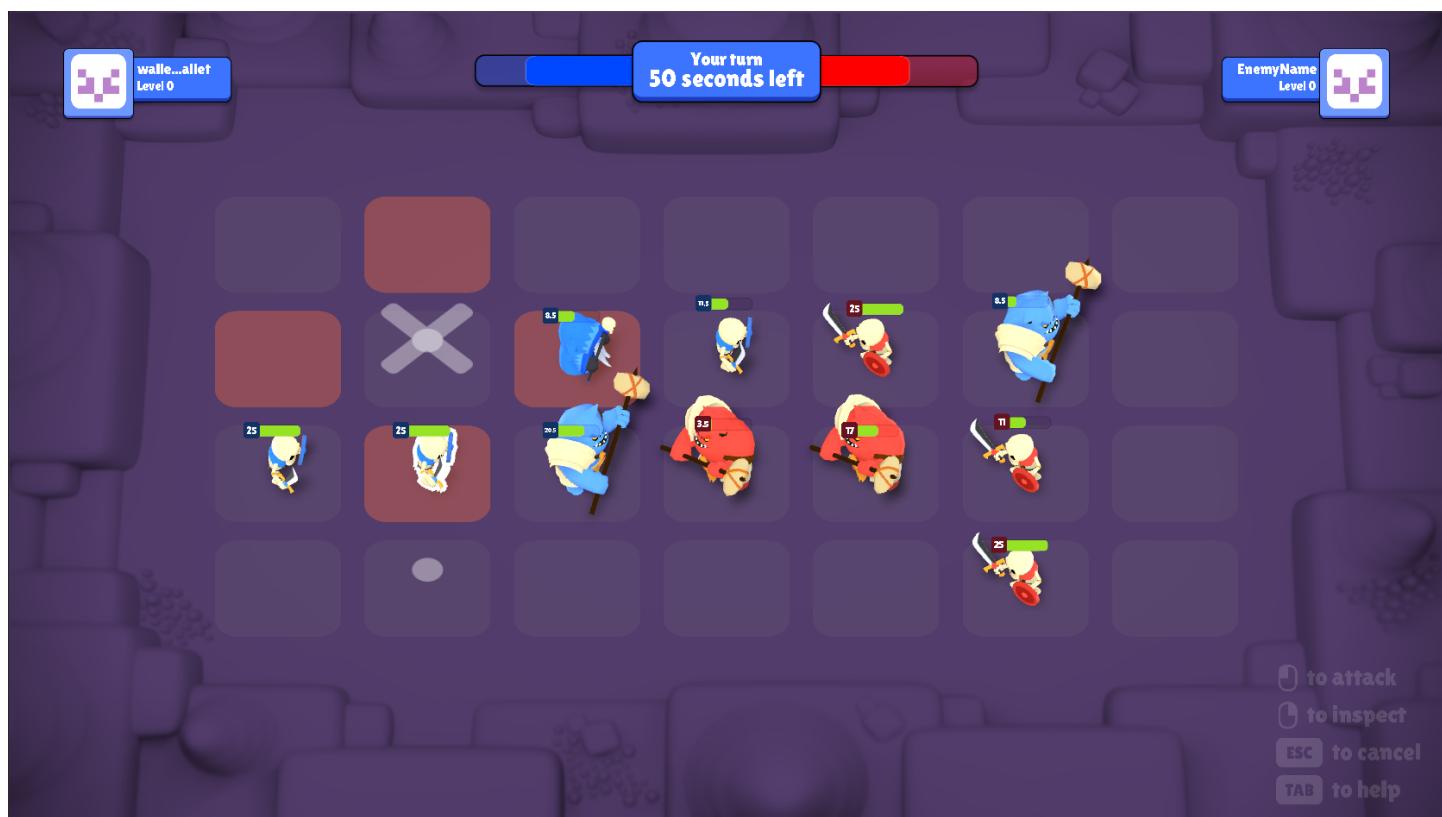
Emission: 100mln Hop Coins.

- 80% for BCO
 - 5% for the team,
 - 15% as a reserve for operating expenses.

NFTs

Squads

Squads consist of 6 units. Units in a squad may differ in their levels and characteristics, as a player may level up each unit in the squad separately.



Squads (except for first-level squads) have maximum deaths of units — souls.

Upon reaching the maximum number of deaths, it is no longer possible to play a squad.

1 Hop Coin must be used to ‘recharge souls.

Squad Level	Number of Souls
1	∞
2	150
3	120
4	90
5	60

Character Cards

Character cards are used to improve units in a squad.

The formula to find the necessary number of cards in order to improve the level of one unit in the squad is as follows:

2^N , where N — current level of a unit.

Cards are burnt after power leveling.

Loot Boxes

Loot boxes may be of three different rarity levels.

Power leveling cards and **Gold** fall out of loot boxes; more rarely squads.

The number of loot boxes is limited; as they are opened, the price of loot boxes, cards, and squads will increase.



Gameplay

Hop chain is a turn-based web3 strategy, which combines elements of the game Chinese Checkers with combat mechanics of tactical strategy.

A player and an opponent have units on the board, which they can move vertically or horizontally and cause damage to hostile units at the end of the move.

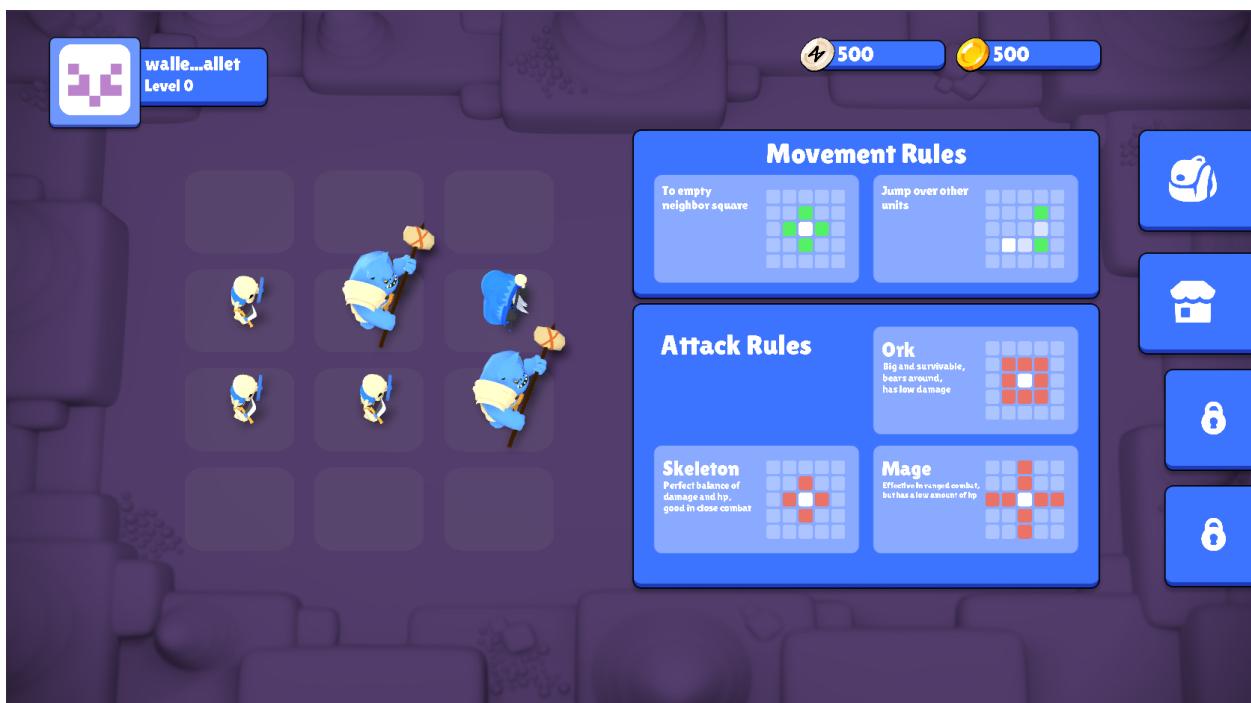
The one who has destroyed all units of the opponent wins the game. Before PvP combat, players bet on victory, and the winner collects both bets of the players.



Playing Field

The playing field consists of tiles; has a 7x4 size and composed of 3 parts:

- Left-Hand Part 3x4 — before combat, на ней a player must place his/her 6 fighters on it, by transfer from the dock. It is not possible to start the game without 6 fighters in place.
 - Central Part 1x4 — separation neutral zone. In future, it will be possible to put obstacles and neutral units on it.
 - Right-Hand Part 3x4 — the enemy's side, where he/she places own units.



Combat

After both players place their units on the playing field, the combat starts.

The combat proceeds step-by-step. The first to start will be the player with a weaker-level squad (if squads are equal, then the first to start will be the player who is first registered in the transaction).



In his/her turn, the player may move one of his/her units vertically or horizontally in two different ways:

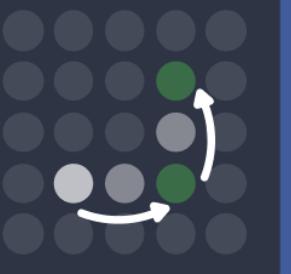
- Just move it to a nearby empty tile
- Jump over a standing by unit (own or enemy's). In such case, it is possible to make a number of jumps in a row.

Movement Rules

To empty neighbor square



Jump over other units



For each jump, the fighter's damage increases by 50%. At the end of the move, the fighter strikes all neighboring enemy's units with regard to the attack percentage.

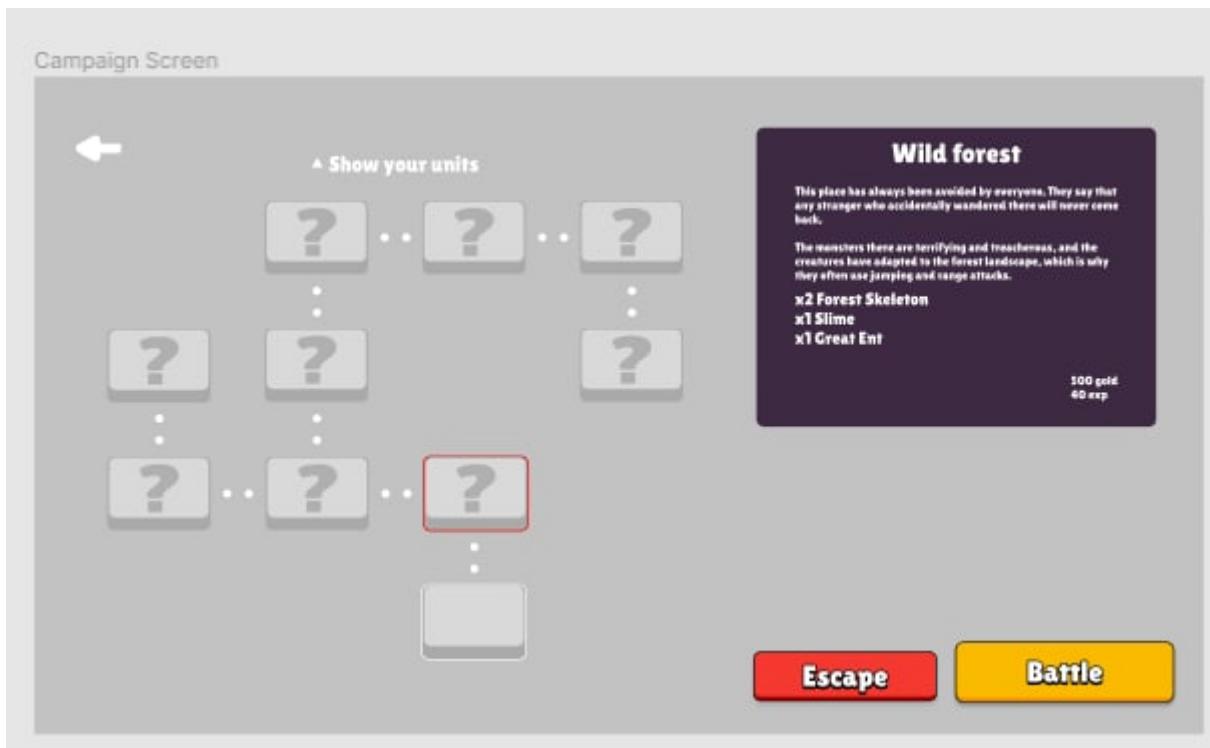
The combat is won by the player who destroys all units of the opponent.

PVE Dungeons

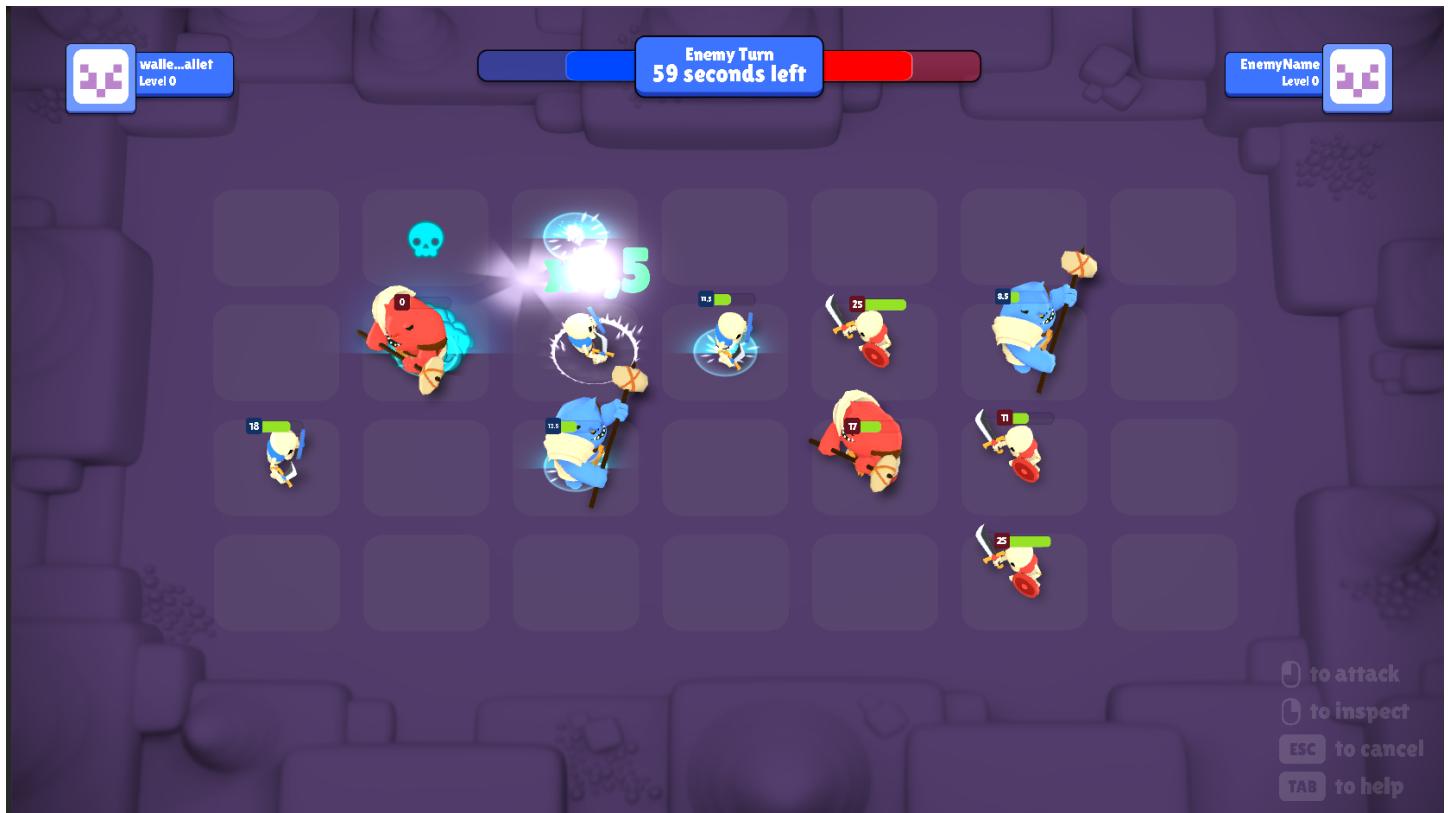
The game will include the dungeon mode and combats against AI for special awards.

The player's aim is to go as far as possible, moving through the rooms and fighting against various monsters.

After going through all the rooms, the player gets a loot box as an award.



Unit Squads and Character Cards



A player purchases Unit Squads (6 units each). Each unit has its own level, on which characteristics of its attack and health depend.

New Unit Squads may be obtained either via their purchase for Near or, more rarely, from loot boxes.

To level up units, it will be necessary to use its character cards. It will be possible to get them from loot boxes.



Unit Types

3 types of units are used in the game. Such quantity is sufficient to create unique squads with various characteristics.

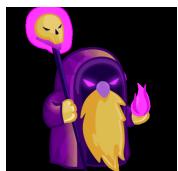
Each unit type has different health and damage characteristics as well as attack patterns.



- Skeleton is a standard unit in the game. At the end of the move, it attacks enemies vertically and horizontally on nearby tiles.



- Orc causes less damage than Skeleton but has more health. It attacks enemies on all nearby tiles



- Mage has less health and causes less damage than Skeleton but attacks enemies on 2 tiles vertically and horizontally.

Attack Rules

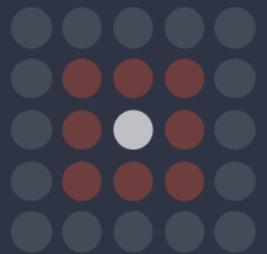
Skeleton

Perfect balance of
damage and HP,
good in close combat



Orc

Big and survivable,
beats around,
has low damage



Mage

Effective in ranged
combat, but has a low
amount of HP

