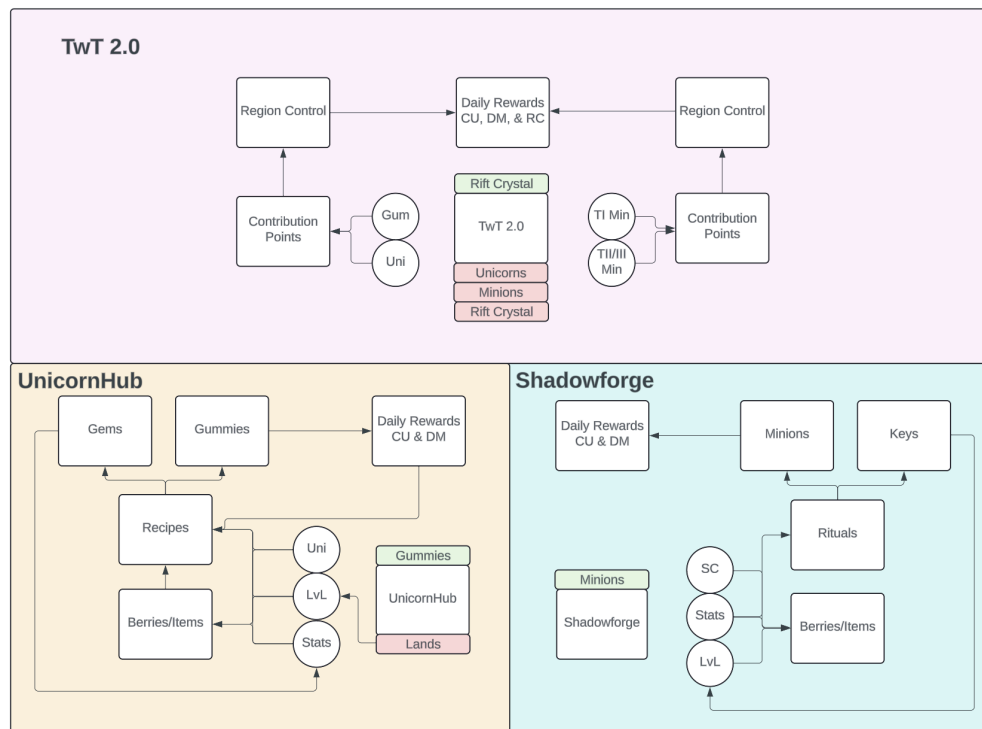


Crypto Unicorns Last Battle Proposal

Core Principles

- UNIM becomes finite and deflationary
- CU emission is fixed and decreases
- Unicorns, Lands, Gummies, & Minions are burned
- Smaller Accounts can compete (lower cost to enter)
- Bot Friendly (Increase DAU & Transactions!)
- Leans into social / cut throat gameplay (Shakeup, Discord, & Betting)
- Play at your Pace (Duration Options for Passive Players)



Shadowforge

- Change UNIM Daily Reward to \$CU
- Logarithmic Curve
- Decaying Rewards Overtime

CornHub

Feature Summary

Cornhub is the Unicorn equivalent to the Shadowforge. Within the CornHub, players will be able to stake unicorns to farm berries, purchase/craft recipes, craft Gummies, ~~and equip Gems~~. Each day players receive rewards based on the number of gummies they crafted. Every two weeks, players will be able to burn the gummies within the dark forest to compete in TwT 2.0 and earn more rewards.

Unlike the core game, the CornHub should focus on smaller player accounts (1-3 lands & 5-20 unicorns). Lands will be burned to increase a player's Hub Level and Unicorns will be burned, on occasion, when competing in TwT 2.0.

Functionality

- We would like to reskin the Shadowforge to be compatible with Unicorns and Lands (CornHub)
- Each CornHub will be soul bound similar to the Shadowforge.
 - Players will burn lands in order to upgrade their UnicornHub.
 - CornHub Level will affect the following areas.
 - Number of Unicorns you can have assigned or locked into the contract.
 - Target Unicorn per Wallet is 5-20, with the goal being to make the entry cost for new players less, and scale DAU.
 - Storage Rates for Farming & Gathering, similar to husk production.
 - Access to Recipes (Rituals)
 - It will be important to leverage land rarity and level as much as possible.
- Unicorn players will be able to harvest items and berries by assigning a unicorn.
 - Items and Berries will be on-chain 1155s similar to husks and ingredients.
 - Items and Berries will be used to craft “Gummies” ~~and Gems~~.
 - Players can focus on increasing their TwT Army Size or to increase their Unicorn Stats.
 - Now that we have capped unicorn stats, it will be important to maximize the set of unicorns that you have.
 - Unicorn Stats and Hub Level Increase Storage Capacity and Generation Rates.
- Unicorn players will be able to obtain recipes (rituals) by spending CU tokens and Dark Marks.

- Recipes will require players to spend berries, items, unicorn souls, rift crystals, & UNIM to complete.
 - Recipes will yield ~~Gems~~ and Gummies.
- Unicorn players will earn daily rewards based on the # of Gummies they craft per day relative to the amount of Gummies other players craft.
 - Unlike Minions, Gummies will only come in one tier.
- Daily Rewards for Unicorn Players will consist of \$CU and Dark marks, with the daily supply being 3x higher than that of Shadowcorns.
 - Each season, the amount of CU daily rewards will decrease by a certain factor.
 - We should target for the CU rewards to last 5 years.

TwT 2.0

Feature Summary

Players will be able to burn Gummies & Minions for control of the dark forest. By limiting the # of gummies and minions that can be deployed, we can more easily balance the two factions and prevent cases where one faction gets too far ahead. Players will be able to select a duration to stake their squads for which influences points and prevents the need to check in daily. That said, players may choose to stake for a small duration to be able to more quickly maneuver around the forest and participate in psyops.

On top of the feature, there will be a shakeup and betting mechanic that players can utilize for “extra rewards”. The hope of this system is that the rewards players are wagering/at risk is higher than the daily amount of rewards.

Functionality

- TwT 2.0 will be a battle between Gummies and Minions.
 - Both sides are able to “stake” squads into a region of the dark forest.
 - There will be 5 regions.
 - When staking, players can select a time lock duration that amplifies the amount of points they contribute.
- TwT 2.0 will consist of bi-weekly cycles to allow enough supply to be created prior to the beginning of the season.
 - TwT 2.0 will only end when the timer hits 0. We will not stop the season even if a faction controls all regions.
- On the unicorn side, the player will need to select a “commander” for each squad and can assign a certain amount of gummies to the squad.

- The number of gummies a player can assign is dependent on the mythic status of the unicorn.
- The points the squad earns per day is dependent on the stats of the commander unicorn, the number of gummies they assigned, and the duration of they selected.
 - If easier, we can provide the full amount of points received on the day they were stacked rather than each day. We would just need to prevent players from staking longer than the duration of the season.
- At the time of staking, the consumable assets (gummies) are burned.
- When the staking duration has ended, the player will be able to “retrieve” the commander unicorn.
 - When this transaction occurs, there will be a fair chance that the unicorn is burned.
- On the shadowcorn side, the player will need to select a “lieutenant” which will need to be a tier II or tier III minion and can assign a certain amount of tier I minions to each squad.
 - The number of minions a player can assign is dependent on the tier of the minion assigned as lieutenant.
 - The points the squad earns per day is dependent on the tier of the lieutenant commander, the number of minions they assigned, and the duration of they selected.
 - If easier, we can provide the full amount of points received on the day they were stacked rather than each day. We would just need to prevent players from staking longer than the duration of the season.
 - At the time of staking, the consumable assets (tier I minions) are burned.
 - When the staking duration has ended, the player will be able to “retrieve” the lieutenant minion.
 - When this transaction occurs, there will be a high chance that the minion is burned.
- Each day, players will receive daily rewards based on their contribution and faction control over a region.
 - These rewards will consist of \$CU tokens, Dark Marks, & Rift Crystals.
 - We should keep this functionality the same as in TwT 1.0.
 - Each season, the amount of CU daily rewards will decrease by a certain factor.
 - We should target for the CU rewards to last 5 years
 - TwT 2.0 will possess a “shakeup” mechanic where players can spend currency (CU and UNIM) to affect the regions.
 - These effects can be point decreases, point increases, etc.
 - TwT 2.0 will possess a “betting” mechanic where unicorn and shadowcorn players can wager CU tokens on an outcome / region.;
 - If the wager is successful, the player will receive rewards.
 - If the wager is not successful, the player will lose the amount that they purchased the bet for.