

# NIGHT WORKERS WHITEPAPER

# STORY

In the tremendous Avalanche Mountains, while the greatest robbery running in Joe Bank is in the spotlight, nobody sees what's happening in the dark. There is no time to waste, the same opportunity won't happen twice in decades.

The sneakiest Pimps took their chance to expand their own business, step by step and with a lot of knowledge. It's time for them to call experienced Hookers to expand their own territory !

The Hookers have managed to strike a deal with the Pimps : they will work for them and pay bribes to them on all \$LOLLY earned ! In that way, the Hookers would be protected from violent clients and the Pimps would earn a lot and would be safe from the busy police.

However, a massive roadblock awaits them. To earn as much \$LOLLY as they can, they'll have to keep an eye on some greedy Hookers ! These Hookers sometimes go it alone and try to pocket every single \$LOLLY they earn by leaving the city without paying bribes. If a Hooker gets caught, she would work for free and ALL \$LOLLY earned would go to the Pimps. If a Pimp isn't sufficiently focused and lets too many Hookers go away with stolen \$LOLLY, his territory and future earnings could be stolen by another Pimp.

A few steps from the pimps' territory, the casino is in full swing ! Night Workers love to gamble their wages at the casino after work. Moreover, we all know that the casino is an excellent way to launder dirty \$LOLLY. With so much at stake, will the Hookers pocket all the \$LOLLY from clients or will the Pimps have the final laugh ? Will they lose everything they have earned by gambling ? One thing is certain tough, \$LOLLY and the casino will inevitably make some Night Workers very rich !

Are you a Hooker or a Pimp ? Choose wisely or watch the other get rich !

# SUMMARY

- Only 10,000 Gen 0 can be minted for 1.5 AVAX each (up to changes according to market conditions).
- A Hooker can work (stake) to earn \$LOLLY. A bribe has to be paid to the Pimps every time \$LOLLY is earned from a client (claim).
- If a Hooker leave the city (unstake) without paying bribes, the Pimps will try to steal all of the accumulated \$LOLLY and keep it for themselves.
- A Hooker has to wait 48 hours since she has started to work or 48 hours since she claimed her last wage to leave the city (unstake).
- When a new Hooker is hired (minted), Pimps will try to catch her before she steals \$LOLLY. If successful, one Pimp will be rewarded for his vigilance.
- All claims are taxed with 0.01 AVAX per token claiming to ensure the token's sustainability.
- AVAX can be used in the Casino to play several famous games. There will be a Lottery, a coin flip game and also a roulette wheel ! The casino can allow you to increase your earnings tenfold if you're ready to take risks.

# MINTING

The following represents the total cost of minting all the Night Workers (Pimps and Hookers) NFTs in existence.

TOTAL NFT : 50 000			
GEN 0 10 000 NFT 1.5 AVAX	GEN 1 10 000 NFT 20 000 \$LOLLY	GEN 2 20 000 NFT 40 000 \$LOLLY	GEN 3 10 000 NFT 60 000 \$LOLLY

# \$LOLLY

The maximum \$LOLLY supply is 5,000,000,000 \$LOLLY

- When supply reaches 2,400,000,000 \$LOLLY earned for staking, the staking « faucet » turns off.
- The developers will receive 600,000,000 \$LOLLY
- Community rewards will be allocated 2,000,000,000 \$LOLLY

# HOOKERS

You have a 90% chance of minting a Hooker, each with their own unique traits.  
With Generation 1, however, there is a 10% chance that your Hooker will be stolen by a Pimp.  
This is what a Hooker could do :



ACTION	NOTES	RISK
Go to work [Stake]	Accumulate 10,000 \$LOLLY / day [Pro-rated to the second]	No risk
Ask for pay [Claim]	Receive 80% of \$LOLLY earned / accumulated by your hooker	Pimps take a guaranteed 20% bride on claimed \$LOLLY
Leave the city [Unstake]	Hooker leaves with all the earned \$LOLLY. This can only be done if the Hooker has accumulated a minimum of 20,000 \$AIDS	50% chance of ALL the Hooker's accumulated \$LOLLY being stolen by the Pimps. Stolen \$LOLLY is split amongst the Pimps staked



# PIMPS



You have a 10% chance of minting a Pimp, each with their own unique traits. With Generation 1, however, there is a 10% chance that your Pimp will be stolen by another Pimp. Pimps also have a Notoriety value ranging from 5 to 8. The higher the notoriety value:

- The higher the portion of \$LOLLY that the Pimp earns from bribes
- The higher chance of catch a newly minted Hooker or Pimp

ACTION	NOTES	RISK
Control the city [Stake]	Earn your share of the 20% bribes of all \$LOLLY earned by Hookers in the territory	No risk
Harvest from Hookers [Claim]	Receive all \$LOLLY bribes accrued for the staked Pimps	No risk
Leave the city [Unstake]	Receive all \$LOLLY bribes accrued for the staked Pimps & leave the city	No risk

# CONCLUSION

With Night Workers, everyone can play with their own level of risk tolerance.

Bribe your way through? Stay liquid on the market? Take your chances in avoiding the Pimps to keep all your \$LOLLY, but risk losing it all? The fascinating array of choices available on Night Workers makes for one that promises to be engaging and enthralling.

Moreover, we worked on the Casino which allows players to risk even more what they have earned in-game, to potentially increase their earnings... Or loose it all.

We waiting for you !



# THANKS FOR READING

