Moonshot Voyage User Guide

Register a new account:

1. Download the game at www.moonshotvoyage.io
2. Register a new account

3. After you register, login to your account to see "how to link your DeFi wallet to your SMI PLAY account

Link your DeFi wallet to your SMI PLAY account

1. Go to https://app.alturanft.com
2. Connect your ETH/BSC/Polygon wallet to the site
3. Open your profile on the top right
4. Click on Altura Guard on the bottom left
5. Copy and paste your code to the "Altura Guard Code" field
6. Copy and paste your connected wallet address to the "Address" field
7. Press the Submit button

Address

0x...

Altura Guard Code

XXXXXX

4. Go to the Altura website shown in the image above and follow the steps.

5. Enter in the Altura Guard Code along with you associated wallet address used to connect to Alturas website and that will complete the account registration and linking of the wallet to the game. After this everything is good to go.
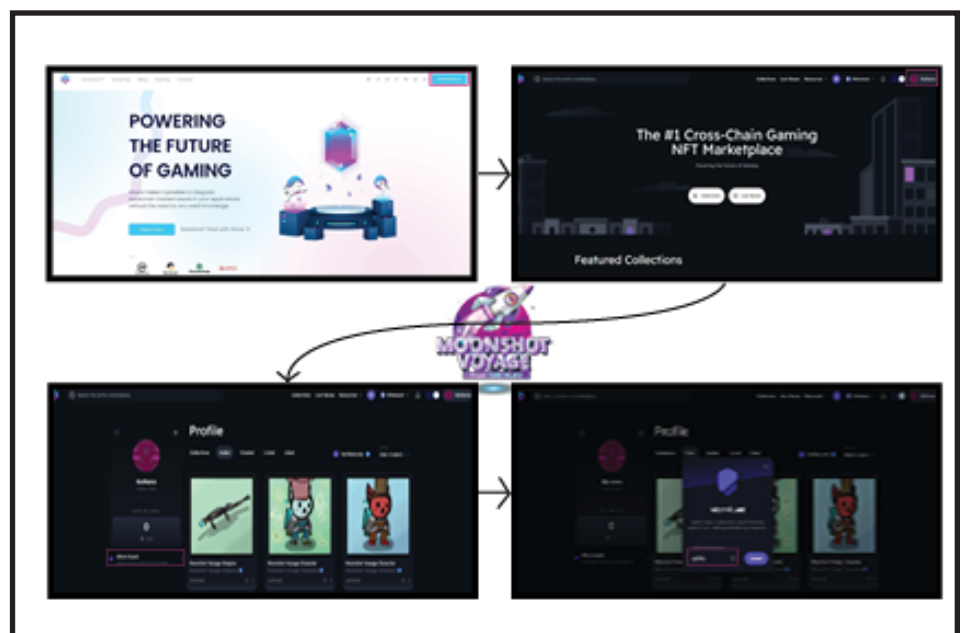
Daily Recommended Steps:

1. To get the most out of this game you want to make sure your wallet holds at least 1M SMI (7-30-22 current value $5) to be a "Fish" Status. This allows you to receive in-game benefits that help you mint NFTs! Learn more in SMI Holder Section.

2. After you login go to "My Account" & "Claim Reward"
     a.Depending on your holder status you will receive Moonscrap (Used for minting) and a daily raid token

3. Next go to "Start Game", select "Raid" and your difficulty.
     a. When completing the raid while holding a raid token (it is consumed) you receive 100 Moonscrap (enough for a mint).
     b. When completing a raid while not holding a raid token will generate 5 Moonscrap

4. Then challenge the expedition mode, complete 50 waves to land on the leaderboards! Receive the most MS by completing Expedition mode, incomplete expeditions generates reduced MS.
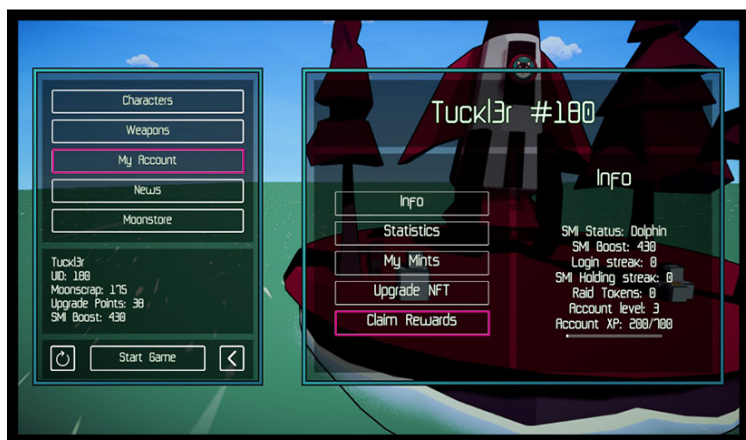
Game Types / Objectives:

Raid:

Expedition:

Progress through a level overcoming monsters and obstacles until you reach the boss where you will face a unique challenge. Raids reward Upgrade Points, Account XP, and upon defeating the end boss Moonscrap will be rewarded (which is needed for minting new NFTs)

      Raids difficulty can be set prior to the raid starting with a range of 1-999. The harder the raid difficulty the more XP and Moonscrap you can earn.

Objective is to defend the portal through 50 waves of monsters that increase in volume and difficulty with each passing wave. Upon all the waves being defeated, a boss will be summoned as the final challenge.

Upon selecting the expedition mode, you will be prompted for a difficulty ranging in 0-999. The difficulty chosen will also impact the rewards earned from doing expeditions. There will also be a prompt for which leaderboard you are going to compete on (This will limit what rarity NFTs you will be able to compete with. More details in the leaderboard section). This feature will be added at the time of leaderboard implementation.

      Expeditions will also have leaderboards associated with them with weekly rewards, and monetized seasonal rewards. More information on the leaderboards can be found in the leaderboards section.

Moonscrap / XP / Minting:

Moonscrap is the in game currency that is used in order to mint NFTs. Once you have 100 Moonscrap, the minting function in the game can be used to generate a randomized NFT. You have a 50/50 chance of minting a character/weapon.

Moonscrap is obtained three different ways:

1. Raids: Completion of daily raids.
   a. 100 MS if completed with raid token (given daily to holders of SMI)
   b. 5 MS + difficulty/100 if completed without raid token

2. Expeditions: The further you progress, the more Moonscrap you earn. Defeating the boss at the end of the expedition rewards bonus Moonscrap. Moonscrap equation = Difficulty/10 + 10
   a. Defeat difficulty 100 receive 20 MS
   b. Defeat 25 waves at difficulty 100, receive 5MS

3. Weekly/Seasonal Leaderboards. Depending on the standings, Moonscrap can be rewarded as prizes.

XP and Upgrade Points are earned by playing the game in any capacity whether it is raids or expeditions. More details on this to be added ahead of season 1 launch (Sept 2022)

In game, click on Moonstore and then if you have 100 Moonscrap you can click the Mint (100 Moonscrap) button to mint an NFT.

NFTs / Stats (Characters & Weapons)

Each NFT that is minted, whether it be from opening a loot box or using the in game mint function, is 100% randomized unless otherwise specified in special circumstances such as special edition loot boxes.
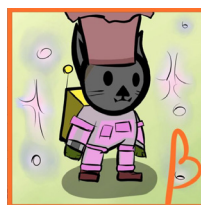
The stats of each NFT are randomly generated within the range preset for its rarity. The rarity will also determine how many randomly generated properties they will have along with whether or not they have a special ability (for characters only, not weapons).

Character Rarities:
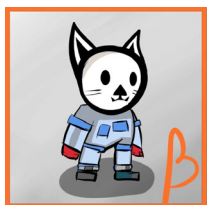
Common

	Min/Max
Health:	80-130
Damage:	5-21
Crit:	1-5%
Crit Damage:	120-170%

Ultra-Rare

	Min/Max
Health:	160-260
Damage:	25-40
Crit:	15-25%
Crit Damage:	200-250%

Uncommon

	Min/Max
Health:	100-160
Damage:	16-28
Crit:	3-8%
Crit Damage:	140-190%

Legendary

	Min/Max
Health:	200-360
Damage:	30-50
Crit:	20-45%
Crit Damage:	230-300%

Rare

	Min/Max
Health:	120-200
Damage:	25-40
Crit:	10-15%
Crit Damage:	180-230%
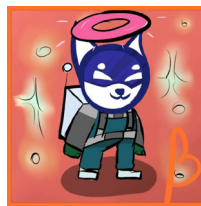
Galactical

	Min/Max
Health:	20-500
Damage:	30-80
Crit:	30-100%
Crit Damage:	250-500%

NFTs / Stats (Characters & Weapons)

Character Properties:

The number of character properties you receive depend on the rarity of your character. You can only get 1 property from each rarity. For example: if you have a legendary character your character would have 4 properties, one from rarity legendary to uncommon.

Accurate - always shoot with perfect accuracy
Acrobatic - grants one additional jump in the air (triple jump)
Anti-Grav - lowers the gravity for jumping (triple jump)
Fearless - damage buff after switching characters
Fit - faster dashes
Ghostly – 30% chance to "dodge" incoming damage (nullifying damage completely)
Hardened - receive 30% less damage
Hastened - shot speed buff after switching characters
Leaner - get more account xp when having this character in your squad
Medic - heals a small amount on character switch
Sniper - deal more damage to enemies further away from you
Swift - boosts movement speed by 20%

Character Skills:

Each character with a rarity of uncommon or higher gets one skill. Skills have a cooldown timer and can be utilized in both raid and expediiton mode. Default setting to use the skill is "E".

None - common characters cannot use skills
Fireball - shoots a big fire bullet that explodes, dealing fire damage and applying AoE burn to enemies
Crimson Slash - close range slash, deals damage, knocks back and heals caster on enemy hit
Energize - grants increased movement and shot speed by 30% for 6 seconds
Alphabomb - shoots a sphere that pulls enemies close and explodes dealing damage in an area of effect on hit
Fire Spin - summons a ring of fire that damages enemies around you
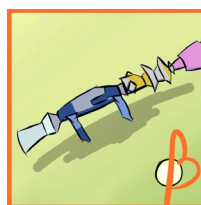
NFTs / Stats (Characters & Weapons)

Rifle Weapon Rarities:

Common

Min/Max	Min/Max
Power	40-70%
Shot Speed	10-80
Shot Spread	1-10

Ultra-Rare

Min/Max	Min/Max
Power	80-116%
Shot Speed	5-50
Shot Spread	1-5

Uncommon

Min/Max	Min/Max
Power	10-30%
Shot Speed	20-120
Shot Spread	1-10

Legendary

Min/Max	Min/Max
Power	100-265%
Shot Speed	3-20
Shot Spread	1-5
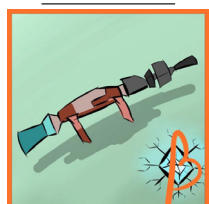
Rare

Min/Max	Min/Max
Power	60-72%
Shot Speed	10-70
Shot Spread	1-5
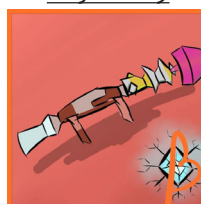
Galactical

Min/Max	Min/Max
Power	180-800%
Shot Speed	3-20
Shot Spread	1-3

Pistol Weapon Rarities:
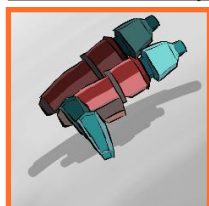
Common

Min/Max	Min/Max
Power	
Shot Speed	
Shot Spread	

Ultra-Rare

Min/Max	Min/Max
Power	
Shot Speed	
Shot Spread	

Uncommon

Min/Max	Min/Max
Power	
Shot Speed	
Shot Spread	

Legendary

Min/Max	Min/Max
Power	
Shot Speed	
Shot Spread	

Rare

Min/Max	Min/Max
Power	
Shot Speed	
Shot Spread	

Galactical

Min/Max	Min/Max
Power	
Shot Speed	
Shot Spread	

NFTs / Stats (Characters & Weapons)

Weapon Properties:

The number of weapon properties you receive depend on the rarity of your weapon. You can only get 1 property from each rarity. For example: if you have a legendary weapon your weapon would have 4 properties, one from rarity legendary to uncommon.

1. Common:
   - _Bouncy_ (Bullets bounce from environment)
   - _Accelerated_ (Bullets start at smaller speed but gain speed over time)
   - _Expanding_ (Bullets start at smaller size but gain size over time)

2. Uncommon:
   - _Electric_ (Critical Hits deal extra damage to surrounding enemies with an electric spark)
   - _Penetrating_ (First shot against an enemy deals 30% more damage)
   - _Ramping_ (Damage dealt to the same enemy ramps up with each hit)

3. Rare:
   - _Burst_ (Shoot in 3-bullet bursts)
   - _Radioactive_ (Bullets emit a radioactive aura that deals damage every second)
   - _Charged_ (Hold down the Shoot button to charge your next shot, enhancing its damage, size and speed)

4. Ultra Rare:
   - _Icy_ (Critical Hits apply a Chilled debuff to enemies that slows their movement and actions)
   - _Bending_ (Bullets bend to enemy position when nearing to an enemy)
   - _Crushing_ (Critical Hits make enemies take more damage)

5. Legendary:
   - _Exploding_ (Critical Hits deal aoe damage around the enemy)
   - _Fiery_ (Critical Hits apply a Burning debuff to enemies)
   - _Lifestealing_ (Critical Hits heal you for a small amount of the damage dealt)
   - _Cursed_ (Enemies explode after death)
   - _Enraged_ (More damage on lower health)

6. Galactical:
   - _Astral_ (Shooting creates falling stars that damage enemies)
   - _Deathbringing_ (Critical Hits have a 1% chance to instantly kill an enemy)
   - _Harvesting_ (Killing enemies grant you extra damage and shooting speed, up to a cap. Decays over time.)
   - _Divine_ (Shooting emits waves of godly light that damage enemies)

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Creating NFT Lineups

Every expedition and raid has 3 slots. Each slot consists of a character and a weapon meaning a full line up is 3 characters and 3 weapons. You can only use an NFT in 1 slot meaning 3 unique weapons and characters are needed for a full line up.

When in a raid or expedition, the character you are playing as can be swapped for a different character in the lineup. In expedition mode, the characters that are not being played are fighting alongside you as AIs (they do not take damage and do greatly reduced damage).

The right combination of weapons/characters and their properties will help you climb the leaderboards! A full expertly designed rare NFT composition can complete a higher expedition mode than a poorly designed ultra-rare NFT composition. The right properties, skills, and stats are crucial to your composition.

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SMI Holder Status

Safemoon Inu is the Crypto that backs Moonshot Voyage meaning that it will have utility for the game, and being a holder will yield an important benefit in the game. It is important to note that in order to obtain the status, the SMI must be held in your defi wallet.

Fish

Hold at least 1M $SMI

Daily Rewards:
10 Moonscrap
& 1 Raid Token
Improved Minting Rates

Dolphin

Hold at least 100M $SMI

Daily Rewards:
25 Moonscrap
& 1 Raid Token
Uncommon+ Minting

Whale

Hold at least 1B $SMI

Daily Rewards:
50 Moonscrap
& 1 Raid Token
Rare + Minting

The reward for having 1 of these statuses will come when minting NFTs via Moonscrap and will have daily rewards in terms of Moonscrap and Raid Tokens. Whether or not this status will impact purchased loot boxes is still to be determined.

Smart NFTs / Leveling up NFTs

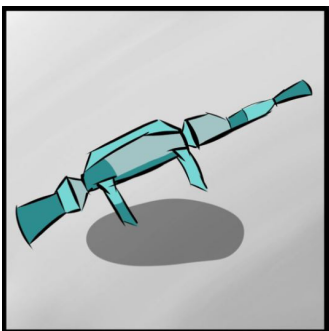Information on this to be updated in September

Secondary Market

The secondary marketplace for Moonshot Voyage NFTs will be the Altura Marketplace. The primary secondary market place will be on the Matic network.

Playable Character NFTs

The NFT marketpalce for Moonshot Voyage NFTs is on the Altura NFT marketplace, the Polygon network.

Altura Market

Playable Weapon NFTs

The NFT marketpalce for Moonshot Voyage NFTs is on the Altura NFT marketplace, the Polygon network.
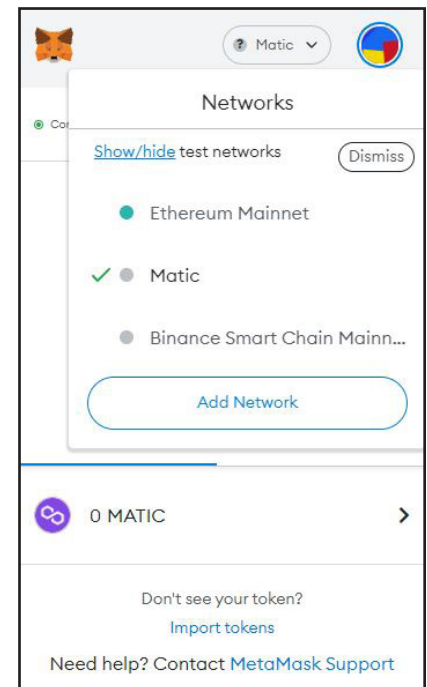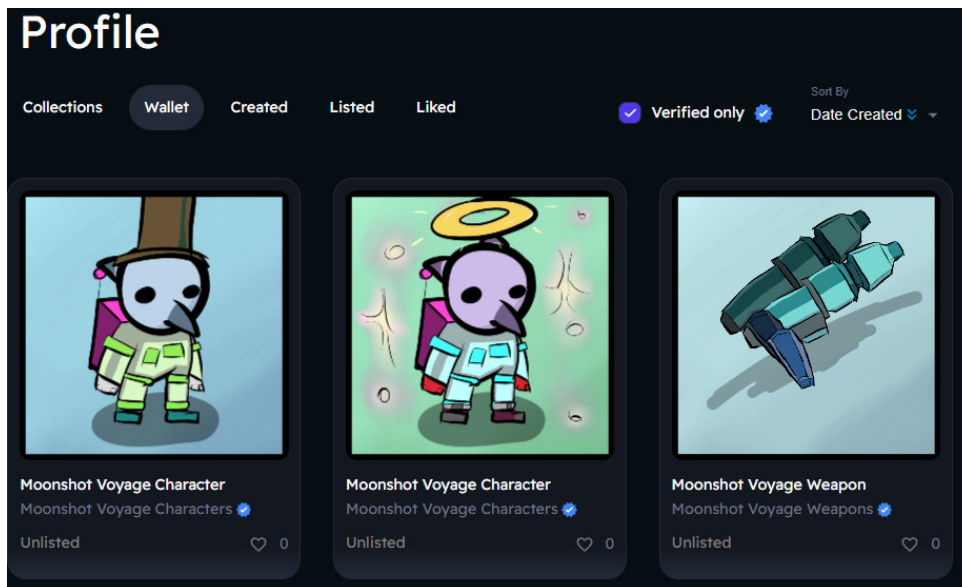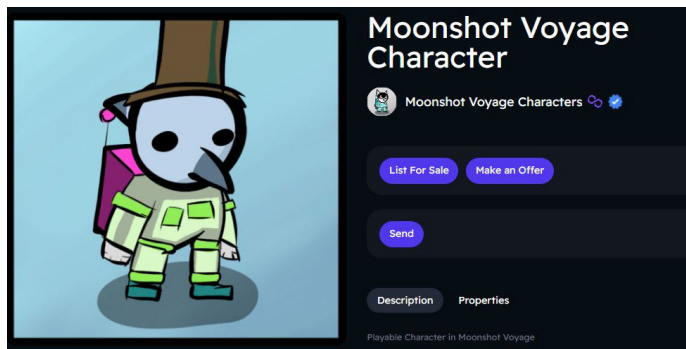
Altura Market

Selling NFTs on Altura Marketplace

When selling your character/weapon NFTs on the Altura marketplace make sure that your metamask or wallet is currently connected to the Matic network.

Go to your profile, click on the NFT you want to put onto the market.

Connected to Matic wallet

Not connected to Matic wallet

Leaderboards

There are three types of leaderboards to give all players the ability to win weekly and seasonal prizes. The higher the NFT leaderboard the higher the rewards.

Common Leaderboards (only common NFTs)
Uncommon - Ultra Rare Leaderboards
Unrestricted - All NFTs

How to place:

An NFT can only be on one winning team per week. The player with the highest expedition difficulty beat will get credit.

Example #1: If player A beats expedition difficulty 303 on Tuesday then sells the NFT and player B beats expedition difficulty 305 on Thursday then player B is placed on the leaderboards and player A isn't.

Example #2: If player A beats expedition difficulty 303 on Tuesday then sell the NFT and player B beats expedition difficulty 300 on Thursday then Player A is placed on the leaderboards and Player B isn't.

*Taking advantage of exploits within the game can result in banned account and the inability of placing on leaderboards

Weekly Leaderboards:

Weekly leaderboards run from Monday - Saturday with Sunday being an off day for game updates. This also provides players the ability to sell/buy NFTs without interferring with the current weeks leaderboard.

Prizes: Weekly Prizes TBA

Seasonal Leaderboards:

Seasonal leaderboards take the best 5 weeks of each player and averages out the scores. The average scores for each player dictates their placement.

Prizes: Weekly Prizes TBA