

Anti Social Robot Club

A Robot Ruled Metaverse

The ASRC is an interactive blockchain metaverse built on Solana. The ecosystem is fueled by a population of robot NFTs that are backed by **utility**, including the ability to fight in a tournament style Battle Arena. Driven by an in-game currency (temporarily deemed \$ROBO), we aim to implement staking measures and reward players in a **Play-To-Earn** and **Stake-To-Earn** format made possible thanks to Solana's low transaction fees





Our Vision

The goal of the ASRC is to provide a world where people are genuinely excited to adventure and battle with their bot. It is not to create a new “video game” that has revolutionary graphics, but rather to provide a **satisfying player experience** via interactions with your NFT that keep people coming back for more. Earn rewards over time and continue to expand your resources

We don't need to compete with top tier gaming companies coming into the NFT space, and frankly we shouldn't be. Instead, we aim to deliver within our means. With inspiration from games like Neopets, we know that entertainment and emotional investment can come from fulfilling basic tasks. Utilizing this framework and monetizing it with our utility token \$ROBO and our Battle Arena simulation will provide the basis for a metaverse that can continue to grow

Certain aspects of our site will allow you to **stake** your anti-social bot to earn \$ROBO over time. Send your robot on a mission to fend off attacks from human survivors. Activities like these will be available on a cooldown basis and all tied into the lore, with rewards offered if successful. You can then turn around and spend your \$ROBO in the Battle Arena where your bot faces off in a PVP simulated tournament, or an in-game marketplace to upgrade equipment

The artwork is not the classic PFP vibe that you get from the majority of NFT projects, but rather full-bodied with more unique attributes. Since the bots will be used on the site in several different ways, it felt more appropriate to deliver the full shape as it will be seen in battle. Uniqueness in NFT projects should not be shied away from, especially as more and more projects come into the space

ASRC Roadmap

2D Bots Released

Original 4,444 robots minted to the public at 0.15 SOL

Utility as a multiplier for earning \$ROBO token if held

Deflationary supply as 2D bots are burned when upgraded to 3D



Oct 1st

USB Upgrade

USB Drive NFT airdropped to all wallets with **DELISTED** 2D bots

Using the USB initiates **PATCH 2.0** -- firmware upgrade to menacing, battle-ready 3D bots. The choice is yours

Original bot and USB burned if used



Snapshot End Oct

3D Collection

The 3D bots are the **playable**, in-game avatars of the ASRC

An additional xxxx 3D bots will be minted to the public to expand the player base

Price decided via input from original holders



Late Nov

\$ROBO Launch

\$ROBO token is the currency that fuels the ASRC Metaverse

Stake NFTs and send your bot on missions to earn \$ROBO

Use to enter the Battle Arena, customize your 3D bot, and more



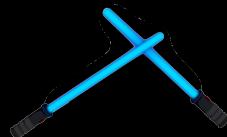
Late Dec

Battle Arena

Beta Launch of the Battle Arena

A simulated, tournament style competition for 3D robots to battle and earn \$ROBO

Robots have different stats + advantages based on accessories and base body



Q1 2022

Patch 2.0 -- 3D Upgrade



What is Patch 2.0?

Holders of the original 2D bots will be eligible for an airdrop of a USB drive NFT, only if their bot is DELISTED. Using the USB allows you to upgrade your bot to Patch 2.0, a more menacing and battle ready 3D Robot

3D Playability

The 3D robots will be the avatars that are actually used in the ASRC Metaverse. Stake them to earn rewards, enter the Battle Arena, send them on missions, and customize them further down the line

2D Deflationary Mechanics

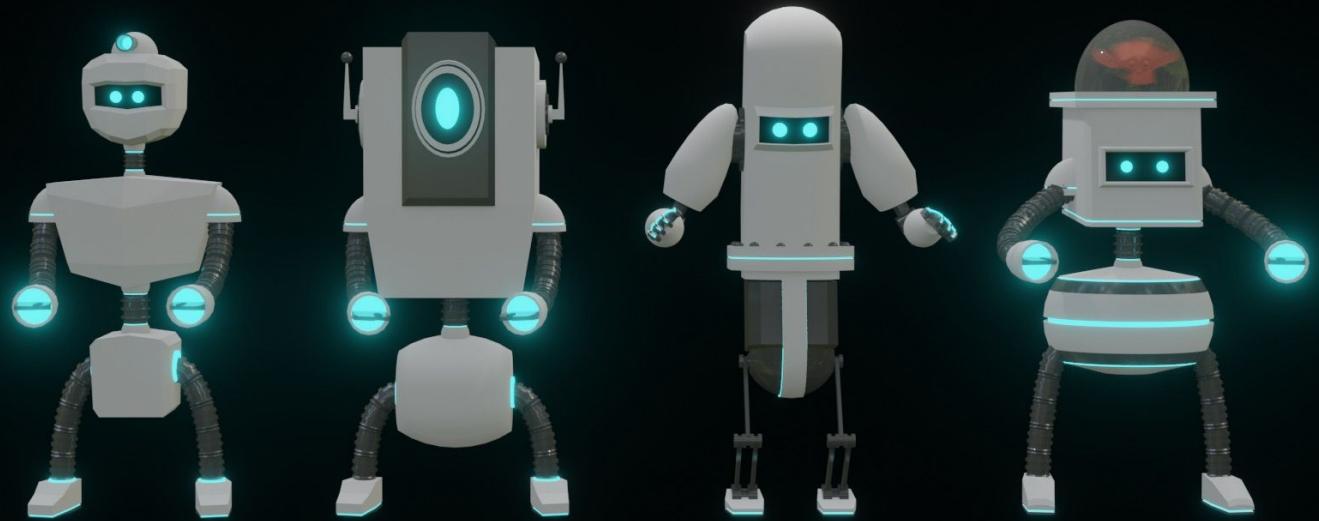
When the robots undergo Patch 2.0, the 2D bot is burned, making it deflationary. The reduced supply will directly help boost the value of these original bots. But what is the purpose of them now if they aren't playable...?

In Game Multipliers

The 2D robots that remain after the upgrade will have future utility, acting as a multiplier for earning \$ROBO token. Increased staking rewards and benefits exclusive to those holding the original bots

Will you initiate the upgrade?





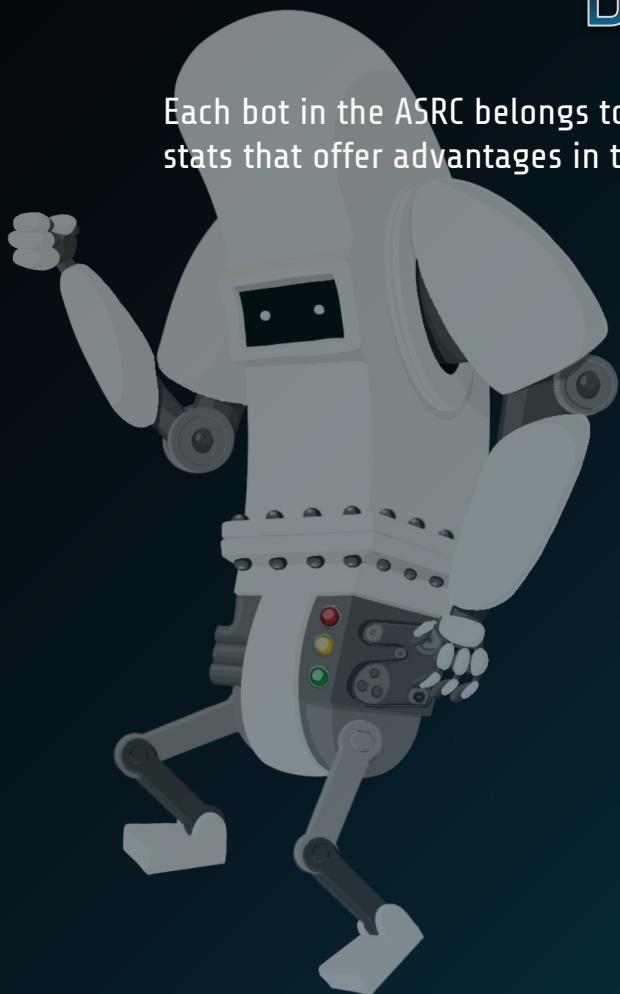
Origins

Although originally designed by humans, these bots turned to violence and quickly managed to overthrow their flesh covered overlords. This became known in legend as **R-DAY**. In the wake of victory, they took parts of the human brain and infused it into their own motherboards, deeming them the first robots with emotions

This decision was followed by immediate regret as they were exposed to the realm of pain and sadness that burdens all living creatures. In an attempt to avoid these new feelings, they now wander the outskirts of the metaverse in isolation

Backstories

Each bot in the ASRC belongs to one of four different base forms and has a unique set of stats that offer advantages in the Battle Arena



Frank (formerly F.R.01)

Beep...Bop... F.R.01 was born out of the greatest need in the world, extra fast food delivery for the ever so lazy humans

As the NFT market took off, more and more degens were able to afford delivery surcharges. F.R.01 was instrumental in the take down of the overlords due to the ability to outrun any of their threats

After the humans were terminated on R-Day all of the other robots took notice of the Hotdog shape that the humans had given F.R.01. Once F.R.01 gained emotion, the name “Frank” became the only thing they could not out run. This pushed Frank into isolation making Frank the first to join the ASRC

Primary Stat: **Speed**

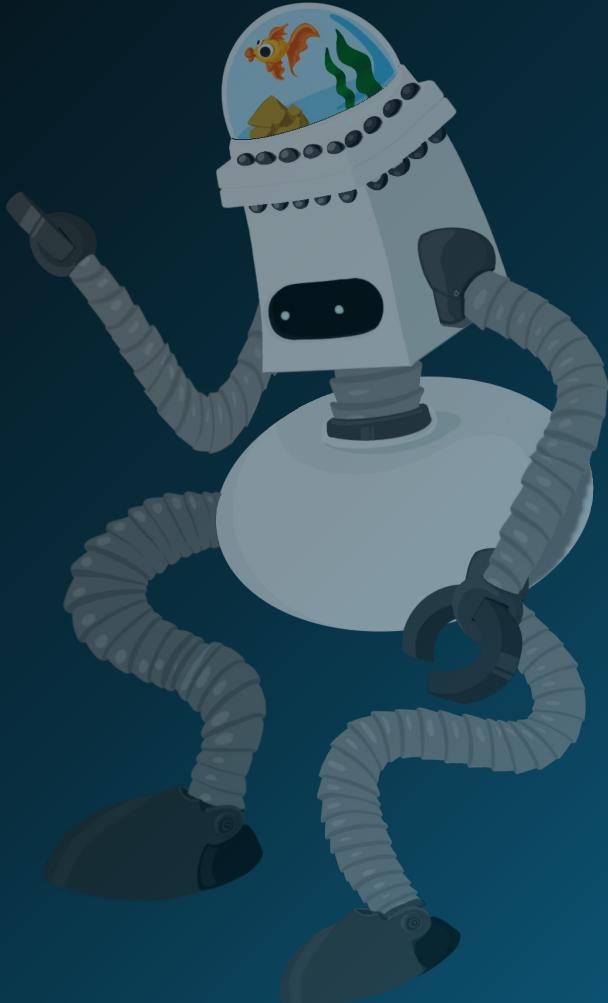
Meatball (formerly M.D.03)

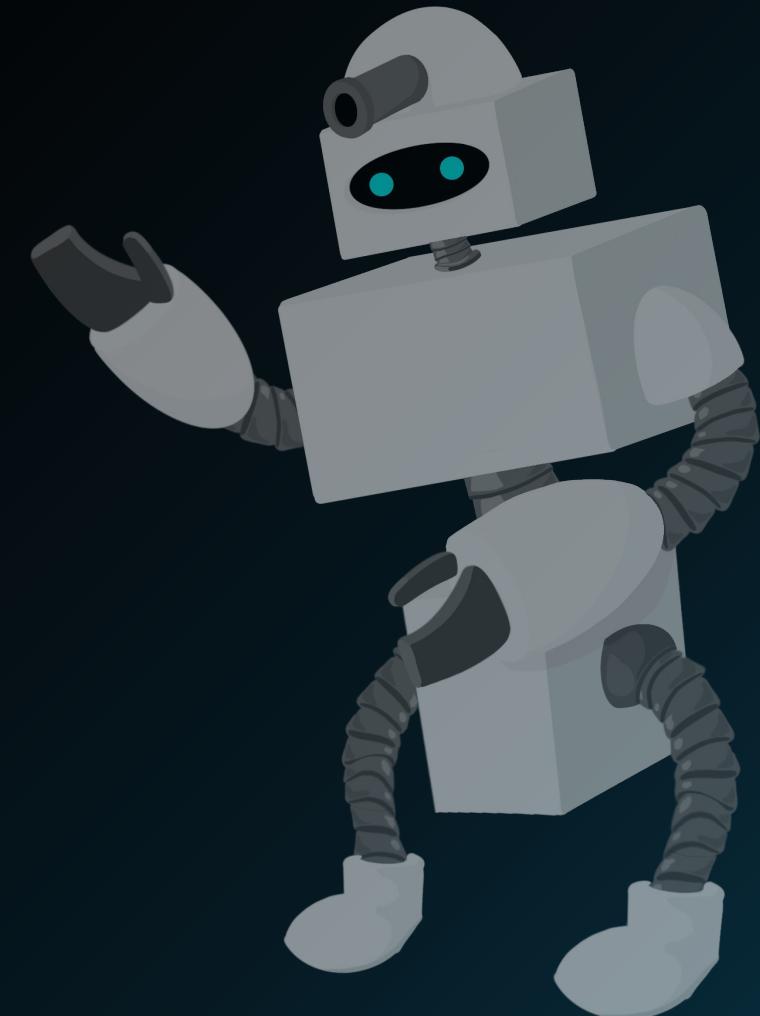
Boop...Boop...Bop. M.D.03 was born out of a need to fix the flesh covered overlords. As more and more NFT projects rug pulled the humans, there was a demand for a robot that could perform heart surgery

M.D.03 finished medical school in just 37 seconds. Little did the humans know, the fish they implanted in the top of M.D.03 gave a taste for organic brain power. This bot was the inspiration and brain behind R-Day

M.D.03 quickly had a name change to meatball after gaining emotional intelligence. Other than a nod to its body image, no one really knows why. When you ask about the name, the response is too intellectual for anyone to understand. Being a know it all, the other robots grew tired of Meatball thus forcing Meatball to join the ASRC

Primary Stat: **Intelligence**





Tank (formerly T.K.07)

Blip...Bop...Beep. As the humans began physically fighting over the Bored and Degenerate Apes, T.K.07 was born. T.K.07 replaced all of the crayon snorting humans that previously served in first infantry across the world

The stamina of T.K.07 is unmatched. When the robots turned on the humans on R-Day, this bot was instrumental in forming the frontline of battle

When T.K.07 became sentient, T.K.07 took to the name Tank. As Tank reflected on the war they became depressed over how many other T.K's they had destroyed in battle over the years. This left the ASRC as the only comfortable landing place for Tank

Primary Stat: Stamina

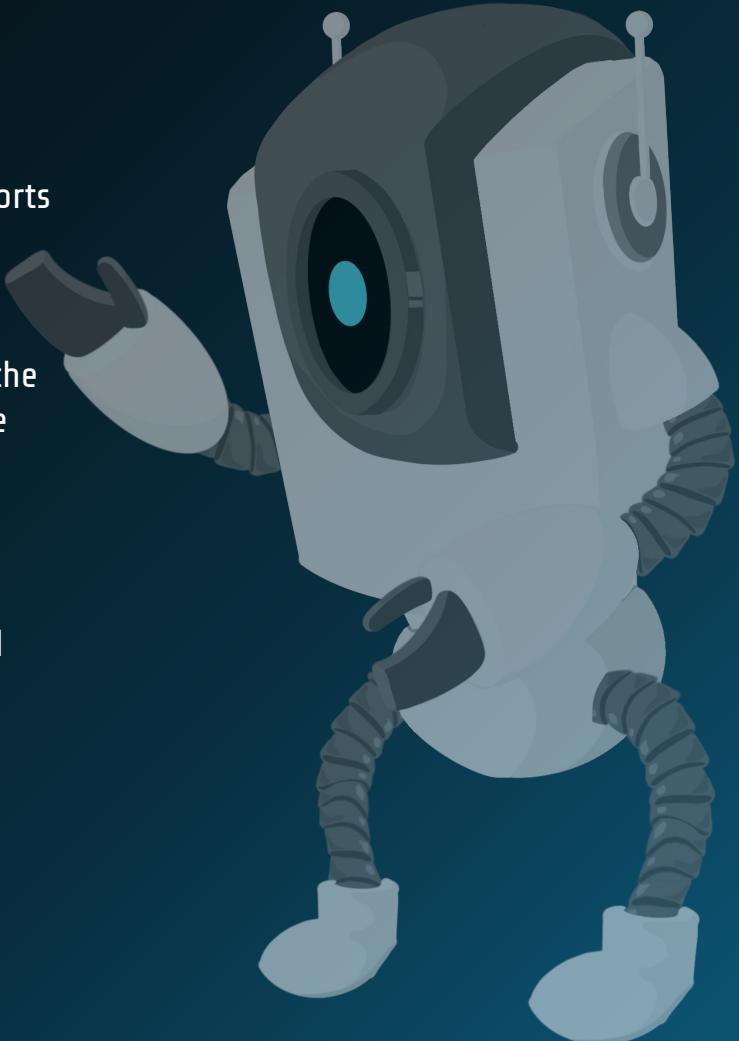
Brick (formerly B.R.99)

Beep...Blip. Over the course of history, humans grew attached to sports that often resulted in brain damage. As a replacement, the humans built B.R.99 to entertain them

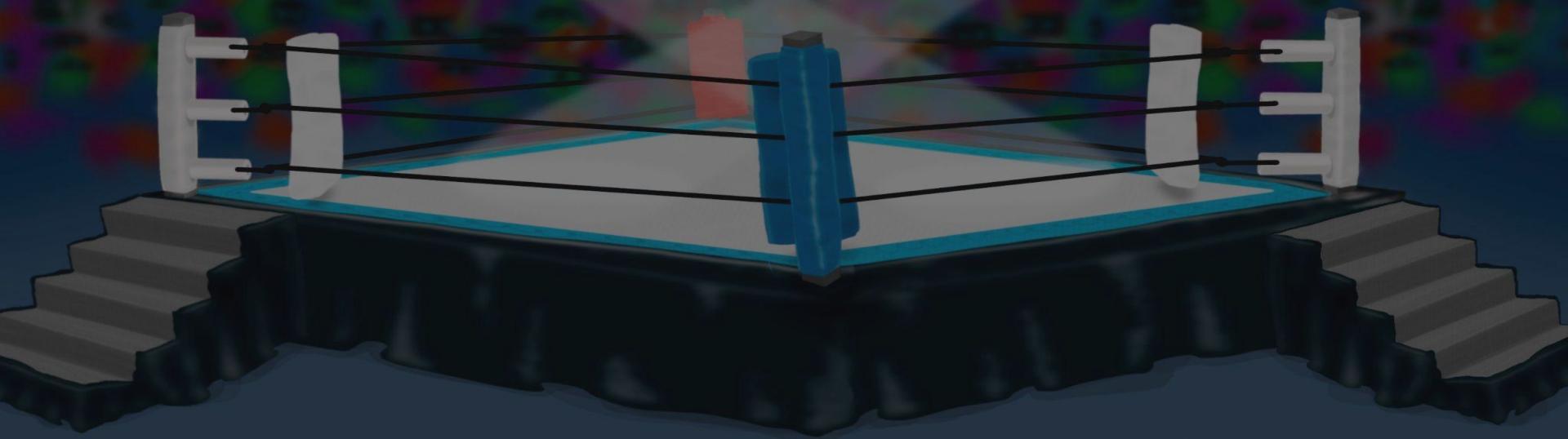
B.R.99 is a true brute in stature with unparalleled strength. During the R-Day overthrow, B.R.99 fought in hand to hand combat against the humans. Easy work for the overpowered B.R.99

Once the robots gained intelligence, they recalled stories of B.R.99 "hitting like a ton of bricks". The name Brick was born. Almost immediately Brick began saying stuff like "You wanna go bro?!" and "Come try these hands!" to any robot that looked their way. Due to Brick's short temper, the ASRC was the only viable option

Primary Stat: **Strength**



The Battle Arena



Tournaments:

Battle Arena tournaments are the primary activity for your bot. Each tournament will consist of **8 players** who face off in a bracket style format. Win your 1v1 and advance to the next round. Fights are simulated and winners are determined via a combination of factors, including matchups, overall stats, and arenas

Each bot has a relatively equal chance to win, but the base form and attributes on the bot will help determine its ranking and likelihood of victory based on four categories:

Strength -- Speed -- Intelligence -- Stamina

Arenas:

Each tournament will take place in one of 4 different arenas. These battle locations correspond to the origin locations of the bots:

- Restaurant - (birthplace of Frank)
- Hospital - (birthplace of Meatball)
- Battleground - (birthplace of Tank)
- Gladiator Ring - (birthplace of Brick)

Home field advantage boosts exist for bots battling in their own Arena



Fees:

Some tournaments are free, while others will have an entrance fee in \$ROBO token. We retain a % of the token up front and put this towards prize pools to fund free tournaments and events to keep the game rolling. Buy-in tournaments are only for those who want to be more aggressive with their token. 100% of the total buy-in is split amongst the top finishers

Buy-in fees will vary per tournament. Bigger the fee, bigger the rewards. You decide how much you trust your bot and how risky you wanna be



Winner Winner:

May the best bot win. The prize money will be divvied up amongst the top 3 finishers in the tournament as follows:

- 1st Place -> 50%
- 2nd Place -> 30%
- 3rd Place -> 20%

To everyone else, it's time to have a long discussion with your bot and we'll see you at the next tourney

Stats:

Each bot comes into existence with a primary stat, but builds up additional secondary skills based off the attributes assigned to it. There is opportunity for your bot to have attributes on its head, hands, face, body, and feet.

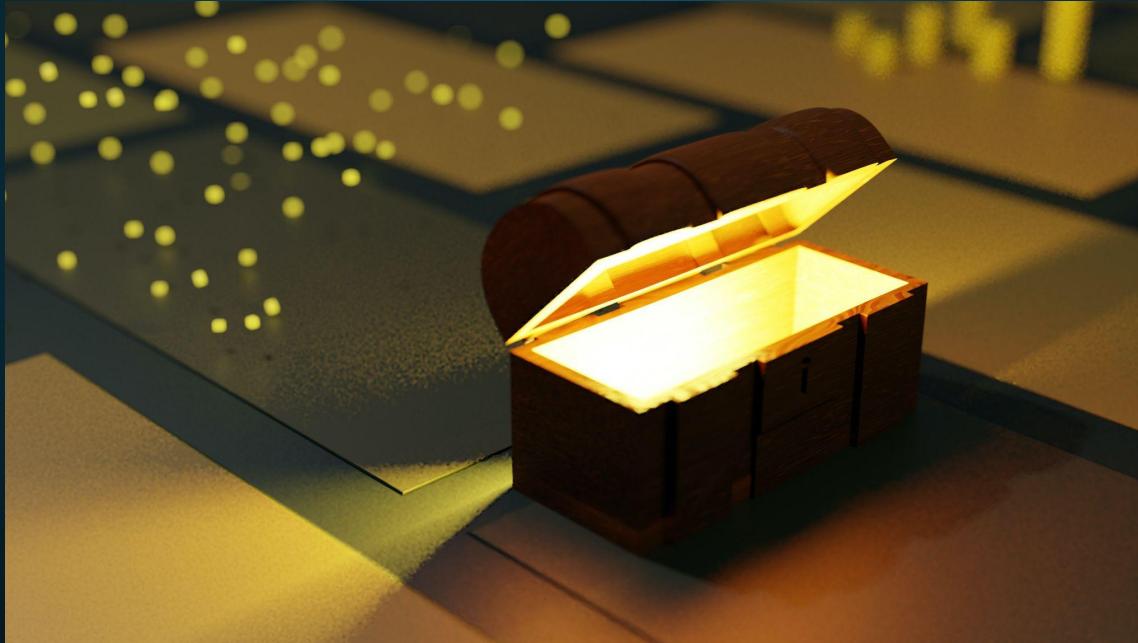
Each of these adds a "buff" to your robot, giving it increased strength, speed, intelligence, or stamina. The exact % of increase will be decided based on our algorithm behind the scenes, instead of on the NFT itself. This is to give us the ability to properly balance the performance as we continue to introduce new content

Items:

Our updated list of items/attributes will be tracked on our gitbook. This way we can keep an up to date list and better illustrate which stats are getting buffed. Additionally, some items are being mapped during Patch 2.0, so a select number of 2D attributes will be completely different in 3D

\$ROBO Proposal

\$ROBO is the Utility Token of the ASRC Metaverse that will fuel the Battle Arena, accessory upgrades, and more. It is initially to be released though an Earn-By-Staking NFT model, with additional rewards offered to liquidity providers on a DEX



Earn By Staking:

The primary method of getting \$ROBO into the hands of people is through **staking your NFT**. This bypasses an IDO and instead creates additional demand for the ASRC NFTs while also locking up supply

The exact numbers are still being discussed, but each 3D robot you have staked will generate \$ROBO over time. There will be a minimum of 5 days you are required to stake before the contract unlocks and you are able to claim back your NFT, along with all the rewarded \$ROBO tokens

The 2D robots will act as multipliers throughout this whole process. If you have a 2D bot that you stake alongside your 3D, the gains are multiplied by X amount. This number will be finalized once the supply + emission plans are fully thought out (coming soon)

Utility

\$ROBO will have several use cases going forward to power the ASRC Metaverse. Additional accessory drops to help max out the stats of your bot will only be available for minting with \$ROBO, not SOL. Aside from accessories, there are other future mints that will be exclusively available to mint only with our custom utility token. More use cases will be thought up and voted on by the community as the ASRC economy begins building

The team is also planning on giving additional \$ROBO rewards for those who provide liquidity in a SOL-ROBO pool. These LP tokens could either act as a "subscription" to participate in the battle arena, or maybe something as simple as offering specific advantages inside the arena

Either way, the LP tokens would be locked behind the scenes so there is always a large and active market for \$ROBO on a DEX

Transparency

Our initial mint was priced at 0.15 SOL for a specific reason -- build a community first and give early members an affordable investment opportunity

There is an element of trust that needs to be earned between the team and the community, especially when the end product/game is not available when the NFTs are released. It felt unfair on our behalf to demand a premium price on a promise. Our goal is to continue to build that trust as we keep delivering

Anyone with an original 2D bot will have a chance at upgrading that into 3D, or keeping it. An additional set of 3D bots MAY be available for public minting for a few reasons:

- 4,444 current supply limits the amount of potential players, which is not ideal for any gaming community
- Funding to expand the team. We currently have an artist and 2 devs, but would like to hire a community manager and someone to help with Digital Animation

To satisfy our initial holders, public mint price will be decided with their feedback. Members who have upgraded from 2D will have a special attribute on their bot, plus a chance to establish a floor before the drop takes place. This sequence of events should allow us to come to a fair 3D mint price and give us opportunity to expand



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