



V1.0

MARTIAN MADNESS

GALAXY PAPER

Those Mad Martians ARE TAKING OVER THE SOLANA BLOCKCHAIN

PROJECT

Martian Madness is an NFT project focused on delivering a tournament style pvp game where winners are rewarded with Solana prizes directly from the royalties. The Martians are made up of over 270 hand drawn traits and feature unique abilities and stats to give them an edge in the upcoming game. We also aim to build an educational environment to help teach the community about all things NFT, crypto, web 3.0, etc.

Collection Size: 10,000

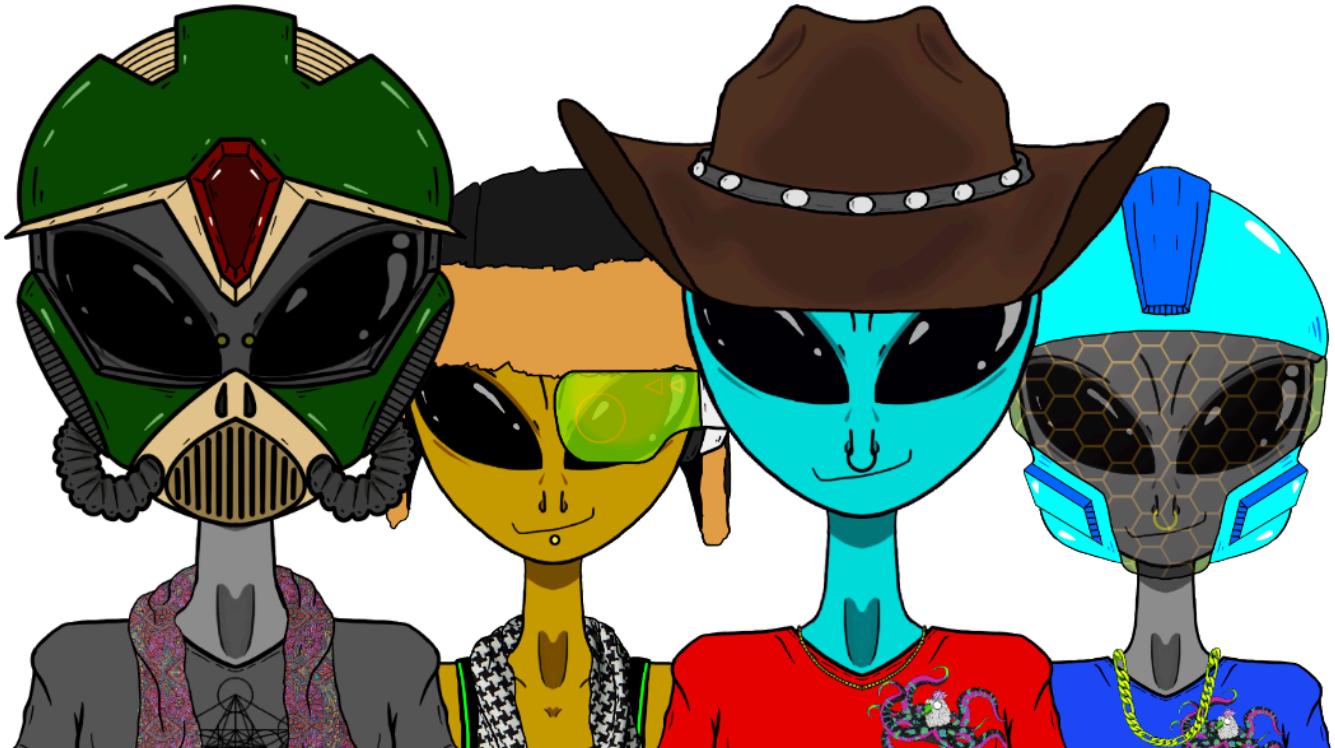
Mint Cost: 1 Solana

Martian Vault: We secured 300 Martians for our vault to use for giveaways and rewards.

Pre-Sale: We delivered nearly 200 FREE Martians out to our OG community before the public sale went live.

ROADMAP

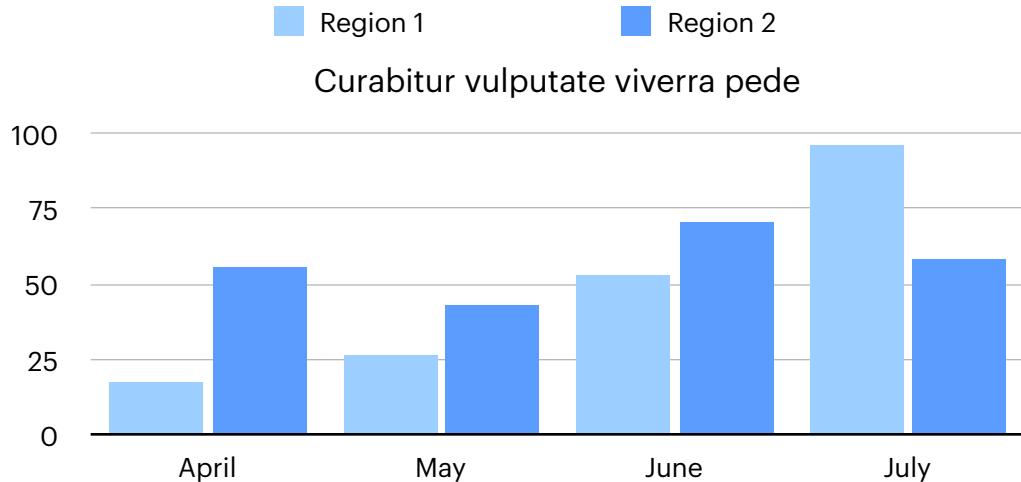
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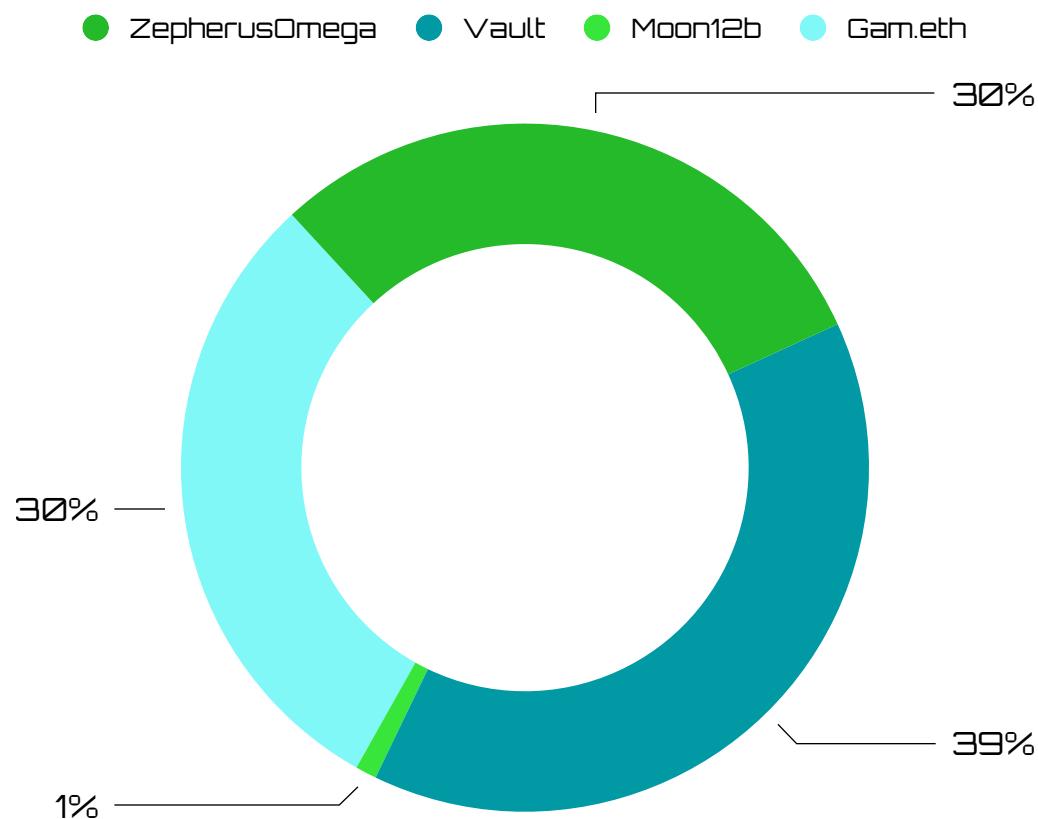
ROYALTIES

Royalties are set to 10% to ensure that the prize pool for the game is sufficient.

Royalties subject to change as we fine tune to proper amounts for tournament prizes.

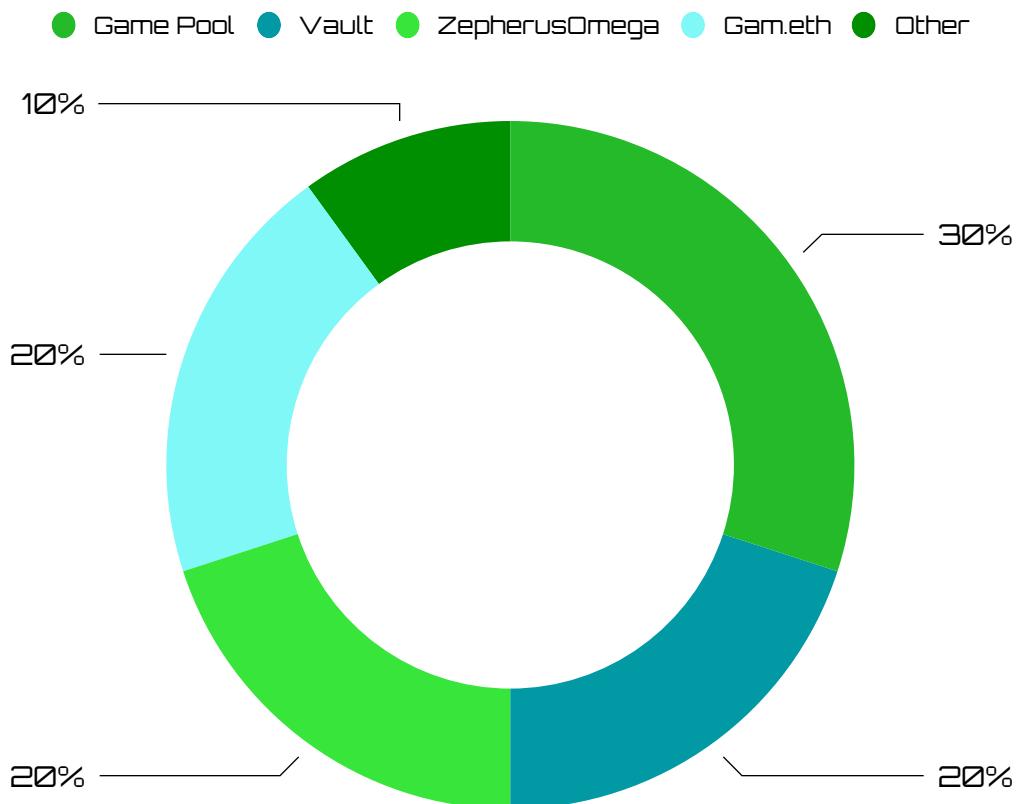
Initial Sales Breakdown:

- 39% to *Vault*
- 30% to *ZepherusOmega* (*Art & Design*)
- 30% to *Gam.eth* (*Blockchain & Programming*)
- 1% to *Moon12b* (*Website*)



Secondary Sales Breakdown: 10% in Royalties

- 30% to Martian Madness Game Pool
- 20% to Vault
- 20% to ZephyrusOmega (Art & Design)
- 20% to Gam.eth (Blockchain & Programming)
- 10% to Other (includes paying team members)



Game Rewards Breakdown:

30% of total royalties go to the game pool. Divided as follows for the placing tournament winners.

Bracket Splits:

1v1 Bracket 20%	2v2 Bracket 30%	4v4 Bracket 50%
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Individual Winner Prizes:

1st - 35%	6th - 2%	11th - 0.5%	16th - 0.5%
2nd - 25%	7th - 2%	12th - 0.5%	17th - 0.5%
3rd - 15%	8th - 2%	13th - 0.5%	18th - 0.5%
4th - 5%	9th - 1%	14th - 0.5%	19th - 0.5%
5th - 3%	10th - 1%	15th - 0.5%	20th - 0.5%

4% Reserved to cover transfer fees. If fees end up not being an issue then we will adjust the rewards to include this 4% as winnings.

Let's run through an example:

Say you have 1 Martian and would like to play a tournament round, where the total pot up for grabs is 10 SOL. You enter into the 1v1 bracket and place 2nd! Cool so how much do I win?

Available Game Winnings: 10 SOL - Generated from secondary sales.

1v1 Bracket:

20% of the total pot is: 2 SOL

- 1st place gets 35% = 0.7 SOL
- 2nd place gets 25% = 0.325 SOL
- 3rd place gets 15% = 0.14625 SOL

2v2 Bracket:

30% of the total pot is: 2.4 SOL

- 1st place gets 35% = 0.84 SOL
- 2nd place gets 25% = 0.39 SOL
- 3rd place gets 15% = 0.1755 SOL

4v4 Bracket:

50% of the total remaining pot is: 5.6 SOL

- 1st place gets 35% = 1.96 SOL
- 2nd place gets 25% = 0.91 SOL
- 3rd place gets 15% = 0.4095 SOL

GAME DETAILS

The Martian Madness game aims to be a point based tournament style game that operates as a near PvP experience. The design for the game, at first, will be a somewhat simple web based game. Graphics will be at a minimum in the early stages. The game will play similar to a turn based game, creating a back and forth exchange between the competing teams. Plans are to develop this into a full mobile game in the near future.

Similar in a way to the PvP mechanics of **Raid: Shadow Legends** or **Kings Raid** (two popular mobile RPGs), the Martian Madness game will allow holders to participate in several brackets of tournaments such as:

- 1v1 - Where each holder will only pit 1 Martian against the other players chosen Martian.
- 2v2 - Where players will be required to use a 2 Martian team to compete.
- 4v4 - Where players will be required to use a 4 Martian team to compete.

Players will be able to connect their Solana wallets and use their Martian collection to form their playing teams.

The reward pool for each bracket will be higher the more Martians are required to form a team.

Since relying on players to be active and online at the same time could prove challenging, we will be adopting a mechanic several mobile games use, where each holder can “lock in” a defense team that will play for them against live attacking teams. This means each player will be attacking against an “offline auto team” that was chosen and locked in by another holder. This helps to ensure that players will always have someone to challenge, even if no one is online at that time.

Each holder will be limited to a specific number of battles each day. This prevents holders with more available time from spamming rounds and increasing their score well above those with less time to play.

- Attacking wins will be worth 2 points.
- Defending wins (auto team) will be worth 1 point.
- Losses will not award nor take away any points.

Locking in a strong defending team will help increase your score passively.

Each tournament “**round**” will run for a set number of days. Currently we intend on it being for 1 week.

Each **round** may have random modifiers that add handicaps to certain abilities or even restricts the matches to specific Martian traits. This will help to generate turnover on the secondary market, thus increasing the winnings available for each **round**.

As outlined in the above section explaining royalties, the pot for each tournament round will be directly from the secondary sale royalties. The more secondary sales are made each round, the higher the pot will be for the following round. This allows holders to literally control the possible winnings by ensuring the secondary market stays in circulation.

More details to come as we make progress...