HashLordz Whitepaper

1. Introduction

What is HashLordz?

HashLordz is an onchain mining game built for the next generation of crypto users. At launch, players gain access to three mining spaces and three distinct miner types, allowing them to mine the native in-game token, $HASH. This design offers an engaging, low-barrier entry point for both crypto newcomers and seasoned users. Over time, new spaces and miners will be introduced, increasing strategic depth and earning potential.

2. Why Build on Base?

Base is a fast, low-cost Layer 2 blockchain built on Optimism and backed by Coinbase. It's the ideal platform for launching onchain games like HashLordz due to its performance and accessibility.

Why Base?
- Low Fees & Fast Finality
- Coinbase Integration
- Secure & EVM-Compatible

These attributes make Base the ideal foundation for a scalable and user-friendly onchain game like HashLordz.

3. Initial Liquidity Provision (LP) Strategy

Miner Sale Tiers:

0-200 Miners: Priced at 0.01 ETH

201-750 Miners: Priced at 0.015 ETH

751+ Miners: Priced at 0.02 ETH

All proceeds from the sale of the first 750 miners will be allocated to the $HASH liquidity pool.

Benefits to Early Adopters:

- First Access to Mining

- Low Entry Cost

- Ownership in Ecosystem Growth

4. $HASH Tokenomics

Fixed Supply:

- Total Supply: 33,000,000 $HASH

- Minting: No tokens minted beyond the fixed cap

Halving Schedule:

- Initial Block Reward: 2 $HASH

- Halving Interval: Every 6,500,000 blocks

- Governance: Community approval for changes

5. Onchain Mining System

Mining is entirely onchain. Players acquire miners and facilities which determine their hashpower.

Rewards = (User's Hashpower / Total Network Hashpower) × Block Reward

6. Miners

Each miner has:

- Hashrate

- Power Consumption

- Cost (in $HASH)

Initial Miner Types:

Leaf - $25 (free with starter pack), 20 Hashrate/day

Steel - $250, 200 Hashrate/day

Diamond - $2,500, 2,000 Hashrate/day

7. Facilities

Facilities determine:

- Miner Capacity

- Power Output

- Upgrade Cost

Upgrade Rules:

- 24-hour cooldown

- Power constraint must be met

Initial Facility Types:

Basic Small: 3 slots, Low Power, 0.01 ETH (first 100) / 0.015 ETH, Leaf only

Basic Medium: 5 slots, Medium Power, $250 in $HASH, Leaf & Steel

Basic Large: 7 slots, High Power, $1,000 in $HASH, All types

8. Miner Levels & Upgrades

Each level adds +100% base hashrate and costs +100% of original price.

Example: Leaf Miner

Level 1: $25 - 20 Hashrate/day

Level 2: $50 - 40 Hashrate/day

...

Level 5: $125 - 100 Hashrate/day

9. Getting Started, Burn Mechanics & Referrals

Initial Access:

- First Facility: 0.01 ETH (first 200 units), includes 1 free Leaf Miner

- 0.015 ETH for miners 201-750

- 0.02 ETH for 751+

Burn Mechanics: 75% of all $HASH spent is permanently burned

Referral Rewards: 5% of mining rewards to referrer

Marketplace Fees: 20% on miner sales (ETH)

10. HashLordz Marketplace

A P2P platform for trading miners using ETH.

11. HashLordz Launchpad

Helps new Base-based projects with:

- Exposure

- Liquidity

- Community Engagement

Projects form LPs with $HASH, community votes on support.

12. Smart Contracts

TBA

13. Conclusion

HashLordz blends strategy, gamification, and DeFi economics to deliver a compelling onchain mining game. Backed by $HASH and powered by the Base blockchain, HashLordz offers scalable tokenomics, transparent mechanics, and future-aligned features like the native marketplace and launchpad.