

White Paper - v0.3.0

Changelog:

v0.1.0 - Nov 6th '21 - draft

v0.2.0 - Nov 11th '21 - in-review

v0.2.1 - Nov 13th '21 - added 10% claim, names aligned

v0.2.2 - Nov 14th '21 - added more staking options

v0.3.0 - Dec 11th '21 - whitepaper sections re-ordered

| WAX | Blockchain Gaming | Browser 3D game |

Discord minigame | Play-to-earn | NFT | HITS token |

*Play and earn our WAX token (**HITS**), collect NFTs weapons parts, merge them into NFTs weapons, add NFTs boosters and new NFTs characters, take down enemies, travel to different planets using NFTs spaceships, challenge your friends in NFTs arenas.. all on the blockchain!!*

Our NFTs and their usage

NFTs required to play with the B-otto Discord minigame: one Base Gun

The **Base Gun NFT** is sold at a fixed and constant price during our time-limited Discord Sales. See dates in <https://crypto-shots.com/drops>.

This NFT can be used to shoot every 3 hours in our Discord server and allows you to pre-mine our HITS token.

When the 3D game is released, you will also be able to use this NFT in the game as well as your backup weapon.

In the FPS Shooter game it can only be used for 10 minutes and then needs to cool down, but unlike the other weapons that are level specific, it can be used in every single level of the game.

Besides, you can stake your Base Guns to earn up to 15% more HITS tokens! (1% per gun)

Command used to play in our Discord minigame: **!SHOOT**

Possible **outcomes**:

- Target hit = **+ 1 HITS** token (50 % chance)
- Target miss = **+ 0.2 HITS** tokens (25 % chance)
- If you missed the target you have a 50 % chance of being hit back = **- 0.1 HITS** tokens (25% chance)

Every time you earn HITS tokens you also receive additional rewards:

1. Every Base Gun = **+(N x 1) % HITS** reward -- eg. 5 Base Guns = + 5%.
Max 30 Base Guns can be auto-staked in the Discord game and 15 in the 3D game.
2. If you have the early-bird role (assigned to the first 300 users that joined our Discord) = **+ 0.5 % HITS**. Discord minigame only.
3. Discord-Level = **+(N x 0.1) % HITS** -- eg. L10 = + 1%. Users with levels multiple of 10 that earned the Epic Badges have the same booster in the 3D game.

Note: After the 3D game launch the Discord bot will be repurposed to be skill-based and it will issue its own token immediately after every round.

Based on which weapon (NFT) you own, you are allowed to shoot less/more often in the Discord minigame:

- **Base Gun**: allows you to shoot **every 3 hours in Discord**. Can be used in **all levels of the 3D game**.
- **Laser Gun**: allows you to shoot **every 2 hours in Discord**. Can be used in the **Level 0** of the 3D game (training ground with rewards).
- **Laser Rifle**: allows you to shoot **every 1.5 hours in Discord**. Can be used in **level 0** of the 3D game.
- **Laser Shotgun**: allows you to shoot **every hour in Discord**. Can be used in **level 0** of the 3D game.

See the 3D game section for other properties of the rare and epic weapons (ie. HITS boosters).

Space Soldier Training

- **Shooting Training**: increases your chances of hitting the target by 10 %
- **Camouflage Training**: increases your chances of hitting the target by 20 %
- **Heavy Weapons Training**: increases your chances of hitting the target by 30 %

Note: shooting trainings are not used in the 3D game. They will still be useful after the release of the 3D game since the Discord game will be repurposed to issue its own coin and let users win weapon parts / rare NFTs. Having weapons and trainings therefore increases your chances of obtaining them.

DROP ITEMS

NFTs that can be purchased during our first AtomicHub Drop: small, medium and large starter packs.
They contain the following items:

- **Weapons parts** - 3 for each of the 3 weapons, total 9. You can blend 3 weapon parts with the same rarity to obtain one **weapon** with the same rarity (**Laser Gun, Rifle or Shotgun**).
[Diagram link](#)
- Basic, advanced and expert **Shooting training** (described above)
- **rare Energy Cells**. For the 3D game only and can be found in large packs only.

The bigger the pack the higher the chances of finding a rare NFT.

- **The male character** will be sold at a fixed price as part of the starter kit. **His 2 Skins** instead will be in a Drop on NeftyBlocks together with the **female character** and **her 2 skins**.

NFTs purchasable in our second AtomicHub drop:

Shields:

- **Common Energy shield**: when you get shot back, **reduces the chances of being hit by 30 %**
- **Rare Energy shield**: when you get shot back, reduces the chances of being hit by **60 %**
- **Epic Energy shield**: when you get shot back, reduces the chances of being hit by **90 %**

Use of energy shields in the 3D game: longer life bar
Common: +10%, Rare: +20 %, Epic +30 %

Boosters:

- **Common Energy Compressor**: **+20 % chances of getting 2 HITS** when you hit the target in the minigame (or 20% slower when repurposed)
- **Rare Energy Compressor**: **+40 % chances of getting 2 HITS** when you hit the target
- **Epic Energy Compressor**: **+60 % chances of getting 2 HITS** when you hit the target
Use of the Energy Compressors in the 3D game: HITS multiplier (+2, +4, +6 %)
- **Epic Energy Cells** for the 3D game [large packs only]

Use of energy shields in the 3D game:
higher SHOTS rewards - Common: +2 %, Rare: +4 %, Epic: +6 %

Check out <https://crypto-shots.com/drops> for more info.

NFTs required to play our 3D game:

1. **Base Gun**
Fixed price: \$5 (this fixed price may increase in the future - check crypto-shots.com/drops)
How long can it be used for in the 3D game: 10 minutes (same for all weapon types)
How many base guns can each player use in the game: 1 (different for each weapon type)
Cooldown time: 2hs 50mins (same for all weapon types)
This weapon can be used in every single level of the 3D game, unlike the other weapons that are level specific.
2. **Base Energy Cell** (ammo for any weapon)
Fixed price: \$ 5 (this fixed price may increase in the future)
Capacity: 10 SHOTS (decremented by 1 on every shot, incremented by X on every kill) - X depends on the type of enemy.
Not cumulative. No need to have more than one.
To achieve the highest amount of HITS tokens to claim at checkpoints and at the end of the level, kill as many enemies as possible using the least amount of ammo. The difference between shots and kills is your reward!
3. **Base character (skin-1)**
Fixed price: \$ 10 (this fixed price may increase in the future)

Bot versions:

- v0.1.0, prior to first drop: allows you to earn HITS tokens

Your HITS balance will be stored in the HIVE blockchain and transferred to your wallet once the 3D game is released and the token listed on Alcor.

You will have a way to check yourself all your balance changes because they are stored in an immutable public blockchain (HIVE).

- v0.2.0: HITS tokens transferred to you every night at midnight (if your new balance is not 0 or negative, - otherwise it will be reset to 0)
- v0.3.0: Pool of HIVE tokens sent as reward for playing. Daily HIVE and HITS rewards. **
- v0.4.0: Pool of WAX tokens sent as extra reward for playing. Daily HIVE and WAX rewards. **

[Note: rewards may be adjusted over time as our user base grows]

***regulatory study in progress before we start this*

Discord Bot TeknoPolly

Command used to interact with the Teknopolly bot: **!polly "your_message"**

In a dedicated Discord channel of ours, you will be able to interact with a bot powered by AU (Artificial Unintelligence).

Teknopolly might decide to be funny, boring, rude or tell you a joke.. but most importantly it will reward some users with its rare NFT.

Usage in the Discord game - see above (chances of being awarded with 3 HITS instead of 1)

Usage in the 3D game: TeknoPolly will guide you to shortcuts and will open them for you.

Owning the Teknopolly NFT that you can win interacting with that bot in our Discord, will give you a 50 % chance of getting 3 HITS instead of 1, when you hit the target.

For Polly: mint numbers above 56 have no effect in the Discord and 3D game. Also, there is a 10 days cooldown period after ownership change.

TOKEN

The HITS token has already been deployed to the WAX testnet and mainnet.

A token rename though is in the plan because a similar name was already taken.

Our token will be distributed based on the amount premixed by our users playing with the B-otto minigame in our Discord and it listed on Alcor only immediately prior to the release of the alpha version of our 3D game.

DYNAMICS OF THE 3D GAME

COOLDOWNS

The very first level (level 0) is a training ground with rewards.

As long as you have the minimum set of NFTs required to play, you can restart the same level as many times as you want and keep earning.

Both the character and the weapons though have cooldowns that allow you to play only a few minutes/hours per day depending on your Inventory.

Every character needs rest after fighting for **1 hour**.

You can play with maximum:

3 clones of the **common character** (ie. 3 hours),

4 clones of the **rare character** (4 hours)

5 clones of the **epic character** (5 hours).

Therefore the very maximum hours that characters (NFTs) allow you to play is $3 + 4 + 5 = 12$ hours.

But weapons have cooldowns too! **All weapons get overheated after 10 minutes and have a cooldown of 2 hours and 50 minutes.**

What changes based of their rarity is how many weapons of the same type you can get teleported to you in the game after it overheats.

Basic weapon - slots: 1 (fixed price)

Common weapon - slots: 9

Rare weapons - slots: 6

Epic weapons - slots: 3

The very maximum hours that weapons allow you to play **for each 3 hour cycle** is $10 + 30 + 60 + 90$ mins = 2 hours and 40 minutes (ie. **20 min break**).

And that's assuming that you have all the 18 NFTs of the weapons for that level.

Result: the combination of cooldowns for weapons and characters allow you to play at the very very maximum 12 hours a day with 20 minutes breaks every about 2.5 hours.

This is the very maximum time assuming that you have in your WAX wallet:

- all the weapons for that level.. 9 common guns, 6 rare weapons, 3 epic weapons.
- and all the characters: 3 common characters, 4 rare characters and 5 epic characters.

{ Most users won't have this many NFTs and therefore the printing of new HITS tokens will be balanced. }

AMMO AND REWARDS

Every time you start a level you get the same amount of initial SHOTS (in-game counter) that depends on the type of ammo (NFT) that you have:

- Base energy cells: 10 SHOTS (*fixed price*)
- Common energy cell extension (ammo): +5 SHOTS
- Rare energy cell extension: +10 SHOTS,
- Epic energy cell extension: +15 SHOTS.

You can therefore start with max 40 SHOTS (if you have all 4).

Every time you shoot with any of your weapons you lose 1 SHOT. Every time you kill an enemy you earn different amounts of SHOTS depending on the enemy type.

For level 0 these are the amount of SHOTS that you earn after killing an enemy:

- Basic drone: needs 1 shot to be taken down, 2 SHOTS reward
 - Killer drone: needs 3 shots to be taken down, 5 SHOTS reward
 - Soul-crasher drone: needs 5 shots to be taken down, 8 SHOTS reward
- These numbers may be adjusted based on our testing.*

If you run out of SHOTS (and really want to finish the level) you will be prompted to purchase them in-game (within 5 mins) converting HITS from your wallet into SHOTS.

Want to start over a level? You are free to, if your character and weapons have time left.

Improve your skills and you'll start earning HITS tokens that you can exchange for weapon parts and other items that have multipliers that allow you to earn more tokens.

All weapons except the base one have multipliers for the amount of SHOTS rewarded.

Basic weapon: no extra SHOTS rewards, only the ones specified above that depend on the type of enemy.

Common weapon: 1.05x multiplier,

Rare weapon: 1.1x multiplier,

Epic weapon: 1.2x multiplier.

Eg. If you kill a one 5-shots enemy with an epic weapon you get 9.6 SHOTS instead of 8.

Note: the weakest weapon used to hit the enemy is what determines the multiplier.

Eg. if your epic gun got overheated after 4 shots and you finished the enemy with a basic weapon, you'll only get the 8 SHOTS.

At any point in time during the game you can access the **in-game marketplace** to purchase weapons and other items with the HITS tokens that you have in your wallet.

CHECKPOINTS

You can convert your in-game SHOTS into HITS token at specific checkpoints during the game and at the end of the level.

If you run out of time either because of your weapons or characters, you can choose to:

A. purchase (within 5 minutes) the weapon or character that allows you to continue playing, if you have any slots available. OR:

B. claim your HITS tokens earned up to that point, but with a 50 % penalty for not having used one of the in-game checkpoints.

INFINITE DO-OVERS (with cooldowns)

When you get killed in the game, you can only claim 10% of your SHOTS into HITS. Meaning that you only lose the remaining SHOTS that you earned in that session and didn't convert into HITS at one of the in-game checkpoints.

Every time you get killed or simply leave and come back to the game (eg. page refresh), you restart the level from the beginning and you get the initial SHOTS that depend on your ammo type.

[the game can be paused when you lose connectivity for max 5 minutes and the weapon/character counters are not paused]

[When your character dies you can claim the 10% of SHOTS only after having played for more than a set amount of minutes, in order to prevent cheats]

For Level-0 you get dropped into a random location on the map and the level ends when you kill all the enemies without being killed.

The amount of times that your character can get hit by enemies without dying depends on your life bar (that can be extended with some boosters and recovered in-game with healing kits, once released).

LEVEL END

At the end of each level you earn a non-transferable NFT that marks the completion of the level and allows you to access the following level, when released.

Furthermore, if your score was above a specific threshold, you can claim for free a weapon part for the next level. Depending on your performance of time & hit/miss rate you will be able to claim a weapon part with different rarity.

Every new level of the game is more rewarding compared to the previous one. When a new level is released weapons of the previous level will not lose all their value because new players joining the game need to complete previous levels and earn the non-transferable NFT that marks the end of the level in order to access the following level.

To avoid that users with plenty of resources get too ahead of the others, every in-game claim (SHOTS->HITS) is subject to a tax that is proportional to the level of the player.

The level of the player is proportional to the total amount of enemies killed in our game. Users at the top of the leaderboard have more powerful weapons and more boosters, meaning that if they don't get taxed they can get to exponential earnings otherwise and potentially have too much influence on the token and NFT market.

GAME LEVELS STRUCTURE

Levels after level-0 (training) are structured in this way:

1. Spaceship

Every time you start a level you can either use our free airbus that takes 2 hours to deliver you to the right planet or pay a fee to one of the spaceships owners for that level.

There will be multiple ships (NFTs) partially owned by users, that charge a different amount of HITS/WAX and take you to the planet in different times (eg. 1 WAX = 1h, ..., 30 WAX = 1 minute).

1. Survival Path

Follow the game path, kill enemies, convert your SHOTS into HITS (but make sure you have SHOTS left for new enemies) and don't get killed.

1. Final Enemy

After a final checkpoint you will face the final enemy of that level and earn its NFT, if you defeat it.

SECRET WEAPONS

Will the amount of NFTs grow infinitely making their value decrease over time?

No, weapons of previous levels are needed by new users starting the game.

Furthermore NFTs can be burned to try to discover a secret weapon. You will be able to blend some of our NFTs to try to mint one.

If you get the combination wrong you'll burn them, but if you get it right you'll earn a unique weapon with a [RANDOM AND UNIQUE multiplier between 1.50x and 4.00x](#) for HITS rewards! (eg. 3.24 X)

Clearly the higher the rewards multiplier, the higher will be its rarity on the market.

The combination of NFTs required to mint a secret weapon will change every time one is discovered.

For example: the first time it could be achieved blending 2 common ammo and 1 rare gun, the following time blending 2 common guns of 2 different levels and one rare shield.

The rarity of the items required to craft the next secret weapon will be announced every time the previous one gets discovered.

PROMOS

There will be periodic events both in the Discord minigame (eg. once/twice a week) where either the shooting frequency or the HITS token rewards are doubled.

In the 3D game as well there will be periodic events during which the HITS rewards will be higher.

WHAT CAN I DO WITH MY HITS token?

1. [Purchase NFTs](#) while playing, using our in-game Marketplace
2. Buy/Sell them on [Alcor](#) (and other exchanges)
3. Use them to [access new levels](#) when they get released. Some [spaceships](#) will charge HITS and some others WAX. The choice is yours.
4. Purchase more [SHOTS if you run out](#) during the game.
5. Purchase our [merchandise](#) on our website <https://crypto-shots.com> .
Eg. nerf guns, water guns, headphones, t-shirts, hats, stickers, our branded keyboard, mouse, ...!
We'll get creative!

STAKING and PASSIVE INCOME

Spaceships

Earn WAX or HITS tokens every time a player start a level for which you have a spaceship NFT.

The amount of spaceships is limited.

Whales won't be the only ones able to afford these, we'll have a mechanism in place that gives non-whales a chance to own one as well.

Weapon stores

Rent out (stake) your weapons in weapon shops for passive income.

Strategos

Sergeant, Commander, Lieutenant, Captain, General

These NFTs allow you to earn a different amount of HITS tokens staking them into Spaceships.

Due to intergalactic laws the crew needs to change every month.

Arenas

It will be possible to stake your HITS tokens in Arenas used for multiplayer matches in order to earn a share of all profits of that battlefield.

Based on the planet where the arena is located you'll have different staking windows and rewards.

See the roadmap for approximate release dates.

FUTURE FEATURES and NFTS for the game

The 2 characters skins for each character will give different results in the game:

- [skin1](#): character moves faster
- [skin2](#): better mouse sensitivity

These NFTs will be released over time after Level 1. Some of them will be usable only in specific levels:

- [Healing kit](#) heals life bar to 100 %
- [Pentazemin drug](#) temporarily reduced mouse sensitivity and slows down time
- Boosters, one type per level
 - Common, epic, rare [energy beam](#): allow you to [take down enemies with less shots](#), when combined with a weapon with the same rarity
 - [Scope](#): allows to hit enemies at a [higher distance](#)
 - [Quantum oscillator](#): allows to [shoot faster](#)
 - [Grenade beamer](#): when you shoot at enemies it hits [other nearby enemies too](#)

- **Time warpers**
 - **Freeze time** 3 vs 6 seconds
 - **Slowdown time** 10 vs 20 seconds
- Legendary weapons
 - **Quantum teaser**
 - **Sonic bow**
 - **Magnetic bomb**
 - Friend **Fire from the sky**
- **ART NFTs** for our game:
 - There will be contests and the chosen authors will get the majority of the cut of our art sale.
 - There will also be contests in which users can use a 3D model of their character and weapon in Augmented-Reality using their phone.

Stay tuned for more!!