

White Paper - v0.2.1

Changelog:

v0.1.0 - Nov 6th '21 - draft

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

v0.2.1 - Nov 14th '21 - added 10% claim, names aligned

Discord Bot

NFT required to play with the Shotty bot:

1. Base weapon

Fixed price \$5

This at first can be used in our Discord to play with our bot and earn HITS tokens.

When the 3D game is release you will also be able to use it in the game.

There it will get overheated quite quickly though and it will take it some time to cooldown (see 3D game whitepaper for exact times).

At the same time though it can be used in every single level of the 3D game, unlike the other weapons that are level specific.

Command used to play in our Discord: **!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)

WEAPONS

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

- **Base weapon** [cost: \$5]: allows you to shoot **every 3 hours in Discord. Can be used in all levels of the 3D game.**
 - **Common weapon** L0 [cost: drop price, market]: allows you to shoot **every 2 hours in Discord. Can be used in the Level 0 of the 3D game** (training camp with rewards).
 - **Rare weapon** L0 [cost: drop price, market]: allows you to shoot **every 1.5 hours in Discord. Level 0 of the 3D game.**
 - **Epic weapon** L0 [cost: drop price, market]: allows you to shoot **every hour in Discord. Level 0 of the 3D game.**
- See the 3D game whitepaper for other properties of the rare and epic weapons.

Shooting trainings

- Basic: increases your chances of hitting the target by 10 %
- Advanced: increases your chances of hitting the target by 20 %
- Expert: increases your chances of hitting the target by 30 %

Note: shooting trainings are not used in the 3D game but the Discord game will be repurposed to let users win weapon parts and rare NFTs. Having weapons and trainings therefore increases your chances.

SALES

NFTs that can be purchased during our first drop: small, medium and large starter packs.

They contain the following items:

- **weapons parts** - blend 3 weapon parts with the same rarity to obtain a **weapon** with the same rarity.
- basic, advanced and expert **shooting training**
- **skin-2** for your 3D game character [medium and large packs only]
- **common and rare energy cells extensions** for 3D game [large packs only]

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

NFTs purchasable in our second 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 (+10, +20 and +30 %)

Boosters:

- **Common energy compressor**: **+20 % chances of getting 2 HITS** when you hit the target
- **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 in the 3D game: HITS multiplier (+2, +4, +6 %)
- **skin-3** for the 3D game character [medium and large packs only]
- **epic energy cells extensions** for the 3D game [large packs only]

PROMOS:

There will be periodic Planet Parties (eg. once/twice a week) where either the shooting frequency or the HITS token rewards are doubled.

Extra rewards:

Owning Polly or B-8 (see next section) 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.

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 reward = daily HITS balance / 10. Eg. 5 HITS = 0.5 HIVE. Plus daily prizes in HIVE.
- v0.4.0: Pool of WAX tokens sent as extra reward for playing. Daily WAX reward = daily HITS balance / 5. Eg. 5 HITS = 1 WAX. Plus daily prizes in WAX.

[note: rewards may be adjusted over time as more users join our Discord]

Discord Bot BOT-TO (B8)

Command used to play: **!b8 "your_message"**

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

B8 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: Polly and B8 will guide you to shortcuts and they will open them for you.

TOKEN

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

It will be listed on Alcor only immediately prior to the release of the alpha version of our 3D game.

3D GAME for browsers

NFTs required to play:

1. Base gun

Fixed price: \$5 (this fixed price may increase in the future)

Time until weapon overheats: 10 minutes

How many base guns can each player use in the game: 1

Cooldown time: 2hs 50mins

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 shots.

3. Base character (**skin-1**)

Fixed price: \$ 10 (this fixed price may increase in the future)

DYNAMICS OF THE 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: +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 SHOTS. 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

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).

2. 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.

3. 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.

OTHER NFTs and their purpose in the game

- **Energy Compressor** = higher SHOTS rewards
Common: +2 %, Rare: +4 %, Epic: +6 %
- **Energy Shields** = longer life bar
Common: +10%, Rare: +20 %, Epic +30 %

PROMOS

There will be periodic events during which the HITS rewards will be higher. Rumors have it that sometimes the lunar gravity has glitches. Mars cosmic waves have a good effect too on rewards. :)

And if the system is down (hopefully never), well.. it's caused by a solar flare..

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!

FUTURE FEATURES and NFTS for the game

The 2 characters skins purchased in the first 2 drops 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:

- **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.

Stay tuned for more!!