



# Green Rabbit **OPERATION: T420** - Green Paper Guide to the Metaverse V1.2.3

<https://www.greenrabbitgame.io>

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## REVISIONS

Revision Section	Comment
ROADMAP UPDATE (Page 5-6)	Update to roadmap image and timeline.
GREENTOOOTH FLASH DRIVES (Page 15-16)	Update to storage image and supporting paragraph.
GREENPRINT CRAFTING (Page 18-21)	Substantial update to the overall function and mechanics for Greenprint crafting.
DISTRIBUTION (Page 24)	Updated alignment to overall Shellinium distribution

# INTRODUCTION

This is the official Green Rabbit White Paper. It should be considered a living document as it will continue to be updated regularly. Anything found in this document is subject to the possibility of change. However, we intend to keep the core roadmap and functions as stable as possible. As outlined herein, Green Rabbit is committed to regular detailed updates that will include any changes to our roadmap, valuations, or gameplay functionality.

## **About Green Rabbit**

Green Rabbit was founded in April of 2021 when a group of like-minded individuals met on a social media platform for a popular blockchain game. Their shared love for gaming, art, and NFTs led to many creative conversations. Each member brings their own unique set of skills to the table, from 3D artistry and video production to web development and crypto expertise.

These creative minds of Green Rabbit emerged from the metaverse with the knowledge and enthusiasm to actively engage collectors with a rewarding experience - and exclusive blockchain returns. With a worldwide team of developers, our collective talent delivers exceptionally unique NFTs games, from conceptualization to implementation.

## **Our Mission**

Green Rabbit is committed and will remain so, to providing the NFT community with an exciting and rewarding gaming experience, built with integrity and ethics at its core and delivered with the industry's collectors in mind.

## MARKETING & OWNERSHIP

After successfully launching the Green Rabbit Adventures discord server on May 31st, 2021, aimed towards assembling a community around the Green Rabbit Game, the server and community have gone through explosive growth. As of the time of writing this document (July 6th, 2021), the current size of the Green Rabbit Horde has reached more than 6200 on Discord, more than 1500 on Telegram, and more than 2000 on social media.

Green Rabbit Adventures has launched a number of marketing campaigns aimed at continued to grow the community with marketing ads running in the following locations:

- <https://up2land.com/>
- <https://upx.world/>
- <https://rplanet-tools.vercel.app/generator>
- <https://nftinsider.io/>
- Ads running on the Brave Browser
- Ads running on AtomicHub for the 72 hours leading up to the drop.

Green Rabbit Adventures is owned by Green Rabbit Holdings LLC

(<https://businesssearch.sos.ca.gov/CBS/SearchResults?SearchType=NUMBER&SearchCriteria=202114611091>)

The Owner of Green Rabbit Holdings also owns the prestigious Peoples Marijuana Dispensary, which is located in Costa Mesa, California (<https://peoplescali.com/>)

nVen0m, the founder of Green Rabbit Holdings LLC, is a dominant individual through the WAX and NFT/Blockchain community and is the largest property holder in the Upland Property Management system, including a number of one of a kind landmark institutions such as the Chrysler Building and Rockefeller Center.

While all Green Rabbit Team members have foregone any form of Shellinium compensation to ensure a fair playing field for all and while they will not be able to stake any of the Green Rabbit or nVen0msNFTS promos, they will definitely all be actively playing the game. After all, the game is being built by a team of game and NFT lovers.

## ROADMAP

Commencing with the initial Crate and Pack release occurring on July 13th, 2021, Green Rabbit will also provide a detailed update to the community in the form of a "Green Rabbit Bi-Weekly Update" (GRBWU) outlining the progress that has been achieved to date on our roadmap, what the team is working on at this time and any updates towards the future roadmap. It will also include all the details related to what was just released. As of July 5th, 2021, the Green Rabbit Adventures roadmap schedule is as follows:



\* TBC - To Be Confirmed

Green Rabbit will be working towards a two-week release cycle whereby additional milestone functionality will be released, as seen above. The first is the ability to commence staking Green Rabbit NFTs on July 27th, 2021, and, with that, the ability to commence mining the Shellinium token.

With each Milestone release, Green Rabbit will continue with the GRBWU in an effort to keep maximum transparency with the community around the progress made, what we are working on now and what the future roadmap looks like. Any communication outside of this regular update will come both via the Green Rabbit Adventures discord server and details shared on the Green Rabbit website. A consistently transparent community is something the Green Rabbit team has and will continue to be committed to.

### USB Staking

On July 27th, 2021 - Two weeks post crate and pack release, Green Rabbit will be launching the Green Tooth Flash Drive Staking functionality coupled with the ability to commence mining our proprietary Shellinium utility game token. Upon launch of this functionality, all Green Rabbit Promo Sticker NFTs and nVen0m NFTs will be stakeable without the use of the flash drives and with no limits on the number of these particular promo NFTs that you can stake. All official Green Rabbit official NFTs from the Crate/Pack release will require the flash drives to stake, and this will be outlined in greater detail further within this document.

## **Anima Armor Greenprint Crafting**

As Green Rabbit continues with its release cycle, the next release will include the Anima Armor Greenprint Crafting. The estimated release window for Greenprint crafting is on August 24th, 2021. The Greenprint becomes the foundation for your ability to craft armor in the future release of Green Rabbit functionality. Greenprints are crafted through one of two combinations of components: the first includes one Action NFT, one Diorama NFT, one Coin NFT, one Lore Tablet NFT, and finally, Shellinium. The second combination is one 3D FigureNFT and Shellinium.

## **Anima Armor Crafting**

Once an individual has successfully crafted their Anima Armor Greenprint, this will be pivotal towards crafting the actual Anima Armor itself. In order to craft the armor, the appropriate materials will need to be purchased with Shellinium from the Materials Depot. Those purchased materials, combined with the Greenprint and additional Shellinium, will then be leveraged in the crafting attempt. As the game progresses and evolves, new materials will be introduced in order to craft or upgrade different armor.

## **Anima Armor Upgrades**

In order to proceed with crafting specific upgrades to your Anima armor, a player will need to stake Shellinium in the Anima Pools, which in turn has some potential benefits, including a Shellinium drip, Anima Tokens, and Partner NFTs. Anima Tokens are NFTs that relate back to one of the four core totems of Snake, Turtle, Feline, and Rabbit. Combining an Anima Token, additional materials from the Materials Depot, and additional Shellinium will result in a possible upgrade to your armor, bringing additional performance attributes that can be leveraged in the Ultra-Anima Races.

## **Ultra-Anima Races**

The final piece of our currently released roadmap is the famed Ultra-Anima races. These will be distance obstacle course races where players will compete leveraging both their armor and any potential armor upgrades they have applied. Winners of the races will receive prizes which could include: Shellinium, NFTs, and Material FTs.

## WHITELISTING

Green Rabbit has been at the forefront in our battle to ensure fairness in both our Community and in our upcoming Crate/Pack release. We have tackled this in a number of manners, as outlined below.

### **Discord**

Green Rabbit has fought hard against bot and multi-account holders by introducing our own multi-pronged approach. All new individuals joining the system must accept the rules, which then brings them into a channel where they are then required to actively engage with Moderators, GR-Corporals, and the rest of the community. They must actively engage long enough that our own Shell Corp Bot determines they are not a bot and are, in fact, real-life people. Once they achieve this, they are given the Active Rabbit role. They are then required to complete a captcha and a basic math problem to achieve the Verified Rabbit role and, even further, are required to link their wax wallet with their discord account using the SixPM Software Honeycomb solution. All Rabbits in the discord must then also regularly engage to maintain an active status in the server. Green Rabbit purge rabbits that enter the server and are unable or unwilling to complete the steps above.

### **Verified Rabbits**

Those who are fully verified via the captcha function and with linked wallets via Honeycomb on the Green Rabbit discord server will be those considered for the second phase of the release. Further details below.

### **Official Whitelist**

Green Rabbit launched a website white list registration form. This form has been open to all those who are involved in or entering the wax community. All duplicates will be removed. This will then be loaded as the official whitelist for the Whitelist phase of the Crate/Pack Drop.

## NFT CARD SALE

The Green Rabbit NFT Crate and Pack release will take place, as previously mentioned, on July 13th, 2021, starting at 8:00 AM PT and will take place in four phases as outlined below:

### **Early Adopter - Horde Sticker**

An early adopter program was opened for registration at the launch of the Green Rabbit Adventures discord community and through the Green Rabbit Website on June 1st, 2021, with a total maximum number of considered registrants of 1000. As registrants were accepted, a non-transferable Green Rabbit Horde Sticker was issued to the wax wallet address they provided during registration and as seen below.



The initial window of the Green Rabbit NFT Crate and Pack release will be a one-hour pre-sale window for those who are verified, active, and who have the Early Adopter Horde Sticker in their linked wallets. Each eligible individual will have the ability to purchase up to a maximum of ONE 3D Character Crate with Bonus Pack, ONE Premium Pack, and ONE Starter Pack. Upon initiating a purchase, a thirty-minute cool-down window will open in which they will not be able to purchase further packs. Once the 30-minute cool-down window closes, they will each then again be able to purchase up to a maximum of ONE 3D Character Crate with Bonus Pack, ONE Premium Pack, and ONE Starter Pack.



## **Verified Rabbits**

Immediately upon completion of the first one-hour pre-sale window, the second presale window will commence. Those eligible for this window will be all of those eligible for the first presale window outlined above as well as all those Rabbits who are Active, Verified Rabbits with linked wallets through the Honeycomb process.

For all those who are Verified Rabbits, they will face the same restrictions on purchasing as in the first presale window. They will be eligible to purchase up to a maximum of ONE 3D Character Crate with Bonus Pack, ONE Premium Pack, and ONE Starter Pack, thereby also triggering a 30-minute cool-down. At the end of the cool-down window, if they choose to make a subsequent purchase, they will be able to again purchase up to a maximum of ONE 3D Character Crate with Bonus Pack, ONE Premium Pack, and ONE Starter Pack.

## **Official Whitelist**

Immediately upon completion of the second one-hour pre-sale window, the third presale window will commence. Those eligible for this window will be all of those eligible for the first two presale windows outlined above as well as all those who were successfully confirmed on the Green Rabbit Official Whitelist from the Green Rabbit website.

For all those on the Official Whitelist, they will face the same restrictions on purchasing as in the first presale window except they will only have one 30 minute purchase window prior to the final phase of the release opening. They will be eligible to purchase up to a maximum of ONE 3D Character Crates with Bonus Pack, ONE Premium Pack, and ONE Starter Pack, thereby also triggering a 30-minute cool-down.

## **General Public**

Upon reaching the end of the first three presale windows, assuming there are crates and packs remaining, at 10:30 AM Pacific Time, the presale windows will end, and the remaining inventory of crates and packs will be released to the General Public at which time absolutely anyone will be able to commence purchasing through the sale. This will continue until all remaining crates and packs have been sold. There will be no cool-downs in place for this general sales window, and an individual will have no limits on how many of each pack type they purchase beyond the number of remaining crates and packs in inventory. To be clear, there is no guarantee or expectation that any or all of the pack types will reach the public phase of the release.

## CRATE & PACK RELEASE DETAILS

The first major milestone in the Green Rabbit roadmap is the Crate and Pack release on July 13th, 2021. The structure and contents of the crates and packs are as follows:

The Premiere offering is the 3D Figure Crate with Bonus Pack as there are multiple advantages to this package, including:

- The prestigious 3D figure which can only be procured by purchasing a crate. The 3D figures can be used to directly craft a Greenprint when that functionality is released as opposed to having to collect each of the other NFT components required for Greenprint crafting.
- As Greenprints are created, an NFT will be issued for it. These NFTs can be kept and used in the crafting of Armor, can be held for future use, traded or sold.
- The staking rate of the 3D figure **significantly outweighs** the staking rates of the other NFT components required for Greenprint crafting and ensures you will get a Greenprint of the same rarity.
- The bonus pack of 6 cards that comes with the 3D Figure crate has the **highest percentage** of acquiring some of the **top rarities** (Epic and above) which can have significant benefits both when crafting as well as when staking.
- 3D characters with their increased staking power also have a noticeably higher Shellinium earning per bit required for storage than the other NFTs available in the packs.

3D Character Crate & Bonus Pack	\$250 USD (in WAXp)
<b>Includes 6 Cards &amp; 1 3D Character NFT</b>  <b>- Also a shot at the even more exclusive Albert Human and Albert Anima 3D figures of each rarity type.</b>	1 3D Figure 1 Lore Tablet 1 Flash Drive 1 Shellinium Chest 3 Art Pieces (random 3)
5,000 Total Packs	30,000 Total Cards

Premium Pack	\$50 USD (in WAXp)
<b>Includes 6 Cards</b>	1 Lore Tablet 1 Flash Drive

	1 Shellinium Chest 3 Art Pieces (random 3)
5,000 Total Packs	30,000 Total Cards

Starter Pack	\$10 USD (in WAXp)
<b>Includes 6 Cards</b>	1 Lore Tablet 1 Flash Drive 1 Shellinium Chest 3 Art Pieces (random 3)
10,000 Total Packs	60,000 Total Cards

Each NFT type, including the 3D Figures, comes in each of the five following rarities in order of least rare to most rare: Common, Uncommon, Epic, Legendary & Mythic.

Details about each NFT type included across the three different pack types are as follows:

**3D Figures** - Each of the following six characters will be stakeable NFTs which will also be used during the armor Greenprint crafting phase: Albert (Human), Felicia (Human), Albert (Anima Armor), Felicia (Anima Armor), Mark Tortuga & Saw-Scale.

**T-420 Art** - There are three different subtypes within the T-420 Art Type. These include Coins, Dioramas, and Action images.

**Lore Tablets** - Lore Tablets will have one individual Lore Tablet NFT of the Shellinium Crystal as well as the four animal totems (Rabbit, Turtle, Snake, Feline).

**Green Tooth Flash Drive (USB)** - Flash drives will come in five different forms, one for each of the main animal totems and one for the Shellinium Crystal. The Flash Drives will have a unique utility in that they will be required to stake any of the Official Green Rabbit NFTs that are dropped in the pack release. The capacities of the Flash Drives will vary based on rarity as listed below:

**Shellinium Chests** - The Shellinium Chest will be an NFT that can be redeemed to access a predetermined amount of Shellinium Crystal via the Green Rabbit Game website. The amount of Shellinium received will be dictated by the rarity of the NFT, as outlined below.

Chest Rarity	Shellinium Issued
Common	50,000
Uncommon	420,000
Epic	2,500,000
Legendary	10,000,000
Mythic	42,000,000

Individual packs will have different rarities based on their pack types, and for each NFT type, the overall target distribution across rarities will be as listed below:

Class	Rarity	Total Probability	Starter Pack Probability	Premium Pack Probability	Bonus Pack Probability	Crate Probability
3D Figure	Common	65.0%	0.00%	0.00%	0.00%	65.00%
3D Figure	Uncommon	25.0%	0.00%	0.00%	0.00%	25.00%
3D Figure	Epic	7.5%	0.00%	0.00%	0.00%	7.50%
3D Figure	Legendary	2.0%	0.00%	0.00%	0.00%	2.00%
3D Figure	Mythic	0.5%	0.00%	0.00%	0.00%	0.50%

Class	Rarity	Total Probability	Starter Pack Probability	Premium Pack Probability	Bonus Pack Probability
Lore Tablet	Common	69.575%	75.00%	65.25%	63.05%
Lore Tablet	Uncommon	22.500%	20.00%	25.00%	25.00%
Lore Tablet	Epic	6.550%	5.00%	7.50%	8.70%
Lore Tablet	Legendary	1.000%	0.00%	1.75%	2.25%
Lore Tablet	Mythic	0.375%	0.00%	0.50%	1.00%

Class	Rarity	Total Probability	Starter Pack Probability	Premium Pack Probability	Bonus Pack Probability
Shellinium Chest	Common	69.575%	75.00%	65.25%	63.05%
Shellinium Chest	Uncommon	25.000%	25.00%	25.00%	25.00%
Shellinium Chest	Epic	4.050%	0.00%	7.50%	8.70%
Shellinium Chest	Legendary	1.000%	0.00%	1.75%	2.25%
Shellinium Chest	Mythic	0.375%	0.00%	0.50%	1.00%

Class	Rarity	Total Probability	Starter Pack Probability	Premium Pack Probability	Bonus Pack Probability
Flash Drive	Common	69.575%	75.00%	65.25%	63.05%
Flash Drive	Uncommon	23.500%	22.00%	25.00%	25.00%
Flash Drive	Epic	5.550%	3.00%	7.50%	8.70%
Flash Drive	Legendary	1.000%	0.00%	1.75%	2.25%
Flash Drive	Mythic	0.375%	0.00%	0.50%	1.00%

Class	Rarity	Total Probability	Starter Pack Probability	Premium Pack Probability	Bonus Pack Probability
T-420 Art Diorama	Common	65.0%	67.00%	64.25%	61.75%
T-420 Art Diorama	Uncommon	25.0%	25.00%	25.00%	25.00%
T-420 Art Diorama	Epic	7.5%	7.00%	7.25%	8.75%
T-420 Art Diorama	Legendary	2.0%	1.00%	2.75%	3.25%
T-420 Art Diorama	Mythic	0.5%	0.00%	0.75%	1.25%

Class	Rarity	Total Probability	Starter Pack Probability	Premium Pack Probability	Bonus Pack Probability
T-420 Art Coin	Common	65.0%	67.00%	64.25%	61.75%
T-420 Art Coin	Uncommon	25.0%	25.00%	25.00%	25.00%
T-420 Art Coin	Epic	7.5%	7.00%	7.25%	8.75%
T-420 Art Coin	Legendary	2.0%	1.00%	2.75%	3.25%
T-420 Art Coin	Mythic	0.5%	0.00%	0.75%	1.25%

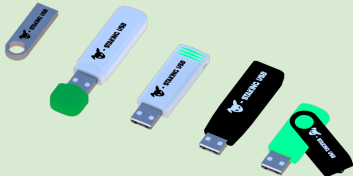
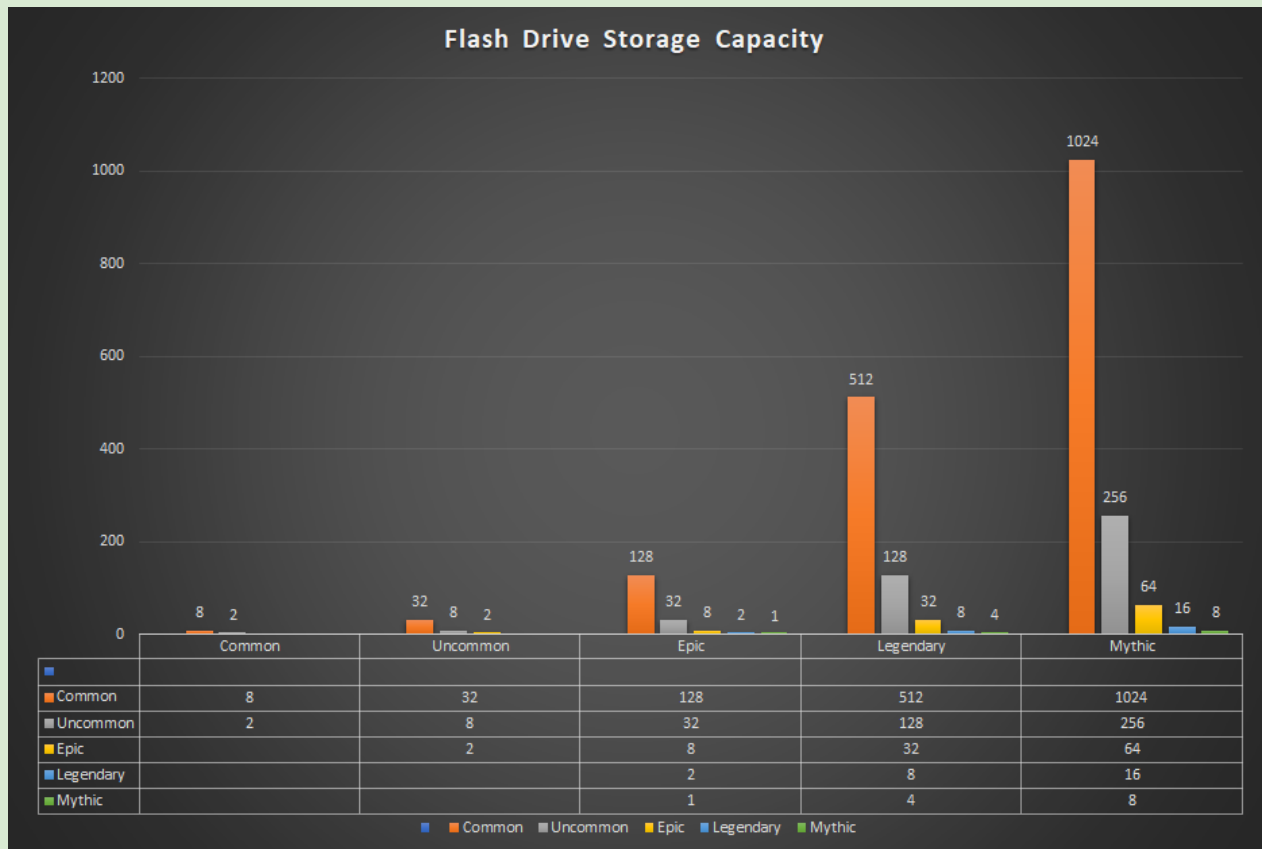
Class	Rarity	Total Probability	Starter Pack Probability	Premium Pack Probability	Bonus Pack Probability
T-420 Art Action	Common	65.0%	67.00%	64.25%	61.75%
T-420 Art Action	Uncommon	25.0%	25.00%	25.00%	25.00%
T-420 Art Action	Epic	7.5%	7.00%	7.25%	8.75%
T-420 Art Action	Legendary	2.0%	1.00%	2.75%	3.25%
T-420 Art Action	Mythic	0.5%	0.00%	0.75%	1.25%

## GREEN TOOTH FLASH DRIVES (USB) & STAKING

The [GreenRabbit promo NFTs](#), along with the NFTs of the [nvenomsnftz](#) collection, will be stakeable without any Green Tooth flash drives. Every Green Rabbit Official NFT released in the drop will require a Green Tooth flash drive for staking. The flash drives have a predetermined capacity based on their rarity, and the NFTs require a predetermined amount of space (both are described in the table below).

Rarity	Capacity (bits)	Occupied (bits)
Common	32	4
Uncommon	128	16
Epic	512	64
Legendary	2048	256
Mythic	4096	512

The image below is a visual representation of NFTs occupying different rarity flash drives. Common flash drives, which can hold 8 common NFTs, 2 uncommon NFTs, or a mix of both. Uncommon flash drives, which can hold 32 common NFTs, 8 uncommon NFTs, 2 epic NFTs, or a mix of all 3. Epic flash drives, which can hold 128 common NFTs, 32 uncommon NFTs, 8 epic NFTs, 2 legendary NFTs, 1 mythic NFT, or a combination of all 5. Legendary flash drives, which can hold 512 common NFTs, 128 uncommon NFTs, 32 epic NFTs, 8 legendary NFTs, 4 mythic NFTs, or a combination of all 5. Mythic flash drives, which can hold 1024 common NFTs, 512 uncommon NFTs, 128 epic NFTs, 32 legendary NFTs, 8 mythic NFTs, or a combination of all 5.



**Note:** Numbers are subject to change and have been estimated for modeling. Bits are the Unit of Measure that Green Rabbit has established for both the storage size of NFTs by rarity as well as the capacity of the Flash Drives.

Each player will have twenty flash drive slots, five of which will be available when staking begins. With subsequent launches, we plan to release methods for extending the number of slots any one player may have access to. The core purpose for staking the NFTs will be for mining the Shellinium utility game token which in turn will be used in various processes in the game.

Rather than the traditional method of a custodial wallet for every NFT, we will use the Green Tooth flashdrives as a custodial NFT. Meaning, the flash drive will be held in escrow, but the NFTs staked to the flash drive will remain in your wallet. The flash drive will be held in escrow in order to track any sales or transfers of the NFTs staked to the flash drive. What does this really mean to you? This means that all of your NFTs will remain in your wallet, with the exception of the Flash Drive NFTs. Should you sell or transfer away an NFT that you currently have staked, it will also immediately be wiped from the Flash Drive as well.

**Note:** The following numbers are subject to change and have been estimated for modeling.



Class	Rarity	Total Cards	Base Rate (80%)	Albert Human (16%)	Albert Anima (4%)	Bits	Shell/Bit Base	Shell/Bit Albert Human	Shell/Bit Albert Anima
3D Figure	Common	3,250	951.92	1,070.91	2,855.77	4.00	237.98	267.73	713.94
3D Figure	Uncommon	1,250	3,819.75	4,297.22	11,459.25	16.00	238.73	268.58	716.20
3D Figure	Epic	375	15,400.00	17,325.00	46,200.00	64.00	240.63	270.70	721.88
3D Figure	Legendary	100	70,125.00	78,890.63	210,375.00	256.00	273.93	308.17	821.78
3D Figure	Mythic	25	330,000.00	371,250.00	990,000.00	512.00	644.53	725.10	1933.59

Class	Rarity	Total Cards	Base Rate (100%)	Bits	Shell/Bit Base
Lore Tablet	Common	13,915	74.11	4.00	18.53
Lore Tablet	Uncommon	4,500	353.68	16.00	22.11
Lore Tablet	Epic	1,310	1,469.47	64.00	22.96
Lore Tablet	Legendary	200	11,687.50	256.00	45.65
Lore Tablet	Mythic	75	36,666.67	512.00	71.61

Class	Rarity	Total Cards	Base Rate (80%)	Albert Human (16%)	Albert Anima (4%)	Bits	Shell/Bit Base	Shell/Bit Albert Human	Shell/Bit Albert Anima
T420 Art Diorama	Common	13,000	79.33	89.24	237.98	4.00	19.83	22.31	59.50
T420 Art Diorama	Uncommon	5,000	318.31	358.10	954.94	16.00	19.89	22.38	59.68
T420 Art Diorama	Epic	1,500	1,283.33	1,443.75	3,850.00	64.00	20.05	22.56	60.16
T420 Art Diorama	Legendary	400	5,843.75	6,574.22	17,531.25	256.00	22.83	25.68	68.48
T420 Art Diorama	Mythic	100	27,500.00	30,937.50	82,500.00	512.00	53.71	60.42	161.13

Class	Rarity	Total Cards	Base Rate (80%)	Albert Human (16%)	Albert Anima (4%)	Bits	Shell/Bit Base	Shell/Bit Albert Human	Shell/Bit Albert Anima
T420 Art Action	Common	13,000	79.33	89.24	237.98	4.00	19.83	22.31	59.50
T420 Art Action	Uncommon	5,000	318.31	358.10	954.94	16.00	19.89	22.38	59.68
T420 Art Action	Epic	1,500	1,283.33	1,443.75	3,850.00	64.00	20.05	22.56	60.16
T420 Art Action	Legendary	400	5,843.75	6,574.22	17,531.25	256.00	22.83	25.68	68.48

T420 Art Action	Mythic	100	27,500.00	30,937.50	82,500.00	512.00	53.71	60.42	161.13
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Class	Rarity	Total Cards	Base Rate (80%)	Shellinium (16%)	Wormhole (4%)	Bits	Shell/Bit Base	Shell/Bit Shellinium	Shell/Bit Wormhole
T420 Art Coin	Common	13,000	79.33	89.24	237.98	4.00	19.83	22.31	59.50
T420 Art Coin	Uncommon	5,000	318.31	358.10	954.94	16.00	19.89	22.38	59.68
T420 Art Coin	Epic	1,500	1,283.33	1,443.75	3,850.00	64.00	20.05	22.56	60.16
T420 Art Coin	Legendary	400	5,843.75	6,574.22	17,531.25	256.00	22.83	25.68	68.48
T420 Art Coin	Mythic	100	27,500.00	30,937.50	82,500.00	512.00	53.71	60.42	161.13

Class	Rarity	Total Cards	Base Rate (100%)
GreenRabbit	Promo	14,000	40.52
nVen0msNFTz	Promo	1,271	40.52

**NOTE: PROMO NFTs DO NOT REQUIRE A FLASH DRIVE TO STAKE.**

## ANIMA-ARMOR GREENPRINT CRAFTING

When attempting to craft a Greenprint, the player has two options; to craft with a single 3D figure, or to craft using the 4 component approach. The 4 components being a lore tablet, a totem coin, a diorama and an action image. Further to this, they will require Shellinium in the sum of the equivalent value of 12 staking hours for the NFT's that are used.

### 3D Figure Crafting

For each 24 hour period, a player will have a 100% guaranteed crafting success rate for the first craft of that 24 hour window, for each rarity. In other words, if the player attempts a craft with a common 3D figure, an uncommon 3D figure, or a 3D figure of any of the remaining rarities, and it is their first attempt with that rarity in the 24 hour window, it must be successful. Once the craft is successful, the 3D figure used in the craft becomes locked in a 24 hour cooldown, during this cooldown the NFT will be locked from being transferred, sold or re-staked in a player's flash drive.

Should the player attempt a second craft with the same rarity within the 24 hour window, there will be an additional cost and the introduction of a potential failure rate. The additional cost will be the requirement to lease Shell Processing Unit power, or SPU for short. On the second attempt of that 24 hour window, the cost of the SPU power will be 5% of the Shellinium cost for

the first craft of the same rarity, this is above and beyond the requirement of the standard Shellinium cost for the NFT and the craft. There will also be an introduced potential failure rate of 15% for the second craft. However, if the player has more 3D figures of the same rarity, not locked in cooldown, they will receive a reduction on the failure rate of 2% for each additional 3D figure in their inventory, not on cooldown, up to a maximum of 10%. This would result in a lowest possible failure rate of 5% on the second craft.

If the player attempts a third craft of the same rarity within the 24 hour window, the SPU leasing cost doubles from the second craft, therefore, by example, if the SPU leasing cost in the second craft was 25,000 Shellinium, the third craft would be 50,000 Shellinium. This doubling of SPU leasing rates increases with each subsequent craft of the same rarity, regardless if those craft attempts were successful or not, up to and including, the maximum of 5 crafting attempts per rarity in a 24 hour window. Furthermore, starting on the third crafting attempt, within the 24 hour window, the potential failure rate increases by 10% with each subsequent craft attempt, this would result in the maximum failure rate of the third attempt being 25%, fourth attempt being 35%, and fifth attempt being 45%. However, as previously mentioned, the player's failure rate should decline by 2% for each additional 3D figure of the same rarity in their possession that is not on cooldown, up to a maximum of 10% reduction.

As with the first craft, if any crafts between the second and fifth crafts in the 24 hour window are successful, the NFT used is locked in cooldown for 24 hours. If any of the craft attempts between the second and fifth crafts in the 24 hour window fail, the NFT is locked in cooldown for 12 hours and the Shellinium cost for the craft attempt is returned to the player, any shellinium used for SPU leasing is not returned.

Upon a successful craft attempt, the player will be issued a non stakeable NFT of the greenprint that is of the same rarity of the 3D figure used in the craft attempt. The craft attempt counter should reset for every 24 hour window. In other words, if they make their first craft attempt at 5:06 PM Pacific Time, their 24 hour window should reset after 5:05 PM Pacific Time the following day.

**Note: How the totem of the greenprint is assigned is based on probability tables. It will then be an RNG determination that leverages the probability percentages in the table.**

#### **4-Component Crafting**

When a player attempts their first craft of a 24 hour window using the 4 component approach, they will get a single crafting attempt with a 100% success rate, regardless of rarities. Where greenprint crafting with 3D figures allows the player up to 5 crafts per rarity in the 24 hour window, due the potential for mixed rarities in a single craft attempt with the 4 components, there are only a maximum of 5 craft attempts per 24 hour window, regardless of rarity.

As with 3D figure greenprint crafting, commencing on the second craft of the 24 hour window, there is an SPU leasing cost, that should be calculated as 5% of the Shellinium cost from the first craft attempt regardless of rarity. There is also an introduced potential failure rate of 10% with no ability for reduction. With each subsequent crafting attempt within the 24 hour window,

regardless of success or failure, the SPU leasing cost will double from the SPU rate in the previous attempt. The potential failure rate will increase by 10% with each subsequent craft attempt, up to the maximum of 5 craft attempts within the 24 hour window.

Because the 4 components used in the crafting could potentially be of different rarities, Green Rabbit has developed a probability table, to be used for RNG purposes, in order to determine the rarity of the greenprint produced on a successful craft.

As with the first craft, if any crafts between the second and fifth crafts in the 24 hour window are successful, the NFT's used are locked in cooldown for 24 hours. If any of the craft attempts between the second and fifth crafts in the 24 hour window fail, the NFT's are locked in cooldown for 12 hours and the Shellinium cost for the craft attempt is returned to the player, any Shellinium used for SPU leasing is not returned.

Upon a successful craft attempt, the player will be issued a non stakeable NFT of the greenprint with a rarity determined by the RNG calculation using the probability table provided. The craft attempt counter should reset for every 24 hour window. In other words, if they make their first craft attempt at 5:06 PM Pacific Time, their 24 hour window should reset after 5:05 PM Pacific Time the following day.

**Note: How the totem of the greenprint is assigned is based on probability tables. It will then be an RNG determination that leverages the probability percentages in the table.**

### **Greenprint Totem Assignment**

While players will be able to influence the totem that is assigned to the Greenprint that comes out of the crafting, they will not be able to dictate it completely. The manner in which a player can influence a Greenprint using the 4 components, is more components of the same totem. The more there are of a single totem, the higher the probability of that totem being selected. That said, with both 4 components and 3D Figure crafting, a particular totem is never guaranteed. There is always the possibility of a different totem being the one chosen by RNG.

The Totem then has an impact on the attributes assigned and determined as laid out in the Greenprint base attributes section.

### **Greenprint Base Attributes**

Once the totem of the greenprint is determined, attributes will be applied to the greenprint based on the rarity and the assigned totem. A table has been developed containing the base attributes per greenprint, by rarity and totem which will follow in a future update.

These base attributes will be applied to all crafts in a 24 hour window. However, subsequent craft attempts beyond the first one of the 24 hour window, will have the potential of an additional increase/boost to the base stats. The way this will work is as follows:

## **Greenprint Added Attributes**

On each craft attempt starting with the second, if the craft is successful, each attribute will have the potential for an increase applied on top of the base. The increase will be based on a 20% of base margin calculated and fed into an RNG. If the base for example for strength is 80, then 20% would be 16. We would feed into the RNG, a range of 0-16 and whatever comes out, would be added to the base stat for Strength. This would occur for each attribute/stat.

On the third attempt of the day, it would again start with 20% of the base, however the range would then drop 10% off the bottom and 5% off the top of the range (rounded up). So if the base number is 80, the range is 0-16 by default, and so 10% would be 1.6 rounded up to 2 for the bottom and 5% would be .8 rounded up to 1 for the top. So the new range would be 2-15.

On the fourth attempt of the day, it would again start with 20% of the base, however the range would then drop 20% off the bottom and 10% off the top of the range (rounded up). So if the base number is 80, the range is 0-16 by default, and so 20% would be 3.2 rounded up to 4 for the bottom and 10% would be 1.6 rounded up to 2 for the top. So the new range would be 4-14.

On the fifth and final attempt of the 24-hour window, it would again start with 20% of the base, however the range would then drop 30% off the bottom and 15% off the top of the range (rounded up). So if the base number is 80, the range is 0-16 by default, and so 30% would be 4.8 rounded up to 5 for the bottom and 15% would be 2.4 rounded up to 3 for the top. So the new range would be 5-13.

This logic would be applied to each attribute/stat item.

## **Greenprint NFT Attributes**

The Greenprint will hold each of the greenprint attributes/stats (Strength, Agility, etc...) and they will be visible to the NFT holder.

The assigned Totem and Rarity will be visible attributes as well.

## **ANIMA-ARMOR CRAFTING**

Upon successfully crafting the Anima Armor Greenprint, the next step is to craft the Anima Armor itself. This is a multi-step process as there are six components to the armor, which are as follows: Boots, Gloves, Arms, Chest, Pants, and Helmet. In order to craft the armor, the appropriate materials will need to be purchased with Shellinium from the Materials Depot for each of the six components. Those purchased materials, combined with the Greenprint and 1/6th of the Shellinium costs used to craft the Greenprint itself, will then be leveraged in the crafting attempt of each component.

As you successfully complete each component of the armor, it will show as completed on the Greenprint in use and you will get a Fungible Token (FT) for the component. Once you have

successfully crafted all of the components, you will have one final craft to complete, assembling the armor itself. This is done by combining the Greenprint with all the completed component FTs and 24 stake hours of Shellinium. The amount of Shellinium will be determined by doubling the amount used to craft the Greenprint.

Crafting the armor **can** fail. If it fails, you will lose all Material FTs used in crafting the components as well as the completed armor component FTs and all of the Shellinium required in the craft. You will however, retain your Greenprint. If the crafting is successful, you will receive an NFT outlining all the details and attributes of your completed Anima-Armor; however, you will lose your Greenprint as it will get burned in the successful craft.

As the game progresses and evolves, new materials will be introduced in order to craft or upgrade different armor.

## ANIMA-ARMOR UPGRADING

In order to proceed with crafting specific upgrades to your Anima armor, a player will need to stake Shellinium in the Anima Pools, which in turn has some potential benefits, including; a Shellinium drip, Anima Tokens, and Partner NFTs. Anima Tokens are NFTs that relate back to one of the four core totems of Snake, Turtle, Feline, and Rabbit. Combining an Anima Token, additional materials from the Materials Depot, and additional Shellinium will result in a possible upgrade to your armor, bringing additional performance attributes that can be leveraged in the Ultra-Anima Races.

More details on this will follow in subsequent updates.

## ULTRA-ANIMA RACING

The final piece of our currently released roadmap is the famed Ultra-Anima races. These will be distance obstacle course races where players will compete leveraging both their armor and any potential armor upgrades they have applied. Winners of the races will receive prizes which could include Shellinium, NFTs, and Material FTs.

More details on this will follow in subsequent updates.

# TRANSPARENCY

## Transparency

As an opening statement, we would like to state that transparency regarding our native token, Shellinium, and our economics is a top priority for our users. Transparency builds trust between the Green Rabbit Game team and our current and future user base (The Horde). We want to demonstrate that our team is engaged and committed to the vision of the company. Although Green Rabbit is one of the newest projects to join WAX, our team members are veterans within the crypto space and are always held to the highest of standards. Besides our team having great knowledge, work ethics, and futuristic ideas, we also carry a vested interest within the space. This means that we are always researching projects to see what they did correctly and what we believe can be improved. After extensive research and analysis, we came to the conclusion that many players have worries regarding the token values and fluctuation within the market. There is also much uncertainty regarding who is holding the tokens. To kick off our Risk Management Portion and debunk any thoughts or worries of commingling and entanglement, we would like to provide you with our first public statement regarding Shellinium.

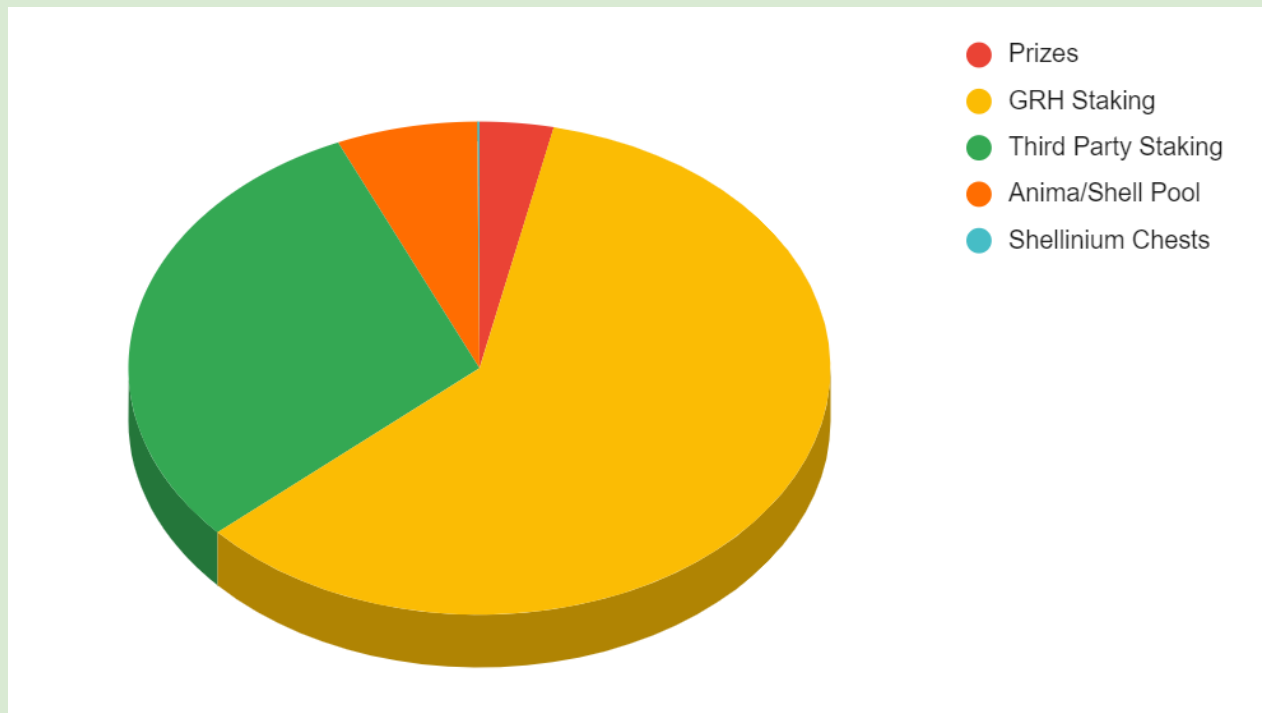
## Genesis Statement

*"To show our commitment and proof of transparency, Green Rabbit has made the executive decision that no team member will be receiving Shellinium as a form of compensation."*

To receive our token, one must earn and/or purchase on the secondary market. While holding our team to the same standard as our players, we can increase confidence in the Horde and in any interested enthusiast within the NFT space.

## DISTRIBUTION

**Note:** The following numbers are subject to change and have been estimated for modeling.



Allocation of Funds	Percentage	Token Count
Prizes	3.40%	340,029,250,000.00
GRH Staking	60.00%	6,000,000,000,000.00
Third Party Staking	30.00%	3,000,000,000,000.00
Anima/Shell Pool	6.50%	650,000,000,000.00
Shellinium Chests	0.10%	9,970,750,000.00

## CLOSING STATEMENT

On behalf of the entire Green Rabbit team, we would like to say thank you to the amazing community that has sprung up around our world. This is only just the beginning.....  
FOR THE HORDE!