

EVO-Paper 1.0

We have had many questions regarding the mechanics and progression of Evosnails. We hope that this version 1.0 outline will provide those curious minds with some information about Phase 1. As we continue to develop and build the project, we will similarly edit this Evo-paper to reflect any changes.

Please note that whilst we do have our own visions for where we want the snails to go, we are always keeping our eyes peeled for community ideas and will never hesitate to recognise an idea that is better than our own!

The Snails

Evosnails is a project that is entirely on-chain, with the generation, source art and gameplay mechanics all taking place on the blockchain.

The first phase of the project is easy to visualise, with only three things to think about:

- Minting
- Staking
- Rolling

While things are still being finalised for the mint, we can flesh out the concepts a little more across the next few pages.

MINTING

When Snails are minted, they will have a body, shell, mouth and eyes - which will be randomly generated for each snail. They will also have 5 'upgradeable' traits which will include:

- Body
- Background
- Shell
- Accessory
- Slime

There will also exist 2 non-upgradeable traits, which are purely for aesthetic purposes:

- Eyes
- Mouth

There may be a chance on mint that your snail will include an upgradeable trait that will place you in better stead for the game ahead.

STAKING

Staking is a very simple concept, we have seen so many projects do this - this is where an owner of an NFT is able to place the token into a staking system to create a token, in our case \$LEAF.

For this project, 1 EvoSnail will produce 5 \$LEAF per day. This base amount of \$LEAF created by the EvoSnail (a snail with no traits greater than Tier 0) will never change.

Therefore, a freshly minted snail that never ‘rolls’ can ONLY produce 5 \$LEAF per day for the duration of its life.

It may be a little difficult to understand the larger picture of the table below without first reading briefly over rolling, however each upgradeable trait will provide **additional** \$LEAF generation on the base rate of 5 \$LEAF/day.

We will leave this preliminary table here for curious minds to peruse:

Every genesis snail earns 5 \$LEAF per day						
	Tier 0 \$LEAF addition	Tier 1 \$LEAF addition	Tier 2 \$LEAF addition	Tier 3 \$LEAF addition	Tier 4 \$LEAF addition	Tier 5 \$LEAF addition
Background	0	1	2	3	4	5
Shell	0	1	2	3	4	5
Shell Accessory	0	—	2	3	4	5
Body	0	1	2	3	4	5
Slime	-	1	2	3	4	5
Eyes	-	-	-	-	-	-
Mouth	-	-	-	-	-	-
Max Possible addition	0	4	10	15	20	25

ROLLING

This is where things get a little more interesting. Rolling allows holders to utilise the \$LEAF that they have accumulated to “purchase” upgradeable traits for their snail, essentially enhancing their snail.

While Phase 1 only focuses on the visual appearance and ‘rarity’, this could prove to have more benefits in later phases ...

We mentioned earlier that there are upgradeable traits for every snail, to reiterate these are:

- Body
- Background
- Shell
- Accessory
- Trail

The rolling process will work as follows:

1. Holder selects the snail and pool that they would like to roll in
2. The holder can then choose the number of traits that they would like to “roll” in that pool (just body, body and background, all 5 traits)
3. Each trait will cost an amount, meaning rolling 5 traits in pool 2 will cost five times the amount of 1 trait being rolled in pool 2.

- Based off the probability table for that pool, the traits chosen will be replaced with new traits from the available pool.
- Based on the number of traits chosen by the holder, the available traits will reduce by the number of traits rolled.
- Previous traits held by the snail will be burned and no longer be available.

Ultimately, the holder will have paid an amount of \$LEAF to ‘roll’ their snail in the selected pool, the \$LEAF spent will be burnt and removed from circulation. **Please note that we specifically say ‘roll’ instead of ‘upgrade’ as there are chances to roll a lower-tier trait than the pool you are rolling in.**

Here is our initial breakdown of the probability of traits that can be ‘rolled’ at each pool.

Pool	\$LEAF Required	Rollable Trait						Total Traits Available
		Tier 1 (Unl)	Tier 2 (Unl)	Tier 3	Tier 4	Tier 5	Tier 6	
		+1 Leaf Prod	+2 Leaf Prod	+3 Leaf Prod	+4 Leaf Prod	+5 Leaf Prod	+20 Leaf	
1	1 per trait	80%	15%	5%				Unlimited
2	3 per trait	3900	21000	5100				30000
3	6 per triat		3048	15222	2030			20300
4	12 per trait			6750	6750			13500
5	24 per trait				833	833		1666
6	48 per trait					3328	5	3333
	Total Items in Tier	Unlimited	Unlimited	Unlimited	9613	4161	5	

To break this down a little, for those that don’t really get what’s going on in the table above.

Each pool represents a higher cost, so for example’s sake let’s just look at tier 4. If a holder decides to roll in tier 4 to obtain new traits for their snail, the holder can choose which items they want to upgrade the traits of (let’s just say that the person chose all 5 traits). Each trait will cost the holder 12 \$LEAF, resulting in a total of 60 \$LEAF to perform this roll.

Then for **EACH** trait, the probability will be calculated to determine which tier item will be provided to the snail. This means that first, the background will go through a selection process governed by the available traits in the pool.

Assuming this is the first roll ever in pool 4 – a random selection out of 6750 tier 3 traits and 6750 tier 4 traits will be made. Let’s say that the holder gets lucky and gets a tier 4 background – the total available tier 4 items in the pool will then reduce by 1. This process then continues for every trait rolled at the specified pool level; **this means probabilities will change as traits are rolled from each pool.**

NOTE: this is different to doing it for the whole pool – (i.e all 5 traits rolled run on the same probability)

On the right-hand side of the table, we have listed the total amount of traits that are available in each pool. This means that there is only a fixed supply of each pool and by right, a limit on

the amount of tier 5 traits that can be redeemed by all holders. Based off these total rolls, the bottom row of the table shows how many items of each pool can be rolled by the community.

Additional Info re: Rolling

Now we enter into a little bit of the game theory, obviously the concept of the game is pretty simple - get to the higher tiers to get higher level traits - everyone gets that.

But the question now is *HOW?* As well as what is the “fairest” way we can create the rules around the game so that it allows all individuals to participate, flex their creativity and not just make it a game of ‘who has the largest wallet’ and earn large amounts of \$LEAF to gain the rewards.

The way things are currently set up, we found that holders who had 20 snails would be able to level all 20 snails to a tier 5 trait much faster than those who only had 1 or 2 snails. While almost any staking game mechanic will favour those with deeper pockets, we want to be able to allow all members to have a taste of some of the stages without being pushed out of the running. (No one likes being bullied on every poker hand they play).

SO - to maintain at least a basic level of longevity for the project, several “timegates” will be put in play. This will hopefully create two categories of players, those who have a small number of snails and are ‘gated’ (restricted) by the amount of \$LEAF they have *and* those who desire to hold a larger number of snails and have excess leaf but will be ‘gated’ by time.

TIMEGATES

Timegates will come in two forms:

- Controlling the release of each pool, resulting in holders only being able to roll in the tiers that are available
- Placing a “resting” time on each snail so that they cannot be spam rolled

Release of each pool

By controlling the release of each tier, we are essentially able to restrict the ability for holders to progress at breakneck speeds through the pools. This means that although holders can accumulate \$LEAF, they cannot use this accumulation to purchase the next pool of items straight away and are restricted to the currently available pool in the same way as everyone else.

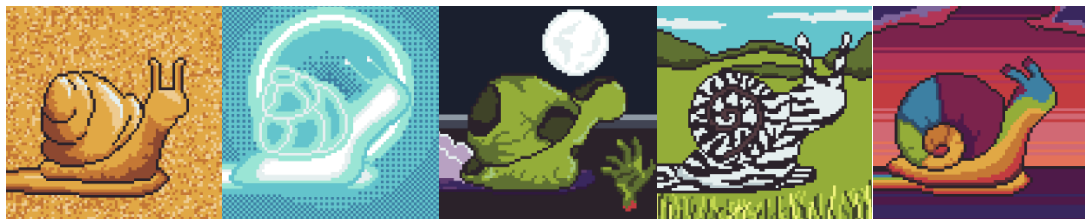
Pools will only open after a specified time (27 hours). This means that when staking begins, pool 1 will be open to roll but pool 2 will only open 27 hours after staking begins and pool 3 another 27 hours after pool 2. This will allow for most people to participate in multiple rolls, as long as they are keeping active and aware of opening windows.

Release of each pool

By restricting each pool, we place more focus onto the currently available pool - which means that there may be a tendency to continuously roll one snail for traits and exhaust the supply in the currently available pool. This is also something we do not want to happen if certain members of the community are rolling purely to burn the supply and create scarcity. To mitigate this occurrence, we will introduce a resting period for the snails (after going through the arduous process of snail mutation) where the same snail cannot be rolled for a certain period. This rest time is set to **8 hours**.

SETS

For those with a gambling mindset, we have also included small ‘cherries’ into the contract that reward individuals who strive for similar sets and visually appealing combinations of traits. Without giving too much away here are the 5 collections that may be fun to strive for with in-game bonuses for the first person to hit them!



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Where to next?

Staking and rolling is fun, but we don't want to stop there – that would just be boring. We have plans for both Evosnails and \$LEAF in Phase 2. If you are worried about having a lower tier snail or too much \$LEAF – we are accounting for this in our plans. Once we get Phase 1 underway (and maybe some rest?) – we will begin shining some light on what we have planned! Seems like some members of the community have already guessed our plans without the team mentioning anything....



- EvoSnails

