



Alursers

**WELCOME
TO THE
ALURSEERS UNIVERSE**



BLOOBS RELEASE

Bloobs are an NFT series composed of **10.000 unique NFTs**. But what are Bloobs? Well... they are some kind of gelatinous monsters, born after a chemical accident in Alursopolis, one of the Alursers world's main cities. Their rarity depends on the substances they came in contact with.

Although they might seem dangerous, considering how fast they spread out, they rapidly became the most popular pet in the Alursers Universe. If you consider that some of them are made of **pizza**, it's easy to understand why.

Now let us explain the various (and time-growing) **uses** of these NFTs:



Alursers

HOLDER BENEFITS

- Holders will have **early access** to every future series from the Alursers Universe
- There will be **future** NFTs **airdrops** based also on the rarity of the Bloob owned
- There will also be airdrops of the most used currency of this world, the **Alurser Coin**
- Holders will have early access to the Alursers **Play-to-Earn game** (more info below)
- And last but not least, based on the rarity of Bloobs owned, there will be **huge discounts** on our merch!



ALURSERS COIN AIRDROP

The Alursers coin, as the name might suggest, is the **official utility token** of the Alursers Universe, born on the Solana blockchain. It will be distributed to every NFT holder.

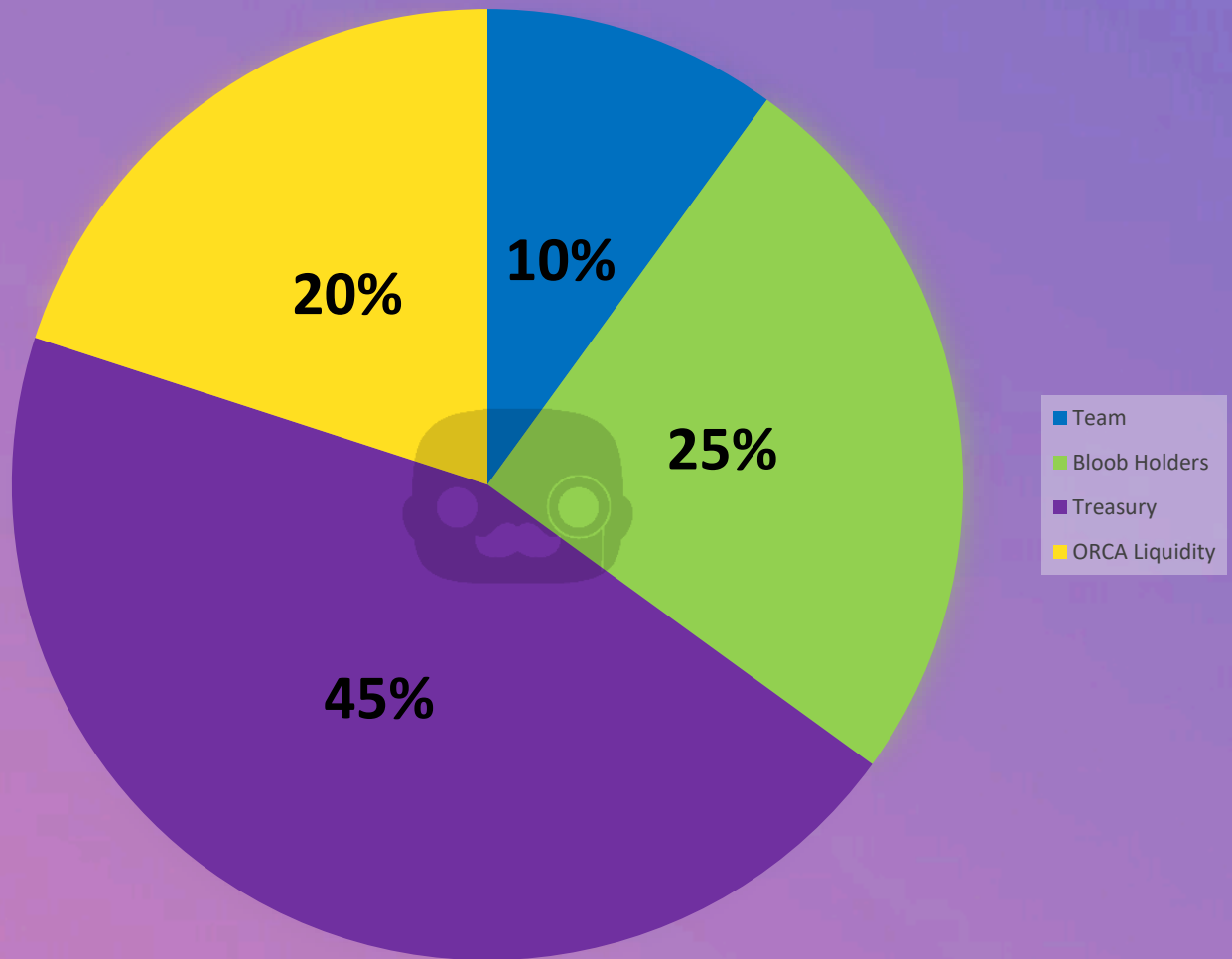


This token has a wide-range utility: by holding it people will have the opportunity to play a key role in the **decision** of future NFT campaigns, having the chance to **vote** and help creating a strong and united community. Also, the token will play a role in our game, being an **in-game token** that will be earnable by playing and spendable to buy in-game items.



ALLOCATIONS

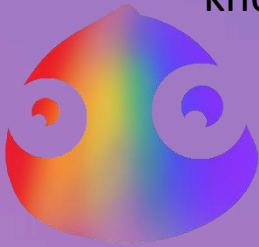
Here is a chart that shows how the token will be distributed.



As you can see, the majority of the allocations (45%) goes to the treasury, a small part (10%) goes to the team, and the remaining is divided between the funding of a liquidity pool on ORCA (20%) and the **airdrop to the NFT holders** (25%). The max supply will be of 1.000.000.000 tokens.

BABY BLOOBS

Baby bloobs, as you can imagine, are the little, much cuter, fluffier version of the Bloobs. Are they Bloobs children? Who knows, we only know they are spreading fast and that soon we will need someone to adopt them.



Baby Bloobs will be airdropped and like every other Alursers collection, **will be a playable asset** in our future game release.

LIQUIDITY POOL ON ORCA

After the distribution of the Alursers token, we will be creating a pool on the ORCA dex, with a total supply of 200.000.000 (20% of the max supply), in order to **allow holders to trade** their tokens.



STAKING PLATFORM

The staking platform will be very useful for every NFT holder, since it will allow to **earn Alursers tokens passively** (the best earning system, isn't it?). Once every month a few random stakers will be selected for a special in-game asset NFT airdrop.



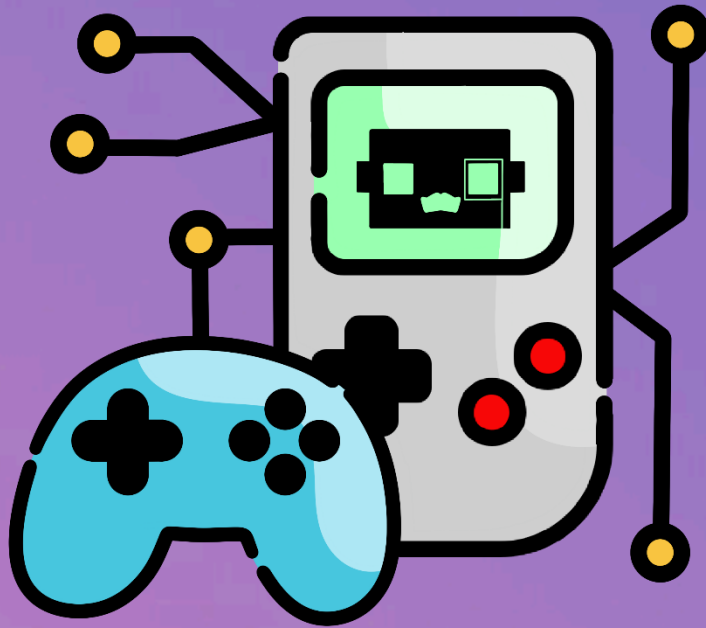
ALURSINI RELEASE

The “Alursini NFT Collection” will be another NFT release, but not one like the others. Indeed, Alursini are the inhabitants of the Alursers Universe, meaning that pretty much everything in this world is Alursini-focused. This means that by having and holding an Alursini NFT you will have **extra advantages** such as:

- More in-game contents and **bonuses**
- Increased chance to be selected for **airdrops**
- Every holder will be eligible to buy an **action figure** of their Alursini, with a unique code (this means that every Alursini action figure will be different)



GAME DEMO



In this stage we finally release the first demo of our game.

The game is created with the idea of allowing people to **connect their portfolio** in order to use their NFT in game! You will find your NFT directly **on your phone** (both android and IOS) ready to be interacted with.

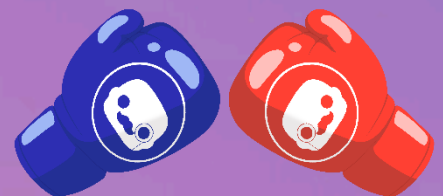
BREEDING MODE (for bloob NFT's)

The first mode available will be a sort of incubator, where you can interact with your NFT through various tools like temperature, food, habitat settings and so on. During this process, by taking care of your little monster you could see it changing, evolving, and acquiring **new and more rare traits**, while receiving the Alursers token as a reward. The token itself will have a role in the game, being the currency used to buy in-game products and power ups used to accelerate the incubation process. The game is still in a development phase, and things could change along the way. After the first demo test we will collect **our users' feedback** to work towards the final game release.



FIGHTING MODE

Our plan is to add a second mode that will include **battles against other NFT holders**. In order to be able to participate in a battle, you are going to need a weapon. Some of them will be sold to Alursers NFT holders in a private sale, while a small percentage will be airdropped (more info below).



ALURSINI WEAPON AIRDROP

As the name suggests, these are a small percentage of the weapon NFTs that'll be **airdropped** to Alursini holders. Weapons will allow players to participate in battles against other holders. Fighting will **level up** your weapon and give you a token reward.



STAKE HOLDERS VOTING

The idea is to implement a system in our website that'll allow token holders to vote for community proposals. This means that by holding the Alursers tokens people will have a role in deciding about new and future collections, while also participating in **contests** where the best ideas of the community will be **rewarded**.

The power of the vote depends on the quantity of tokens held.

OFFICIAL MERCH

Our branded merch will be available for everyone, but holding NFTs will give up to **huge discounts** and **personalized merch** with the chosen NFT of your collection.

