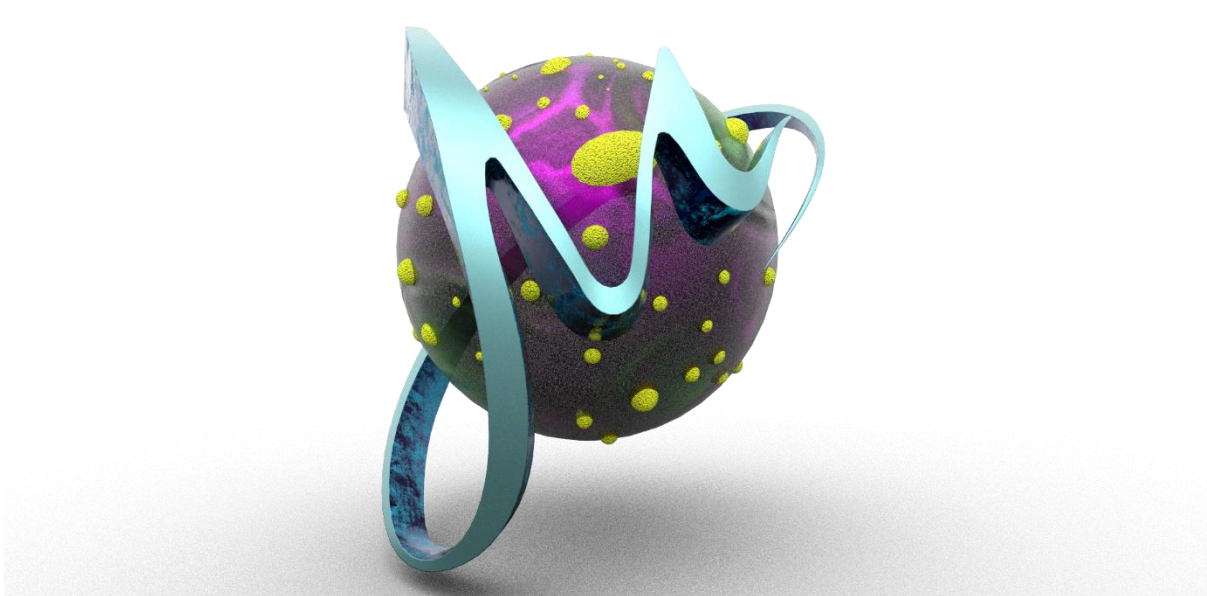


MICRORACERS



VISION

The Vision behind Micro Racers is to bring the fun genre of Kart racing into the Web3 and Blockchain world. Therefore, it offers multiple opportunities to earn while having a fun time racing against friends. Further the game is designed to bring information and focus understanding onto a realm within our world of which we are

generally unaware in our daily lives “The Microcosmos”. We wish to quench the thirst for fantasy play and innovative creations and combinations. Coupled with learning to navigate in the universe of Microorganisms. A place full of fascinating creatures, bacteria, viruses and fungi all with specific and essential tasks to maintain life.

Introducing Micro-Verse, Bio-Fuel and Gene Editing Technology CRISPR in the blockchain gaming world hence promoting Play to Learn model and creating more awareness.

The Micro-Verse may be invisible and mysterious, but it's also indispensable. Microbes are essential in our world and our bodies. Microalgae in the ocean produce half of all Oxygen in our atmosphere. Fungi and bacteria convert the organic material into new raw material. Without any of them, life on earth wouldn't be possible.

Since fossil sources for fuel and platform chemicals will become limited in the near future, it is important to develop new concepts for energy supply and production of basic reagents for chemical industry. One alternative to crude oil and fossil natural gas could be the biological conversion of CO₂ or small organic molecules to methane via methanogenic archaea. This process has been known from biogas plants, but recently, new insights into the methanogenic metabolism, technical optimizations and new technology combinations were gained, which would allow moving beyond the mere conversion of biomass.

The possibilities through CRISPR are endless. On the one hand it has potential to become the most powerful technology for Gene Therapies in medicine. On the other hand, CRISPR can be used in the area of Bio-Technology for enhancing metabolism of micro-organism. For instance, microbial cell factories can be upgraded for Bio-Energy production.

Blockchain technology lies at the heart of Micro Racers. In contrast to established Games, in this Microcosmos Players will be able to own, earn, buy and sell in-game assets. Players are rewarded for playing and having fun. With a carefully designed in game economy our mission is to generate value through NFT technology for investors and players alike.

Play to Earn rewards players, on top of having plenty of fun, with MXR Token as well as unique NFTs like special skins, racing tracks, lab equipment, kart upgrades and more.

The Game will utilise Web3 Technology and Blockchain in many integrative ways. First the creation and distribution of Character NFTs and subsequent NFT drops

And secondly using services needed to run the Game Servers:

1. Authentication Servers
2. Match-Making Servers
3. Dedicated Server
4. Friend List, Online Voice and Messaging Services.
5. Managing Realtime LeaderBoard Score
6. Using Decentralise Database and Game Analytics

The Future of the Game Development will be step by step fully given to the Community over voting rights for token holders. We are also working on an in-Game marketplace with low transaction fees, to enable players to exchange, sell and buy new Characters, Karts, Equipment, special Ingredients, Upgrades and Skins from other players as well as the in-game Store. Players will be able to spend their earned MXR token as well as other supported Currencies.

Mission

Our Mission is to bring Web3 and Blockchain technology to players with a fun and rewarding racing game. To increase adoption and understanding for this growing space, as well as educating players in a simple and entertaining way about the microcosmic world.



First and most focus is on the production of a quality and fun Gaming Experience, with miraculous microverse landscapes and fun animations. Integrated will be a complex upgrading system where players can boost and upgrade their equipment for higher racing performance to win the ultimate race - Grand Prix.

Game Design

The Game revolves around a kart racing game. Players will have the chance to buy pre-mint Characters and Karts of different rarity and advanced racing stats. To level the playing field, all players can get access to tuning and upgrading their racing performance in several ways. With the token players will get rewarded for winning races, performing certain tasks in the story mode or unlocking new knowledge about the microverse, they can purchase upgrades from the marketplace.

Bio-Fuel plays a major role in Racing Karts, especially if its Biologically produced methane. Microbes will synthesis Bio-Fuel in the Laboratory, Via research Players can Level up the Laboratories for bigger Bio-Reactor, advanced Equipment and Gene editing technology using CRISPR. High quality Bio-Fuel can be sold over the marketplaces.

That opens up different strategies. Players could provide Bio-Fuel and technological

Equipment to players who rather choose to spend the whole time racing and leaving the research to others.

For Players who might spend less time racing, might want to focus on technological development and learning about the deep secrets.

Game Mechanics

The Game will be laid out in different steps until full release some game mechanics will be introduced along the way, while testing and staying in close contact with the community.

First Step

NFT Character and Kart creation. A limited edition of 5000 Gen-0/Genesis Nfts will be released and sold in a fair lottery system to the public. Some Nfts will be reserved for active community contribution and building. Those NFTs can then be staked to be eligible for a racing kart. Racing Karts as well as Character NFTs will come in different rarities with different powers and abilities.

The common level is reserved for new created NFTs for the open public. They are very basic characters which can be buy for a minimum fee. Those common characters are not included in the 5000 Genesis NFTs.

Minting pre reveal vouchers is a good way to randomise chances of distributing characters.

Example:

Common: Free	with a distribute of approx.
Uncommon: 0.01Eth	70%
Rare: 0.08eth	20%
Epic: 0.2eth	8%
Legendary: 0.7eth	2%

Genesis NFTs will have direct access to the mint of a racing Kart.

Second Step

The limited number of Lab NFTs can be minted. Labs enable players to do research on topics such as Bio-Fuel and Microbiology on Weapons and defensive Systems on powerups and tuning parts of racing karts. The Lab also will, with the right equipment, let you research topics like genetic engineering and unlock skills using CRISPR. The Lab NFT will grant a certain size of space to the player. Lab Space is needed for Bio-Reactor, Bio-Fuel Storage, Ultra freezer for DNA and Culture storage, and CRISPR station. For this reason, the space of the lab plays an essential role in the available strategies to a player to earn money playing the game. Rare Labs will come with bigger spaces and better equipped Laboratory for advance Level of modification. So, the possibility to upgrade and research in multiple ways will be more limited the smaller the lab gets.

Laboratory and Garage can be introduced later on in the game play.

Labs could be an equal to Land in other NFT projects, Labs also come in different Rarity. The Rarity mostly defines the amount of space a player has to research tech, DNA Sampling, Fuel Production and Storage.

COMMON	2x2 mm	Small Fuel Reactor	1x1 mm
UNCOMMON	2x4 mm	Medium F. Reactor	1x2 mm
RARE	4x4 mm	Big Reactor	2x2 mm
EPIC	4x8 mm	Freezer (DNA)	1x1 mm
LEGENDARY	10x12 mm	Small Fuel Tank	1x1 mm

Area - MicroMeter MM

All of the NFTs (Bio-Reactors, Bio-fuel tanks, microbial species, lab equipment's, DNA, molecular kits, Tech Research) can be upgraded but always only according to space limitations. A common Lab would be able to accommodate the essentials to play the game (Reactor, Research, DNA) but no Storage Tank or bigger more efficient machinery would fit in, as well as some "High level Research" would be limited to be done only in Epic and Legendary Labs.

All rarities of Laboratories can be Upgraded in a Level System to include all players equally and avoid a pay to win system. The upgrade of Labs and Lab equipment will be done in in-game Token.

Different Strategies Players could utilise.

An Epic Lab with a Huge storage system and focused research in unlocking knowledge about highest quality fuels would give a player the possibility to be active less frequently while being able to sell his surplus of high-quality bio-fuel over the open marketplace.

Players with no interest in buying epic labs might choose to buy a couple gallons of the best fuel available without spending time and money on the research, production and the equipment needed.

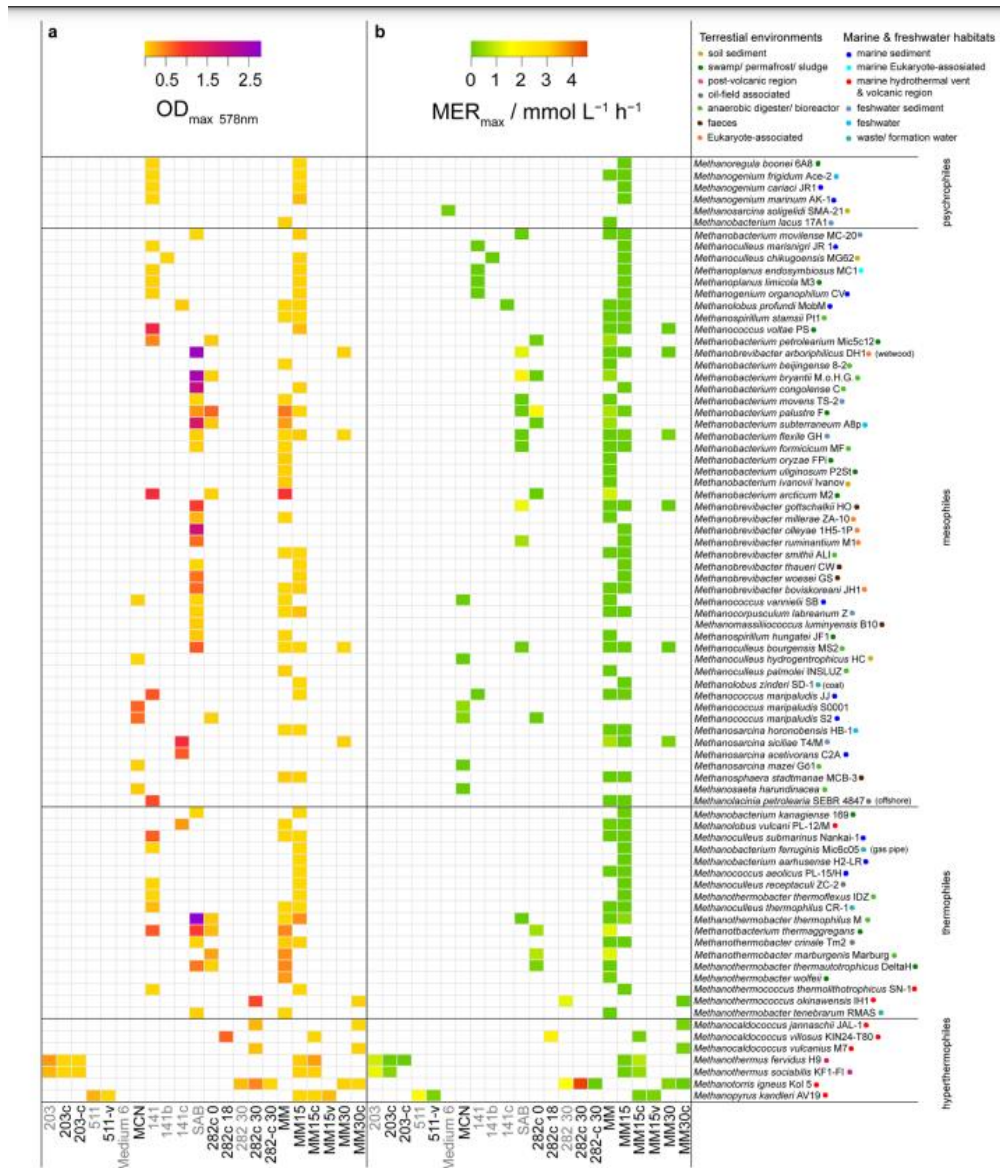
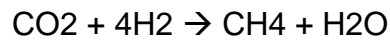
Other players might choose to optimise their kart just for some special events or tournaments, by spending their tokens on boosted fuel and certain weapons or traps in the races that really matter - to win unique NFTs or the big Prize Pool.

There will always be chances for all players, entry kart or speed racer, to win a race and perform certain tasks and quests. That is an essential part of our quest to a Fair Play approach and a lot of balancing and adjusting will happen in close communication with the community. We don't ever want to make this a game where players need to spend hundreds of dollars to be able to compete.

Very active players might choose to not extend their fuel storage, because they used their own Bio-fuel on daily bases. Therefore, they might use the space instead for a DNA & Culture storage and CRISPR Station.

This brings the possibility of developing many successful and unique strategies which should add a lot of fun for players who want to dive deep into the microverse. Methane is the primary fuel for pulse jet karts. Each player will have access to the Bio-reactor Workshop, where one can generate their own Methane. Methane is generated by

using Anaerobic microorganisms which are characterized by their ability to convert simple Carbon compounds into Methane.



The amount of methane one can produce through the reactor depends on the rarity of the Kart/Character. Common characters will produce less fuel while legendary characters will produce more. Methanogen's culture is necessary to fuel the Karts, this culture can be brought from in-game marketplace or winning in a tournament or a cup. In order to achieve higher Methane production and efficient combustion, one can

modify different cultures. Production of Methane fuel will take time depending on which family of Archeas culture is used.

RARITY	COMMON	RARE	EPIC	LEGENDARY
REACTOR SIZE	2L	4.8L	7.8L	11.8L
CULTURE PER VOLUME	30ml	60ml	90ml	120ml
TIME	24 hours	24 hours	24 hours	24 hours
GASES PER HOUR CO ₂ + 4H ₂	5L	10-13L	12-16L	22-24L
METHANE OUTPUT APPROX	4-6L	10L	20L	25L

Third stage

Getting the Game life and a playable Beta Version reserved for Genesis NFT holders will be launched. This Beta Season will give early players the opportunity to express their experience with the game and give valuable feedback to the team and developers. By doing the players with the most valuable feedback will be rewarded with special treats. This way we are planning to keep the community interested and an active part of the development of the game in early stages, till it will be passed on to the Governance of the DAO entirely. Also, this will play an important foundation to engage active players in the decision-making process as well give the team plenty of time and experience with the governing process. Since decentralised Governance is not an unproblematic topic it is essential to do deep testing and analysing the ways votes are proposed and made, the question how the voting power should be distributed and many more details.

Fourth Stage

The open Launch of the Game will take place and Garage and an advanced damage system will be introduced with that.

GARAGE

Are needed for upgrading technical parts in karts as well as repair and paint jobs are available. The introduction of a damage system will create another avenue where the circulation game currency is absorbed as karts in every race will get damaged over time and lose some of their speed, shocker, dynamic ability. Damage on cars will be inflicted in heavy crashes, as well as weapons/traps/explosives.

Garage can be owned by a player to repair and upgrade their own karts, as well can a garage owner offer his services to other players. In such way a player with a well-equipped and developed workshop, can repair karts for other players as well as provide unique colours or paint jobs (partly earnable special nfts)

Garage could be divided in different rarities as well but could also be upgraded for In-game Coin to the next level. Higher levels, give faster repair speed, more efficiency and certain "Chip tuning" and fancy paint/paintjobs (patterns) are possible only after reaching a specific level.

Again, all the tech, patterns, repair, tuning can be traded over the open marketplaces.

Below you find the full list of kart customizations of Pulse Jet Kart, including Kart Bodies and their respective Decals styles, Wheels, Paint Jobs and Stickers.

Kart Bodies (Vehicles) & Decals:

This section offers up a variety of chassis types, which will grow in number as you earn more through the game. The selection features Karts from the original MicroRacers Pulsejet Kart.

Wheels:

When you're burning rubber, you might want to install a set of wheels that matches your kart's body. Or you can mix and match it's entirely up to you! There's a wide

variety of wheels to earn, whether you're using the skinny Six-Pipes rims or the super-chunky Trike tires, you can have a ton of options in your race prepping!

Paint Jobs:

If you're wanting to change the color of your kart chassis to a green, or an iridescent purple, or even add a carbon fiber inlay, then you're in luck: Choose from a selection of preset colors and spray your vehicle in a hue to match your mood, from the vivid crimson of Microuniverse to the cool psychedelic turquoise.

Stickers/Doodle/Artwork:

You can earn or buy real artwork of the team and use it to customize the kart according to you style.

FUEL TANK

Change liquid methane and gas methane tank capacity. Customize your tank size and material.

General tanks are built with x grade Alu, you can change the build quality.

Build quality will also affect the methane present inside the tank. (e.g) ALU keeps the methane less cool as compared to copper or brass, Steel.

You need a last bit of personalization to finish off your contraption, and this comes courtesy of a sticker that adorns your vehicle. Choose a number, cool icon, character face, or leave the kart sticker.

New additional kart items continue to be added to the Pit Stop as part of Grand Prix events, including international-themed items for players to show their national pride, and even more kart sets, wheels, paint jobs, decals, and stickers.

Once you're done, give your kart a spin in the menu to check it out from all angles, before taking it to the track and dominating all your rivals!

Final Stage

The Final Part of the First Season will be a Grand Prix Event with high price pools as well as the possibility to create the most rare and valuable NFT in-game Asset so far.

Racing track NFTs will be available to only the best players and teams. This requires not just skill on the racing tracks but as much planning and testing of different strategies and developments.

The Racing track NFT will give the owner the opportunity to create a personal and fun racing course in collaboration with our design team and will eventually be able to distill that whole bunch made up of racing track, landscape, animation, sound and effects into one of a kind NFT. The new racing tracks will be released to be playable by others in the subsequent Season. The owner of that NFT has the possibility to open up shops, Labs, Garage or rent the Space along the track to other people to develop those facilities. Further the owner will be also able to host priced races on his tracks as well as rent the space to other players to hold public or private competitive races.

This makes the ownership of a racing track ultimately interesting because it will produce passive yield streams that are only available to very few. All that is needed is skill and the will to win!

Racing tracks are the place where big Community research facilities can be built. Those unlock access to ultimate and rare upgrades and technology traits. Racing tracks as team/community property would encourage team play and make it possible to afford highly intensive and expensive research and tech upgrades.

Social Gaming Experience with teams and sub Daos is much more entertaining and immersive in the long run. As well it offers ground for global competitiveness on the Grand Prix level.

All upgrades/building/research on racetrack level will be very costly. That is also a good way to balance Token emission and absorption.

ECONOMY DESIGN

Dual Token System

METH - In-game token

MXR – Main Token

The incentive of the Tokenomics of any project, specifically a close looped gaming economy needs to be fulfilling different purposes for different types of groups.

Gamers looking for a decentralised digital in-game currency as well as player owned NFT assets. The in-game currency needs to be easy, understandable and accessible, best without any blockchain tech knowledge.

Investors looking for assets with a high likelihood of positive returns. Therefore, the Tokenomics need to be well structured. High inflation and therefore falling prices can ruin a project and the interest in it.

Developers looking for an avenue to create value in form of add-ons, maps, NFTs, game modes. To encourage a vibrant community interested in the game and ever-changing contents it is appealing to provide an opportunity for those seeking to get involved. At the same time inflation of NFTs needs to be controlled.

The Main Focus in MicroRacers are of course the gamers and the community. Since those are going to sustain any long-term interest. Incentives in the form of rewards (Token/NFT) are a good way to build a strong community foundation.

DAO TOKEN ECONOMICS

DAO TOKEN Utility

Governance: The MXR token will be used in the future to Govern the whole gaming Ecosystem.

Staking: Staking the MXR token will reward holders and incentivise Providing Liquidity to Pools. Staking rewards will depend on the Lockup period.

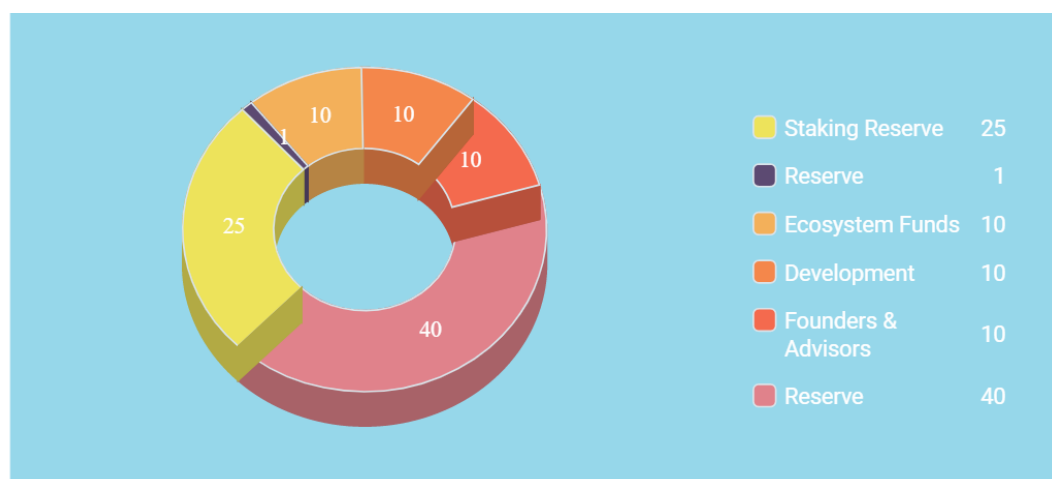
- Marketplace Fee (Trading NFT)
 - A 3-5% fee is applicable to NFT trades on the Marketplace.
- Creating Subsequent NFT (minting of Karts/Labs/Workshops/Racing Tracks)
 - For the minting of further NFT (besides the Genesis) the option of using MXR would make sense, to reduce the circulating supply.

The MicroRacers Token MXR is used mainly for the Governance of the Protocol. To reach complete decentralisation it is key to give the Community full control over what direction the game development is going to progress. That will be done over a voting platform in successive steps.

The first decision will be a trading fee amount which will fund the treasury. Further votes are going to be on how to utilise funds in the treasury and the final step is to hand over the whole Governance and the direction of further development totally to the community. In general, the utility of a token is responsible for creating demand, which drives up the digital asset's value if the supply stays the same or decreases.

DISTRIBUTION AND VESTING

1.000.000.000 Max Circulating Supply



25% Staking Reserve (Distributed to Liquidity Providers, Single sided Staking with lower rewards to lock up Liquidity without Impermanent Loss)

1% Liquidity Pool initial

10% Ecosystem Funds

10% Development (funds get unlocked by reaching milestones, Bug bounty)

10% Founders & Advisors

40% (5% Seed/10%p1/15% P2 (strategic) 9% Lottery 1% IDO)

Vesting and Unlock Schedule

	Vesting by block	TGE Unlock	Cliff
Seed	28 months	10%	8 months
P1	6 months	15%	3 months
P2	6 months	15%	3 months
Lottery	6 months	25%	2 months
IDO	6 months	25%	2 months
Founder	24 months	0%	12 months
Development	24 months	10%	1 months
Ecosys	24 months	25%	non
Staking	12 months	0%	non
Liquidity	No vesting	100%	non

To give players more weight in the governance it would be an option to reserve some of the DAO token to distribute to players. (Game Rewards/NFT staking/Staking)

The creation of a Treasury address is a good idea instead of a burn mechanism.

Treasury generates funds out of trading fees, and NFT Minting.

Funds in the Treasury can be decided over by governance proposals. That can be the topic of the first gov. Proposals. The amount of fee charged on the marketplace, and the way Treasury funds are distributed. (Staking rewards, Airdrop, Development, Burn).

EMISSION

The in-Game Token will be earnable by active players. With different activities initially focused on the story and the PvP mode.

There are different Approaches as how to design an efficient in-game usable token.

Fixed Supply:

The main advantage of a Fixed Supply is that it creates more approachable, investable Token. Investors who are non-Players look for tokens with a max capped supply and ideally a high amount distributed in a decentralised way.

Uncapped Supply:

With an unlimited Supply of an in-game token, the ways to adjust the details of the tokenomics also with a variable player base is more easily doable.

(Example: The Player amount doubles within a short timeframe, but the token gets close to full distribution. New tokens can't be minted. If the treasury needs to distribute more tokens than are available at the current distribution schedule, the only way to maintain balance is to reduce the number of tokens players will earn for winning & racing. That can cause frustration in the player.

The question needs to be if in-game tokens are distributed to players only or are they used for presale and investors. That offers the possibility to raise money for the development of the project, but it also creates a lot of sell pressure from investors who wish to take profits or reallocate.

One way would be to offer the DAO token to Investors and launch it over some Launchpad to the public. The in-game Token is only distributed to active players via play to earn structures. That way the economy needs to expand with the number of active players and be able to contract to balance price action in case the player base is reducing.

This concept avoids pre-sale Investors dumping big shares onto the market and crushing in-game economics. This should lead to a much more organic growth. And in such way creating an incentive for players to be active and new gamers to enter the ecosystem.

ABSORPTION

For a close looped P2E economy the most important part is avenues to spend earned tokens.

For that reason, we suggest an approach to create a rather complex level and upgrading mechanism in the game.

1. Upgrading Racing Performance Stats.

A way for Players to stay in a game loop is an successive upgrade system. Over Experience Level as well as "tuning" certain aspects of the Racing Kart.

Levelling up Engine, Gear, Bio-Fuel, Booster cell, Lab, DNA sequence and CRISPR kit.

2. Tech Tree System

- a. Certain aspects of Micro Racers will be structured in such a way that players can Level up step by step the ability to produce fuel in higher quantity, higher purity.

- i. Fuel.

Karts need a certain amount of bio-fuel per Race. Bio-Fuel needs to be produced or bought from the In-game Shop or other players who producing surplus (by having an more efficient fuel production, or racing less)

- ii. Labs and Fuel Production units as well as Storage tanks can be purchased as NFTs from the shop for Raze In-game Token, some will be in the form of Special Event rewards.

- b. In the Lab Players will be able to choose to discover certain Technologies, to master any of them, it is an advantage to focus on the discovery of one branch. That encourages specialisation and through that a more vibrant exchange and trade over the marketplace. (Some players might develop super-efficient bio-fuel, while others develop

special weapon tech, to get the best out of both, these players will come together and trade their tech or goods in the open marketplace.

- c. It will encourage continuous and exponential more expensive upgrades for players to reach higher performance levels of their Karts, labs, workshops.
3. Buying cosmetic upgrades is one of the avenues gamers spend in many modern games most. Without ever truly owning any of the in-Game assets.
 - a. Paint Job
 - b. Accessories (chrome wheels, exhaust, lights) (character racing cloth, Skin colour, Hairstyle, Helmet)
 - c. Themed events with special and limited NFTs (Halloween, F1, new Year's) In those Events players will be able to earn nfts by playing or buy them in the Shop.
 4. Access NFT Tickets for Priced Races and special events (like winning 1/1 Legendary Tech, Upgrades, Skins).

CHARACTERS:

Most of the Characters are inspired from Microverse, which lives around us and plays important role in our world.

There will be initially 44 different characters available in game.

1. **Mooney**: the glorious Planet Defender/ Epoch Defender.

Mooney is notorious and the strongest in the microverse, vivacious, agile and resilient, enjoying its habitat and solitude since centuries. Tardigrade is now called upon to save the planet from destruction caused by climate change. He is not only saving his home, but a kingdom composed of microorganisms. He is trained to survive in extremes, tales of his resilience are popular amidst mass extinction scenarios. He is the ultimate Defender and has mastery over silent communication done through electrical signals. He is the guy who gets things done in the micro world.



+ Personality: plump, kind and just, warrior spirit, enjoys a good laugh, always thinking of becoming a performer once saving the world gig gets over.

+ Height: 0.004 inches

+ Weight: 0.5mm

+ Rarity: Legendary

2. **Symbii:** The oldest ancestor figure with all the answers and legendary stories. Symbii always draws from experience and looks at the past to make sense of the present and future. With climate change both present and future are changing rapidly which has made him Angry. Respected deeply in the micro world, some legends say there are 7 superior wasps that guide the micro world and should be consulted before bigger conflicts such as this one. While some wasps have always led a solitary life hiding deep dark secrets. With the impending war against Climate change, these solitary guides are now coming together to form a guild and design strategies for survival and victory.



+ Personality: Serious, Solitary, talking in idioms and legends, always traveling fast, guiding and motivating, speaks a lot and sometimes not at all.

+ Height: 2-5 cms

+ Weight: 0.15mm

+ Rarity: Legendary

3. **BOOMER:**

+ Personality: reliable and kind, will always crack a joke to lighten the mood, gets easily worried but hides behind his wit and impeccable handwork. Primarily a fighter in the micro verse but thinks of himself as a stand up comedian. Misunderstood often, maintains close connections and strong friendships throughout the microverse, master of camouflage and can sit still for long hours. Once summoned for a mission like this one, becomes an unstoppable force.



+ Height: 3-7 cms

+ Weight: 0.25 mm

+ Rarity: Legendary

4. **Mirtyquill:**

The moth might not have all the athletic abilities but has the power of a sharp brain. It is his tactics that have helped the micro universe mitigate adversities. All organisms flock towards him for general as well as specific advice. He is good at analysis and strategic planning both. He is also slightly arrogant of his brain and thinks highly of himself. Cannot blame him completely as his intellect is far superior to others in the micro universe. A lot is dependent on his tactics and planning for the upcoming mission of saving the earth from climate change. He has a secret hobby of writing and leaving little puzzles in the micro universe for others to discover and decode. If provoked or proven wrong by someone's sheer luck and not logic, he doesn't take time to kill through his fatal sting.



+ Personality: Brainy, arrogant, loud, always comes up with workable solutions, highly respected by elders, self-sabotage tendencies, impulsive.

+ Height: 4mm-30 cm

+ Weight:

+ Rarity: Legendary

5. **Quezakko:**

Is widely known in the Micro Universe to cause great troubles. Always looking for mischief, he does not shy away from suffering the consequences of the troubles he created. Because of the history of notorious behavior, he is feared in all the realms. Has a good heart but is so used to creating trouble, the only way he has acquired a name for himself is through troubles. Many species have now started to hire him for troublesome jobs. His motto is to go down in a blaze of glory rather than living a boring life. He has an unmatched knack for creating trouble and getting out of the situation without anyone knowing.



+ Personality: trouble maker, secretive, great escaper, keeps to himself but can use mingling as a tact to avoid being caught.

+ Height: 35-40 mm(1.4-1.6 inches)

+ Weight: 0.99- 1.28 gm

+ Rarity: Legendary

6. **Hypher:**

His strength lies in uniting his kind and provoking as well as motivating them for a mission. His strategic abilities are highly valued because they are tightly packed and can convince the entire micro universe. He has conducted very successful heists in the past and has a strong army of supporters and well wishers. Many come to him to resolve their issues and conflicts. He is loved and revered as a leader because of his capacity to be lenient and stern at the same time. Many have dedicated their lives into the service of his realm because as a leader not only does he teach and impart knowledge but also loves and takes care of his kind. He is called upon to take charge and lead

dangerous missions. Hardly falls prey to anger, maintains a strict air about himself which is related to work and service of his universe.



+ Personality: Strategist, leader, slightly malicious, argumentative

+ Height: 6-27 mm

+ Weight: 220mg

+ Rarity: Legendary

PULSEJET KARTS:

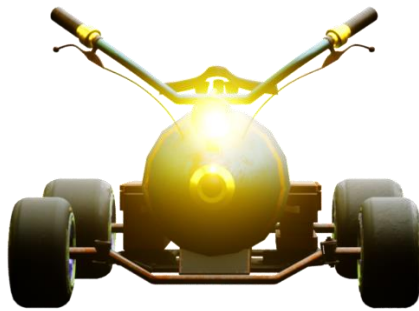
There will be initially 22 different Karts available in game.

Karts in the game have Valveless Pulse Jet Engine, which is a reaction engine and works differently than a traditional karts engine. Pulse jet Engine is a tremendously simple device, as far as moving parts are concerned, that is capable of using a range of fuels, an ignition device, and the ambient air to run an open combustion cycle at rates commonly exceeding 100 Hz. It contained on three major parts, the exhaust, the intake, as well as combustion chamber

The Main component in the Karts are:

1. Valveless Pulse jet Engine
2. Liquid and Gases Methane Tank
3. Body and Chassis
4. Fuel Pump and spark ignition
5. Split Axel and wheels





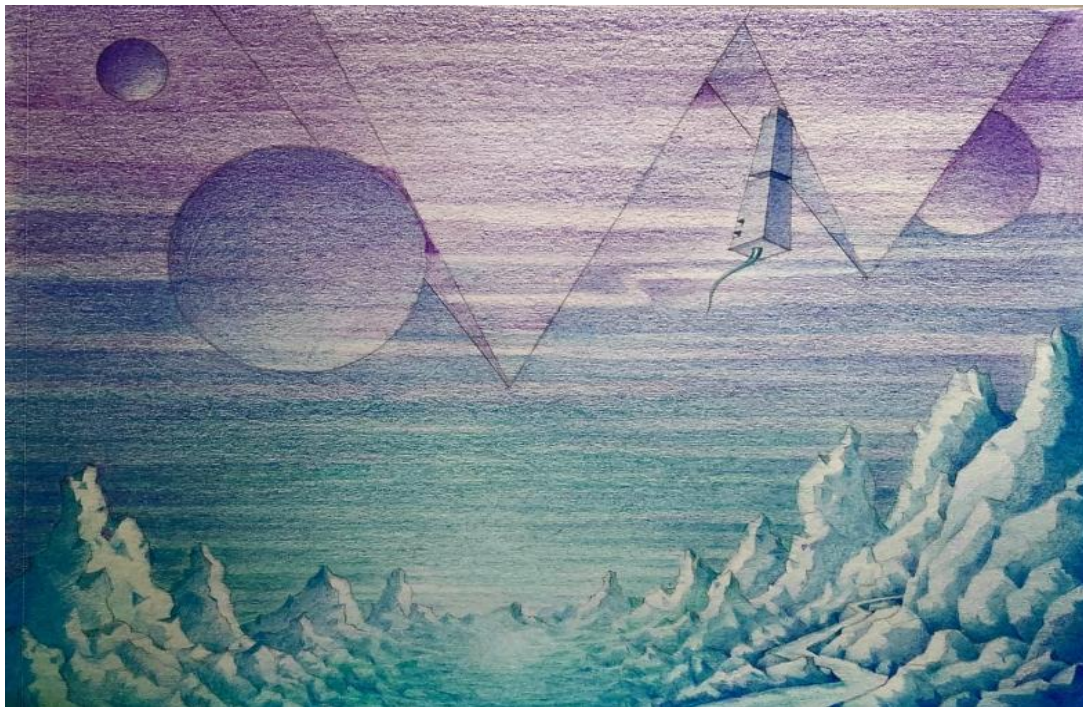
The karts in the game are diverse in multiple categories and each type of kart has its own characteristics including:

- Speed: The maximum speed of the vehicle
- Acceleration: Time to accelerate to max Speed.
- Braking: The ability to brake the car when cornering, the higher the index, the faster the deceleration.
- Steer: The ability to control the direction of the car, the higher the index, the more you stick to the track, easy to drive.



GAME MODE

1. **BATTLE MODE** (*Person Versus Person*) (*PvP*): This game mode allows players to participate in races with other players, where players will show their driving skills along with making reasonable strategies to win each race. Each winning race, players will receive rewards including experience points (Exp), Fuel Culture, Antidote, in-game tokens, Level Points. The game mechanics and rewards will be built by system.



2. **Arcade Cups:** are tournaments in the Arcade mode of MicroRacers, that include a series of four races, accumulating points of each game. Arcade cups can be played with a single or multiple players. Its mode and difficulty level will vary. Starting from winner gaining 9 points, runner up 6, runner up (2)- 3, fourth position gets 1 point, rest will get zero points. The player with largest accumulated points will win.



3. **Tournaments:** Considered to be the most alluring form of competition. Tournaments would occur every 3 months and give an opportunity for the best racers of the world to compete. During the tournament, the intensity of the players will be measured as they will have to go through consecutive laps and emerge as the ultimate winner. Participating in tournaments, players will still receive basic rewards such as experience

points, basic items and in-game POINT. Moreover, they will receive special gift boxes containing NFT and Token, fuel culture and so on. The NFTs received will be unique as they can be obtained only through tournaments.



4. **Grand PIX EVENT:** Once a year, top ranked players can participate in this global event and win the race. The price will be way bigger than you can imagine.