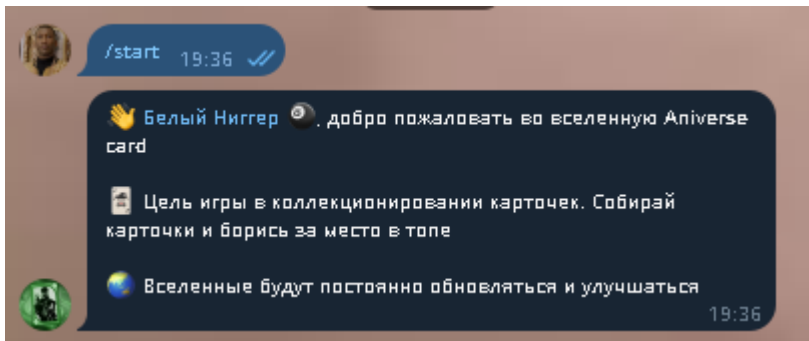# ANIVERSE CLONE

Greeting

The bot greets every person the same way (if they are not the new user with no verse selected), as they type in /start or Start the bot. It shows a russian text:

"👋 {username}, добро пожаловать во вселенную Aniverse card

🎴 Цель игры в коллекционировании карточек. Собирай карточки и борись за место в топе

🌏 Вселенные будут постоянно обновляться и улучшаться"

New users

If a user is new to bot, it will display:

"👋 Гость, добро пожаловать во вселенную Aniverse card

🎴 Цель игры в коллекционировании карточек. Собирай карточки и борись за место в топе

🗺️ Для начала выбери вселенную, в которой будешь собирать карточки",

and it will also show 2 buttons: Выбрать вселенную and Добавить в чат as shown in picture.
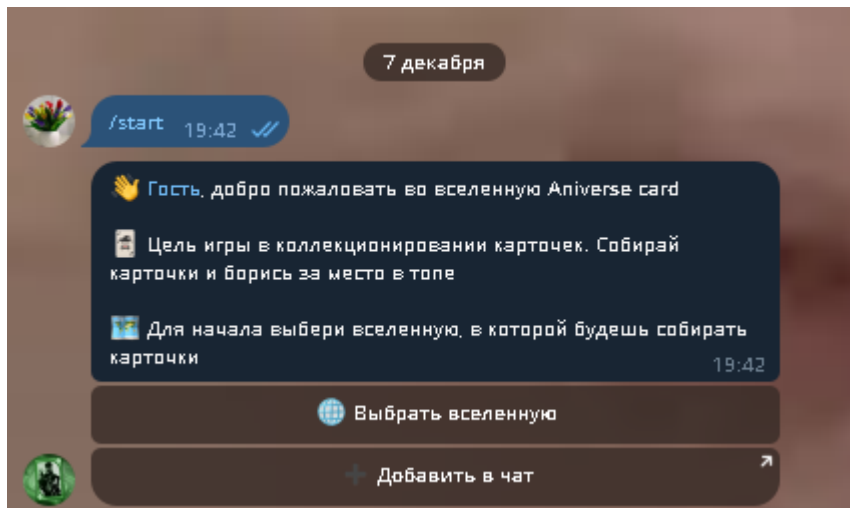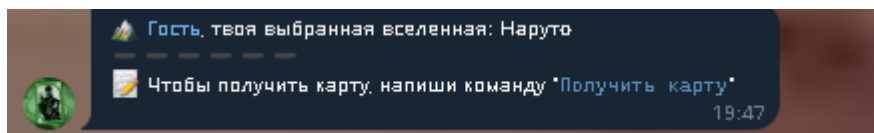
Selecting verse

A new user has to select verse (anime universe) from which they will get card drops. It shows a list of anime universes in order for user to choose them:
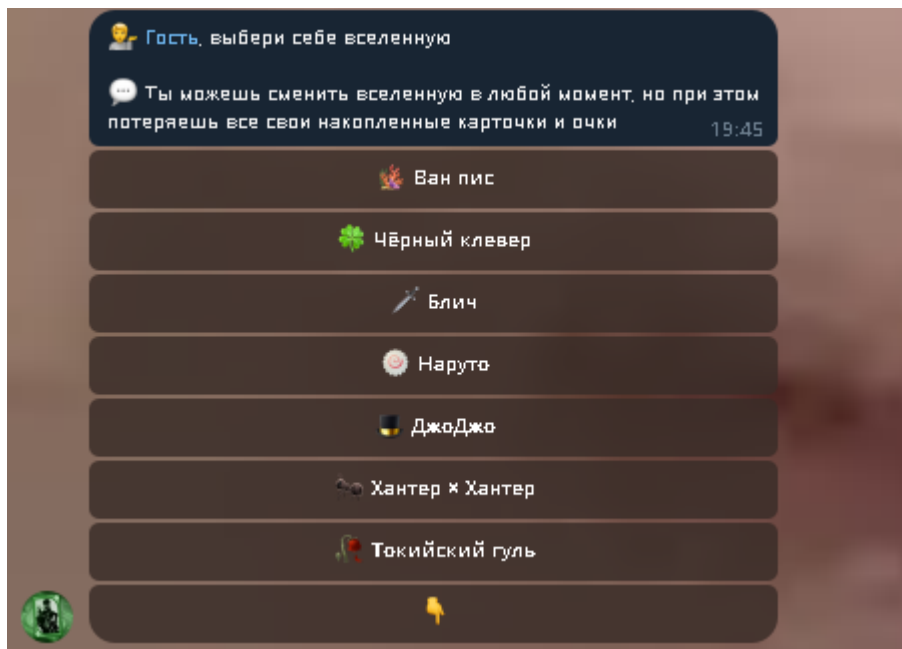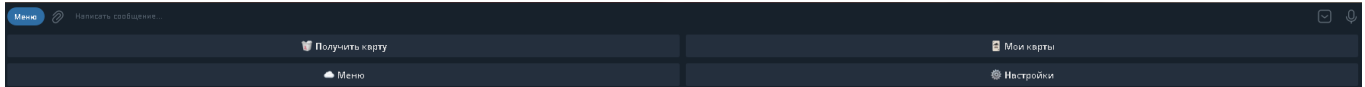

after selecting the verse it shows:

Basic menu buttons

When first started, the menu buttons look like this, It has 4 buttons:

🎩 Получить карту, 🃏 Мои карты, ☁️ Меню, ⚙️ Настройки

🧸 Получить карту	📇 Мои карты
☁️ Меню	🌐 Настройки

Events when each of the buttons is pressed

🎩 Получить карту

When " 🎩 Получить карту" is pressed, the bot checks if 4 hours passed from their last card drop, if the specified time has passed, it randomly returns the card with information:

"

✨ {Name}

⚜️ Редкость: {Rarity}
🗡️ Атака: {Maximum attack damage that card can deal}
❤️ Здоровье: {Health of card}

🔹 Ценность: {Amount of pts - local ranking points given for unlocking this card} pts

"

image shown: for any rarity levels except will have an image of person/character from anime and star rating (1 being casual and 4 legendary), for mythic rarity cards GIF is shown (again, with star rating of 5 stars)
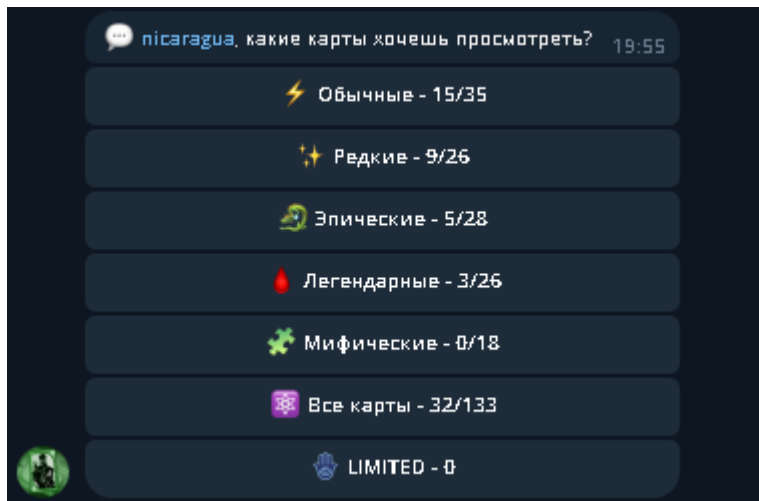
Gathered card is added to card list.

🃏 Мои карты

When " 🃏 Мои карты" is entered or pressed, the bot displays the list of gathered cards by a person/user playing the bot (reminder, when user changes verses, all the stats except local currency is reset).

It will show: number of cards unlocked from each category.

When any of these inline buttons are pressed it shows a list consisting of cards unlocked from each category, it should show the exact information like in Card Drop mesage:

"

✨ {Name}

⚜️ Редкость: {Rarity}
🗡️ Атака: {Maximum attack damage that card can deal}
❤️ Здоровье: {Health of card}

🔷 Ценность: {Amount of pts - local ranking points given for unlocking this card} pts

",

aside from that it should have a navigation buttons for previous card, next card, card count. If "Все карты" is selected it shows all cards that user has gained.

☁️ Меню

When "☁️ Меню" is pressed it shows action menu, showing variety of information, first of all data of user:

"

👤 Ник: {Nickname that user has chosen}

🗺️ Вселенная: {Verse that user chose as main}

🎴 Всего карт: {Gained card number (In a certain verse)} из {Total card number (In a certain verse)}

🎖️ Сезонные очки: {Points earned in this season} pts

💰 Коины: {In game currency - коины - used to buy in-game things, drop chances, etc.} 🪙

",

and then the number of options in the form of inline buttons.

Each inline button has it's functionality, starting from Pass button til the "Бонусы за крутки" session.

Pass

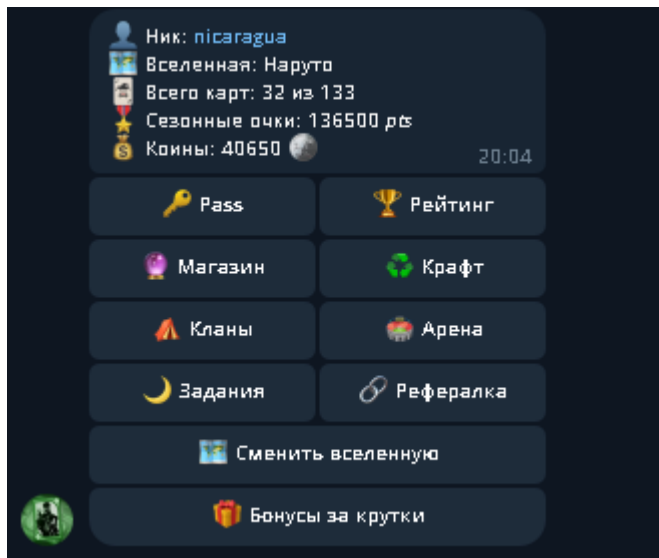When "Pass" is pressed the offer of purchasing the pass comes up, shows 2 buttons, "Купить Aniverse pass" and "Назад" button, it defines the benifits of purchasing this subscription, :

"

🔓 Что даст тебе Aniverse pass?

🏕️ Возможность создать свой собственный клан
⏳ Возможность получать карточки каждые 3 часа вместо 4
🏯 Возможность сражаться на арене каждый час вместо 2
🕐 Уведомления об окончании времени ожидания карт и арены
👾 Уведомления об окончании времени сражения с боссом
🃏 Повышенная вероятность выпадения легендарных, эпических и мифических карт
👤 Возможность использовать смайлики в никнейме
🎎 Получишь +3 крутки
📅 Срок действия 30 дней

🔑 Aniverse pass - 159 рублей

"
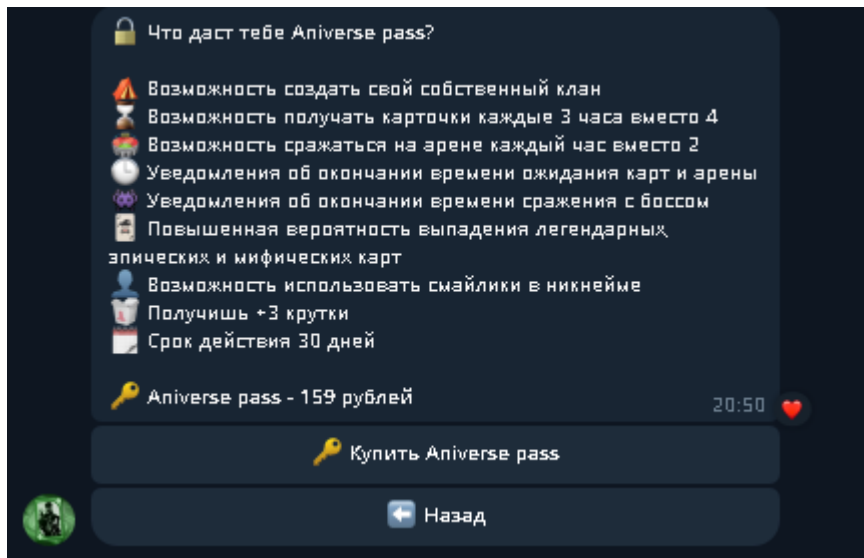
When "Купить Aniverse pass" is pressed, the bot takes user to general payment templated page, it shows the type of purchase, cost, instructions, and the ToS:

"

📃 Покупка {Type of purchase}
💵 Стоимость: {Amount} рублей
— — — — — —

!! После оплаты нажми кнопку "я оплатил".

💬 Возникли сложности с донатом? Пиши сюда - {@username_on_telegram}
— — — — — —

Пользовательское соглашение (link)

"
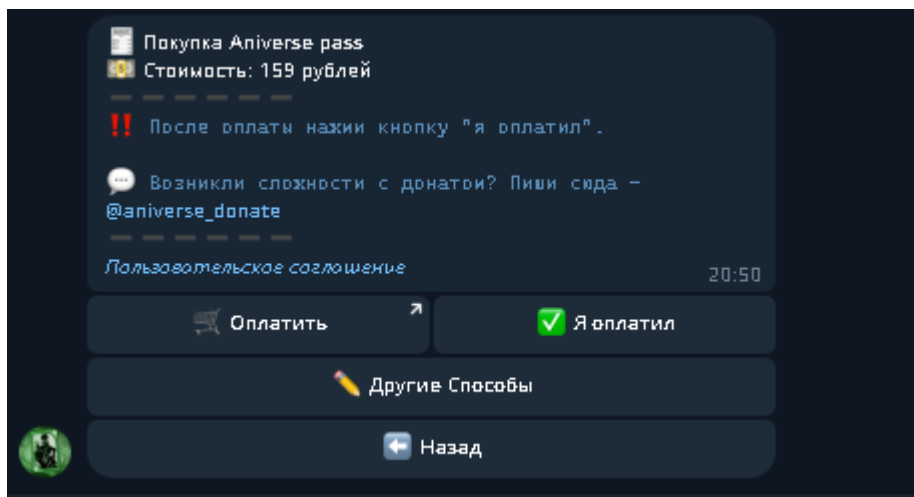
When the "Оплатить" button is pressed, the bot takes user to payment page, when "Я оплатил" is pressed, it checks the payment. But if user wants other methods of payment, he has to choose

"Другие методы", which displays other ways of paying for service or purchase, it shows :

"

📃 Покупка {Type of purchase}
💵 Стоимость: {Amount} рублей
▬ ▬ ▬ ▬ ▬ ▬

🈂️ Способы оплаты

💳 Сбербанк карта:
⇨ {16 digit card number}
💰 Тинькофф карта:
⇨ {16 digit card number}
🟢 Оплата на киви:
⇨ Жми на эту ссылку (link)
🗾 Оплата с зарубежных карт:
⇨ Жми на эту ссылку (link)
▬ ▬ ▬ ▬ ▬

‼ После оплаты отправь чек и свой ID по ссылке ниже
🆔 Твой айди: {user ID}
Пользовательское соглашение (link)

"
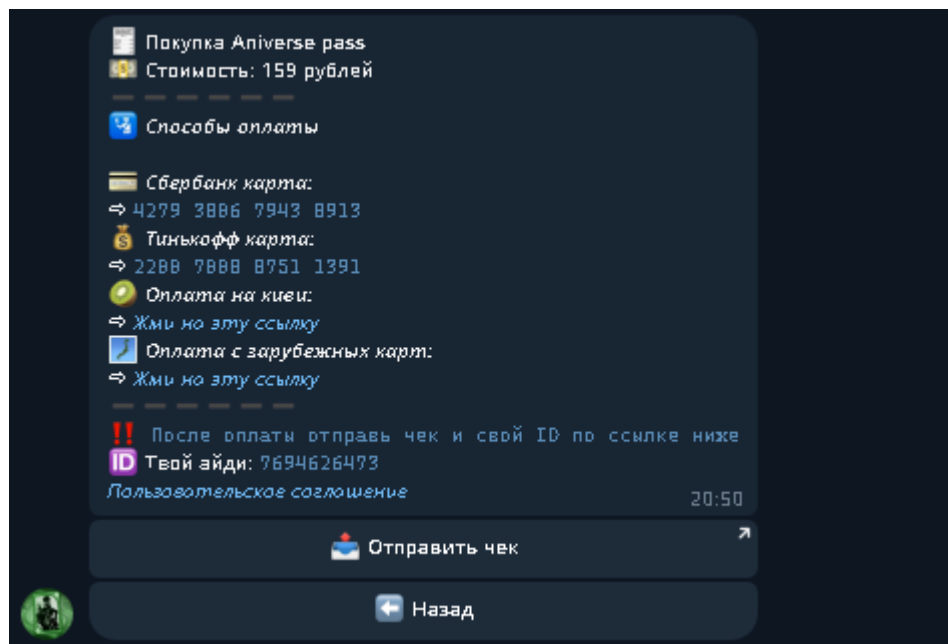
"Отправить чек" button, redirects the user to profile of moderator, who is responsible for accepting donations, payments (e.g. @donshirley)

Рейтинг

This section shows the different ratings in different categories, it says:

"

{username}, выберите категорию

",

and then inline buttons, like: "Топ-10 этого сезона", "Топ за всё время", "Топ кланов" (Clans are the society unit in bot, which can be of up to 25 people of the same anime/verse, the top of clans is made by their pts counts, of their members' total PTS's),"Топ арены" (Arena is the place where players, have the ability to fight against each other, using the team, consisting of their cards.) and the "Назад" button, which takes user back to 1 category.
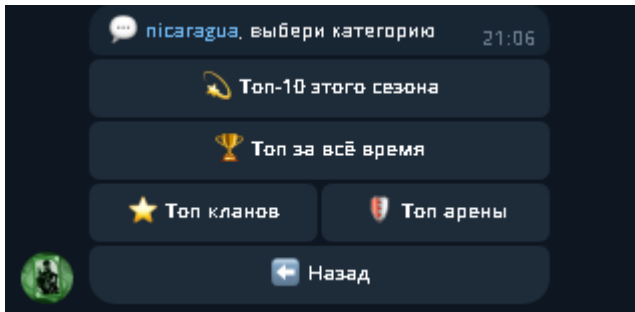
Топ за всё время is found by calculating total points of all the bot's members, for all the seasons and top 10 users are shown in the list of top holders.

Топ-10 этого сезона shows the top 10 players with the greatest amount of pts's, for current-going season only.

Топ кланов shows the top 10 list of clans which have the greatest amount of pts's for this season.

Топ арены shows the top 10 users with the most number of wins in in-game Арена game.

Магазин

In-game purchase endpoint, it has multiple pages, and they show the number of options that user can purchase using the real money (via payment by card or other methods) or the in-game currency (коины)

In the first page, the options are shown, which can only be purchased using real money, it shows:

"

🔮 {Nickname that user has chosen}, ты можешь купить крутки за донат

🃏 5 карт ↦ 30 рублей
🃏 10 карт ↦ 6̶0̶ 50 рублей
🃏 30 карт ↦ 1̶8̶0̶ 140 рублей
🃏 100 карт ↦ 6̶0̶0̶ 400 рублей

",

and it also has navigation elements, "Купить крутки" button, which will have the same functionality with the "Купить Aniverse pass" button above, only the change is the payment details, aside from that it has page count and next/previous button in it, to switch the pages of this menu.

In the second page, the user can buy "Крутки" for "коины", which is the local currency of the bot. One user has a limit of up to 30 "крутки" bought per month, and no matter, how many points they have, they can't buy more. It shows:

"

🗡 {Nickname that user has chosen}, также ты можешь купить крутки за коины

🃏 1 крутка - 100000 🪙
🃏 10 круток - 900000 🪙
🃏 30 круток - 2550000 🪙

🟡 Куплено: 1 из 30
‼️ За сезон ты можешь купить не более 30 круток

",

it has "Купить крутки" button, on click on which it takes the user onto another page, where it shows the prices for "крутки", user can use inline buttons to purchase "крутки" - the in-game name for card drop chance spin, and it has a classical "Назад" button, to navigate back.

The third page includes the offers to buy **Aniverse pass**, the in-game subscription for "коины", it displays:

"

🌴 {Nickname that user has chosen}, ты можешь купить Aniverse pass за коины

🔑 1 Pass - 2800000 🪙
🔑 2 Pass - 5250000 🪙

🔑 3 Pass - 7700000 🟡

!! Один Aniverse pass выдаётся на одну неделю. Ты можешь купить сразу несколько.

",

classically, it shows the price of "Aniverse Pass", and has a button saying "Купить Pass", but the only difference here is that this pass longs only 7 days, and costs 2.8 million coins.

Крафт

This game has "повторка" elements in it, and when user gets those "повторка", they become reusable material in form of {rarity level} повторка (unless they have the rarity level of Legendary or Mythic, in that case, user earns осколки which is a type of reusable material too). Users can use those reusable materials to craft "крутки".

Craftable materials are: Обычная повторка, Редкая повторка, Эпическая повторка and осколки (gained by playing "Арена" or getting Mythic level or Legendary "повторка"). 10 x "Обычная повторка" can be used to craft 1 "крутка", 10 x "Редкая повторка" gives 2, 10 x "Эпическая повторка" is used to craft 3 "крутка", last but not least, the 10 x "осколки" will give 1 "крутка" or "попытка".

The text shown is:

"

🍙 {Nickname that user has chosen}, ты можешь скрафтить попытки из повторок и осколков

🌀 Твои повторки и осколки
┌ ⚡ Обычные - 0
├ ✨ Редкие - 7
├ 🐍 Эпические - 4
└ 🀄 Осколки - 8

🖌 Стоимость крафтов
┌10 ⚡ карт ➡ 1 попытка
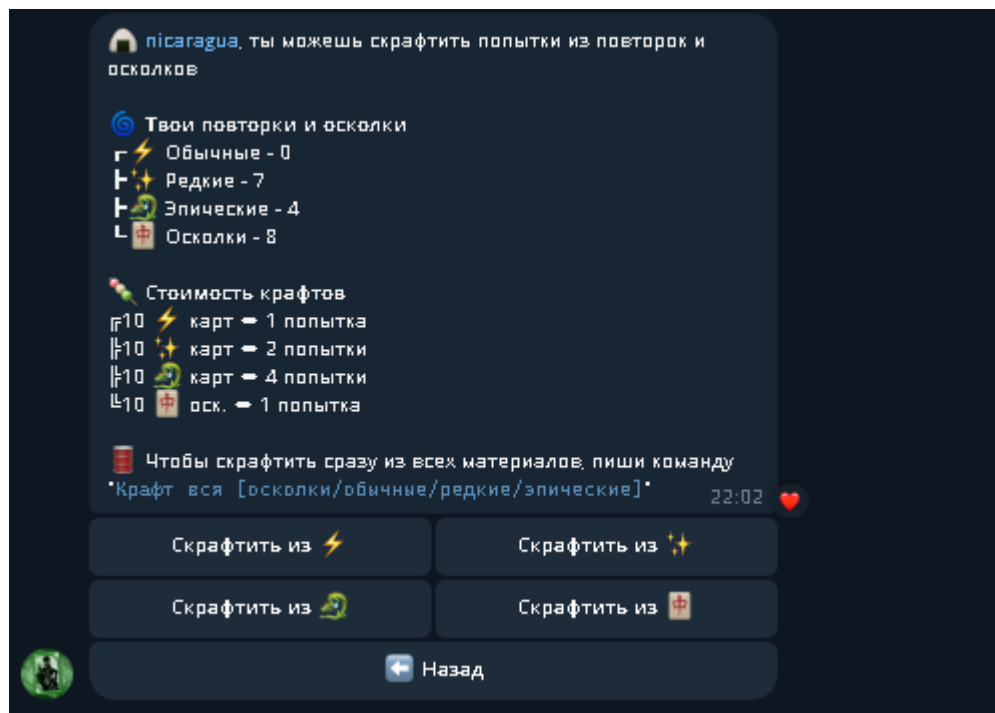├10 ✨ карт ➡ 2 попытки
├10 🐍 карт ➡ 4 попытки
└10 🀄 оск. ➡ 1 попытка

🗄 Чтобы скрафтить сразу из всех материалов, пиши команду "Крафт вся [осколки/обычные/редкие/эпические]"

",

the user can use the inline buttons or the bot comand to craft the "повторка" cards.

Арена

"Арена" is the game mode, which is to use the cards gathered and win prizes (just "осколки", up to 10 "осколки"),

"

🏯 {Nickname that user has chosen}, ты можешь собрать команду из карт и сражаться с другими игроками

✊ Твоя команда
┌➤ {Arena team member card 1}
├➤ {Arena team member card 2}
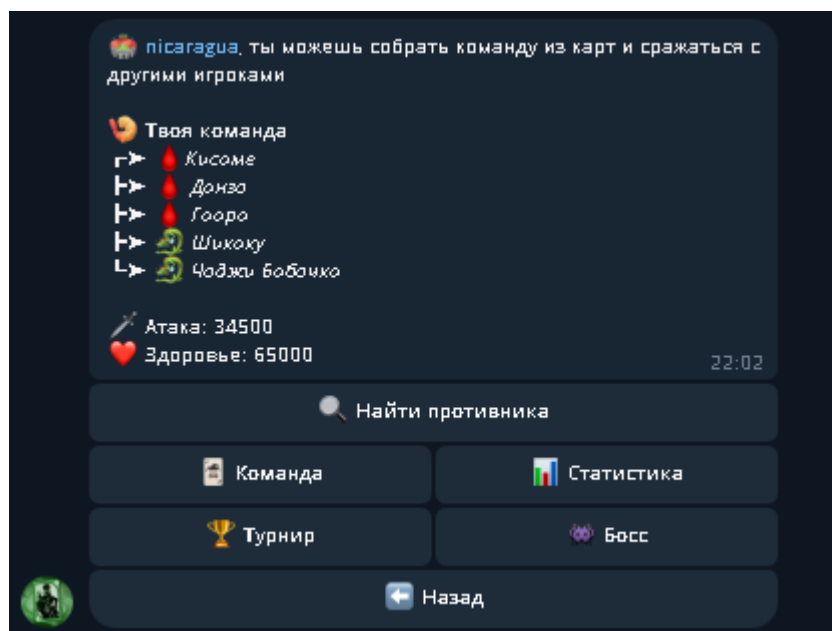├➤ {Arena team member card 3}
├➤ {Arena team member card 4}
└➤ {Arena team member card 5}

🗡 Атака: {Total amount of damage that user can deal}
❤️ Здоровье: {Total health that user's cards have in total}

"

The message has multiple inline buttons, "Найти противника", "Команда", "Статистика", "Турнир", "Босс", "Назад". The "Назад" is the navigational button, which takes user 1 category back.

When "Найти противника" is pressed, the bot should choose the random user, and make a fight between that user and the user who searches for fight. Whether the other user is online or not does not matter, what matters is the stats of user (Attack damage and Health total from all cards) to make a fight, the luckier and stronger wins, that can be developed after the initial development of bot. The fight page has 2 inline buttons, "Атаковать" and "Пропустить" (for manual attack and for automatical bot attack, respectively).

"

🏞️ 🌋 Сражение между игроками {Current User} и {Opponent of user} (link)

❇️ Раунд {Round count} ❇️

👨 {Current User}
└◁ Наносит ⚔️ {Damage that user has given} урона

👤 {Opponent of user}
└◁ 〖 ❤️ {Total health level}〗 ➡️ 〖 💔 {Health level remaining of opponent}〗
➖➖➖➖➖
👤 {Opponent of user}
└◁ Наносит ⚔️ {Damage that opponent has given} урона

👨 {Current User}
└◁ 〖 ❤️ {Total health level}〗 ➡️ 〖 💔 {Health level remaining of user}〗

"

User can whether skip the fight, and know the result faster or manually attack his opponent. After a battle, the prizes are given if a user wins the battle (the prizes are in "осколки", amount of which is calculated according to the opponent's strength and should be from 1 to 10, 10 being the equally strong or stronger opponent), sample shows:

"

🏞️ 🌋 Сражение между игроками {Current User} и {Opponent of user} (link)

🏞️ Поражение... 🏞️ (shows only if user loses the fight, otherwise it shows " ✨ Победа! ✨ ")

👤 {Opponent of user}
└◁ Наносит ⚔️ {Amount of damage dealed} урона

👨 {Current User}
└◁ 〖 💔 {Amount of damage received}〗 ➡️ 〖 ☠️ 0〗

🗡️ Всего урона: {Damage that user has given}
🦴 Урон противника: {Damage that opponent has given}
⛩️ Всего раундов: {Number of rounds}

🌺 На этот раз без награды...

(Shows only if user loses the fight, otherwise it shows:

"

🌺 Держи свою награду за победу
+{Number of "осколки" for win} 🀄 осколка

")

"

"Команда" inline button is for choosing team members, the user may choose the team members (cards that have dropped) from the list of cards available to them. Configuration has 5 lots, the display text is:

"

🏕️ {Nickname that user has chosen}, чтобы собрать команду, жми на слоты ниже и выбирай карту

👊 Твоя команда
┏➤ {Arena team member card 1}("Пусто" for users that haven't set the team up yet)
┏➤ {Arena team member card 2}("Пусто" for users that haven't set the team up yet)
┏➤ {Arena team member card 3}("Пусто" for users that haven't set the team up yet)
┏➤ {Arena team member card 4}("Пусто" for users that haven't set the team up yet)
┏➤ {Arena team member card 5}("Пусто" for users that haven't set the team up yet)

"
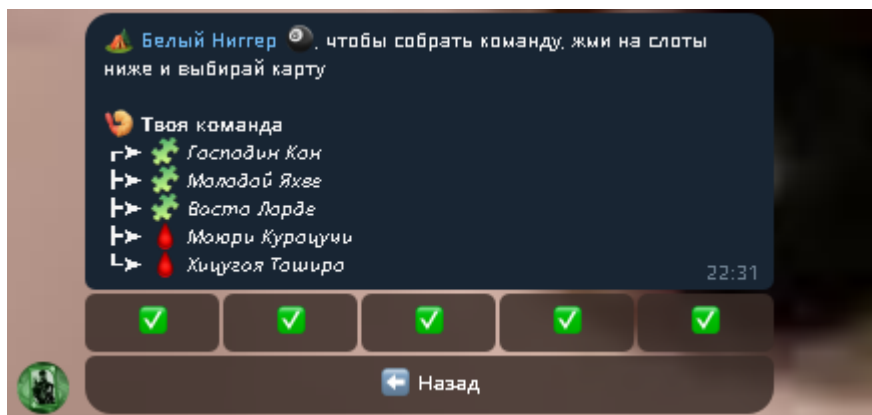
using the information, user can press on any of the inline buttons (which represent the lots with respect to their numbers), another menu will appear and the cards will be shown, from which the user is supposed to choose team members, it has hand down inline button, to scroll the cards list:

"

🎴 {Nickname that user has chosen}, выбери карту
━ ━ ━ ━ ━ ━
🏠 Выбран слот номер ➡️ {Slot number that has been selected}

📄 Страница {Page number} из {Total number of pages, which depends on the number of card drops unlocked}

"

"Статистика" inline button, is to show the stats and history of fights of selected user, showing each fight. It shows:

"

📊 {Nickname that user has chosen}, вот твоя статистика сражений

📋 За этот сезон
━ ━ ━ ━ ━ ━
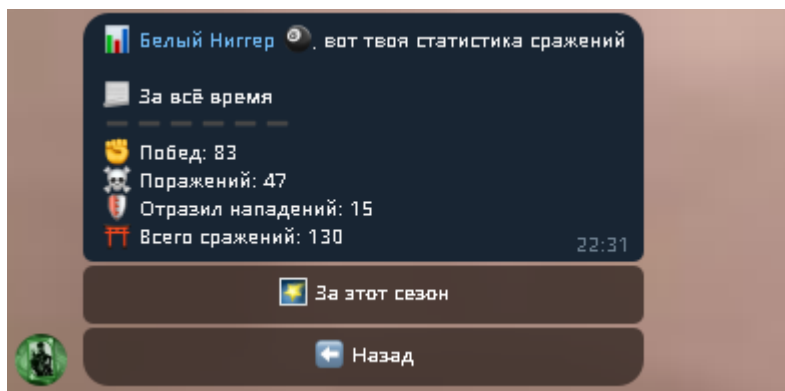✊ Побед: {Number of wins}
☠️ Поражений: {Number of loses}
🛡️ Отразил нападений: {Number of attacks survived}
⛩️ Всего сражений: {Total number of fights = Number of wins + Number of loses}

",

aside from that, it displays the inline button, "За всё время", by clicking on which, the user can view the total stats of user's fights for lifetime ever before this time.

"Турнир" inline button shows the currently available tournaments among the users of the bot, if none (which is usually true), shows:

"

🏆 {Nickname that user has chosen}, турнир на данный момент не протекает. Ожидай начала следующего.

"

"Босс" is for fighting with the boss, if there's a boss event, users can fight with boss to earn some prizes, "крутки" as usual. The basic menu shows:

"

💺 {Nickname that user has chosen}, принимай участие в победе над мировым боссом и получай за это награды

☠️ Мировой босс побеждён (It appears when there's no boss.)
➖ ➖ ➖ ➖ ➖ ➖
❤️ ХП: 0
⚔️ Урон: 0

💈 Твоя статистика
┌🐌 Нападений: 0
├👑 Место в топе: {Top placing or rating}
└🪨 Нанёс урона: 0

🍈 Ожидай появления следующего мирового босса.

",

"Сразиться" button in this section is identical to "Найти противника" button in Arena, the only difference is that it creates a fight with game boss. "Топ" inline button, is also identical to "Топ Арены" button from the ratings page. It sorts the users with the most number of wins in boss, and

displays the top. "Награды" button, is to show the amount of "крутки" or "круток" to be gained by participating in this challenge:

"

🪙 {Nickname that user has chosen}, занимай место в топе по урону и получай за это награду.
▬ ▬ ▬ ▬ ▬ ▬
• 1-10 места - {Number specified by admins} круток
• 11-50 места - {Number specified by admins} круток
• 51-150 места - {Number specified by admins} круток
• 151-500 места - {Number specified by admins} круток
• За участие - {Number specified by admins} крутки
▬ ▬ ▬ ▬ ▬ ▬
⚡ Награды будут начислены, как только мировой босс будет побеждён.

"

Задания

This section displays everyday challenges and tasks (that were created by admins and chosen at random for certain day) are shown, it shows the progress of each challenge and time left for this combo to expire:

"

🌙 {Nickname that user has chosen}, вот твои ежедневные задания

1️⃣ {Task 1}
☁️ Прогресс: 0 из 1

🌟 Выполни все задания и получи в награду 10 🀄 осколков

🕐 До обновления: {Time left for next combo of tasks}.
📄 За каждое выполненное задание ты получишь награду 5 🀄 осколков

",

the completion of the tasks are checked automatically and the bot automatically redeems the prizes, as soon as user is done with certain challenge or task.
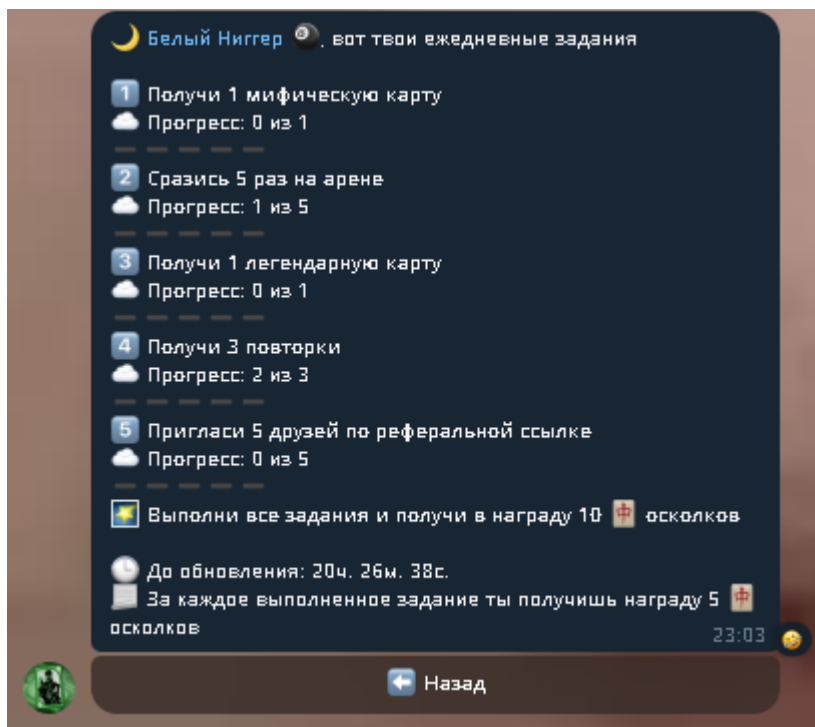
Рефералка

Referral program page, which is to monitor the number and status of referrals, it displays the number of referrals invited to bot, personal referral link of user, the "крутки" earned from referrals.

"

🔗 {Nickname that user has chosen}, приводи друзей в игру по своей ссылке и получай за это приятные бонусы

🌅 За каждых трёх приведённых друзей ты получишь 1 попытку

🍙 Привёл игроков: {Number of people invited to bot}
🪄 Получил попыток: {Number of "крутки" earned from referral programme}
⏳ До обновления: ✅
🤝 Твоя ссылка: https://t.me/aniversecard_bot?start={userID}

📪 Такой возможностью можно воспользоваться не больше одного раза в сутки

"
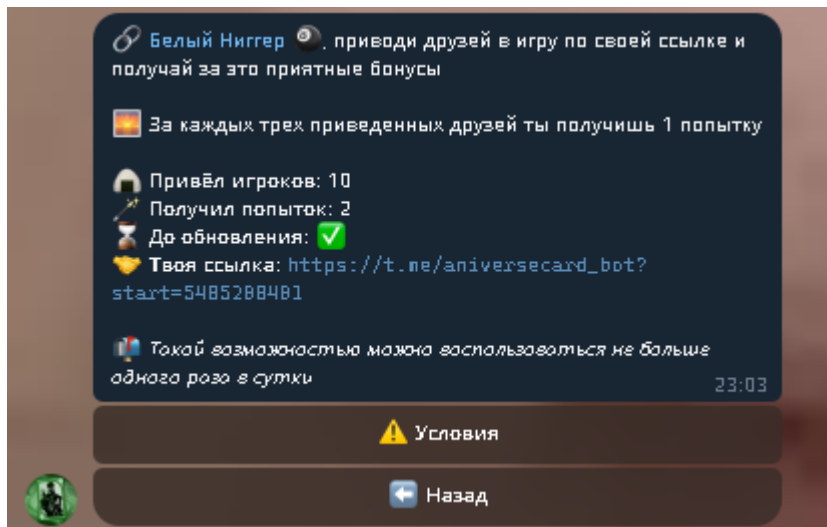
The "Условия" button, shows another page, menu that shows the terms of using the referral programme:

"

🔗 {Nickname that user has chosen}, чтобы реферал засчитался, должны быть выполнены следующие условия

👾 Игрок, которого ты приглашаешь:
➕ Не играл в бота раньше
➕ Получил 2 или более карт
➕ Не является ничьим другим рефералом

‼️ Также важно: Если ты уже пригласил за сутки 3 рефералов и получил крутку, то последующие рефералы не будут учитываться. Для дальнейшего приведения рефералов дождись обновления суток.

"

Сменить вселенную

This section shows the options for changing the current verse/anime universe, it shows the list of available anime from list.

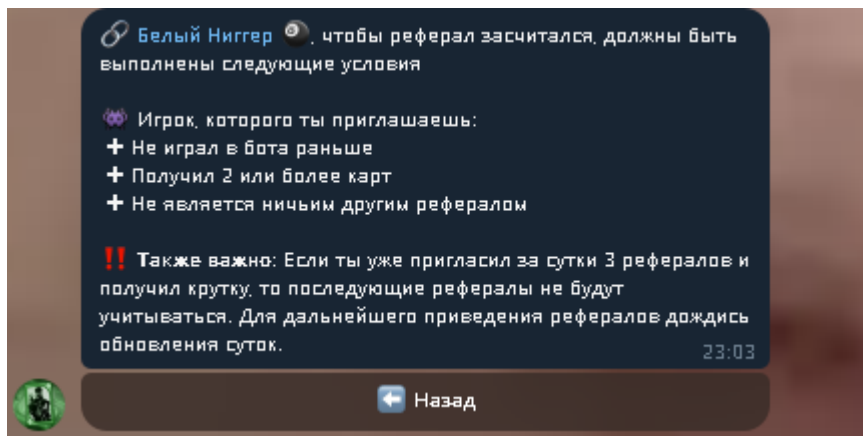When user presses on any of the anime listed, it shows the options, whether to sacrifice all the cards/achievement and stats in this verse and switch to next verse, or to save all the achievement and progress for 30000 "коины", the local currency of the bot. The text includes:

"

🌱 {Nickname that user has chosen}, ты можешь сохранить свой прогресс в этой вселенной за 30000 🪙 коинов.

‼️ Или же сменить вселенную бесплатно, но при этом все твои карточки и очки будут обнулены.

"
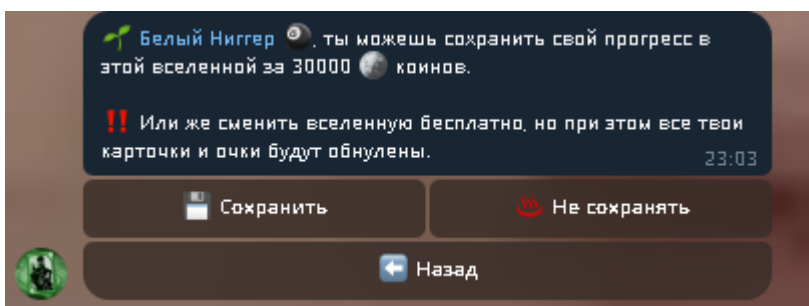
Бонусы за крутки

The last part of the menu, "Бонусы за крутки" is the part, where user can loot free "крутки" and "осколки" for their acitivity, meaning, certain number are set as achievement/task, and whenever user unlocks that number of cards, they can redeem the prize for it:

"

💖 {Nickname that user has chosen}, получай карты и получай за это награды.

✅ Получено 10 из 10
🫀 Награда: 5 🃏

✅ Получено 50 из 50
🫀 Награда: 10 🃏

✅ Получено 100 из 100
🫀 Награда: 15 🃏

❌ Получено 173 из 350
🫀 Награда: 20 🃏 + 50 🀄

❌ Получено 173 из 500
🫀 Награда: 50 🃏 + 300 🀄

❌ Получено 173 из 1000
🫀 Награда: 100 🃏 + 1000 🀄

❌ Получено 173 из 5000
🫀 Награда: 300 🃏 + 5000 🀄

",

"Забрать награду" inline button, redeems all the achieved tasks in this section.

⚙️ Настройки

When "⚙️ Настройки" has been pressed by user, it shows the account settings for user, including all the data of user and help commands:

📇 Твой ник: {Nickname that user has chosen}
🆔 Твой айди: {Unique in game user ID, which consists of 10 characters}
🎰 Количество круток: {available number of крутки - drop chances (if user has 10 круток, he will
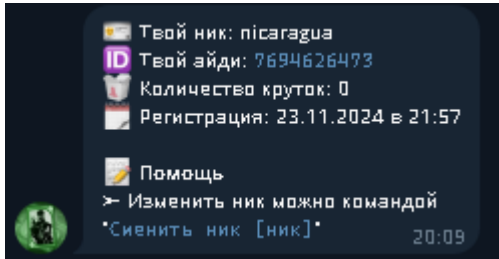
be able to unlock 10 cards without having to wait for extra 4 hours.) }

ℹ️ Регистрация: {registration date in mm.dd.yyyy format} в {registration time in 24h format}

📝 Помощь
➢ Изменить ник можно командой
"Сменить ник [ник]"

In-game events

There are 3 main in-game events that can happen, game season, "Mythic" day, Boss fights.

Game season

Every 30 days (usually every start of the month) the game season resets and all the stats are reset too.

"Mythic" day

A day chosen by developers/admins/moderators in which the percent of "Mythic card" drop is slightly increased, which means users will have more chances to get a card with "Mythic" rarity. The main purpose of this kind of day is to attract more investment in game/donations which is essential to get card drop chance and the second main purpose is to attract more people playing the game.

Boss fights

Every user is able to fight in arena, and of course they can fight against the boss (who will have insane amount of attack and health) which is added once in a season or none per season. The players are able to gain certain amount of extra КРУТКИ (the in-game card drop chance spins) or ОСКОЛКИ (the in-game craft material, 10 of which will be able to craft 1 крутка).

Extra features

Administration

The admins/moderators have to be able to be added (functional to add admins or moderators). And the admins have to be able to manage:

Users

The user management is essential in every bot, the admins should be able to block the user, for certain amount of time or forever, aside from that the admins have to be able to promote the active users into moderators/admins role.

Donations/In-game purchases

In-game purchases are crucial, as they can be used to accelerate the process of earning/gaining card drops, there are several subscription plans/purchase options:

- **Aniverse Pass** - Allows user to open card drops every 3 hours, instead of 4. Sends notifications when "крутка" wate time is over. Also makes the arena fighting available every 1 hour, instead of 2, additionally sends notifications when the arena fight time is over. It can be extended, even before the end of this subscription.
- **Крутка** - users are able to redeem another card unlock every 4 hours (or 3 hours with Aniverse Pass), but that is not enough and they can buy "крутка" to unlock a lot more cards. There are several quantities of **крутка** purchases, 5,10,30,60.

Moderators have to be able to add/remove those in-game purchase options from users, adding "крутка" chance and Aniverse Pass subscription is the main task of the moderators.

Seasons/Mythic Days/Boss/Events

Any kind of in-game event is scheduled by moderators and administrators, it can include mythic day, boss fight event, season change or any other event (e.g. Extra discount for holidays like New Year) that is ongoing in bot.

Group chat integration

The users have to be able to add the bot to groups or chats, so that they can interact with bot right from their chat with friends and etc. The bot should be able to handle the sent messages in chat, and respond to them.