



racing

NFT GAME STORES <https://vracing.io>
PLAY TO EARN

INTRODUCTION

V Racing is a revolutionary a web based NFT roleplaying game launched on the Binance Smart Chain. CarHookOnline mission is to provide a fun and profitable experience for our players, to create a healthy and excited community around blockchain gaming and build an ecosystem of Play to Earn systems to meet the needs of all gamers around the world.



PURPOSE OF THIS PAGE

The intention of this paper is not to be a deep technical dive, but rather an overview of the existing gameplay and a vision of the future V Racing. This includes gameplay details, information on NFTs, the games economy, specifically tokenomics, and how the Binance Smart Chain can enhance and provide a rewarding experience to the end user. This is a living document and the team holds all rights to make adjustment as seen fit.

MIN TO PLAY

V Racing is a web-based game application. The user will need to have access to the internet to play the game. All gameplay happens on <https://vracing.io/>. Vracing contracts are deployed on the Binance Smart Chain. The player will need to have a nominal amount of BNB cryptocurrency to pay for transactional gas fees. They will need to have a wallet (i.e. Metamask, Trust, Coin98) which can store the BNB cryptocurrency and which can also store the HOOK token. The player will need to setup their Metamask wallet to the Binance Smart Chain network.



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MARKET

V Racing is first and foremost a blockchain game – which means that the players own their minted NFTs (Cars and Accessories). The right to sell and trade is wholly owned by the player. V Racing implemented a market to make this process trustless. The player can search Cars and Accessories that have been listed by other players, as well as list their own Cars and Accessories. There is a small buyer fee added to each transaction.

FARM & STAKING

You can also farm your CAR earnings and receive additional VRC as a reward. LP as VRC/BUDT, VRC/BNB

Staking in the VRC exchange is stable passive income without trading risks. Staking is a financial incentive for first VRC users from the exchange. Currently the yield is high in marketing purposes, but it will decline on a quarterly basis (which will not effect the past income). Therefore, the sooner you start - the greater the percentage of profit you can earn with staking.

GAME

I. CARS

Each User is entitled to Buy many different Cars. Each car worth \$100 is calculated in VRC Token. Cars are randomly distributed to the User with an average score of 500 (including: Speed, Acceleration, Handling and Nitro). Each User is required to buy at least 1 car to play in the game.



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II. ACCSSORYS

There are 5 different types of car accessories: 4 car attachments and 1 racing time accessory. Each accessory gives 3 different ranks from 1 to 3 Stars. The higher the Star, the higher the score. Accessories added to the car will help the car run faster and get more rewards. Accessories are traded Buy and Sell on the NFT Market.

- SPEED
- ACCELERACTION
- HANDLING
- NITRO
- TIME

III. RACE

• Race with Boss: Every 120 minutes you will be able to race with Boss 1 time, 1 day you will have 12 races, each race when you Win will receive 10 EXP and rewards. If the race time runs out, you can buy more TIME accessories on the market.

• Race with other: You can race with 1 other person, before racing you have to bet a certain amount of HOOK Tokens, when you win you will get 95% and when you lose you will lose all the tokens you have set.

• Race the tour: Every week there will be 1-2 tournaments, Top 100 winners will receive a lot of rewards in Tokens and Accessories.



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GALLERY



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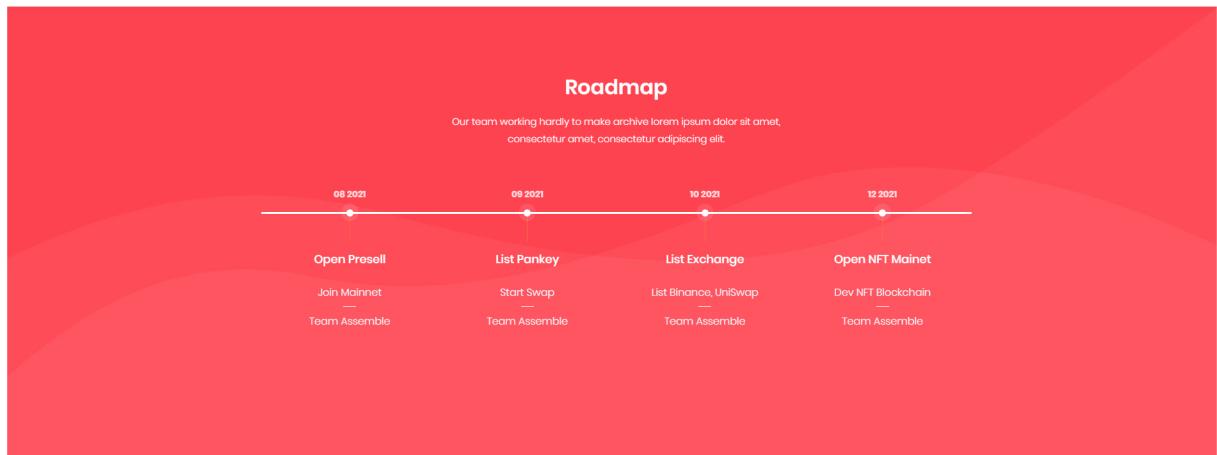


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VRC serves as the native game currency for V Racing. Players leverage VRC to acquire Cars, forge and reforge Accessories, and to buy and sell on the V Racing Marketplace. The max supply of VRC (210.000.000) is designated as follows:

- Airdrop – 5%
- Presale – 15%
- IDO – 15%
- Gameplay Incentives – 30%
- Farm – 20%
- Marketing – 5%
- Development – 10% (Lock 1 year)

CAR LEVELS

Level	EXP	Level	EXP	Level	EXP	Level	EXP
2	110	13	1320	24	2530	35	3740
3	220	14	1430	25	2640	36	3850
4	330	15	1540	26	2750	37	3960
5	440	16	1650	27	2860	38	4070
6	550	17	1760	28	2970	39	4180
7	660	18	1870	29	3080	40	4290
8	770	19	1980	30	3190	41	4400
9	880	20	2090	31	3300	42	4510
10	990	21	2200	32	3410	43	4620
11	1100	22	2310	33	3520	44	4730
12	1210	23	2420	34	3630	45	4840



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