

# **CRYPTO CAR**

HTTP://CRYPTOCAR.CC

NFT GAME PLAY TO EARN ON THE BSC

### INTRODUCTION

CryptoCar a revolutionary a web based NFT roleplaying game launched on the Binance Smart Chain and brought to existence by the talented group of Sport Games. The core of the game revolves around rewarding players with CAR tokens after winning the boss and entering the tournament. They can also farm their CAR earnings and receive additional CAR as a reward.

### **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 CryptoCar. This includes gameplay details, information on NFTs, the games economy, specifically tokenonics, 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.

### MINT TO PLAY

CryptoCar a web-based game application. The user will need to have access to the internet to play the game. All gameplay happens on https://app.cryptocars.io/.

CryptoCar's 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 CAR token. The player will need to setup their Metamask wallet to the Binance Smart Chain network. They will need to secure, at a minimum, 100\$ = CAR token to start the game. The CAR token can be swapped on Pancakeswap, pairing with BNB.

### **GAMEPLAY**

### I. CARS

Each User is entitled to Buy many different Cars. Each car worth \$100 is calculated in CAR 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.









#### 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. One accessory is equipped for up to 50 races, after 50 races the accessory will be burned. 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 CAR 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.

### REWARD

Players receive three types of rewards as they race to win

- Race with Boss: Reward = 0.5\$\*TotalPoint/500 per Race.
- Race PvP: Reward 95%
- Race the Tour: Reward Top 100.

### MARKET

CryptoCar first and foremost a blockchain game – which means that the players own their minted NFTs (Cars and Accessorys). The right to sell and trade is wholly owned by the player. CryptoCar implemented a market to make this process









trustless. The player can search Cars and Accessorys that have been listed by other players, as well as list their own Cars and Accessorys. There is a small buyer fee added to each transaction.

### **FARM**

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

### **TOKENOMICS**

CAR serves as the native game currency for CryptoCars. Players leverage CAR to acquire Cars, forge and reforge Accessorys, and to buy and sell on the CryptoCar Marketplace.

The max supply of CAR (1.000.000) is designated as follows:

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

## **CAR LEVELS**

Level	EXP	Level	EXP	Level	EXP	Level	EXP
2	120	13	1440	24	2760	35	4080
3	240	14	1560	25	2880	36	4200
4	360	15	1680	26	3000	37	4320
5	480	16	1800	27	3120	38	4440
6	600	17	1920	28	3240	39	4560
7	720	18	2040	29	3360	40	4680
8	840	19	2160	30	3480	41	4800
9	960	20	2280	31	3600	42	4920
10	1080	21	2400	32	3720	43	5040
11	1200	22	2520	33	3840	44	5160
12	1320	23	2640	34	3960	45	5280

















4