



**NBM**

NFT BATTLE MINERS

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# WELCOME TO THE “NFT BATTLE MINERS” PROJECT!

This year has been a wild ride for the NFT metaverse, blockchain and gaming industry. Plenty of projects have sprung up, some seeing a meteoric rise, and others not quite holding their ground. Our team has been observing many interesting projects in blockchain gaming, and doing so, have been able to gather the best and most interesting features to incorporate into our project as well as looking into avoiding potential pitfalls.

By combining these perks, and using a problem-solving approach has allowed us to leave out the more mundane aspects of gameplay. Combining the innovative and creative ideas of our gaming team, we are now proud to present to you, our “NFT Battle Miners” project.

You might be thinking to yourself, what is “NFT Battle Miners”? How is it different to any of the NFT based games out there?

Currently many games on the market are focused on staking NFTs to be able to receive mining rewards or in game tokens. Users need to regularly log into the platform to collect rewards or in some cases it is totally passive and requires no input from the player. These options are not only bland but simply tedious from a gaming aspect.



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On the other hand you can find card games that are 99% based on active gameplay. NFT Battle Miners combines both aspects, and provides players with multiple earning pathways:

- 01 ACTIVE** - path through the card game - we are aiming to create an active card game full of competitions and tournaments. Perfect for hardcore gamers.
- 02 PASSIVE** - path through mining - users will be able to stake their NFT cards and earn passive income by mining. Each land card will have set off values that will determine profitability and compatibility with other cards. Additionally users will need land keys to be able to mine.
- 03 TRADING** - We will focus on strict control of released assets to protect balanced tokenomics. This will be beneficial for the secondary market trades in the short and long run. We have multiple measures that will help us to stay on track with our goals.



## BY ANALYSING SOME ISSUES FROM OTHER PROJECTS WE PICKED THE TWO MOST IMPORTANT SOLUTIONS:

As most of the mining focused projects are fighting a battle against mining bots, quite unsuccessfully we will implement a concept of land keys. Without owning those land keys users wont be able to mine. If you've been active around the NFT world lately, you must have noticed the issues experienced in most of the drops. It seems that drops are bought by buying bots that are faster than any regular user can ever be and this is destroying the user experience and disrupting "fair play".

### To fight this issue we will implement following measures:

Drops: only for whitelisted active community. Sales in stages:

- first stage will be exclusively for "investors"
- second stage will be exclusively for "whitelisted members"
- third stage will be exclusively for "Web subscribers"
- fourth stage will be a public sale

By using the concept of stages for the drops, the main problems will be eliminated AND our most dedicated users will have a chance to be rewarded by getting priority purchase rights. Our card based game will contain cards separated in different categories. Each of the cards will have a set of stats for battle and for mining.



# WE ARE LOOKING FORWARD TO PRESENT YOU WITH MORE JUICY DETAILS ALONG THE WAY ON OUR ROADMAP!

Q2 2021	■	May-July - Developing game concept / design / website June - Company incorporation
Q3 2021	■	July - Growing community August - Setting up the project and working on whitelisting on Atomic Hub August - September - Promo period
Q4 2021	■	October - Packs sale / Land keys October - Mining / Cards upgrade / Fusing release December - PVP beta release
Q1 2022	■	January - PVP full release March - Metaverse release

This roadmap is dynamic and will be constantly updated as new development comes in.

## Our commitment to the community:

We believe transparency and an active engagement with the player base community is an integral aspect for the development of a successful project. We are also open to suggestions and criticisms on improvements that can be implemented to get a better gaming experience for everyone!



# WE WOULD ALSO LIKE TO PRESENT YOU SOME MORE DETAILS ON COLLECTIONS, CARDS AND OTHER ASPECTS OF THE GAME:

## 1. "PROMO PERIOD"

"Promo Period" started on the 1st of August and will last until the end of September. In this period we will release Promo stickers and a Promo collection. During this period our main points of focus are:

- whitelisting on Atomic Hub
- revealing "Promo collection"
- growing community
- developing game

### 1.1. Promo stickers

Promo stickers are part of our "promosticker" collection. At the end of the "Promo Period" there will be a burning event (blend mechanism on neftyblocks.com) in which owners of "promostickers" will be able to burn them and get "1x Promo collection Active Card Pack" in return containing 1X random "Active card". Random refers literally to the random level and random grade of a random "Active card" from the "Promo collection".



Please keep in mind that burning your stickers before this event will only destroy your sticker. Also keep in mind that after the "Burning event" finishes, if you haven't used the blending mechanism, there won't be another opportunity to do so. Some users might decide to keep them as a souvenir from the very beginning of this journey instead of burning, and that's also cool!

## 1.2. Promo collection

Promo collection will have at least 30 cards. Active cards from the "Promo collection" won't have a Max supply, but will have a limited circulation of 1000 at any given time! Once 1000 of certain cards are in circulation, they won't be dropping any more until being used for levelling up or upgrading! Once used for leveling up or upgrading, they will leave space for new ones to be dropped!

The NFT cards from that collection will have special "promo" abilities such as:

- holders of those cards will be receiving air drops during "promo period"
- holders of those cards will have access to additional weekly free drops
- holders of at least 10 NBM PROMO cards will be able to apply and receive special "Investor" role

## 1.3. Investor role

At the end of the promo period each Investor (every holder of 10+ Active Cards from "Promo Collection") will receive an access to the 1st wave of pack-sales. This way "Promostickers" holders will also be eligible for the "Investor role" by being able to burn those and receive Packs containing "Active cards" - and then open them and be able to apply for an Investor role.





## 1.4. Promo packs

Every Promo collection Active Card Pack will contain 1 random Active card from the Promo collection, except those that have a circulation limit reached at the time of the pack opening(during opening process players will be able to see each card's current circulation).

Rarity and levels chances are:

Level	rarity
Level 1 - 45%	common - 65%
Level 2 - 25%	rare - 28.9%
Level 3 - 15%	epic - 5%
Level 4 - 10%	legendary - 1%
Level 5 - 5%	ultimate - 0.1%



## 2. EVERY NFT CARD WILL BE EITHER:

### **Active card**

Those will be used for PVP battles and mining. Active cards won't have a Max supply, but will have a limited circulation at any given time based on an algorithm that we have predetermined (based on active player base)

Perks:

- Scalable when we see a huge influx of players.
- Market never being oversupplied, and yet limited enough to encourage players to trade more if they want to upgrade a specific card!

### **Land card**

Key cards that will give access to mining game resources and new NFTs.

### **Construction card**

These type of cards will be used in combination with "Land cards" to increase their statistics.



## 2.1. Statistical values of “Active cards” will be:

<b>Level (L)</b>	1-5
<b>Grade (G)</b>	rarity grade (common - ultimate)
<b>Energy (E)</b>	energy cost for playing this card in a PVP battle
<b>Power (P)</b>	damage value in PVP battle
<b>Resource mining (RM)</b>	multiplier that determines a resource mining boost
<b>NFT mining (NM)</b>	multiplier that determines an NFT mining boost

- Some cards will have unique skills used for PVP battles and/or mining.



## 2.2. Statistical values of “Land cards” will be:

<b>Level (L)</b>	1-5
<b>Grade (G)</b>	rarity grade (common - ultimate)
<b>Resources</b>	which resources can be mined on that “Land card” Size - Number of slots for “Active cards” that could mine on it at the same time and/or slots for “Construction cards”
<b>Size</b>	amount of “Active cards” and “Construction cards” that can be used on the “Land card” at the same time
<b>Resource multiplier (RMM)</b>	basic value revealing how efficiently resources can be mined on that “Land card”
<b>NFT multiplier (NMM)</b>	basic value revealing the probability of mining NFT-s on that “Land card”
<b>Limits</b>	some “Land cards” will be limited, to be mined only by specific “Active cards”, and / or collections or will be limited depending on what type of “Construction cards” can be used on them



## 2.3. Statistical values of “Construction cards” will be:

<b>Level (L)</b>	1-5
<b>Grade (G)</b>	rarity grade (common - ultimate)
<b>Resources</b>	what type of resources can be mined with that “Construction card”. Size - indicates the size of certain construction card
<b>Size</b>	the boost certain card is adding to the “Land card” on the matter of its size when combined
<b>Resource multiplier (RMM)</b>	basic value revealing what boost will be applied on the “Land Card” regarding mining resources when combined
<b>NFT multiplier (NMM)</b>	basic value revealing what boost will be applied on the “Land Card” regarding mining
<b>NFT-s</b>	when combined

## 2.4. Grades of cards:

- Common
- Rare
- Epic
- Legendary
- Ultimate



### 3. MINING PROCESS:

Mining will be happening automatically, as long as the requirements are met. Once per hour each mine will generate a set amount of resources and trigger checks for possible NFT-s being mined.

Users wont need to pick up mining rewards every hour, but whenever they feel like doing so. Bear in mind that “Active cards” used for mining will be locked from taking part in PVP battles and will be subject to a cool-down period after being removed from active mining.

### 4. CRYPTO RESOURCES THAT WILL BE USED IN GAME AND RELEASED ON “ALCOR” WITH THEIR USE CASES:

- **FUSIUM** - Fusing cards: “Random” or “Predefined”
- **CONSTRUCTIUM** - “Construction cards” levelling up & upgrades
- **MINIUM** - “Land cards” levelling up & upgrades
- **ACTIUM** - “Active cards” levelling up & upgrades



## 5. FUSIUM

Fusium will be used for card fusion (level 5 cards can be fused into higher grade cards, which, logically are more powerful and profitable in mining).

There will be two types of fusing recipes: predefined and random.

### Predefined Fusion

Predefined Fusion - recipe that needs specific set of cards, example: to get "Battle Mining Tank" card - user would need to burn 3 cards from "Battle" collection and 3 cards from "Mining" collection with the cost of Fusium equal to  $3000 * \text{amount of burned cards} * \text{rarity multiplier}(1-5)$

Burning:

- Common Fighter - Common Fighter / Common Tank
- Common Gnome miner
- Common Human miner
- Common Stone melter
- $\text{Fusium cost} = 3000 * 6(\text{amount of cards}) * \text{rarity}(1-5; \text{common} = 1) = 18000$
- New card will be Rare "Battle Mining Tank"



## Random Fusion

Fuse any given 6 cards of the same rarity and receive a random higher rarity card from used, 3 times cheaper than Predefined Fusion, example:

Burning:

- Common Fighter - Common Fighter / Common Tank
- Common Gnome miner
- Common Human miner
- Common Stone melter
- Fusion cost =  $1000 * 6(\text{amount of cards}) * \text{rarity}(1-5, \text{common} - 1) = 6000$

New card will be a random rare card from a set:

- Rare Fighter (33.3% chance) / Common Tank (16.6% chance)
- Rare Gnome miner (16.6% chance)
- Rare Human miner (16.6% chance)
- Rare Stone melter (16.6% chance)





## 5.1. ACTIUM / MINIMUM / CONSTRUCTION USE

Every card in the game will have 5 possible levels at each grade, with each level up, cards will have some statistical values increased and might gain additional skills.

### Levelling up logic:

To level up a card - player will need to collect a set amount of same cards:

- 1st level card to 2nd level card - need 2 same cards of the 1st level
- 2nd level card to 3rd level card - need 3 same cards of the 2nd level
- 3rd level card to 4th level card - need 4 same cards of the 3rd level
- 4th level card to 5th level card - need 5 same cards of the 4th level

Additionally each level up will cost a set amount of tokens (depends on a card type) totalling:  $1000 * \text{amount of cards used} * \text{rarity multiplier}(1 - 5)$ .

- 5th level card - contains 120 1st level cards + 205,000 tokens \* RM(rarity multiplier) in total
- 4th level card - contains 24 1st level cards + 40,000 tokens \* RM in total
- 3rd level card - contains 6 1st level cards + 9,000 tokens \* RM in total
- 2nd level card - contains 2 1st level cards + 2,000 tokens \* RM in total



## 6. WAYS OF DEPLOYING NFT-S:

- Free drops
- Sales
- NFT mining
- NFT fusing (burning low grade cards to attempt getting higher grade cards)

## 7. MINING

Mining process happens without user interaction, all that users have to do is to apply active cards to the mine. Active cards that are mining will be locked from taking part in active battles. Once per hour, each mine will generate set amount of resources or trigger checks for possible nft mined.

Users will be able to claim those resources and nft when they need them. NFTs that will get mined can be of any level and grade, though logically with considerably lower possibility to get stronger cards. Algorithm will be publicly available soon.

Active cards can be used either in battles(pvp) or in mining. If a card is used in mining(sent to mine) - the card will have a 24h cool-down period that restricts using the card in pvp battle.

Each user will have a limit of active land keys which can be used simultaneously, as well as being able to upgrade their limits, up to the maximum amount, with the use of Minimum tokens.



At the start users will have 6 slots for land keys, prices for additional slots will be announced later. Land key cards will have one or more resources that can be mined on it, also each land key will have an nft mining multiplier.

In game, there will be a variety of constructions that can add additional slots or/and multipliers to mining.

## Mining process:

Fuse any given 6 cards of the same rarity and receive a random higher rarity card from used, 3 times cheaper than Predefined Fusion, example:

- add land key to the slot, this action reveals the land key slots
- add construction cards into land slot, which will add or reduce the total amount of land slots *\*optional*
- add active cards into land slots
- select mining resource or nft
- activate mining operation(locks active cards from being used in pvp)

## 7.1 Mining examples:

- RM - active card resource mining parameter
- RMM - land/construction card resource mining multiplier



## Starter example

- LAND KEY: level 1 - Common grade - 5 MMR
- ACTIVE CARDS: 5 RM / 4 M / 6 M
- TOTALLY:  $(6+5+4) \text{ RM} * 5 \text{ MMR} = 75 \text{ resource / hour} = 1800 \text{ token/day}$

## Medium example with 1 building

- LAND KEY: LEVEL 5 - EPIC GRADE - 12 MMR
- CONSTRUCTION: FABRIC: +2 MINING SLOTS, +3 MMR
- ACTIVE CARDS: 5 RM / 4 RM / 6 RM / 5 RM / 5 RM
- TOTALLY:  $(6+5+4+5+5) \text{ RM} * (12 \text{ MMR} + 3 \text{ MMR}) = 375 \text{ RESOURCE / HOUR} = 9,000 \text{ TOKEN/DAY}$

## Top grade example with 3 buildings

- LAND KEY: LEVEL 5 - EPIC GRADE 5 - 30 MMR
- FABRIC: +3 MINING SLOTS, +5 MMR
- FABRIC: +3 MINING SLOTS, +5 MMR
- FABRIC: +3 MINING SLOTS, +5 MMR
- CARDS: 12 R / 12R / 12R / 12R / 12R / 12R / 12R / 12R / 12R / 12R / 12R / 12R
- TOTALLY:  $(12 \text{ RM} * 12(\text{CARDS})) * (30 \text{ MMR} + 15 \text{ MMR}) = 6480 \text{ RESOURCE / HOUR} = 155,520 \text{ TOKEN/DAY}$



## 7.2 NFT MINING EXAMPLE:

- NM - ACTIVE CARD NFT MINING PARAMETER
- NMM - LAND/CONSTRUCTION CARD NFT MINING MULTIPLIER
- CHANCE/HOUR - CHANCE TO GET A NEW NFT ONCE AN HOUR

### Starter example

- LAND KEY: LEVEL 1 - COMMON GRADE - 5 NMR
- ACTIVE CARDS: 5 RM / 4 M / 6 M
- TOTALLY:  $(6+5+4) \text{ NM} * 5 \text{ NMR} = 75/10000 = 0.75\% \text{ CHANCE/HOUR}$

### Top grade example with 3 buildings

- LAND KEY: LEVEL 5 - EPIC GRADE - 12 MMR
- CONSTRUCTION: FABRIC: +2 MINING SLOTS, +3 MMR
- ACTIVE CARDS: 5 RM / 4 RM / 6 RM / 5 RM / 5 RM
- TOTALLY:  $(6+5+4+5+5) \text{ RM} * (12 \text{ MMR} + 3 \text{ MMR}) = 375/10000 = 3.75\% \text{ CHANCE/HOUR}$



## Top grade example with 3 buildings

- LAND KEY: LEVEL 5 - EPIC GRADE 5 - 30 MMR
- FABRIC: +3 MINING SLOTS, +5 MMR
- FABRIC: +3 MINING SLOTS, +5 MMR
- FABRIC: +3 MINING SLOTS, +5 MMR
- CARDS: 12 R / 12R / 12R / 12R / 12R / 12R / 12R / 12R / 12R / 12R / 12R / 12R
- TOTALLY:  $(12 \text{ RM} * 12(\text{CARDS})) * (30 \text{ MMR} + 15 \text{ MMR}) = 6480/10000 = 64.8\% \text{ CHANCE/HOUR}$





**Yours sincerely, NBM team**

Disclaimer: This document is subject to change by the NBM team. With the team working on the project, updates and modifications will be included accordingly.