NEUROBORN CATS: THE GAME

Official White Paper
by Ooyoot & Bespredel

CONTENTS

INTRODUCTION

This is the official Neuroborn Cats: The Game White Paper. Neuroborn Cats: The Game is a browser PtE DAPP MMO NFT free-to-play game on WAX blockchain, developed by an independent design studio Ooyoot & Bespredel.

It should be considered a living document as it will continue to be updated regularly. Anything found in this document is subject to the possibility of change. However, we intend to keep the core roadmap and functions as stable as possible. As outlined herein, Ooyoor & Bespredel is committed to regular detailed updates that will include any changes to our roadmap, valuations, or gameplay functionality.

ABOUT OOYOOT & BESPREDEL

We are the team of Eastern Europe independent designers. We design clothes and accessories, create interior items, participate in various IT projects and gamify life around us. We feel optimistic about the future and we don't forget about the past to revive undeservedly forgotten concepts and give them new life. Of course, we couldn't get past the now-exploding amusing world of NFT art. One of our NFT projects is the Neuroborn Cats Metaverse. To create it, we have reinforced our team with game developers and specialists in the blockchain and cryptoindustry.

OUR MISSION

We like games, like to play and have fun playing the games. Most members of our creative team started their gaming trip with the third generation of consoles, on Atari and 8-bit games on Nintendo, played Sonic and Mortal Kombat on Sega Mega Drive and participated in local Tekken tournaments on PlayStation. The helicopter mission in GTA: Vice City made us crazy, we sat for hours in the Naxxramas dungeons in WoW Vanilla and, along with Geralt, empathized with the Red Baron from The Witcher 3.

We have played many MMO games, both good and bad, but they all have one problem - all the game with all in-game character items is completely owned by the developers and located on their servers. The player doesn't get anything from the game, he doesn't affect the development of the game and doesn't receive any practical benefit from the gameplay. We are confident that decentralized blockchain games can solve this problem.

Unfortunately, the current situation with blockchain gaming is depressing. They often use few game mechanics, moreover, rather primitive ones, while the interfaces of such games are sometimes unnecessarily complex. There are practically no games designed for an adult audience of 18+, without children's cartoon graphics, with a normal plot. There are a lot of projects that do not keep promises or even disappear after the first successful sales of their NFTs.

We want to contribute to rectifying this situation by creating a Play-to-Earn MMORPG with stable cryptonomics on an open blockchain, where players will freely sell NFTs in foreign markets, moreover, the gameplay will not consist of one "Mining" button. The game that does not require a powerful video card or fast internet, giving players not only passive income, but also a full gaming experience from many mechanics, a game that brings fun from playing it.

TECHNICAL SHEET

Developers: Ooyoot & Bespredel design studio
Target Audience: 18+
Number of players: 1 or more
Game release: 2022
Genre: Turn-based MMORPG browser game
Business model: Free to Play and Play to Earn
Audience Type: Casual, Mid-Core
Platforms: Chrome and Chromium-based browsers, Firefox, Safari. In the near future: Android, iOS
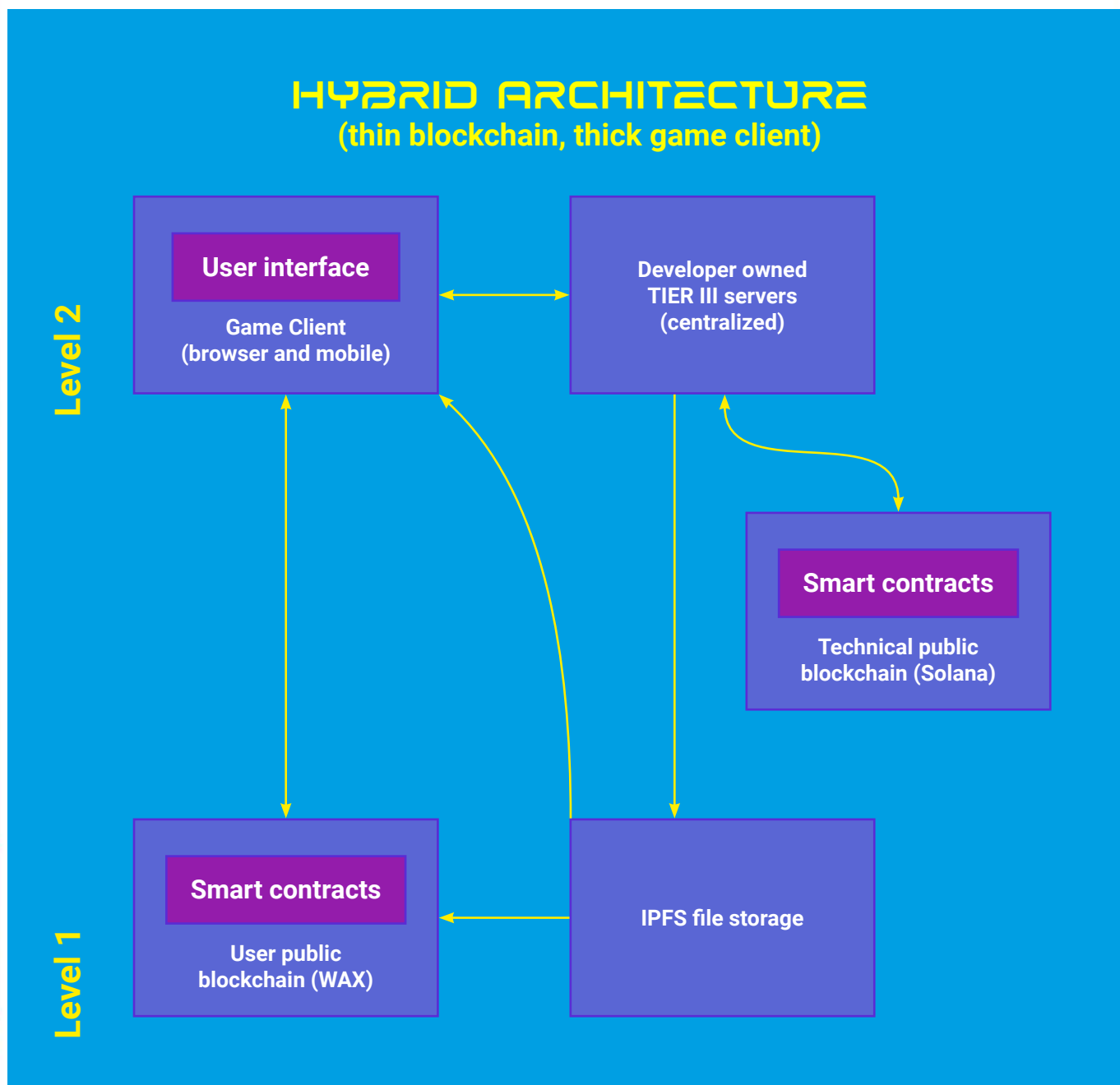
TERMS AND DEFINITIONS

Anchor Wallet	Free open source digital cryptocurrency wallet focused on security and privacy for all EOSIO-based networks.
DAO	Decentralized autonomous organization with a distributed control and decision-making system based on smart contracts.
DAPP	An application that runs on a decentralized computer system - for example, on a blockchain.
EOSIO	Blockchain with smart contract support for building decentralized applications. The blockchain is based on the EOS cryptocurrency.
FT	Fungible token.
MMO	Massively multiplayer online game.
NFT	Non-fungible token.
NKS	The symbol of the Nekas token, the game currency of Neuroborn Cats: The Game.
NPS	A non-player character that the player cannot control.
Play-to-Earn	"Play to make money" is a type of game that allow players to get real income from the gameplay.
PoS	"Proof of Stake". One of the most famous consensus algorithms in cryptocurrencies.
PVE	"Player versus Environment" is the player's in-game interactions with the computer-controlled environment.
PVP	"Player versus player" - in-game interactions between a player and other players (as a rule, various battles and competitions).
TGE	Token Generation Event. An event in which new tokens (usually on a smart contract platform) are created and distributed to the public.
WAX	Carbon neutral blockchain based on the Proof of Stake system.
WAX Cloud Wallet	Free cloud-based cryptocurrency wallet for working with tokens on the WAX blockchain.
Blend	The process of creating a new NFT by combining other exchangeable and non-fungible tokens.
Blockchain	A shared, immutable ledger for recording transactions, accounting for assets, and building trusts.
Whale	Large holder of digital assets.
Burning	The process of irreversibly destroying an NFT or cryptocurrency.
Staking	Storing NFT or FT on the Proof of Stake (PoS) algorithm for profit, game bonuses or the right to participate in the DAO.

ABOUT THE GAME

Neuroborn Cats is a browser PtE DAPP MMO NFT free-to-play game on WAX blockchain. The game has its own gaming crypto token Nekas (token symbol - NKS), which can be bought on crypto exchanges and earned in a variety of ways in the game. What is more, the game implies various NFTs as an important part of the gameplay (for example, weapons, tools, enterprises) and DAO management of the game's development.

The game involves many game mechanics for all types of players - single and group PVP battles, guilds and guild wars, exploration of the world around and PVE battles with game NPCs. Any player can also become a member of the DAO management of the game's development.

HYBRID ARCHITECTURE
(thin blockchain, thick game client)

Level 2

User interface

Game Client
(browser and mobile)

Developer owned
TIER III servers
(centralized)

Smart contracts

Technical public
blockchain (Solana)

Level 1

Smart contracts

User public
blockchain (WAX)

IPFS file storage

HIGH-LEVEL GAME ARCHITECTURE

In the picture above is a diagram of the high-level architecture of the game. It has five main elements:

1. The game client is a browser and (in the medium term) a mobile application for iOS and Android. Almost all player interaction with the game takes place inside the game client. The exception is transactions signed by the player on the blockchain. The browser-based game client does not require downloading and installation and is available immediately after registering in the game.

2. The backend of the game, which is located on the game developers servers. It stores worthless to the player various game elements and performs game operations that do not require writing to the blockchain. All data is securely protected and is located in the TIER III data center, data mirroring is carried out in another TIER III data center to ensure the safety of data and the performance of the game in any situation. We understand that this architectural solution does not make the game 100% decentralized, but we believe this option is a necessary compromise for a complex game with many game mechanics that significantly reduces the load on the blockchain. At the same time, such a scheme allows players to fully own and dispose of valuable in-game items at their own discretion.

3. A technical public blockchain is needed to store data that is meaningful to the player. It records all operations on the player's in-game account, battle logs and other data. The usage of such a technical blockchain can significantly reduce the load on the blockchain used by the player (WAX), which, in turn, eliminates the player's need to keep a lot of WAX in the CPU staking of his wallet and buy a large amount of RAM.

4. IPFS file storage is, in our opinion, a nec-essary element of a modern Play-to-Earn game. Decentralized storage is not owned by the game developers and is intended to store all game elements that are significant to players, such as NFTs or battle logs. IPFS storage reduces players' dependence on developers, guaranteeing them the safety of their valuable game elements even if the developers studio decides to fly to Mars together with Elon Musk.

5. The WAX blockchain is designed to transfer game NFTs and currencies to players, trade using game NFTs in the secondary market, and authorize in the game. The blockchain stores hashes of NFT files, battle logs and other valuable game elements located in the IPFS file storage.

GAME UNIVERSE DESCRIPTION

Somewhere in the parallel Blockchain universe, there is a planet called Gatia. It is home to an amazing race of intelligent cat-like creatures - the neuroborn Gatians. They are extremely curious explorers seeking to learn more about the world around them. Gatians are born artificially, while the appearance and character traits of the newborn are determined during the process of embryo growing and set by the special neural networks. These neural networks are revered by the low-educated part of the Gatians as gods.

There are no countries and nations on Gatia, the planet is governed by a single authority - the Planetary Council. The path to an unified government was long and difficult - through many local conflicts, several global epidemics, the threat of world hunger and global warming. However, the Gatians overcame these threats, and a relatively calm time came on the planet. Together, the scientists of the planet were able to overcome old age - from now on neurocats could die from injuries or diseases, but the aging process and its consequences were completely defeated.

Inspired by this victory, the Gatians began to

strive even more into space and conquered the space of their star system. A permanent base for extreme tourists was built on the satellite of Gatia, Ganymede, and the first small scientific colonies were founded on nearby planets. Autonomous factories, assembled in the orbits of the gas giants, began to bring colossal amounts of energy and resources necessary for the rapidly growing population of the planet.

Progress in cybernetics and biotechnology has made it possible to create gatoids - gathian-like robots empowered with an artificial consciousness, synthesized by neural network that is not inferior in complexity to the consciousness of living beings. Gatoids are stronger than their creators and more resistant to external influences (radiation, toxins, diseases), however, they have some artificial limitations in their intelligence and consciousness. Gatoids are widely used for space exploration, with their help the first alien living creatures were discovered - rather primitive animals, which, however, gave rise to a whole fashionable direction of pets and a surge of interest in xenobiology, genetics and the artificial construction of new animals. However, traces of any intelligent civilizations have not been found yet. The discovery of alien life both gave rise to new professions (for example, xenoethics, exobiology), and revived diplomacy, forgotten as unnecessary, and evolved into xenodiplomacy.


GATIOD

It seemed that the golden age of the Gatian civilization had come. But new problems and challenges were not long in coming. With the victory over old age came the explosive growth of megacities, turning the entire planet into one huge polycentric urban agglomeration, consisting of several giant hive cities, each of which is home to billions of neurocats. The planetary structure of the Gatians, an aristocratic transgatoistic techno meritocracy, was clearly not ready for such a population explosion. Social elevators have almost stopped working, it is almost impossible for neurocats from the very bottom to get out even to the level of the middle class. Meritocracy, after the victory over old age, gave rise to a problem — all top positions are permanently occupied by ageless experienced neurocats, which it became impossible to catch up and surpass for new generations of Gatians.

The disruption of the normal operation of social elevators and meritocracy has become the reason for the massive spread of various marginal semi-religious views among the new generations of Gatians. Many began to abandon education, considering it a waste of time, numerous street gangs and entire crime syndicates appeared in the slums of megacities, promising young Gatians to quickly achieve their desired place in life.

Radical communities, such as the anti-modernization sect, also arose. The members of the sect are sure that the transgatoistic desire to constantly improve oneself with implants and cybernetics is godless and contrary to the natural essence created by nature. But Death Cult reached the greatest fame. Its adherents are confident that the victory over old age leads to the degradation of civilization and gerontophilia in management. The Cult of Death is very popular among the poor and is extremely aggressive towards all long-livers and supporters of the ideas of transgatoism - the continuous improvement of neurocats' organisms with the help of all the achievements of science and technology.

DEATH CULT EMBLEM

FOOD EQUALITY
MOVEMENT POSTER
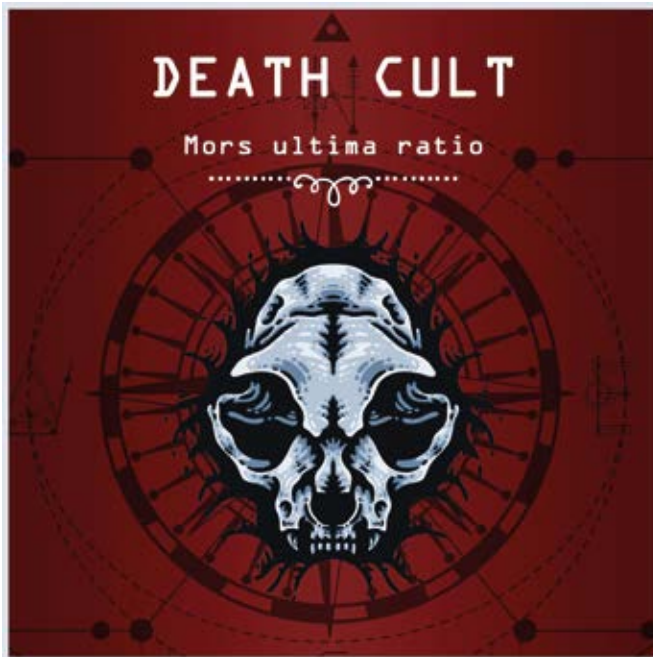
The division within society was reinforced by a planetary food policy lobbied by aristocratic houses. Hiding behind the noble goal of ridding the planet of the threat of world hunger, they managed to achieve the imposition of huge taxes and duties in the field of agriculture and agro-industry. As a result, most of the Gatians eat monotonous synthetic feed, and ruined farms and agricultural enterprises were bought by wealthy aristocrats for nothing. The habitual variety in food has now become the exclusive prerogative of the wealthy members of the Gatian society. An artificial shortage of food products has spawned a food equality protest movement. Supporters of the movement demand the cancellation of quotas on natural products manufacturing, require the ban on synthesized food and try to raise food and animals on their own, despite government bans. They include many talented growers, hydroponicists, aqua farm technicians and industrial fish culture engineers.

Of course, all this caused a sharp response from the most belligerent part of the planetary elites. The closed society called Total Equality which units many radical transgatoists appeared. Ardent supporters of the modernization of the body have money and access to all modern technologies, they are confident in the inferiority of simple neurocats. Members of society consider themselves as representatives of the new race of ultrahetmans, and all the others as inferior creatures.

The attitude of society towards gatoids was also divided. Most neurocats with a living standard below the average consider robots to be competitors for jobs, find the external physical perfection of gatoids and their invulnerability to diseases unfair, and openly dislike both gatoids and their creators. But, mainly among wealthy neurocats, there are also enough supporters of the integration of gatoids into society. As a rule, these are peace-minded transgatoists, lovers of using the latest advances in cybernetics and biomechanics to modernize the body. They regard gatoids as full-fledged members of society

and are fighting to empower robots with at least some rights.

The opponents of globalization have not gone anywhere either. Their symbol is the cyber community Freedom Gatia, a refuge for anarchists and libertarians who do not recognize the world government, who support the free sale of drugs and weapons and are involved in many criminal activities.

FREEDOM GATIA LOGO

The Gatia government understood that it would not be possible to cope with the growing crisis remaining within the boundaries of its home planet. Unfortunately, in the star system of neurocats, only Gatia was suitable for life. But the level of technological development made it possible to create the first prototypes of interstellar engines. With money from the remaining unnamed investors, the Waxship was built, a newest research ship capable of interstellar travel.

Waxship's flight, which begins in The Gathering episode, is the neurocat's first attempt to explore for expansion into nearby star systems. Will it be successful? Will it help to avoid a crisis on the home planet? All Gatia will be waiting for new discoveries from the heroes of space.

The game is set in Miwt, one of the metropolises of Gatia, shortly before the start of Waxship's first exploration mission. You start playing as an ordinary neurocat from the deep city slums. The world around you is harsh and dangerous, but full of opportunities, secrets and adventures. Will you be able to succeed and go all the way from the very bottom to participation in the colonization of the planets discovered by Waxship? Fight with other players in single and group battles, trade resources, unite in guilds, gangs and syndicates, complete quests, build your reputation with various factions — and earn real money!

GAME UNIVERSE DESCRIPTION

CHARACTER

To create a character, you need to log in to the game using the Anchor wallet or WAX Cloud Wallet. For your first time entering the game, you will be suggested to enter a unique name for the game character (you can change it during the game) and select gender (male, female or gatoid). From one wallet each player can create only one character, multiple accounting in the game is prohibited, and users with multiple accounts can be blocked.
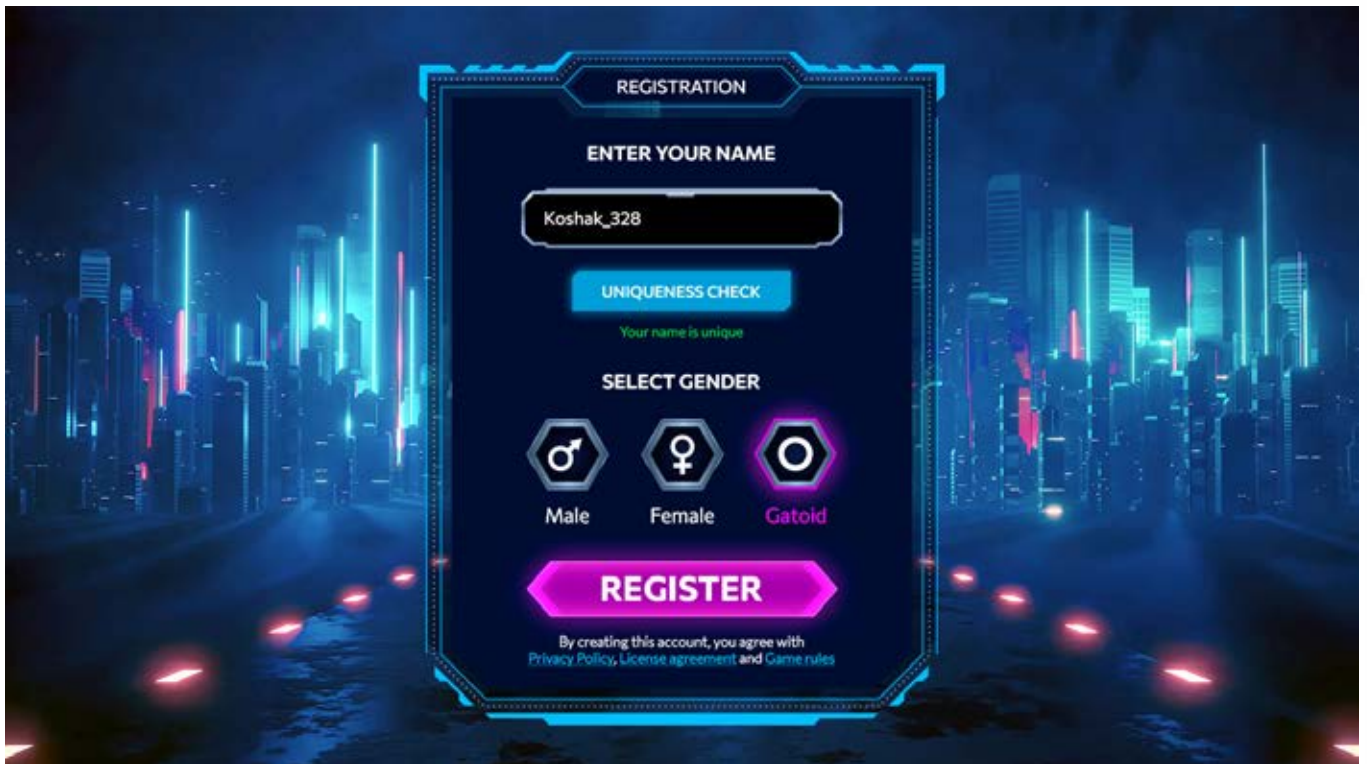
CREATING A NEW CHARACTER

After entering the name, you will be taken to your character's profile. There you can:

- pick an avatar to your character;

- create or edit a public description of your character (or any other information that you want to share with other players);

- provide information about yourself and confirm your e-mail.

- examine the NFTs used by your character, and explore the NFTs from your WAX wallet that can be used during the game;

- view the inventory containing the game fungible items;

- view active bonuses for staking in-game NFTs;

- see your combat, economic and mining levels and the exact amount of experience in run-up to the next level;

- see your skills in using various types of weapons and the exact amount of experience in run-up to the next level;

- see your core parameters (strength, stamina, health and marksmanship), also you will be able to reset them and distribute available points between these parameters;

- see the maximum weight that the character can carry and see how much the equipment worn on the character weighs (if the

weight is above the limit, the character cannot join the battle);

• see your achievements, available real estate and resources;

• see the current level of relations with various playable factions, as well as a list of guilds your character is a member of;

• view the game statistics about the character (the number of fights held, the percentage of battles won, the total number of hours worked, etc.)

After creating a character, he will automatically receive one of the three starting types of hand weapons in the NFT inventory (pickaxe, shovel or sledgehammer - determined at random).

CHARACTER LEVELS

Levels indicate the character's development in the game and reflect the player's progress. The level system implies that the character increases his level performing certain actions (for example, gaining some amount of experience). This, therefore, intermittently increases some of its characteristics and gives new op-

CHARACTER PROFILE INTERFACE

portunities. For example, in obtaining the economic level, the parameter of the character's "strength" increases. That makes it possible to wear heavier weapons, armor or additional ammunition.

There are three types of levels available in the game - combat, mining and economic.

THE COMBAT LEVEL is the main level of the character. It affects the availability of weapons, equipment and other objects, the possibility to achieve the highest level of weapon skills, as well as a number of game mechanics that become available step by step, with an increase in the combat level. To improve the combat level, you need to gain experience points. They can be given for the damage inflicted by the character in a won battle of any

type (single, group, fight to the death, close combat). The maximum combat level is 50.

Experience gained by the players is not limited. Experience gained in battle is calculated on the basis of the opponent's power parameter. Experience is calculated taking into account the difference in characters' levels: using the ratio of lower level / higher level.

For each combat level, the character receives the bonuses indicated in the table below:

LEVEL	EXPERIENCE	AWARD (NKS)	BONUS
0	0	0	n/a
1	5	5	1 parameter point 1 health point
2	15	10	1 parameter point 1 health point
3	37	15	1 parameter point 1 health point
4	76	20	1 parameter point 1 health point
5	143	25	1 parameter point 1 health point Inventory capacity +1
6	200	30	1 parameter point 1 health point
7	280	40	1 parameter point 1 health point
8	500	50	1 parameter point 1 health point
9	750	55	1 parameter point 1 health point
10	1 000	60	1 parameter point 10 health points Staking capacity +5
11	1 250	70	1 parameter point 1 health point
12	1 600	80	1 parameter point 1 health point
13	2 200	90	1 parameter point 1 health point
14	3 000	100	1 parameter point 1 health point
15	4 500	150	1 parameter point 1 health point Inventory capacity +1
16	6 000	180	1 parameter point 1 health point

17	9 000	450	1 parameter point 1 health point
18	15 000	680	1 parameter point 1 health point
19	26 394	1 100	1 parameter point 1 health point
20	34 353	1 300	1 parameter point 10 health points Staking capacity +5
21	44 377	1 500	1 parameter point 1 health point
22	56 931	2 100	1 parameter point 1 health point
23	72 568	2 800	1 parameter point 1 health point
24	91 947	3 200	1 parameter point 1 health point
25	115 853	3 500	1 parameter point 1 health point Inventory capacity +1
26	145 214	4 500	1 parameter point 1 health point
27	181 127	5 500	1 parameter point 1 health point
28	224 882	6 000	1 parameter point 1 health point
29	277 996	8 000	1 parameter point 1 health point
30	342 247	9 000	1 parameter point 10 health points Staking capacity +5
31	419 713	10 000	1 parameter point 2 health points
32	512 821	11 000	1 parameter point 2 health points
33	624 395	12 000	1 parameter point 2 health points
34	757 716	13 000	1 parameter point 2 health points
35	916 591	14 000	1 parameter point 2 health points Inventory capacity +1
36	1 105 426	15 000	1 parameter point 2 health points

37	1 329 313	16 000	1 parameter point 2 health points
38	1 594 124	17 000	1 parameter point 2 health points
39	1 906 627	18 000	1 parameter point 2 health points
40	2 274 598	30 000	1 parameter point 10 health points Staking capacity +5
41	2 723 523	39 000	1 parameter point 5 health points
42	3 293 658	42 000	1 parameter point 5 health points
43	4 046 236	48 000	1 parameter point 5 health points
44	5 077 268	60 000	1 parameter point 5 health points
45	6 541 333	74 000	1 parameter point 10 health points Inventory capacity +5
46	8 693 509	82 000	1 parameter point 10 health points Inventory capacity +1
47	11 964 817	90 000	1 parameter point 10 health points Inventory capacity +1
48	17 100 771	95 000	1 parameter point 10 health points Inventory capacity +1
49	25 421 016	100 000	2 parameter points 10 health points Inventory capacity +1
50	40 000 000	105 000	5 parameter points 20 health points Staking capacity +10

THE MINIG LEVEL shows the experience of the character in the game workplaces. For each hour of manufacturing, the player receives a certain amount of mining experience in accordance with the efficiency of his work. As the mining level increases, the efficiency parameter grows: a player with a higher efficiency parameter produces more resources and receives a higher salary. The maximum mining level is 30.

Starting from combat level 10, a character can get a job immediately for 2 hours, upon reaching mining level 20 - for 4 hours, level 25 - for 8 hours, and 30 - for 12 hours.

For each new mining level, you might be given 1 improvement of the stamina parameter, and from level 21 inclusive, +1 to strength is also given, and it cannot be redistributed if the character's parameters are reset.

Below is a Manufacturing Experience Table that lists all bonuses, which can be given for mining levels.

LEVEL	EXPERIENCE	EFFICIENCY	BONUS
0	0	1.0	n/a
1	20	1.2	Stamina +1
2	62	1.4	Stamina +1
3	168	1.6	Stamina +1 Inventory capacity +1
4	305	1.8	Stamina +1
5	571	2.0	Stamina +1 Staking capacity +5
6	996	2.2	Stamina +1
7	1 649	2.4	Stamina +1
8	2 620	2.6	Stamina +1 Inventory capacity +1
9	4 026	2.8	Stamina +1
10	6 021	3.0	Stamina +1 Employment for 2 hours Staking capacity +5
11	8 796	3.2	Stamina +1
12	12 597	3.4	Stamina +1

13	17 731	3.6	Stamina +1 Inventory capacity +1
14	24 583	3.8	Stamina +1
15	33 627	4.0	Stamina +1 Staking capacity +5
16	45 449	4.2	Stamina +1
17	60 766	4.4	Stamina +1
18	80 454	4.6	Stamina +1 Inventory capacity +1
19	105 574	4.8	Stamina +1
20	137 411	5.0	Stamina +1 Staking capacity +5 Employment for 4 hours
21	183 214	5.1	Stamina +1 Strength +1
22	247 587	5.2	Stamina +1 Strength +1
23	334 242	5.3	Stamina +1 Strength +1 Inventory capacity +1
24	451 227	5.4	Stamina +1 Strength +1
25	609 156	5.5	Stamina +1 Strength +1 Staking capacity +5 Employment for 8 hours
26	795 745	5.8	Stamina +1 Strength +1
27	1 018 140	6.2	Stamina +1 Strength +1
28	1 284 050	6.5	Stamina +3 Strength +3 Inventory capacity +2
29	1 605 205	6.8	Stamina +5 Strength +5
30	2 000 000	7.0	Stamina +5 Strength +5 Staking capacity +10 Employment for 12 hours

The efficiency of working in the enterprises can be increased by various tools in the inventory or by NFTs with mining bonuses in staking.

THE ECONOMIC LEVEL is an indicator of the player's activity in the economic part of the game - the resources trading, the purchase and sale of Game NFT on the Atomic Hub and for storing the game NFT in the Staking system. Maximum economic level — 25.

The economic level is designed to stimulate and develop the project economy. Bonuses, which can be earned during resource trade, motivate players to move game resources between enterprises actively to prevent their downtime and scarcity. The accrual of experience for the sale and purchase of Gaming

NFT on the secondary market is provided for increasing accessibility for NFT players with staking bonuses, and for storing Gaming NFT in Staking — to promote experienced players.

The growth of the economic level gives the character points of strength, which allow to transfer more resources and weapons, a bonus to health, more places n the inventory and in the NFT staking. It also opens access to various goods and weapons available to players only with a certain economic level. For each economic level obtained, the player also receives a cash premium in NKS in the amount of 1% of the experience gained.

Below is a table of economic experience in which all bonuses for economic levels are listed.

LEVEL	EXPERIENCE	AWARD (NKS)	BONUS
0	0	0	n/a
1	1250	7.82	Strength +1
2	3864	24.76	Strength +1
3	9241	59.95	Strength +1 Health +1
4	19 060	123.80	Strength +1
5	35 658	231.96	Strength +1 Inventory capacity +1
6	62 224	405.28	Strength +1
7	103 032	671.13	Strength +1
8	163 721	1 066.64	Strength +1 Health +1
9	251 646	1 639.37	Strength +1
10	376 282	2 451.24	Strength +1 Staking capacity +5

11	549 727	3 581.73	Strength +1
12	787 291	5 129.23	Strength +1
13	1 108 199	7 220.15	Strength +1 Health +1
14	1 536 424	10 010.86	Strength +1
15	2 101 672	13 693.59	Strength +1 Inventory capacity +1 Staking capacity +5
16	2 840 541	18 508.11	Strength +1
17	3 797 878	24 745.68	Strength +1
18	5 028 368	32 763.36	Strength +1 Health +5
19	6 598 393	42 993.16	Strength +1
20	8 588 189	55 958.28	Strength +1 Staking capacity +5
21	11 300 248	73 629.77	Strength +1
22	15 066 998	98 172.81	Strength +1
23	21 093 797	137 442.19	Strength +2 Health +5
24	29 531 316	192 419.85	Strength +5
25	40 000 000	260 631.73	Strength +5 Health +10 Inventory capacity +3 Staking capacity +10

CHARACTER PARAMETERS

In the game, all characters have four core parameters — strength, accuracy, health and stamina, secondary parameters (stealth and aiming), and also a special parameter - power. In addition, there are weapon skills, pumped separately for each type of weapon. At the beginning of the game, any character has 8 points of each core parameter, and the player can distribute another 8 points among the core parameters independently. The power parameter is determined by the game automatically, depending on the level of the character, the equipment worn, the values of all other parameters and the weapon skills level.

STRENGTH determines the physical strength of the character, allows to put more ammunition on the character, allows to transport more resources and increases the damage from melee weapons. Strength affects the ability to use certain items in the game. This parameter determines the total weight of weapons and things that you can put on yourself and the weight of resources that you can transfer. Each strength point allows you to carry ten kilograms of resources. Strength can be increased by pumping economic and mining levels, the distribution of skill points after each combat level, as well as various items and NFT staking bonuses.

ACCURACY increases the number of bullets hitting the target, the chance to hit the enemy with ranged weapons in poor visibility and regardless of where he went. The accuracy parameter increases the probability of a critical hit and the ability to hit the part of the enemy that is least protected by armor. In close combat, the visibility of all participants is the same, there is no chance to miss the enemy, guessing where he went, but there is no way to hit the enemy if he did not guess the side of the

withdrawal. However, the mechanics of critical hit and hitting the least defended unit work the same in close combat and long-range combat. Accuracy increases the lower damage limit for any ranged weapon. Accuracy affects the ability to use some items in the game. You can increase this parameter by distributing skill points after each combat level, as well as various items and NFT staking bonuses.

HEALTH determines the number of health points (HP) a character has. One point of health adds 10 HP. You can increase this parameter by distributing skill points after each combat level, as well as various items and NFT staking bonuses. After a battle in which your character is damaged, his health is restored at a rate of 1% for 9 seconds. The minimum health level to participate in a new battle is 80%.

STAMINA reduces the damage inflicted by the enemy from each bullet and from each hit with a close combat weapon and increases the speed of the character's foot movement across game locations. Stamina affects the ability to use certain items in the game. You can increase this parameter during pumping the mining level, the distribution of skill points after each combat level, as well as various items and NFT staking bonuses.

POWER is an indicator of the overall level of danger of the character. The more power - the more dangerous the character is and the more experience can be given for killing him. Power is a complex parameter and consists of the following values:

- The natural power of the character is 2 power points for each combat, economic and mining level of the character. That is, a character with 20 combat, 10 mining and 5 economic levels will have a natural power

of 70.

- The total power of the main parameters of the character is one power point for each unit of strength, accuracy, health and stamina.

- The total power of equipped weapons, armor and other items of equipment.

- Weapon skill level (considered for weapons taken in both hands or in the right hand, or in the left hand if there is nothing in the right).

STEALTH — a subsidiary parameter that lowers the visibility of the character, reducing the probability of hitting him. Stealth cannot be increased by distributing skill points. The character's visibility is by default specified as a percentage for zero distance. As the distance to the character increases, his visibility to opponents will deteriorate. Stealth can be increased by gear items, special NFTs in staking, various grenades, and temporary weather events. In battle, you can reduce the enemy's stealth by detonating a flash grenade.

AIMING — an auxiliary parameter that allows you to hit a target from a ranged weapon more effectively, displayed as a percentage. The aiming parameter cannot be increased by the distribution of skill points. Aiming works as follows. First, the probability of a hit is calculated without taking into account the aiming parameter, due to the accuracy of the shooter, the accuracy of the weapon and the visibility of the target - hit / miss. If the character does not hit, then the probability of hitting is calculated due to the aiming parameter and the accuracy of the weapon. At the same time, the parameters of the stealth and the visibility of the target do not affect the aiming and hitting due to it.

The aiming parameter does not change the visibility of the enemy in battle and does not affect hitting the target due to the shooter's accuracy and the visibility of the target, both with a direct hit and with a hit without guessing the direction of the enemy's retreat.

Direct hit
When guessing the side of the target retreat, the probability of each bullet to hit the enemy with the aiming parameter of 100% is equal to the accuracy of the weapon. In this regard, sniper characters with 100% aiming and 100% accuracy weapons always hit. The probability of hitting one bullet due to aiming when guessing the side of the target retreat can be calculated using the formula:

*Aim * Weapon Accuracy*

Thus, for a weapon with an accuracy of 35% with an aiming parameter equal to 40% and when guessing the side of the target retreat, the probability of each bullet to hit due to the aiming effect will be:

*0.35 * 0.40 = 0.14 or 14%*

Hits without guessing
Like accuracy, aiming allows you to hit the target, even if the shooter does not guess the direction of retreat, provided that the shooter uses a weapon with less than 100% accuracy. But the aiming effect has a lower probability than comparable accuracy.

WEAPON SKILL is the effectiveness of its usage, the higher your weapon skill level, the more damage you do. The skill is pumped separately for each type of weapon by inflicting damage on the enemy in battles, having a two-handed weapon of this type in your hands, or on a weapon in your right hand, or, provided that it is empty, on a weapon in your left hand. Experience points are awarded for both the

winning side and the losing side, the amount of experience being awarded is calculated from the formula:

Player skill bonus = (damage inflicted by this player ÷ total HP of enemies × number of enemies) × number of enemies killed

The number of killed enemies is not less than one, even if the character has not killed anyone.

Also, there are additional restrictions for the skill of using weapons:

• Experience with the main weapon is not awarded if no damage was done from this weapon or if the character missed 5 turns (cumulatively, not only in a row).

• If the enemy side was not damaged by the main weapon, but only with the help of a grenade, then the experience on the main weapon is not credited.

• Skill is not awarded for a draw.

• Skills for grenades are always credited after throwing a grenade. Regardless of the outcome of the battle (even in the case of a draw), as well as regardless of whether you hit the enemy with a grenade or not.

Weapon protection
Each player who has reached level 20 of a certain type of weapon, upon further gaining skill points, develops a level of protection against weapons of this type. In the information, this level of protection is displayed through a decimal line: for example, 20/2 means that the player has received the second level of protection from weapons. This means the following: if another player hits him from a weapon of this type, then the damage from the hit is considered as if the shooting player's skill with this weapon is 2 levels less than the current one.

Thus, if a character with a sniper weapon skill 20/3 is shot by a character with skill 19, his damage will be calculated by subtracting from the skill: 19-3 = 16. However, if a shooter has a skill equal to, for example, 20/2, his damage to a character with a 20/3 skill will be calculated from the skill 20 + 2-3 = 19.

Such a damage calculation system applies primarily to senior levels, and opens up new horizons for the development of their characters for them. Any player who actively participates in the PVP component of the game, it is advisable to develop not only the basic skill of using weapons, but also the rest - in order to receive less damage from other types of weapons.

Maximum skill - when your character reaches a certain level of weapon proficiency, at which it continues to act as if the character did not reach this level of weapon proficiency. That is, skill points continue to be accrued, the level of weapon skill rises, but it still shoots as if nothing has changed.

If you have reached the maximum skill, then you can choose two ways of development:

• use other weapons;

• pump current weapon further, making a stock of skills for a weapon.

The limitations of using weapons skill and the required amount of experience points can be found in the table below:

SKILL LEVEL	EXPERIENCE	Required combat level
0	0	0
1	4	0
2	8	0
3	13	0
4	23	0
5	36	5
6	56	6
7	84	7
8	123	8
9	176	9
10	248	10
11	344	11
12	471	13
13	637	15
14	852	16
15	1 128	18
16	1 480	20
17	1 926	21
18	2 489	24
19	3 193	26
20	4 070	33

20/1	5 500	34
20/2	7 140	35
20/3	9 270	36
20/4	12 050	37
20/5	15 600	38
20/6	20 000	40
20/7	26 300	41
20/8	34 200	42
20/9	45 000	43
20/10	58 000	44
21/10	77 000	45
22/10	100 000	45
23/10	130 000	45
24/10	170 000	45
25/10	210 000	45
26/10	270 000	48
27/10	350 000	48
28/10	440 000	48
29/10	550 000	48
30/10	700 000	48

The amount of weapon skill points earned can be increased by using certain NFTs in staking.

Weapon skill levels above 20/10 do not in any way affect the current damage calculation, which takes into account the defensive skills of the enemy. A character even with a level of 30/10 will inflict damage similar to the 20/10 skill to characters with a defensive skill 10. Instead, each new weapon skill level starting from 21/10 will add 1.5% to the damage, regardless of enemy skill.

RESETTING CHARACTER PARAMETERS

allows you to redistribute skill points received for achieved combat levels between the main parameters. This can be done in the profile of a character who is not in combat or in a battle request. Resetting the parameters is paid and is calculated according to the formula:

125 NKS × combat level + 50 NKS

Parameters can be reset an unlimited number of times if the character is not on the way, in battle, or in a battle request.

INVENTORY

The inventory in the game consists of four parts:

Items worn on the character, both fungible (for example, grenades) and non-fungible (weapons, armor, equipment). The weight of the worn items is taken into account in the total weight that the character can carry.

- NFTs available in the player's WAX wallet. The weight of NFTs from this section of the inventory is not counted (until they are equipped on the character).

- Consumables — fungible items needed in the game. Grenades, licenses, batteries, etc.

- Resources — the production resources available to the character.

At the beginning of the game, each character has 10 places available for resources and supplies, but their number can be increased with character development. Each inventory upgrade adds one space for both resources and supplies. The number of places for NFT in the player's WAX-wallet is not limited by the game.

If the NFT worn on the character was sold on a third-party platform, burned or transferred to another wallet, then it will disappear from the inventory on its own within an hour or upon the first attempt to remove or put it on. This is done to reduce the load on the external blockchain.

In the game, the character has 26 equipment slots: helmet, glasses, neck, shoulders, bracers, gloves, two slots for rings, a tabard, a cloak, armor, two slots for additional pockets on armor, a belt, two pouches on a belt, trousers, two left trouser pockets, two right pockets, knee pads, boots, two slots for implants, a transport slot. In total, taking into account staking cards, tools and real estate, a player can have about 80 actively used NFTs in the game. Not all slots are available immediately after character creation, some of them are opened upon reaching certain levels.

Inventory capacity can be temporarily increased by staking cards with a corresponding bonus of additional slots. However, if the bonus is lost, all items in these slots will be locked. You can unlock them in the following ways:

- Return enough cards to staking with the bonus of additional inventory slots.

- Use, transfer or remove items from free slots, then locked items will automatically fall into the vacated slots.

Locking items in inventory only affects resources and supplies.

WORK

To receive game tokens (NKS) and mining experience, a character can get a job as an employee on real estate objects. To get a job, you need to recognize the captcha. The minimum duration of work is one hour, but over time, the duration of employment can be increased when a certain mining level is reached, as well as various bonuses from NFT or during special game events. With the growth of the mining level, the character's performance increases, he begins to create more resources and, therefore, receive more money for the work performed.

Please note that the salary is not paid if the enterprise does not have enough resources for production. It is still possible to get a job at such an enterprise, mining experience will be accrued in any case. Working in a data validation center, in shafts, mines and on plantations, you will receive a salary anyway, because these enterprises do not require resources for production.

You can get a job at state and private enterprises.

State:

- data validation center — there are always jobs, no requirements for the mining level, a fixed low salary.

Private businesses owned by other players. The number of jobs is limited, requirements for the minimum mining level are possible, the wage level is set by the owner of the enterprise:

- mines;

- plants and factories;

- plantations;

- laboratories.

There are a number of restrictions that prevent you from getting a job at the facility:

- All jobs are occupied.

- The facility's minimum mining level is higher than the character's.

- The object has a negative balance.

- There are too many products on an object.

- The object is temporarily frozen.

To get a job at a certain company, your character must be in the same area with him.

A character can receive production bonuses in NKS and mining experience points three times a day if he has worked five, ten and twenty hours in total at any enterprise per day.

While working at the enterprise, the character cannot move between urban areas, but can participate in battles without any restrictions.

The enterprise releases its products 65 minutes after the first employee is hired. If the characters are still working after the release of the product, then the next release will take place in another 65 minutes. That is, with constant work at the facility, production (as well as salary payments, accrual of mining experience and resource consumption) occurs 1 time every 65 minutes.

The character takes a job for 60 minutes. At the same time, 60 minutes of his work are superimposed on the production schedule with a period of 65 minutes. Accordingly, three options are possible:

1. The character settled on the object. The message on the character's work page will look like "You are working on object X for Y, there are N minutes left." Where N is the time until the end of the character's working hour (60 minutes).

2. The facility has released production, but your 60 minutes of work hour has not yet

expired. You are credited with production experience and salary. You cannot get a job at another object until the end of the working hour. In this case, the message on the character's work page will look like "The last time you worked on object X at Y's. You will be able to get a job in N minutes." Where N is the time until the end of the character's working hour (60 minutes).

3. You have already worked 60 minutes, but the object has not yet released a product - the character's working hour (60 minutes) fits completely within the period between product releases (65 minutes). In this case, the message on the character's work page will look like: "You are working on object X at Y". If you got a job for 1 hour, you can get a job at another facility, but in this case you will not receive any production experience or salary, since you "quit" before the release of the product. If you have been employed for more than 1 hour, then you cannot get a job on another property until the production is released by the facility, although the working hours have already ended. Work experience and salary have not yet been accrued. This period can last up to 5 minutes for a job for 1 hour and up to 10 minutes for a job for 2 hours or more.

RESOURCES AND TRADE

Resources — a stock, a source of something, used when needed. Resources are used for the production of weapons, armor, equipment, vehicles, consumables and interior items. Also, resources can be resold, receiving for this economic experience and income in NKS. All resources in the game are replaceable tokens, NFTs are not provided for the resources.

Resources types:

• Primary — produced on plantations, mined in shafts and mines. They are used for further processing as well as for production. The data validation center does not produce any resources.

• Secondary — produced in laboratories. Used for the production of weapons and ammunition.

• Final — ready-made ammunition, transport, consumables, equipment and weapons, it remains only to deliver them to stores. For the purchase of such final resources, the buyer will receive the same name NFT.

With the help of the trading terminal, you can access all valid requests for the sale and purchase of resources from factories and stores to get the maximum benefit from the resale of resources.

Freight transport significantly increases the amount of transported resources, allowing you to receive more income for each trip.

The average cost of buying and selling resources can change over time and changes in the game's economic situation. This makes it possible to generate additional income from the storage of resources for future sale at a better price, but also creates a need for storage space for the accumulated inventory of resources. Various warehouses are best suited for this.

PVP BATTLES

PVP battles are the main way to increase a character's combat level. There are several types of battles in the game:

• Single combat is a 1v1 battle with any weapon. During the battle, it is necessary to make moves, they consist of choosing the direction of the shot and the direction of retreat. If you have a grenade, then you can detonate it at any turn. If someone is highlighted in red in the list of the enemy team, then the distance to this player is

greater than the range of your weapon. For each move, the time, which was set by the organizer of the battle when creating the application is allocated. If the player did not have time to make a move during this time, then he skips it, and the algorithm randomly chooses the player's departure. After five consecutive missed moves, the character dies. In the absence of effective hits on the enemy, experience points are not awarded. With one enemy, you can conduct no more than 4 battles per day.

- Group combat is the main battle format that has no restrictions on the types of weapons and ammunition. The battle format can be 5x5, 10x10 and 15x15. When submitting an application for a battle, you can impose a limit not only on the number of players who will take part in the battle for each side, but also on the levels of players of both teams. The game will automatically select a battle for the player that meets the specified conditions. In a group battle, players are randomly assigned to teams to achieve the maximum balance between them. The order of carrying out a group battle differs from a single one only in the need to select a target for an attack when making a move.

- Close combat — single or group combat with the ability to use only melee weapons in combat. In such battles, you cannot use grenades; otherwise, the order of conducting close battles fully corresponds to ordinary single and group battles.

- Deathmatch is a special combat mode in which team lineups are randomly changed each turn. It can be both group and single or close. The battle lasts until only one participant remains, however, all participants become the winners. In such a battle, there can be one winner if there are less than 4 participants in the battle; if there are two

left in the battle and they have a draw, then both win. If at the end of the battle there are two players and they kill each other, then the result of the battle can be either a draw or a victory (determined randomly). Combat experience for such battles is awarded half as much as for others. Long-term effects from thrown grenades work for the side for which the grenade was thrown, that is, if you were in the first team and threw a grenade, and then you are in the second team for five turns, then the effect of the grenade will continue to act against the second team.

For the damage inflicted during the battle, the player gains combat experience if his team wins. If the fight ends in a draw, no team will gain experience. Weapon skills experience is given to all participants in the battle who inflicted some damage in the battle, including the losing side. The exception is characters who have missed 5 or more turns during the battle, they do not gain experience in using weapons, even if they inflicted damage on opponents during the battle.

During the battle, both teams have access to the battle logs, which record all the actions of all participants in the battle. After the battle, logs are written to the technical blockchain of the game, where they are stored on a permanent basis without any storage periods. Any player can view the logs of any battles.

The game does not have any restrictions on the total number of battles conducted by a character per day. However, any attempt to automate game processes using various external scripts, clickers and other methods of unreasonably gaining a game advantage may result in a permanent blocking of the player's account without the possibility of recovery.

RATINGS

The game provides various ratings for the most active players:

- the battle ranking is won by the players who got more combat experience points;

- in the mining ranking, the players with the most mining experience points win;

- in the economic ranking, the players with the most economic experience points win.

All ratings are divided into a general rating, in which all players participate, regardless of their level, and ratings among a certain range of character levels. The following ranges are provided for the combat rating: general, 1-10 combat levels, 11-20, 21-30, 31-40, 41-50. For mining rankings: general, 1-10 mining levels, 11-20, 21-30. For economic rankings: general, economic levels 1-5, 6-10, 11-15, 16-20, 21-25.

For winning any rating, as well as for taking places from 1 to 10 inclusive, players receive bonuses in NKS and temporary bonuses to the parameters of their character.

All ratings are updated weekly at 0:00 server time.

REAL ESTATE

Real estate is an important part of the gaming economy. Most of the Nekas tokens are issued as a result of work of players in various government and commercial enterprises. Private real estate adds a number of useful bonuses to the character and serves as a place to store resources.

STATE REAL PROPERTY INCLUDES:

- **DATA VALIDATION CENTER.** There are such centers in all cities of Gatia, their goal is to improve the quality of the neural networks that are widely used on the planet for a variety of purposes —- from the choice of gender, appearance and character traits when artificially raising new cats to analyzing the effectiveness of public administration. Validation centers constantly need thousands of employees to markup the data generated by neural networks. This is a low-paid job that does not require special skills, but it is available to characters of any mining level, and jobs are guaranteed to be enough for everyone. Does not produce game resources, but gives characters with a high mining level an additional bonus to the experience gained.

- **TRADE TERMINAL.** This place is the center of all the trading operations of the game. Here you can quickly buy or sell resources, but without adding economic experience for buying or selling. Also in the terminal, owners of commercial stores can place catalogs of their products, making them visible to buyers throughout the city, and business owners - applications for the purchase or sale resources. The terminal has a section for private ads, where you can see all the offers for sale of gaming NFTs on the secondary market.

- **THE CITY COUNCIL** is part of the game's decentralized autonomous organization (DAO) mechanics and provides active players with the opportunity to participate in the management of the game city. The city council elects its members, appoints players to municipal offices, considers players' initiatives and publishes all decisions made by the council. More details about the game DAO are written in the corresponding section of this document.

- **THE STATE STORE** provides players with low-level consumables, there you can see information about the nearest NFT drops and take part in them.

- **THE HARBOR** allows players without water transport to travel between water-separat-

ed game locations.

- **GAME FACTIONS HEADQUARTERS** are the main faction buildings, inside which you can purchase various useful consumables, as well as unique things that are available only to characters with a high reputation in this faction.

COMMERCIAL REAL ESTATE INCLUDES:

- **STORES** are intended for the retail sale of goods produced from resources by plants, factories, plantations and laboratories. Stores do not require employees to operate, but do require regular restocking of the merchandise being sold and are therefore dependent on businesses supplying those merchandise. In one store, you can display no more than 10 different types of goods at the same time (no restrictions on the number of units of each type of goods). The store's daily turnover is limited to 10,000 NKS, this limit is updated daily at midnight server time. The turnover is calculated from the purchase price of the resources by the store. The prices for goods sold in the store cannot be lower than 50% of the recommended retail price set by the state. You can reduce the selling price of each item in stores no more than once for every 4 hours. At the same time, there are no restrictions on the frequency of the increase in value and on the maximum value. In the store the goods produced at the factory, plant, plantation or laboratory are converted upon purchase into the final NFT received by the store buyer.

- **SHAFTS AND MINES** produce a variety of minerals and their processing into semi-finished products needed by factories, factories and laboratories. The mines have low mining level requirements and a small salary (but higher than in the Data Validation Center). The number of workers in each particular mine is limited.

- **PLANTS** produce weapons, grenades, vehicles and consumables. Requires available resources for production. Crafted items are also resources (not NFT) and can only be sold to in-game stores. Have an average number of jobs, average wages and mining level requirements for workers.

- **FACTORIES** produce armor, clothing and ammunition, stealth and aiming tools, and consumables for all of the above. Requires available resources for production. Crafted items are also resources (non-NFT) and can only be sold to in-game stores. Have an average number of jobs, average wages and mining level requirements for workers.

- **PLANTATIONS** allow you to grow a variety of crops that are required by factories, laboratories, bars and restaurants, as well as finished products sold in stores. The mining level requirements, the number of jobs and the wage level for plantations are roughly the same as for shafts and mines.

- **LABORATORIES** are the most high-tech enterprises in the game, producing a variety of high-level items. Also, laboratories produce medicines and stimulants that give various temporary bonuses to characters. The wages in laboratories and the required mining experience of employees are the highest of all enterprises, and the number of jobs is very small.

- **BARS AND RESTAURANTS** produce a variety of foods and drinks that help players to recover health faster after battles, gain more experience, and temporarily improve various characteristics. Like stores, they do not require staff to work, but they need an established supply of goods for sale.

- **LANDS** allow the owner to receive passive income in the form of interest from all economic activities of commercial enterprises located on it.

PRIVATE PROPERTY INCLUDES:

- **APARTMENTS** are the most affordable type of private real estate. Apartments are smaller in area than private houses and warehouses, respectively, they can store much less resources and consumables, and also place fewer interior items. Any apartments give the player a bonus to the recovery of his character after a battle or attack, if he is in the same area with his apartment. Some apartments are located in elite, well-guarded areas, so the owners of such apartments are protected from attacks by other players (if the owner of the apartment is in the same area where the apartment is located).

- **PRIVATE HOUSES** are rarity and luxury items in a multi-billion metropolis. They cost much more than apartments, but they contain much more interior items, resources and consumables and allow you to restore health even faster. All private houses provide their owners with protection from attacks by other players.

- **WAREHOUSES** do not give their owners any healing bonuses, but they can store a large number of in-game items. The warehouse gives its owner a bonus to the received production level that works in the same area where the warehouse is located.

- **SYNDICATE HEADQUARTERS, GUILD HOUSES, AND CLUBHOUSES** are required to access all the DAO functions of a high-level guild, gang, or syndicate. Here you can assign players to various positions, make alliances and declare war on other organizations, and distribute the income received by the guild.

Commercial and private property rights are acquired through the respective NFTs. The owner of the gambling property is the owner of the WAX wallet, in which the NFT of this property is currently located. These NFTs can be bought during special drops or on the secondary market. If at the time of the sale of real estate there were resources and / or consumables belonging to the former owner of the real estate, then all of them will be automatically transferred to his inventory. If the inventory does not have enough active slots for their storage, then all items which don't pass by the limit will be blocked. You can unlock them in the following ways:

- Add enough cards to staking with the bonus of additional inventory slots.

- Use, transfer or remove items from free slots, then locked items will automatically fall into the vacated slots.

FUNGIBLE AND NON-FUNGIBLE TOKENS

The game uses both fungible and non-fungible tokens (NFT). Fungible tokens include game resources, items with a limited validity period (for example, a grenade that can be used only once), various licenses (for example, to access a trading terminal, to manufacture weapons, etc.) and game currency — crypto Nekas token (NKS). With the exception of Nekas, all other fungible tokens cannot be used outside of the game.

NFTs in the game include weapons cards, armor and other items of equipment with an unlimited period of use, as well as private and commercial real estate, personal vehicles and cards used in staking. NFTs can be obtained by completing various game tasks, either bought during special drop events, or found in the secondary market — on the AtomicHub marketplace. A WAX wallet is required to receive and use game NFTs.

NFT STAKING

The game provides NFT staking mechanics. This is a reward with various in-game bonuses for storing certain NFTs in the player's WAX wallet for a particular period of time. It is not required to transfer NFTs for staking, therefore, the player keeps them under control. At the beginning of the game, the player has only ten slots available for storing NFT in staking, but as the character develops, the number of slots will increase. Only one NFT can be stored in each slot, bonuses from NFT from different slots are summed up. For example, if there are NFTs in three slots with bonuses + 25%, + 50% and + 100% to the economic experience gained, then the total bonus will be + 175%.

For staking any NFT, regardless of its rarity and game bonus, the player will receive economic experience points once a day. If the player keeps NFT in staking for a while in a row (10, 30, 50, 100 and 200 days), then the amount of daily experience gained will increase, and in addition the player will receive a one-time economic experience bonus points. If a player removes a certain NFT from staking, then the existing bonus to the amount of daily experience will disappear and it will have to be accumulated again.

You can add or change NFTs for staking in the "NFT Staking" tab in your characters' profile. There will be shown all the NFTs available in staking with an indication of the active game bonuses and NFTs suitable for staking in your WAX wallet. You can add and remove NFTs from staking an unlimited number of times, these operations are free and instant. The only limitation is that you cannot change the NFT structure in staking while the character is in battle or in a battle request.

All NFTs (including weapons with armor) obtained during drops or purchased on the secondary market on the AtomicHub can be used in the game instantly, while NFTs received by a player from other players can only be used 48 hours after the transfer. This measure is intended for the safety of players, protection from bots and multi-accounts.

To avoid unnecessary loads on the external blockchain, a snapshot of NFT bonuses in staking is taken once an hour, at a random time. This means that if a snapshot of bonuses was taken at 08:01, and at 08:02 some of the NFTs in staking were removed from staking or sold from the player's WAX wallet, then the remaining time is from 08:02 to 09:00 the player will continue to enjoy the bonus from this NFT.

NFTs that are staked do not take up space in the character's inventory, and have no weight.

Currently, any cards from the Neuroborn Cats: The Gathering collection can be used for NFT

staking (including stickers and promo cards). Depending on the rarity of the card, the composition and level of accrued bonuses may differ. A detailed description of bonuses from each type of cards from this collection is given in this document in the corresponding section below, as well as on neuroborncat.com.

The architecture of the game allows staking of third-party NFT collections. Follow our news - we will tell you about all the planned collaborations in advance. If you are the author of NFT and want to add your collection in our staking — write us by mail to discuss the details.

TYPES OF IN-GAME NFTS

WEAPON — used in battles, close and long-range fights, one-handed or two-handed, can increase various parameters of the character. Weapons also include various shields and some tools. Long-ranged weapons have the following stats:

- Weapon weight (weapons cannot be used if the character does not have enough free weight to lift it).

- Restrictions — they define the conditions for the weapons usage. This can be, for example, a restriction on the minimum level, or on the number of some game parameters, or on the level of weapon proficiency.

- Damage — it shows the possible damage range for each weapon bullet.

- Precision — determines the probability to miss the enemy for each bullet.

- Range — shows the maximum distance of the effective action of the weapon.

- Number of bullets — shows how many bullets the weapon fires at one time.

-

There are several types of weapons in the game:

- **MELEE WEAPONS** — these include both starting sledgehammers and pickaxes, as well as high-level energy and power swords. All melee weapons have zero range and 100% accuracy, i.e. guaranteed hitting the enemy in case of guessing the direction of his retreat. Melee weapons can be either one-handed or two-handed.

- **GUN** — light one-handed small arms, fairly cheap and simple, with a single fire mode, low damage and effective range.

- **SUBMACHINE GUN** is a one-handed small-arms weapon with a similar to guns sighting range and damage from each bullet, but incomparably higher rate of fire.

- **SHOTGUN** is the best weapon for close range combat. Practically useless already at medium range, but a direct hit close up can make stuffing even from a very well-defended enemy. Shotguns have a wide spread of bullets when fired, so they often hit the enemy even if the direction of his retreat was not guessed. They can be either one-handed or two-handed.

- **RIFLE** is a two-handed universal weapon for medium and long range. High accuracy, good rate of fire, enough injury for serious damage with a direct hit — all this makes rifles the best choice in most situations.

- **SNIPER RIFLE** is a two-handed weapon for those who like to try their luck. There is no chance of hitting the enemy if the direction of his retreat is not guessed, the high probability of a miss in poor visibility, the large weight of the weapon is compensated by the ultra-long firing range, which allows you to stay out of reach for most of the battle and high damage on impact.

- **MACHINE GUN** is an effective two-handed

tool for genociding enemies at medium range. A shower of fired bullets allows you not to try hard with guessing the direction of the enemy's retreat, and a direct hit will destroy almost any opponent. Perhaps the main drawback of this type of weapon is expressed in the first turn of the battle, all the attention of the enemies will be paid to you, and can you survive it?

- **HEAVY WEAPON** — made for those who like to arrange massive fireworks, and so that no one leaves offended. This type includes long-range AoE weapons such as grenade launchers, flamethrowers, plasma disintegrators, and other similar means of self-expression. In the right hands, such a weapon is capable of deciding the outcome of many battles.

TOOLS are used to improve the efficiency of a character applying for a job. The tools allow you to get more manufacturing experience and more NKS for the work done. Some tools can also be good close combat weapons. Applying for a job at the enterprise, the player can use up to three tools at the same time, and their bonuses will add up. However, some tools may not be useful for some businesses. The weight of the tools does not count towards the total weight of the character's equipment, unless the tool is used as a close combat weapon.

SLEDGEHAMMER: A TOOL AND TWO-HANDED MELEE WEAPON

EQUIPMENT. This type includes NFT armor, clothing and accessories, as well as various things that can be placed in the slots of pockets and pouches - gadgets, medicines, souvenirs and memorabilia. Equipment items have their own weight, which is added to the weight of the weapon. The character cannot use items if he does not have enough strength,

SHORTENED BULLPUP RIFLE IS PERFECTLY FOR SHOOTINGS IN THE CITY

therefore, in order to put on everything he wants, he will have to pump the economic and mining levels in addition to the combat, either distribute a certain amount of parameter points into strength, or add NFT to staking with a bonus to strength.

There are two types of armor in the game — active and passive. Active armor reduces the damage received from each bullet as a percentage, and passive armor reduces the damage from each bullet by a certain value. Accordingly, active armor is better protected from weapons with a small number of bullets per shot and high damage of each bullet, and passive armor is better protected from weapons with a large number of bullets per shot and damage from each bullet below average. The game has items of equipment that increase both one of these indicators, and both at once.

Equipment also includes various cybernetic implants, all implants have a weight parameter equal to zero.

REALTY in the game can be public, private and commercial. Private real estate includes apartments, houses and warehouses, and commercial real estate - manufacturing plants and shops. NFTs for government realty are not issued. More information about real estate is written in the section of the same name of this document.

INTERIOR ITEMS are special NFTs designed to decorate the interior of apartments, private houses, warehouses, clubhouses, guild houses and syndicate headquarters. They give different bonuses to the player if they decorate the room with them.

VEHICLE allows you to move around the game territory much faster than on foot transporting significantly more resources. During the gameplay, the character, as a rule, often moves between urban areas - after all, you can buy something in a particular store or get a job at an enterprise only when you situate in the same area with it. You can move to any of the areas adjacent to the character, or if the character or his vehicle has access to the GGNS (Global Gatia Navigation System), then you can immediately set the arrival address within the entire city.

Travel speed is measured in seconds, and the road to a neighboring district takes 180 seconds on foot or 120 seconds on public transport. Personal vehicles can travel even faster. While moving around the game map, the player cannot participate in battles, join applications for a battle, get a job or work. If necessary, you can refuse to perform the current work, but the character will not receive either money or experience for the time spent at work.

Some vehicles NFT add various bonuses to the game characteristics of the character. The weight of the transport cards is not taken into account in the total weight of the character's equipment. The player can own an unlimited number of vehicles to use in different situations. A small transport tax is charged monthly for each vehicle owned by the player.

There are several kinds of transport: water, land or air. Air transport can move anywhere, while water and land — only within the water and surface, respectively. Also, transport is divided into passenger (car) and cargo (truck). Cargo transport does not significantly increase movement speed, but it allows you to transport much more resources with you. In addition, large cargo vehicles can accommodate many more various additional equipment. Any vehicle also belongs to one of four types:

- **CIVIL** — the most affordable and common mode of transport. As a rule, such vehicles have no armor and other additional bonuses, they have an average speed.

- **CUSTOM** — is a civilian vehicle, decently modernized by various game factions for their own purposes. It can contain a wide variety of combinations of bonuses, armor and movement speed. As a rule, such a technique is available only to members of the faction or to those who have a high level of reputation with it, but for the same reasons, the cost of such equipment usually does not greatly exceed the cost of civilian ones.

- **MILITARY** — military equipment purchased on the illegal market. Excellent indicators of armor and combat bonuses, often low speed and lack of comfort. An expensive and rare technique that requires certain skills and character level.

- **EXPERIMENTAL** — Experimental prototypes of advanced scientific and technical public corporations worth crazy money. There are rumors that they end up on the black market not coincidentally — often the creators of such technologies are not very opposed to unofficially testing on someone expendable, before delivering it to the first persons of the planet.

CALYPSO - INEXPENSIVE AND COMFORTABLE GROUND CIVIL CAR

GAME CURRENCY

The main game currency is the Nekas token (token symbol - NKS), which can be bought on crypto exchanges and earned in different ways in the game. NKS will be created and run on the EOS blockchain. Apart from it, during the development process, some other game currencies may be added to the game, but they will not be available for purchase on external exchanges.

Nekas helps to carry out transfers for all types of transactions, purchase and sale game items, pay salary. It is also possible to stake a token to participate in various game DAOs.

There is a limited supply of NKS tokens in the amount of 5,000,000,000 (five billion) with inflation of 9% of supply in the first year, 7% in the second year, and declining year over year. The token can be divided, the minimum value is 0.00001 (1/100000).

Nekas token on WAX

The token records the players' balances and provides a function of game currency transfer. NKS token contract on WAX:

neuroborncat

Options for using the token in the game:

- In-game staking to participate in various in-game DAOs.

- Purchase of replaceable game items (licenses, grenades, resources, etc.)

- Exchange for WAX on external crypto exchanges to buy NFT on the secondary market.

- Payment of game taxes and fees during the game.

- Burning a token for blending some NFTs.

- Payment for various game interactions between players (payment for renting weap-

ons, in-game transfers for the services provided, etc.)

- Payment for some one-time actions with the character (gender change, reset parameters, etc.)

- Character personalization (appearance modifications, game profile design options, etc.)

Options for obtaining a token:

- Wages for performing work at gaming enterprises.

- Awards for achieving combat and economic levels.

- Purchase on external crypto exchanges.

- Sale of resources at enterprises.

- Income from owning gaming property.

- Renting out gaming NFTs to other players.

- Participation in gaming DAOs.

- Active participation in the referral program.

- Contests and distribution of tokens.

- Completing quests.

- Executing orders from other players.

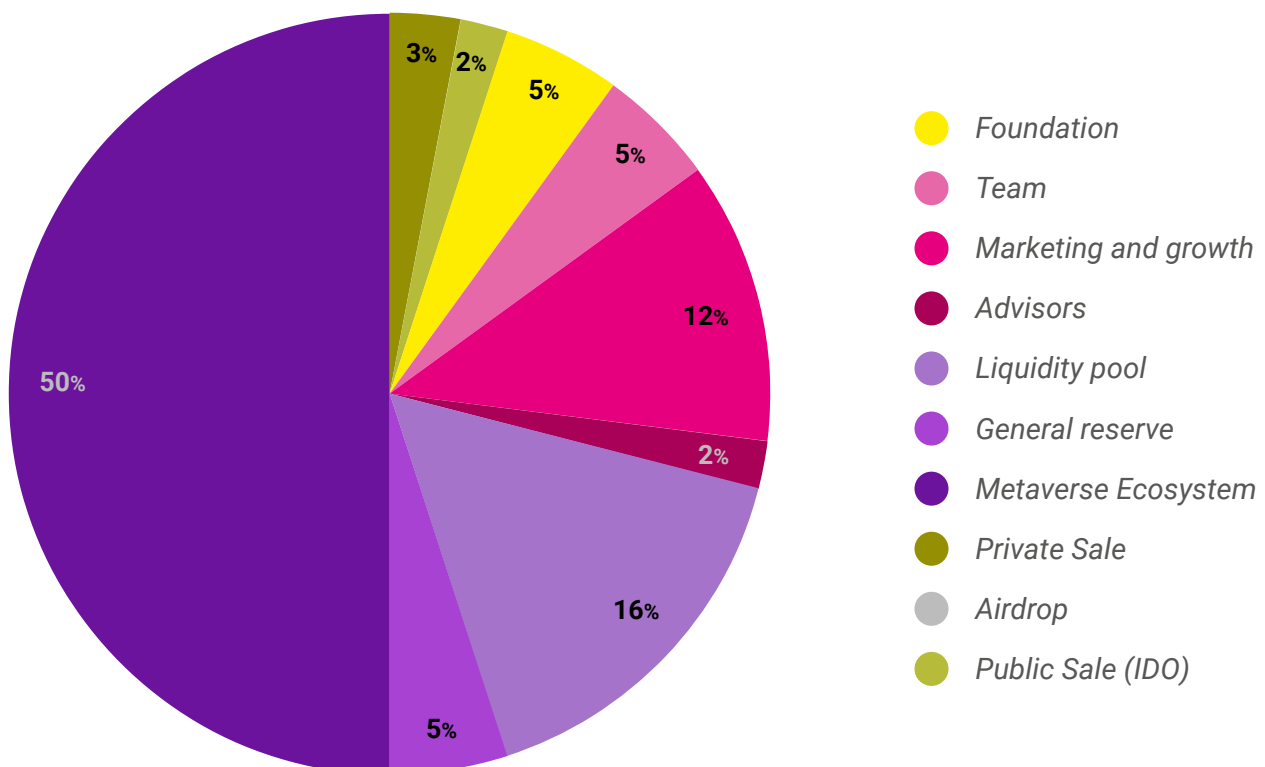| TOKEN METRICS	
Tocken ticker	$NKS
Tocken name	Nekas
Blockchain network	EOS, WAX
Token max supply	50 000 000 000,00
Inflation rate	9% after first year, 7% after second year
Initial Circ Supply (excluding liquidity pool)	675 000 000 $NKS
Total raise	$ 3 400 000
Listing price	$ 0,002

AIRDROP	
Airdrop price	FREE
Airdrop supply	50 000 000 $NKS
Airdrop date	February 01-14 2022
Lock-up	100% TGE

PRIVATE SALE	
Private price	$ 0,001
Private date	15 February - 17 March 2022
Targeted raise	$ 1 500 000
Lock-up	10% TGE then 90% vests block-by-block, 30 days after listing
Personal allocation	$ 15 000

Public Sale (IDO)	
Public price	$ 0,002
IDO date	18 March - 31 March 2022
Targeted raise	$ 1 900 000
Lock-up	50% TGE, then 50% after 1 week
Personal allocation	$ 1 900

- Foundation
- Team
- Marketing and growth
- Advisors
- Liquidity pool
- General reserve
- Metaverse Ecosystem
- Private Sale
- Airdrop
- Public Sale (IDO)

Foundation	5% Vests block-by-block over 24 months, beginning 270 days after TGE
Team	5% Vests block-by-block over 24 months, beginning 210 days after TGE
Marketing and growth	12% Vests block-by-block over 20months, beginning 30 days after TGE
Advisors	2% Vests block-by-block over 12 months, beginning 60 days after TGE
Liquidity pool	16% 100% TGE
General reserve	5% Vests block-by-block over 48 months, beginning 120 days after TGE
Metaverse Ecosystem	50% Vests block-by-block over 48 months, beginning 60 days after TGE
Private Sale	3% 10% TGE then 90% vests block-by-block, 30 days after listing
Airdrop	0,1% 100% TGE
Public Sale (IDO)	1,9% 50% TGE, then 50% after 1 week

GAME DAO

Players can participate in various game DAOs in order to be able to vote on their development options, make their proposals and receive income from the activities of the DAO.

There are three types of DAOs in the game:

- **GUILDS, GANGS AND SYNDICATES** — each of these player associations is a separate DAO. Its members can decide how to distribute the total income, whom to make alliances with, who to declare war on, what NFTs should be in the general staking, as well as many other game issues related to the life of a guild, gang or syndicate.

- **CITY COUNCIL** — DAO, which determines direction of city development where the game takes place. Council members manage the municipal budget, appoint players to positions, accept and consider initiative proposals of players, select the most important and worthy realization.

- **THE PLANETARY COUNCIL** is the supreme governing body of all Gatia. The most demanding to the participants, small and honorable DAO. It considers initiative proposals of players selected by the city council, complaints about the activities of officials (including the city council) and determines the direction of the development of the entire game.

The city and planetary councils form their budget both through various game mechanics and through direct receipts of NKS tokens from the treasury of the game administration.

To participate in any of the in-game DAOs, a certain number of NKS tokens must be added to the DAO staking. This number may differ depending on the type of DAO and the player's desired role in it.

Tokens transferred to DAO staking can be returned to your balance at any time. However,

it should be taken into account that the process of returning tokens takes two days. This is done for the stability of the DAO system, so that large players, "whales" who own a large number of tokens, do not add tokens to staking immediately before calculating the distribution of DAO staking, and then do not move the nested tokens to another DAO, thereby gaining an unreasonable advantage.

IN-GAME ADVERTISING

Displaying advertisements to players during the game plays an important role in the game economy. This provides the game with an additional flow of external money, stimulates the economy and increases the value of the token, which is beneficial for all players without exception. Advertising is not annoying and does not interfere with the gameplay due to exclusive native integration, which is perceived by players as part of the natural content. All advertised products are checked for compliance with the theme of the game and the concept of the game universe, and the amount of available advertising space in the game is very limited.

In turn, for an advertiser, such an advertising campaign is a good way to increase brand loyalty, increase brand awareness and get a lot of high-quality targeted leads.

ANNEX 1 - PROJECT ROADMAP

PREPARATORY STAGE:
August-December 2021.

Tasks:

- the official website neuroborncats.com;

- white paper + short informational brochure about the game;

- logging into the game using WAX Cloud Wallet;

- character creation:

  · nickname;

  · gender (male, female and gatoid);

  · selection of a character portrait;

  · entering information about yourself;

- internal currency (Nekas token);

- employment in a data validation center;

- the mining level;

- bonuses for hours worked per day;

- bonuses for daily entry into the game;

- referral system;

- free drops of promo stickers from The Gathering collection.

THE RESULT OF THIS STAGE is an open pre-alpha version of the game, the official website, and the whitepaper of the project.

FIRST NFT SALE: December 2021.

Sale of NFT collection Neuroborn Cats: The Gathering. All cards from this sale added to the game staking will give various game bonuses that significantly speed up the development of the character, increase his combat power and allow you to earn more Nekas tokens.

Planned composition of the sale, cost and circulation:

- small pack, 5 cards, 3500 packs, $15 USD;

- medium pack, 10 cards, 1500 packs, $45 USD;

- large pack, 15 cards, 1000 packs, $60 USD.

SMALL, MEDIUM AND LARGE PACKS

NEKAS (NKS) AIRDROP: February 01-14 2022

AIRDROP	
Airdrop price	FREE
Airdrop supply	50 000 000 $NKS
Airdrop date	February 01-14 2022
Lock-up	100% TGE

STAGE 1: January 2022 - March 2022.

Tasks:

- logging into the game using Ancor Wallet;
- PVP battles:
  - the combat level;
  - single close combat;
  - group close combat;
  - two-handed and one-handed melee weapons;
  - shields;
  - armor;
  - weapon skills (melee);
  - character power;
  - HP recovery of the character after the battle.
- tools for work;
- resource production chains;
- production of resources at various enterprises;
- NFT staking;
- character core parameters (strength, accuracy, health, stamina), reset and redistribution of these parameters;
- buying and selling resources;
- moving around the game map;
- the economic level;
- in-game communities: guilds, gangs and syndicates;
- in-game mail;
- achievements (first version);
- player ratings;
- smart contract audit;
- DEX listing;
- CoinGecko and CoinMarketCap listing.

The result of the stage is an open beta version of the game with basic game mechanics.

NEKAS (NKS) PRIVATE SALE: February - March 2022

PRIVATE SALE	
Private price	$ 0,001
Private date	15 February - 17 March 2022
Targeted raise	$ 1 500 000
Lock-up	10% TGE then 90% vests block-by-block, 30 days after listing
Personal allocation	$ 15 000
Token supply	1 500 000 000 NKS

SECOND NFT SALE: February 2022.

The sale will feature packs with NFTs directly related to the game:

- melee weapons;
- tools;
- items of equipment;
- vehicles.

The composition of the sale, the circulation and the cost of the packs will be announced closer to the date of the sale.

NEKAS (NKS) PUBLIC SALE (IDO): March 2022

Public Sale (IDO)	
Public price	$ 0,002
IDO date	18 March - 31 March 2022
Targeted raise	$ 1 900 000
Lock-up	50% TGE, then 50% after 1 week
Personal allocation	$ 1 900
Token supply	950 000 000 NKS

SECOND STAGE: February-May 2022.

Tasks:

- PVP battles:

  · single ranged battles;

  · group ranged battles;

  · random deathmatch (ranged battles and close combat);

  · single-use combat items (grenades, batteries, etc.);

  · ranged weapons;

  · additional character parameters: stealth, aiming;

- PVE mechanics:

  · close and long-range battles with bots;

  · NPCs and quests;

  · reputation with NPC factions.

- Real estate:

  · lands;

  · private houses;

  · commercial manufacturing enterprises;

  · shops;

  · bars and restaurants;

  · warehouses;

  · real estate of guilds, gangs and syndicates.

- Achievements (extended version);

- DAO of gaming communities;

The result of this stage is a full-fledged release of the game.

Third NFT sale: May 2022.

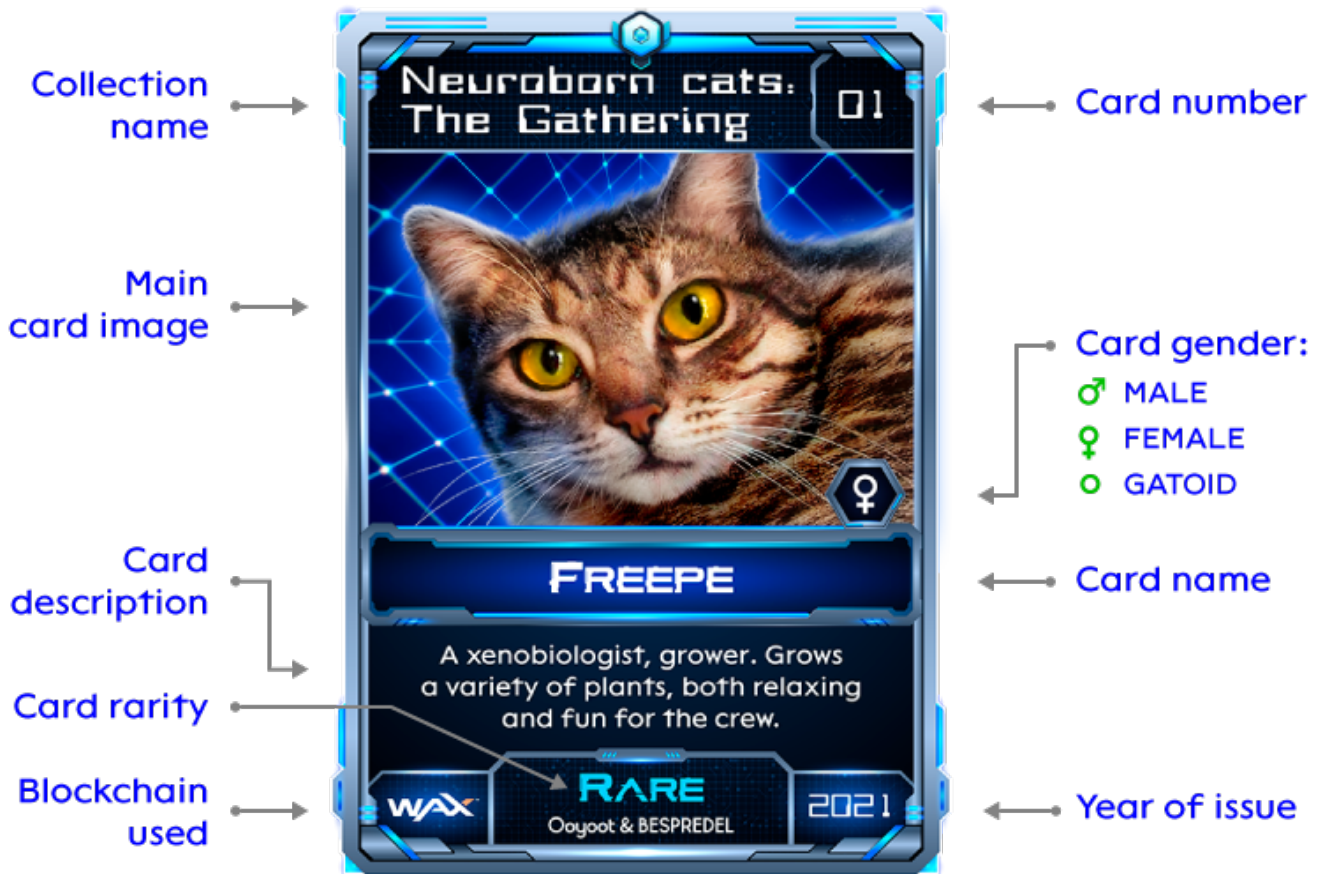Sale of NFT manufacturing plants, houses and new weapons.

The sale will feature packs with NFTs directly related to the game:

- melee and ranged weapons;

- tools;

- equipment items;

- vehicles;

- private real estate;

- commercial real estate.

The composition of the sale, the circulation and the cost of the packs will be announced closer to the date of the sale.

ANNEX 2 - ABOUT THE NEUROBORN CATS: THE GATHERING COLLECTION

Neuroborn Cats: The Gathering is an NFT collection dedicated to the crew of Waxship and their upcoming journey. All NFTs from this collection can be used in game staking and provide various bonuses that facilitate and simplify character development.

Collection name → **Card number**

Main card image →

Card gender:
♂ MALE
♀ FEMALE
○ GATOID

Card description →

Card name →

Neuroborn cats: The Gathering — 01

FREEPE

A xenobiologist, grower. Grows a variety of plants, both relaxing and fun for the crew.

Card rarity →

Blockchain used → WAX — RARE — Ooyoot & BESPREDEL — 2021 ← **Year of issue**

THE STRUCTURE OF THE NFT FROM THE GATHERING COLLECTION

Below is the composition of the collection with a description of staking bonuses of each NFT. **IMPORTANT:** bonuses can be changed in the future to correct the game balance. The current list of bonuses can always be found on the game's website: **neuroborncats.com**

A description of all possible bonuses from NFT staking is given in the table below:

BONUS	DESCRIPTION
Accuracy	Increases the character's Accuracy parameter by the value indicated on the card.
Aiming	Adds the percentage specified on the card to the Aiming character parameter. For example, if a character's current Aim value is 25%, then when a card with an aiming bonus of + 5% is added to staking, the total value of the parameter will become 30%.
Armor	Increases the character's overall armor level by the value indicated on the card.
Combat experience points	Increases the amount of combat experience points received from all sources by the amount indicated on the card.
Critical damage	Increases the damage from critical hits on the enemy during the battle by the value indicated on the card.
Critical damage reduce	Reduces the damage from critical hits to the player's character in battle by the value indicated on the card.
Critical hit chance	Increases the chance to score critical damage in battle by the value indicated on the card. For example, if the chance of critical damage was 5%, and a card with a 10% bonus is added to staking, then the final chance of critical damage will become 5.5% (5% * 1.1).
Critical hit evade	Increases the player's character's chance to dodge critical damage in battle. The final value is calculated as follows: each turn in battle, the chance of scoring critical damage at the firing enemy is first calculated, then this chance is reduced by the dodge bonus available to the player whose character is being fired upon. For example, if the attacker has a total critical hit chance of ?%, and the attacked character has a 15% dodge bonus, then the final critical hit chance will be 5.95 (7% * 0.85).
Economic experience points	Increases the amount of economic experience points received from all sources by the amount indicated on the card.
Health points	Increases the number of character health points by the amount indicated on the card.
Inventory capacity	Increases the number of slots in the inventory for resources and consumables.
Mining experience points	Increases the amount of mining experience points received from all sources by the amount indicated on the card.
Restore health points per turn	Each turn in battle, the character will restore the number of health points indicated on the card.
Restore health speed	Accelerates the recovery of the character's health by the amount indicated on the card. It works both after the battle and after the attack on the character of other players.
Stamina	Increases the character's Stamina parameter by the value indicated on the card.

Stealth	Adds the percentage specified on the card to the character's Stealth parameter. For example, if a character's current value of Stealth is 25%, then when a card with a stealth bonus of + 5% is added to staking, the total value of the parameter will become 30%.
Strength	Increases the character's Strength parameter by the value indicated on the card.
Transported resources weight	Increases the maximum weight of the resources transported by the character.
Travel speed	Increases the speed of movement around the map, both on foot and by all types of transport.
Weapon skill	Increases the level of weapon proficiency by the value indicated on the card. The bonus works only for the type of weapon used by the character.
Weapon skill points	Increases the amount of weapon skill points received from all sources by the amount indicated on the card.
Work time duration	Increases the duration of employment. For example, if a character gets a job for an hour, having a card with a corresponding 10% bonus in staking, then the total employment time will be one hour and six minutes.

Two stickers: with the game logo and the collection logo:

Economic experience points +7%

Mining experience points +10%

Promotional poster dedicated to the release of the collection:

Economic experience points +7%

Twenty crew members of Waxship, each with a promo sticker and five cards of different rarity levels (common, uncommon, rare, epic, legendary).

01. FREEPE	
About character A xenobiologist, grower. Grows a variety of plants, both relaxing and fun for the crew.	**Staking bonuses** Promo sticker: Combat experience points +1% Common card: Inventory capacity +1 Uncommon card: Health points +1 Rare card: Strength +3 Epic card: Critical damage +10% Legendary card: Aiming +10%

PROMO STICKER

COMMON CARD

UNCOMMON CARD

RARE CARD

EPIC CARD

LEGENDARY CARD

02. ANDREY

About character	Staking bonuses
Chief Engineer, in charge of the most important systems. He always grumbles at everyone, but at the right moment will silently come and fix everything.	Promo sticker: Economic experience points +5% Common card: Transported resources weight +5% Uncommon card: Accuracy +1 Rare card: Strength +3 Epic card: Aiming +5% Legendary card: Restore health points per turn +10

PROMO STICKER

COMMON CARD

UNCOMMON CARD

RARE CARD

EPIC CARD

LEGENDARY CARD

03. ARDANNA DOSTER

About character	**Staking bonuses**
First Mate of the Waxship Commander. An experienced fighter pilot, self-confident and cold-blooded.	Promo sticker: Mining experience points +4% Common card: Inventory capacity +1 Uncommon card: Stamina +1 Rare card: Accuracy +2 Epic card: Critical hit chance +10% Legendary card: Weapon skill points +10%

PROMO STICKER

COMMON CARD

UNCOMMON CARD

RARE CARD

EPIC CARD

LEGENDARY CARD

04. DAGOS HURREL

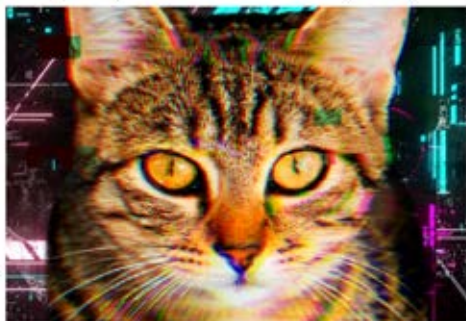| About character	Staking bonuses
The Waxship Commander, an authoritative and fair leader, and an excellent diplomat. He loves to drink and troll others.	Promo sticker: Combat experience points +2% Common card: Travel speed +12% Uncommon card: Strength +1 Rare card: Stamina +3 Epic card: Critical hit chance +10% Legendary card: Stealth +10%

PROMO STICKER

COMMON CARD

UNCOMMON CARD

RARE CARD

EPIC CARD

LEGENDARY CARD

05. MILDI

About character
A talented geneticist who took with her a couple of pets she created. Some crew members even consider them 'not entirely disgusting'

Staking bonuses
Promo sticker: Economic experience points +4%
Common card: Work time duration +5%
Uncommon card: Accuracy +1
Rare card: Health points +4
Epic card: Restore health points per turn +5
Legendary card: Critical hit chance +15%

PROMO STICKER

COMMON CARD

UNCOMMON CARD

RARE CARD

EPIC CARD

LEGENDARY CARD

06. ARTTOR

About character
A charming good soul and loafer, he prefers the peace of hibernation to the bustle of the ship. Unfortunately, he is often woken up for games and communication.

Staking bonuses
Promo sticker: Combat experience points +5%
Common card: Restore health speed +1%
Uncommon card: Stamina +1
Rare card: Strength +3
Epic card: Stealth +5%
Legendary card: Weapon skill +2

PROMO STICKER

COMMON CARD

UNCOMMON CARD

RARE CARD

EPIC CARD

LEGENDARY CARD

07. ULFAST CASKERRICE

About character	Staking bonuses
Security Officer who loves pizza, unicycles and enjoys embarrassing the other crew members with a piercing glare.	Promo sticker: Combat experience points +3% Common card: Work time duration +10% Uncommon card: Health points +1 Rare card: Stamina +3 Epic card: Weapon skill +1 Legendary card: Armor +5

PROMO STICKER

COMMON CARD

UNCOMMON CARD

RARE CARD

EPIC CARD

LEGENDARY CARD

08. DIONIS

About character

A melancholic, moralist and philanthropist. The only sponsor of the expedition who directly participated in it.

Staking bonuses

Promo sticker: Mining experience points +10%
Common card: Transported resources weight +7%
Uncommon card: Health points +3
Rare card: Accuracy +2
Epic card: Weapon skill points +5%
Legendary card: Critical damage +15%

PROMO STICKER

COMMON CARD

UNCOMMON CARD

RARE CARD

EPIC CARD

LEGENDARY CARD

09. LARSA OF NORIELT

About character
A Norielt dynasty aristocrat, a representative of the Planetary Council. Despite the titles, she is modest and sociable.

Staking bonuses
Promo sticker: Mining experience points +3%
Common card:Travel speed +3%
Uncommon card: Accuracy +1
Rare card: Health points +5
Epic card: Critical damage +10%
Legendary card: Weapon skill points +10%

PROMO STICKER

COMMON CARD

UNCOMMON CARD

RARE CARD

EPIC CARD

LEGENDARY CARD

10. NEPSA

About character
A cat-like robot that keeps the ship clean and tidy.

Staking bonuses
Promo sticker: Economic experience points +2%
Common card: Inventory capacity +1
Uncommon card: Strength +1
Rare card: Stamina +3
Epic card: Restore health points per turn +5
Legendary card: Critical hit evade +15%

PROMO STICKER

COMMON CARD

UNCOMMON CARD

RARE CARD

EPIC CARD

LEGENDARY CARD

11. YANAA DENI

About character
Assistant Commander, an indefatigable organizer and soul of the company. The first one who was able to snowboard down from the frozen craters of Ganymede.

Staking bonuses
Promo sticker: Mining experience points +9%
Common card: Travel speed +10%
Uncommon card: Stamina +1
Rare card: Health points +4
Epic card: Critical hit evade +10%
Legendary card: Aiming +10%

PROMO STICKER

COMMON CARD

UNCOMMON CARD

RARE CARD

EPIC CARD

LEGENDARY CARD

12. GUSCO BAGBING

About character
A chef, merry fellow and troll, he loves maxi-molecular cuisine, noisy companies and gambling.

Staking bonuses
Promo sticker: Economic experience points +3%
Common card: Transported resources weight +10%
Uncommon card: Health points +2
Rare card: Strength +3
Epic card: Stealth +5%
Legendary card: Critical hit chance +15%

PROMO STICKER

COMMON CARD

UNCOMMON CARD

RARE CARD

EPIC CARD

LEGENDARY CARD

13. MASHAARR

About character

A scientific analyst, strict and intelligent, but for some reason appealing to most of the crew. Likes to drink hot coffee at the warm plasma fireplace.

Staking bonuses

Promo sticker: Mining experience points +8%
Common card: Inventory capacity +1
Uncommon card: Stamina +1
Rare card: Stamina +3
Epic card: Aiming +5%
Legendary card: Critical damage +15%

PROMO STICKER

COMMON CARD

UNCOMMON CARD

RARE CARD

EPIC CARD

LEGENDARY CARD

14. ELRIC

About character

Assistant Security Officer. Suspicious and cautious, sees shadows where they seem to be not there. Doesn't like to answer the question 'What do you want?'

Staking bonuses

Promo sticker:Mining experience points +2%
Common card: Restore health speed +2%
Uncommon card: Accuracy +1
Rare card: Health points +5
Epic card: Critical hit chance +10%
Legendary card: Stealth +10%

PROMO STICKER

COMMON CARD

UNCOMMON CARD

RARE CARD

EPIC CARD

LEGENDARY CARD

15. RIDDEM

About character	Staking bonuses
A cat-like robot that does hard work and honors Catsimov's Laws.	Promo sticker: Economic experience points +1% Common card: Inventory capacity +1 Uncommon card: Health points +2 Rare card: Stamina +3 Epic card: Armor +3 Legendary card: Critical damage reduce +15%

PROMO STICKER

COMMON CARD

UNCOMMON CARD

RARE CARD

EPIC CARD

LEGENDARY CARD

16. SHMOKA

About character

An artist and researcher who never ceases to be amazed at the diversity of the Blockchain Universe and wants to capture it in all its glory. Constantly distracted by drawing frogs.

Staking bonuses

Promo sticker: Mining experience points +7%
Common card: Transported resources weight +12%
Uncommon card: Strength +1
Rare card: Strength +3
Epic card: Critical hit evade +10%
Legendary card: Weapon skill +2

PROMO STICKER

COMMON CARD

UNCOMMON CARD

RARE CARD

EPIC CARD

LEGENDARY CARD

17. TIMTH

About character

The scientist who invented the Waxship engines and controls their work. Eccentric and impatient. REALLY dislikes dogs and animals that look like them.

Staking bonuses

Promo sticker: Mining experience points +6%
Common card: Inventory capacity +1
Uncommon card: Strength +1
Rare card: Strength +3
Epic card: Weapon skill points +5%
Legendary card: Restore health points per turn +10

PROMO STICKER

COMMON CARD

UNCOMMON CARD

RARE CARD

EPIC CARD

LEGENDARY CARD

18. ANNA JR

About character
A young bartender who knows dozens of different cocktail recipes. Is able to cheer up in any situation. Rumor has it that she is a relative of one of the expedition's sponsors.

Staking bonuses
Promo sticker: Economic experience points +5%
Common card: Travel speed +5%
Uncommon card: Stamina +1
Rare card: Stamina +3
Epic card: Weapon skill +1
Legendary card: Critical damage reduce +15%

PROMO STICKER

COMMON CARD

UNCOMMON CARD
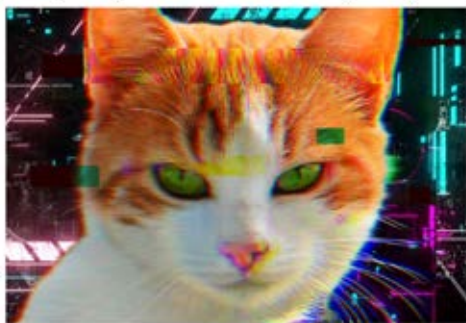

RARE CARD

EPIC CARD

LEGENDARY CARD

19. ALIA RANCHERS

About character
A health professional. Calm and cynical, does not like to talk about her past. Leads a healthy lifestyle (on Fridays).

Staking bonuses
Promo sticker: Mining experience points +1%
Common card: Restore health points per turn +3%
Uncommon card: Strength +1
Rare card: Strength +3
Epic card: Critical damage reduce +10%
Legendary card: Armor +5

PROMO STICKER

COMMON CARD

UNCOMMON CARD

RARE CARD

EPIC CARD

LEGENDARY CARD

20. RITOS

About character
A beautiful model with a bunch of fans who continue to bore her even at such a distance.

Staking bonuses
Promo sticker: Mining experience points +5%
Common card: Travel speed +7%
Uncommon card: Health points +3
Rare card: Stamina +3
Epic card: Armor +3
Legendary card: Critical hit evade +15%

PROMO STICKER

COMMON CARD

UNCOMMON CARD

RARE CARD

EPIC CARD

LEGENDARY CARD