



**NBM**  
NFT BATTLE MINERS

**WELCOME TO “NFT BATTLE MINERS”!**

# CONTENT

<b><u>WELCOME</u></b>	<b>4</b>
<b><u>ROADMAP</u></b>	<b>7</b>
<b><u>1. PROMO PERIOD</u></b>	<b>10</b>
1.1. <u>Promo stickers</u>	12
1.2. <u>Promo collection</u>	14
1.3. <u>Investor role</u>	15
1.4. <u>Promo pack</u>	15
1.5. <u>Pack opening</u>	16
1.6. <u>Card pieces</u>	17
<b><u>2. NFT CARD TYPES</u></b>	<b>18</b>
2.1. <u>Statistical values of “Active cards”</u>	19
2.2. <u>Statistical values of “Land cards”</u>	20
2.2.1. <u>Additional informations regarding “Land cards”</u>	21
2.3. <u>Statistical values of “Construction cards”</u>	22
2.4. <u>Rarities of cards</u>	23
<b><u>3. CRYPTO RESOURCES</u></b>	<b>24</b>
3.1. <u>Liquidity pool incentives</u>	26
<b><u>4. FUSION</u></b>	<b>28</b>
4.1. <u>Actium/Minium/Constructium</u>	29
4.2. <u>Leveling up logic</u>	29
4.2.1. <u>Pure leveling up</u>	30
<b><u>5. WAYS OF DEPLOYING NFT-S</u></b>	<b>32</b>



# CONTENT

<b>6. <u>MINING</u></b>	<b>33</b>
6.1. <u>Maintenance</u>	34
6.2. <u>NFT mining</u>	36
6.3. <u>NBM mining WAX pool</u>	37
6.4. <u>Public Mine - Mining Grid</u>	38
<b>7. <u>NBM PACKS</u></b>	<b>39</b>
7.1. <u>Survival pack</u>	39
7.2. <u>Secured station</u>	39
7.3. <u>Front post</u>	39
7.4. <u>Dominator station</u>	39
7.5. <u>Table view</u>	40
7.6. <u>Construction card pack</u>	40
7.7. <u>Active Card packs</u>	41
<b>8. <u>PVP: TURN BASED CARD GAME</u></b>	<b>42</b>
8.2. <u>Battle Modes</u>	44
8.3. <u>Rating system</u>	45
8.4. <u>Prizes</u>	45
8.5. <u>Consumables</u>	46
<b>9. <u>NBM SHOP</u></b>	<b>47</b>
9.1. <u>NBM Auction place</u>	48
<b>10. <u>PARTNERSHIP/COLLABORATION</u></b>	<b>49</b>
10.1. <u>Partnership NFT pool</u>	49
10.2. <u>Staking boost</u>	50
<b>11. <u>DISCORD - MAIN COMMUNITY HUB</u></b>	<b>52</b>



## WELCOME TO “NFT BATTLE MINERS”

Year 2021 was a wild ride for the NFT gaming industry. New projects appeared, some old ones collapsed while some under evaluated games underwent a meteoric rise. Our team of international experts has been observing most of these projects in order to extract their best qualities and put behind their weaknesses and limitations.

We combined the knowledge that we gathered from the aforementioned projects and we included a systematic problem-solving approach to eliminate the most trivial aspects of NFT-related games. Finally, by including our creative ideas along with some innovative and unique concepts, we are now proud to announce: the NFT Battle Miners project, the most comprehensive and fun-to-play NFT game ever developed.

You might be thinking to yourself, what is “NFT Battle Miners”? Is this game different from any other NFT-game? Currently many games on the market only focus on staking NFTs in order to receive mining rewards or in-game tokens. From a gaming perspective, this approach, totally passive and not requiring any input from the user, is rather bland and simply boring. On the other hand, some card games are purely based on active gameplay



## NFT Battle Miners combines both aspects, offering for the first time; multiple earning options:

01

First, a passive path through mining. - Users will be able to use their NFT cards in order to set up mining operations, thus earning passive income. Mining happens on the Land cards by using Active cards (Think of them as workers or miners). Also, with the help of Construction cards (think of them as factories) players will be able to boost their production. Finally, an additional boost of max 9.9% per operation can be achieved by staking selected Booster NFT cards.

02

Second, an active path through intense PvP card game battles – Indeed, we aim to create an active card game full of battles, competitions and tournaments with attractive prizes. An aspect perfect for hardcore gamers or amateur fighters.

03

Third, a trading path. Users will be able to trade/exchange their assets. We will ensure a strict control of this aspect through active monitoring along with implementation of multiple innovative measures to constantly maintain a healthy ecosystem (meaning a fair and balanced game tokenomics). At NBM, we believe that this aspect is fundamental for the success of the NBM, in the short and long term.

04

Fourth, Metaverse path. NBM's final goal is to create a 3D metaverse which will combine passive mining with active gameplay. NBM Metaverse is planned as a strategy game that will involve both passive mining and active gameplay. More details on this topic are anticipated by mid May 2022.

## By analysing some critical issues from other projects, we picked two innovative solutions:

### Fighting mining bots and multi accounts

As most of the other mining projects are struggling in the battle against mining bots and multi accounts, NBM have come up with methods that won't give any advantages to users attempting botting or multi accounting.

### Fighting buying bots


If you've been active around the NFT world lately, you must have noticed the issues experienced in most of the drops/sales. When a sale occurs, most of the assets are instantly bought by bots (pre-programmed entities faster than any regular user can ever be) thus destroying user experience and disrupting "fair play". NBM has developed its own drop/sale systems that will benefit the user experience immensely.



# To fight this issue we implemented following measures:


- 1. Drops for whitelisted active community
- 2. Initial sale in stages (performed on 1st of October 2021):

**FIRST STAGE (INVESTORS POOL)**  
WAS EXCLUSIVELY FOR "INVESTORS" (10=ACTIVE CARDS+LAND CARDS+CONSTRUCTION CARDS=1 INVESTOR ROLE TICKET)




10=ACTIVE CARDS

+




LAND CARDS

+



CONSTRUCTION CARDS

=



1 INVESTOR ROLE TICKET

**SECOND STAGE (PUBLIC POOL)**  
WAS EXCLUSIVELY FOR "WHITELISTED MEMBERS" (ACTIVE BATTLE MINER ROLE ON OUR DISCORD CHANNEL)

**THIRD STAGE (PUBLIC POOL)**  
WAS EXCLUSIVELY FOR "WAX LINKED" MEMBERS IN OUR DISCORD COMMUNITY HUB

**FOURTH STAGE (PUBLIC POOL)**  
WAS A PUBLIC SALE

By using the concept of stages through two separate pools for the initial sale, the main problems were eliminated and our most dedicated users had a chance to be rewarded by getting priority purchase rights.

Generally all the features that we will be implementing are meant to ensure that botting and multi-accounting dont give any advantages over real users.

06

[BACK TO CONTENT](#)

NFT BATTLE MINERS



# WE ARE NOW LOOKING FORWARD TO PRESENTING TO YOU OUR MAJOR GOALS IN THIS SIMPLIFIED VERSION OF OUR ROADMAP!

Q2 2021	MAY-JULY	Developing game concept/design/website	<div>! CURRENT STATUS</div> ALL AFOREMENTIONED POINTS SUCCESSFULLY COMPLETED!
	JUNE	Company incorporation - United IT Development Corp., REG NR: 176164 , 123 Barrack Road, Belize City, Belize	
Q3 2021	JULY	Community growth	<div>! CURRENT STATUS</div> ALL AFOREMENTIONED POINTS SUCCESSFULLY COMPLETED WITH WHITELISTING ON ATOMIC HUB ON THE 16TH OF AUG
	AUGUST	Setting up the project and working on achieving whitelisting on Atomic Hub	
	AUGUST - SEPTEMBER	Promo period	
Q4 2021	1ST OF OCTOBER	Initial sale	<div>! CURRENT STATUS</div> RANDOM FUSION, MINING (CURRENTLY IN BETA) AND LEVELING UP CARDS RELEASED IN Q3
	OCTOBER	Mining / Cards level up / Fusing release	
	DECEMBER	Random Fusion, Mining (currently in beta) and Levelling up cards released in Q3.	
	Staking boost partnership program (chapter 10.2.) Maintenance (chapter 6.1.)		
Q1 2022	PVP CARD GAME ALPHA RELEASE Releasing War album collection and Mining album collection of Active cards Various UI upgrades		
Q2 2022	PVP card game beta release PVP card game full release Metaverse lore and teaser video Metaverse mechanics and first functional prototype Referral program		

THIS ROADMAP IS DYNAMIC AND WILL BE CONSTANTLY UPDATED AS NEW DEVELOPMENT COMES IN



<b>Q3 2022</b>	<b>Metaverse Alpha release</b> <b>Raids Alpha release</b>
<b>Q4 2022</b>	<b>Metaverse Beta release</b> <b>Raids Beta release</b>

THIS ROADMAP IS DYNAMIC AND WILL BE CONSTANTLY UPDATED AS NEW DEVELOPMENT COMES IN

## Our commitments to the community:

**We believe that transparency and an active engagement with the community is an essential aspect for the development of a successful project.**

**We are also open to suggestions and criticisms on improvements that can be implemented in order to favorise a better gaming experience for everyone!**





We would also like  
to present you some more  
**DETAILS ON COLLECTIONS,  
CARDS** and other aspects  
of the game:



# 1."PROMO PERIOD"

The "Promo Period" started on the 1st of August 2021 and ended with Initial sale on 1st of October 2021. In this period we revealed Card pieces, Promo stickers, Promo collection, Land cards, Construction cards and 6 different packs in total. During this period our 4 crypto resources were also created and listed on the Alcor exchange.

## During this period our main points of focus were:

- whitelisting on Atomic Hub -whitelisted on 16th of Aug!
- revealing "Promo collection", 11 Land cards and 4 Construction cards
- growing community
- development of the game
- initial sale

Due to an efficient and constructive development, we have also introduced a lot of new features over on <https://game.nftbattleminers.com/>, such as:

<b>NBM MARKETPLACE</b>	A tool to filter the market with a lot of custom filters not yet available on the AH platform. Overall, this tool offers a better visibility of the market.
<b>MINI GAMES</b>	The most popular destination for our users- this section allows players to participate in our mini games and gives them a chance to earn resources, card pieces and NFTs from the Partnership pool.
<b>MY CARDS</b>	A section where users check their cards, level them up and more!
<b>PACK OPENING</b>	A section where users are able to open their packs
<b>LUCKY DRAW</b>	A place for organizing special draw events. Select preferred currency and input the amount of tickets you would like to buy! Once ready, click buy and proceed with the transaction! Important to note, tokens must be in your wax wallet (not on in-game wallet). Token exchange rate against WAX is tied to swap rates from Defibox You can also obtain entries through the blending recipe! Visit the blending page and obtain entries by blending Active cards!



<b>BURN STICKERS</b>	From 15th of Sept until the end of the Sept, a burning event took place over there. Users were able to exchange (burn) their stickers to obtain an Active card Promo pack.
<b>BLENDING</b>	Originally a place for blending card pieces and over time a few more spicy bonus recipes got introduced!! Even more of those to come down the road!
<b>WALLET</b>	In game wallet for your resources and WAX-spares you enormous CPU usage as only WALLET transactions that use your CPU are actually your withdrawal and deposit
<b>PARTNERSHIP POOL</b>	A list of all partnership pools (other NFT projects which joined the NBM adventure) along with all the relevant details for each of them
<b>SALES</b>	A list of all ongoing sales. As discussed above, NBM has developed its own sale mechanisms and tested them successfully during the promo period through various test mini-sales
<b>PROFILE</b>	Change the settings of your profile here!
<b>NBM SHOP</b>	Use your shop tickets and get the right to buy NBM assets!
<b>NBM LIBRARY</b>	Dive deep into exploring Active cards, Land cards and Construction cards presented with all their set values!
<b>VOTING PLACE</b>	NBM values the opinions of its community, and from time to time organizes voting polls! Share your opinion and participate in decision making!



## 1.1. Promo stickers

Promo stickers are part of our “promosticker” collection. At the end of the “PROMO PERIOD” (from 15th of Sept until 30th of Sept.), a burning event took place on our website: <https://game.nftbattleminers.com/burn> in which owners of “promostickers” were able to burn them and get “1x Promo collection Active Card Pack” in return. For more details check our chapter 1.4. Promo packs.

### PROMO STICKERS



STICKER

BURN!!!



PROMO PACK

OPEN



ACTIVE CARD

Please keep in mind that burning your stickers **MUST** be performed on <https://game.nftbattleminers.com/burn>! Burning stickers on AH, blocks etc. will only destroy your sticker! Also keep in mind that after the “Burning event” finishes, if you haven’t used burning and blending mechanisms, there won’t be another opportunity to do so.

Keep in mind that despite their respective rarities, all the “promostickers” have the same utility! It is an option to keep some promostickers as a souvenir (like a reminder of the early NBM journey) knowing that some are extremely rare and could gain a high value from a collector’s perspective in the future!

Our goal is to release a maximum of 10k stickers in total before the end of the “**PROMO PERIOD**”

Stickers that havent been burned were assigned 1% boost each and became usable in Boost slots (chapter 10.2.)!

NBM 500 STICKER:	66 LEFT
NBM LOTTERY STICKER:	63 LEFT
NBM PROMO STICKER:	91 LEFT
DAY 9:	139 LEFT
NBM 100 STICKER:	27 LEFT
NBM 1000 STICKER:	56 LEFT
TOTAL	442





## 1.2. Promo collection

The promo collection contains 35 different "Active cards". The list of the cards with their respective stats and circulation details can be found on: <https://game.nftbattleminers.com/cards>

Active cards from the "Promo collection" won't have a max. supply. They will, however, have a limited circulation capped at 1500 units for each card at any given time! Once 1500 units of a given card will be in circulation, no new cards will be released until the number in circulation decreases. Several ways of decreasing each asset's circulating supply were introduced such as Level up and upgrade! (Please see 'Level up' and 'Fusion' chapters).

### ACTIVE CARDS



**Briefly:** both leveling up and fusing consumes NBM NFTs. When performed, those actions naturally regulate each asset’s circulating supply. Additionally, the Active cards from the promo collection also have special “promo” abilities such as:

- Holders of those cards received airdrops during the “promo period”
- Enabled users with access to the Mini games section
- Early Investor whitelisting for performed test mini sales
- Holders of each 10 of the Active cards+Land cards+Construction cards were whitelisted for the Investor pool of the Initial sale

### 1.3. Investor role

Investor role was a special role in the beginning, giving ability to participate in a separate private sale pool. After the end of the Initial sale, it became irrelevant. Promo collection Active cards have specials related to this feature, please keep in mind that this was relevant only for this particular point in time.

### 1.4. Active card Promo pack

Every Active card Promo pack contains 1 random Active card from the Promo collection, except those that have a circulation limit reached at the time of the pack opening (on the pack opening page players are able to see each card’s current circulation).

**Rarity and levels drop rates are:**

LEVEL	RARITY
LEVEL 1 - 45%	COMMON - 65%
LEVEL 2 - 25%	RARE - 28.9%
LEVEL 3 - 15%	EPIC - 5%
LEVEL 4 - 10%	LEGENDARY - 1%
LEVEL 5 - 5%	ULTIMATE - 0.1%





## 1.5 Pack opening

Pack opening on: <https://game.nftbattleminers.com/packs>

On this page, you can also find the drop chances for each rarity and each level along with the composition of each pack and the circulating status of each asset.

As you all know we have a circulation limit logic in our gameplay, and it makes using smart contracts limited as there's no easy (and cheap) way to handle circulation limit on the smart contract side (without overflowing the RAM).

We have looked into the methods most commonly used for pack openings which is the `orng.wax requestrand` method. With regards to that method- there is no way to prove/disprove its randomness after the action is performed, without decompiling the contract code and digging into the unreadable code.

**Due to this we have decided to implement this method: with the use of standard atomic asset actions - transfer and mint asset:**

- 01** USER SENDS PACK TO BATTLEMINERS WITH MEMO "PACK\_OPENING"
- 02** SERVER READS THE WAX CHAIN
- 03** WHEN SERVER SPOTS THE ACTION - TRIGGERS BEGINNING OF THE OPENING PROCESS:
  - a random hash is used during transaction hash of the transfer action
  - the transaction generates 3 hash values based on the basic hash (3.1) - and so, 3 random integer values (between 0-999)
  - each of these 3 values are respectively used to determine level, rarity and card type
- 04** BATTLEMINERS TRIGGERS THE MINTASSET ACTION TO THE NAME OF THE PACK SENDER
- 05** ALL THE VALUES ARE FINALLY SAVED AND ARE PUBLICLY ACCESSIBLE FROM THE PACKS OPENING PAGE LOG



We've added additional server nanoseconds variables into the equation, which will always be unique and unpredictable and additionally use a random seed generation library (<https://github.com/davidbau/seedrandom>) to generate the random level/rarity/card type! This way we can guarantee fairness and decentralised decision making.

Good news for our users regarding the pack openings: very low usage of CPU is needed as the opening only requires one transaction - transfer (no claim transaction being required).

The script of generating integer values is publicly accessible and everyone can test any transaction from the chain to prove the fairness of the process.

The script is done in js - so anyone with minimal web skills will be able to prove its fairness without much effort.

## 1.6. Card pieces



Card pieces are part of our “card pieces” collection. Once our user collects 5 card pieces, they are able to blend them into the random 1X Active card pack. The blending action is available on the website: <https://game.nftbattleminers.com/blending>

Card pieces are distributed through a variety of giveaways, contests and also in the NFT mining process.



## 2. NFT CARD TYPES:



### ACTIVE CARD

These are used for mining and PVP battles.



### LAND CARD

Key cards that will give access to mining game resources, WAX (when pool is not empty) and new NFTs (NBM and Partnership pools).









### CONSTRUCTION CARD

These type of cards are used in combination with “Land cards” to increase their statistics.










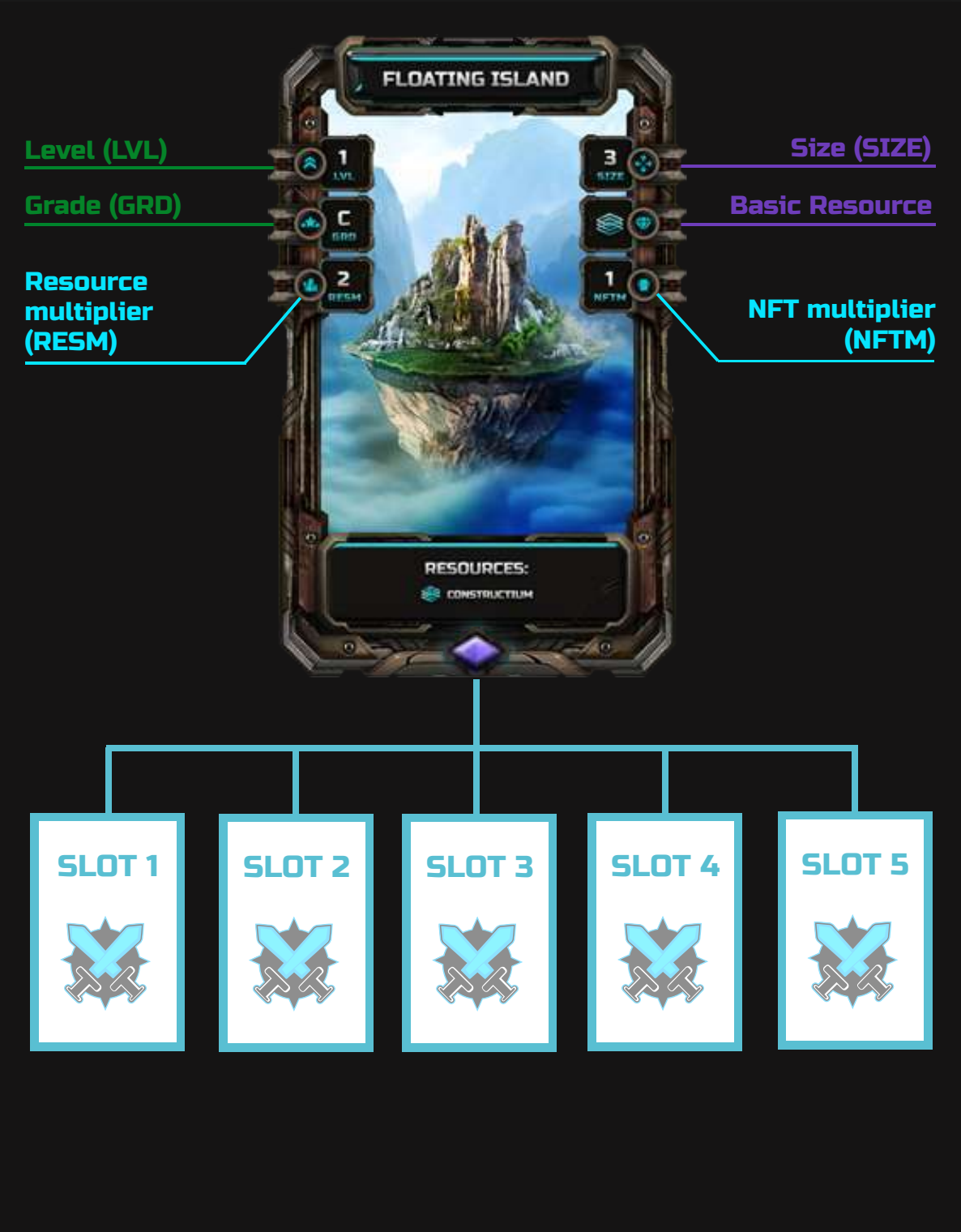
## 2.1. Statistical values of “Active cards”:

	<b>Level (LVL)</b> 1-5
	<b>Grade (GRD)</b> rarity grade (common - ultimate)
	<b>Energy (ENR)</b> how fast this card can be played in a PVP battle
	<b>Power (PWR)</b> damage value in PVP battle
	<b>Resource mining (RESM)</b> Multiplier that determines a resource mining boost and determines shielding potential in the PVP card game
	<b>NFT mining (NFTM)</b> Multiplier that determines an NFT mining boost and chance of dealing critical damage in the PVP card game. Some cards will have unique skills used for PVP battles and/or mining







## 2.2. Statistical values of “Land cards”

	<b>Level (LVL)</b> 1-5
	<b>Grade (LVL)</b> rarity grade (common - ultimate)
	<b>Resources</b> which resource(s) can be mined on that “Land card”
	<b>Resource multiplier (RESM)</b> basic value revealing how efficiently resources can be mined on that “Land card”
	<b>Size (SIZE)</b> amount of “Active cards” and “Construction cards” that can be used on the “Land card” at the same time
	<b>NFT multiplier (NFTM)</b> basic value revealing how efficiently resources can be mined on that “Land card”
	<b>Basic Resource</b> (represented by logo of that resource) Basic resource of this land that can be found from the very start (Common LVL 1) and will be used for future mining combinations



## 2.2.1. Additional information regarding “Land cards”

- each land card has additional 3 slots for Booster NFTs., more infos in chapter 10.2.
- each “Land card” at common lvl 1 will have only 1 available resource for mining
- resource distribution for common lvl 1 Land cards:

 <b>FUSIUM</b>	<b>45%</b>
 <b>ACTIUM</b>	<b>35%</b>
 <b>MINIUM</b>	<b>13%</b>
 <b>CONSTRUCTIUM</b>	<b>7%</b>



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



**Level (LVL)**  
1-5



**Grade (LVL)**  
rarity grade (common - ultimate)



**Resource**  
resource that this “Construction card” is eligible to mine. Once placed on a land, this land can mine only this particular resource or NFTs



**Resource multiplier (RESM)**  
basic value revealing what boost will be applied on the “Land Card” regarding mining resources when combined



**Size (SIZE)**  
The boost in size that the Construction card adds to the land



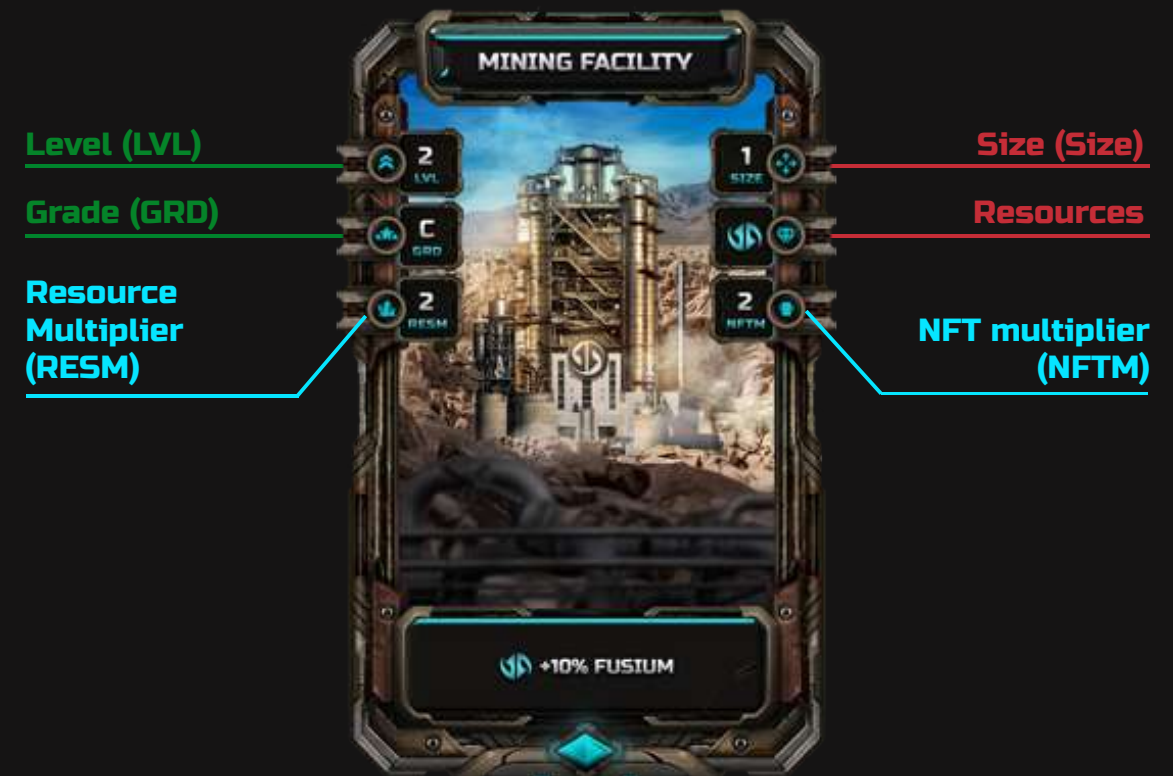
**NFT multiplier (NFTM)**  
Basic value revealing what boost will be applied on the “Land Card” regarding mining NFT-s when combined



**Boost**  
% of boost particular Construction card gives on mining a specific resource

### Limits

“Construction cards” are the most limited type of cards.





## 2.4. Rarities of cards:



**COMMON**



**RARE**



**EPIC**



**LEGENDARY**







**ULTIMATE**

(WITH EACH RARITY UPGRADE STRENGTHENING THE STATS OF THE CARD)



### 3. CRYPTO RESOURCES USED IN GAME AND LISTED ON “ALCOR” AND “DEFIBOX” WITH THEIR INITIAL USE CASES:

 <b>FUSIUM</b>	Fusing cards, Pure levelling up, Shop, Maintenance, Lucky Draw, Auctions and more coming down the road
 <b>ACTIUM</b>	“Active cards” levelling up, Pure levelling up, Shop, Maintenance, Lucky Draw, Auctions and more coming down the road
 <b>MINIUM</b>	“Land cards” levelling up, Pure levelling up, Shop, Maintenance, Lucky Draw, Auctions and more coming down the road
 <b>CONSTRUCTIUM</b>	“Construction cards” levelling up, Pure levelling up, Shop, Maintenance, Lucky Draw, Auctions, Voting and more coming down the road

Tokens created on the 23rd of August 2021! <https://wax.bloks.io/account/battleminers>

NBMACT	ACTIUM	<a href="https://wax.bloks.io/tokens/NBMACT-wax-battleminers">https://wax.bloks.io/tokens/NBMACT-wax-battleminers</a>
NBMFUS	FUSIUM	<a href="https://wax.bloks.io/tokens/NBMFUS-wax-battleminers">https://wax.bloks.io/tokens/NBMFUS-wax-battleminers</a>
NBMMIN	MINIUM	<a href="https://wax.bloks.io/tokens/NBMMIN-wax-battleminers">https://wax.bloks.io/tokens/NBMMIN-wax-battleminers</a>
NBMCON	CONSTRUCTIUM	<a href="https://wax.bloks.io/tokens/NBMCON-wax-battleminers">https://wax.bloks.io/tokens/NBMCON-wax-battleminers</a>



Tokens MAX supply:

NBMFUS	100,000,000,000.000000
NBMACT	100,000,000,000.000000
NBMMIN	100,000,000,000.000000
NBMCON	10,000,000,000.000000

23rd of August Tokens have been created! <https://wax.bloks.io/account/battleminers>

DISTRIBUTION		FUSIUM	ACTIUM	MINIUM	CONSTRUCTIUM
60%	mining / staking	60,000,000,000.00	60,000,000,000.00	60,000,000,000.00	6,000,000,000.00
10%	partners programs / staking	10,000,000,000.00	10,000,000,000.00	10,000,000,000.00	1,000,000,000.00
20%	pvp rewards	20,000,000,000.00	20,000,000,000.00	20,000,000,000.00	2,000,000,000.00
0.10%	chests / packs	100,000,000.00	100,000,000.00	100,000,000.00	10,000,000.00
9.90%	drops / giveaways / contests	9,900,000,000.00	9,900,000,000.00	9,900,000,000.00	990,000,000.00



# 3.1. Liquidity pool incentives

NBM has decided to incentivise liquidity pool holders!

Each of the 4 resource/wax and 6 cross resource liq pools are part of the Alcor incentives program. Each hour 3000 resources will be distributed proportionally to all liq pool holders for each pool totaling 720000 resources being distributed on a daily basis. For the cross token pools rewards will be 50% of each token. Rewards are being distributed directly into the in-game wallets. All distributions are saved into database and once in a week top 10 LP holders overall receive additional:

PLACE	REWARDS
1 ST	2 SURVIVAL PACKS
2 ND	2 ACP
3 RD	1 ACP
4-10	2 CARD PIECES EACH

Leaderboard can be found over on: [https://game.nftbattleminers.com/lp\\_leaderboard](https://game.nftbattleminers.com/lp_leaderboard) - points on the leaderboard represent the amount of resources received during the certain week through hourly liquidity pool incentives

# List of all stimulated pools:

Fusium:	<a href="https://wax.bloks.io/tokens/NBMFWAX-wax-alcorammswa#charts">https://wax.bloks.io/tokens/NBMFWAX-wax-alcorammswa#charts</a>
Actium:	<a href="https://wax.bloks.io/tokens/WAXNBMA-wax-alcorammswap">https://wax.bloks.io/tokens/WAXNBMA-wax-alcorammswap</a>
Minium:	<a href="https://wax.bloks.io/tokens/NBMMWAX-wax-alcorammswap">https://wax.bloks.io/tokens/NBMMWAX-wax-alcorammswap</a>
Constructium:	<a href="https://wax.bloks.io/tokens/NBMCWAX-wax-alcorammswap">https://wax.bloks.io/tokens/NBMCWAX-wax-alcorammswap</a>
Actium/Fusium:	<a href="https://wax.alcor.exchange/swap?output=NBMACT-battleminers&amp;input=NBMFUS-battleminers">https://wax.alcor.exchange/swap?output=NBMACT-battleminers&amp;input=NBMFUS-battleminers</a>
Minium/Fusium:	<a href="https://wax.alcor.exchange/swap?output=NBMMIN-battleminers&amp;input=NBMFUS-battleminers">https://wax.alcor.exchange/swap?output=NBMMIN-battleminers&amp;input=NBMFUS-battleminers</a>
Constructium/Fusium:	<a href="https://wax.alcor.exchange/swap?output=NBMMIN-battleminers&amp;input=NBMACT-battleminers">https://wax.alcor.exchange/swap?output=NBMMIN-battleminers&amp;input=NBMACT-battleminers</a>
Constructium/Actium:	<a href="https://wax.alcor.exchange/swap?output=NBMCON-battleminers&amp;input=NBMACT-battleminers">https://wax.alcor.exchange/swap?output=NBMCON-battleminers&amp;input=NBMACT-battleminers</a>
Constructium/Minium:	<a href="https://wax.alcor.exchange/swap?output=NBMCON-battleminers&amp;input=NBMMIN-battleminers">https://wax.alcor.exchange/swap?output=NBMCON-battleminers&amp;input=NBMMIN-battleminers</a>

NBM has also decided to incentivise Liquidity providers on Defibox and formed Dual Mining in collaboration with Defibox. Users can provide liquidity and at the same time mine more resources + native Defibox token “BOX”.



## 4. FUSIUM

...Good old mining became boring until the first unit of Fusium was discovered and mined! Do not underestimate Fusium by its simple look, since it's even more useful than commonly found minerals and metals!

Fusium's main utility is card fusion. It's the most common of the rare resources that can be found whilst mining in NBM metaverse. Level 5 cards can be fused into higher grade cards, which in turn are more powerful and profitable.

### Fusion

Fuse any 2 cards of the same rarity (both cards must be lvl5 and same type of the card- you choose which card will be fused and which one sacrificed) example:

#### Burning:

- C5 BM Drop

#### Fusing:

- C5 BM Energy

**Fusium cost = 13500 \* 2(amount of cards) \* rarity(1-5, rare = 2) = 54000**

**New card will be R1 BM Energy**

### 4.1. Actium / Minium / Constructium

Actium makes radium look weak while bringing space mining to its epitome as this resource will be necessary to win battles for lightyears to come!

Minium is mostly found under the deepest ocean floor, mainly in muddy areas. Its rarity is largely due to the difficulty to reach and dig through the mud at those depths and because of its incredible weight and powers...

Constructium was recently discovered in... the air! -Its mining requires a meticulous and very complex air-filtering process of the rarest air particles only found in unique places. Scientists discovered Constructium while trying to explain an extraordinary phenomena such as ground lighting. Constructium is capable of unbelievable things and is so far, the rarest resource ever discovered!



## 4.2. Leveling up logic:

At each rarity (grade), every card has 5 possible levels. With each level up, cards will have some statistical values increased and might gain additional skills.

To level up a card - player will need to burn lower grade 1st level card (as a minimal requirement + does not need to be the same template, but must be same type of the card)

### Examples:

- To level up C1 to C2, user will need to burn additional C1
- To level up R4 to R5, user will need to burn additional =>C1
- To level up E2 to E3, user will need to burn additional =>R1
- To level up L3 to L4, user will need to burn additional =>E1
- To level up U1 to U2, user will need to burn additional => L1

Additionally each level up will cost a set amount of tokens (Actium/Constructium/Minum - depends on a card type) totalling:  $2000 * \text{rarity multiplier}(1 - 5) * \text{craft level}$ .

- 5th level card - 10,000 tokens \* RM(rarity multiplier) in total
- 4th level card - 8,000 tokens \* RM in total
- 3rd level card - 6,000 tokens \* RM in total
- 2nd level card - 4,000 tokens \* RM in total

Regular level up method is active in the "My cards" section on our platform <https://game.nftbattleminers.com/cards>. Hovering over your card and pressing Level up is the way to go.





# 4.2.1. Pure leveling up

Other way to level up cards is a “Pure level up” method as follows - you only need one card to level it up + same amount of each token (Fusium, Actium, minium, constructium) x 2 for Active card or x10 for land/construction cards :

- **Fusium :  $500 * \text{rarity multiplier}(1 - 5) * \text{next card level} * (2 \text{ or } 10)$**
- **Actium :  $500 * \text{rarity multiplier}(1 - 5) * \text{next card level} * (2 \text{ or } 10)$**
- **Minium :  $500 * \text{rarity multiplier}(1 - 5) * \text{next card level} * (2 \text{ or } 10)$**
- **Constructium :  $500 * \text{rarity multiplier}(1 - 5) * \text{next card level} * (2 \text{ or } 10)$**

RARITY	LEVEL	LVL 1 COMMONS	MAIN TOKEN	FUSIUM	PURE LEVEL UP, EACH TOKEN	PURE LEVEL UP LAND/ CONSTRUCTION	RARITY MULTIPLIER
common	1	1					1
common	2	2	4000		2000	10000	1
common	3	3	6000		3000	15000	1
common	4	4	8000		4000	20000	1
common	5	5	10000		5000	25000	1
rare	1	10	0	54000			2
rare	2	11	8000		4000	20000	2
rare	3	12	12000		6000	30000	2
rare	4	13	16000		8000	40000	2
rare	5	14	20000		10000	50000	2



RARITY	LEVEL	LVL 1 COMMONS	MAIN TOKEN	FUSIUM	PURE LEVEL UP, EACH TOKEN	PURE LEVEL UP LAND/ CONSTRUCTION	RARITY MULTIPLIER
epic	1	28	0	81000			3
epic	2	38	12000		6000	30000	3
epic	3	48	18000		9000	45000	3
epic	4	58	24000		12000	60000	3
epic	5	68	30000		15000	75000	3
legendary	1	136	0	108000			4
legendary	2	164	16000		8000	40000	4
legendary	3	192	24000		12000	60000	4
legendary	4	220	32000		16000	80000	4
legendary	5	248	40000		20000	100000	4
ultimate	1	496	0	135000			5
ultimate	2	632	20000		10000	50000	5
ultimate	3	768	30000		15000	75000	5
ultimate	4	904	40000		20000	100000	5
ultimate	5	1040	50000		25000	125000	5



## 5. WAYS OF DEPLOYING NFT-S:

### GIVEAWAYS

A whole lot of giveaways are actively running on a daily basis: On our Discord, Twitter, Givelabs, Twitch etc. During the Promo period there was no single hour without at least one active giveaway!

### PARTNER PROJECTS

Some of our assets have been given away through Partner projects through Givelab giveaways, Streamers etc.

### SALES

Some assets are distributed through sales

### NFT MINING

Through the mini game section and the Mining part of the NBM game!

### IN-GAME SHOP

Users are able to purchase NFTs with NBM resources in the NBM shop

### LP PROVIDERS WEEKLY INCENTIVES



# 6. MINING

Mining will be happening automatically, as long as the requirements are met. The mining process happens without user interaction. Users only need to: 1. Select the land, 2. Apply Construction cards and Active cards to the mine. Active cards that are mining will be locked from taking part in active battles or mini games. Once per hour each mine will generate a set amount of resources, trigger checks for possible NFTs being mined and trigger checks for the WAX pool. Users also need to ensure that they have enough resources available in their IN-game wallet for covering maintenance costs.

Users don't need to pick up mining rewards every hour, but whenever they feel like doing so. NFTs that are mined are transferred automatically to users' wax wallets.

Bear in mind that "Active cards" used for mining will be locked from taking part in PVP battles and will be subject to a cool-down period after being removed from active mining. Users will also be able to mine partners' NFTs from partnership pools as an additional added value - upon availability..

Current Partnership pools and content of each participant project you can track over on [https://game.nftbattleminers.com/partners\\_pool](https://game.nftbattleminers.com/partners_pool)

MORE ABOUT THAT PARTNERSHIP PROGRAM CAN BE FOUND IN CHAPTER 10.1.

Active cards can be used either in PVP battles, mini games, mining or be listed on the market. The initial plan was to have a limited amount of land slots per player, though after rethinking that limitation - it was clear that it would go against our main rule- to make multi accounting useless! Therefore, there won't be any limits on the amount of lands possibly being used in Mining!

Land cards have one or more resources that can be mined on it, also each land card has an NFT mining multiplier. In game, there is a variety of constructions that can add additional slots or/and multipliers to mining.

## MINING FORMULAS:

### RES MINING FORMULA

ACTIVE CARDS RESM) \*(LAND RESM + CONSTRUCTIONS RESM) \* (1+(CONSTRUCTIONS MINING BONUS/100)) \* (1+(BOOSTING ASSETS TOTAL BONUS/100))

= CHANCE/HOUR

### NFT MINING FORMULA

((ACTIVE CARDS NFTM) \*(LAND NFTM + CONSTRUCTIONS NFTM)/10000) \* (1+(BOOSTING ASSETS TOTAL BONUS/100))

ADDITIONAL MINING BOOST CAN BE APPLIED (MAX 9.9% IN TOTAL) TO THE MINING PERFORMANCE BY USING SPECIFIC BOOSTER NFTS. FOR MORE INFO ABOUT OUR PARTNERSHIP PROGRAM, PLEASE READ CHAPTER 10.2.



## Mining process:

- Add land card to the slot and this action reveals the land card slots
- Add construction card into the land slot, which will add more new available slots (\*optional)
- Add active cards into land/construction slots
- Add booster NFTs in 3 designated booster slots (\*optional)
- Select mining particular resource or NFT
- Activate mining operation (locks active cards from being used in pvp)

MINING CALCULATOR IS AVAILABLE AT: [https://game.nftbattleminers.com/mining\\_calc](https://game.nftbattleminers.com/mining_calc)

**IF AN ASSET IS BEING USED IN MINING AND PUT ON SALE - MINING OPERATION WILL BE AUTOMATICALLY CANCELLED AND DISBANDED! IF AN ASSET IS BEING USED IN A MINI GAME AND PUT ON SALE - IT WILL BE REMOVED FROM THE MINI GAME!**

## 6.1 Maintenance

### The maintenance aspect is developed in order to:

- Make the game more exciting! Instead of simply placing your NFTs and just waiting (passive mining), you will now have to regularly inspect your equipment and verify that everything is fine (active mining).
- Offer bigger rewards to the active miners! The more active you will be, the more you will earn!
- Better simulate real mining activities. In reality, when you use equipment, it wears out and sometimes gets damaged.
- Strengthen the tokenomics of the game. This new mechanic will introduce new incentives to spend the different tokens while stimulating the apparition of new use cases.

### The maintenance mechanic will affect the mining process described below:

- When setting up a new mine (i.e. choosing your land, constructions and active cards), the first 2 mining rounds are less profitable. You will earn 50% then 75% of what you should normally earn. Why? To simulate real life logistics, preparation and initial set-up.
- It takes 20 minutes to start a new mine or stop a running one. Why? To simulate an operation travelling from your base (called HQ) to your land. This feature will also be later used on the metaverse map.



## The maintenance mechanic will also affect the player's assets:

- Each asset has its own durability.
- While in mining operation - every asset will break a set amount every round (hour).
- Basic break amount is rarity-based - the higher the rarity - the lower the break amount (C - 0.9%, R - 0.85%, E - 0.8%, L - 0.75%, U-0.7%)
- The bigger the mining party - the higher the global break multiplier (each additional card in a set over 4 cards - adds an additional 12.5% to the global break multiplier. This will gradually increase maintenance prices for whale setups)
- Every round each mining asset will break by amount (current durability) \* (Basic break amount) \* (Global break multiplier)
- Partial break on a particular asset decreases its durability.
- Although, the productivity of an asset is dependent on its durability with lower durability meaning lower yield. For instance, a NFT with a durability at 50% will mine only half the amount of the same NFT having its durability at 100%.

## All those concepts allow the introduction of an innovative repairing system:

- The rarer the item, the more expensive the repairs.
- You will have the choice between 2 types of repairs : In your base or On site
- In your base: You will need to stop all the operations in order to get all your assets returned to your HQ. This type of repair will cost you 20% less resources than on-site method and wont consume any fusium.

### On-the-field:

- Enable or disable auto-repair of the Operation (can change at any given point, not only in HQ)
- On-the-field repair is 20% more expensive than HQ repair and also requires additional 20% of repair price in Fusium
- Starting 48h+ of Mining Operation - field repair price increases as team needs rest. Fusium repair grows 100% while Actium, Minimum and Constructium cost grows 16.67%
- If the user doesn't have enough tokens in wallet and auto repair is enabled - operation will skip this round of repairs and try again next time in case wallet was funded, and there is enough resources for repairs



- While User has enough resources in wallet and auto-repair enabled - assets durability remains the same as it was at the start of the operation
- All mining operations by default have auto-repair disabled, so if you want to turn it on - return all operations to HQ and use bulk Auto-repair filtered HQ Operations when they're back to HQ

**REPAIR PRICE FORMULAS:**

LANDS	0,5 MINIUUM * LAND SIZE * DAMAGED AMOUNT * REPAIR RARITY MULTIPLIER (C - 0.25, R - 2.56, E - 7.29, L - 10.24, U - 14.44)
CONSTRUCTIONS	1 CON * CONSTRUCTION SIZE * DAMAGED AMOUNT * REPAIR RARITY MULTIPLIER (C - 0.25, R - 2.56, E - 7.29, L - 10.24, U - 14.44)
ACTIVE CARDS	(ENERGY * DAMAGED AMOUNT * AC REPAIR RARITY MULTIPLIER (C - 0.25, R - 2.56, E - 9, L - 16, U - 25)) / 100 ACTIUM

OVERALL REPAIR PRICE WILL RANGE FROM 5% TO 15% FROM OPERATION PROFITS.

- 100% is a multiplier to each asset break chance. If your card has 9% break chance, with 100% - it is 9 \* 100% = 9% With 200% global break chance - would be 9 \* 200% = 18%
- each assets RESM/NFTM multiplied by its durability will determine its effectiveness

**Finally, a unique rule will be added to help new players and slightly disadvantaged bigger players:**

- Above 3 cards placed on a land, each additional card will increase by 12.5% the global probability of partial break (probability spread among all the NFTs on the land). In brief : the bigger your setup, the higher are the probabilities to see partial breaks. This rule was introduced to prevent big players from accumulating too many resources.

## 6.2 NFT mining

NFT mining is happening the same way as tokens mining - without user interaction. The higher Cards NFTM parameter - the higher the chance to receive a new NFT every hour. To make it fair we want anyone to be able to check every mining result. Every mining check will generate a random value based on the combination of the mining time, user ID and assets IDs used in the mining process. Later down the road we will have a public page where you will be able to double check every mining operation result.





Once the mining operation triggered successful NFT mining, second random check will be run for the NFT choice:

0.1%	TO RECEIVE A SURVIVAL PACK
9%	TO RECEIVE AN ACTIVE CARD PACK
20.9%	TO RECEIVE A RANDOM ACTIVE CARD LVL 1 COMMON
40%	TO RECEIVE A CARD PIECE
30%	TO RECEIVE A RANDOM CONSUMABLE FOR PVP CARD GAME (CONSUMABLES ARE IN-GAME ITEMS USED FOR PVP CARD GAME, CHECK CHAPTER 8.5.)

\*NFT RESULT CHANCES WOULD BE UPDATING CONSTANTLY DOWN THE GAME DEVELOPMENT

Beside the NBM asset mining, users have a 1% chance to receive one more random NFT from the Partnership pool (unless it's currently empty) once they mine an NBM asset.

MINING CALCULATOR IS AVAILABLE AT:

[https://game.nftbattleminers.com/mining\\_calc](https://game.nftbattleminers.com/mining_calc)

### 6.3. NBM mining WAX pool

#### NBM Mining Wax pool logic:

- NBM will periodically host different events(Lucky Draws/Auctions/Special sales/etc). The profits from these will be returned to the players through the dedicated WAX pool.
- Every hourly Mining attempt will have a  $0.1\%(0.02\% \text{ for Mining Grid}) * (\text{RESM} + \text{NFTM})$  chance to win for each active card mining lands or Mining Grid
- When WAX pool falls under 20000 WAX, chance multiplier will be reduced from 1 to:



WHEN WAX POOL IS < 20000 CHANCE MULTIPLIER WILL BE 0.8

WHEN WAX POOL IS < 15000 CHANCE MULTIPLIER WILL BE 0.5

WHEN WAX POOL IS < 10000 CHANCE MULTIPLIER WILL BE 0.4

WHEN WAX POOL IS < 5000 CHANCE MULTIPLIER WILL BE 0.2

WHEN A PLAYER WINS SOME WAX, HE EITHER EARN:

40% - 1 WAX, 30% - 3 WAX, 15% - 5 WAX, 10% - 15 WAX, 5% - 30 WAX

REWARDS WILL CONTINUE UNTIL THE WAX POOL IS EMPTY

ALL WAX REWARDS WOULD GO INTO IN-GAME WAX WALLET (SEE SECTION 1)

## 6.4 Public Mine – Mining Grid

Every user will be able to mine in NBM, even without land cards, this action can be performed by using a public mine. Right now the first public mine is implemented as the “Mining Grid” mini-game. Every user has a chance to mine a small amount of random tokens once per hour, based on luck and his active card RESM parameter.

### Rules are:

- Register any amount of active cards
- You are shown a simple grid of 300 cells representing mining plots
- You select a plot to mine
- At the end of each hour, a random amount is allocated to each plot - mostly low numbers followed by a few jackpots
- Each player wins the plot yield \* total RESM of their cards on that plot(1/3/7/15\*RESM random token)
- Reward cells: Small Win - 10 cells, Big win - 5 cells, Jackpot - 2 cells
- If Asset sold or transferred to other user - it will be removed from the grid

Additionally once every 2 games - one random user will receive a new NFT - Card piece and at least twice a day a random card from the partners pool (if it's not empty) will be used as an additional reward. The chance grows with user active cards' NFTM parameters - the higher the total user NFTM parameter - the higher the chance to be a winner for the NFT mining.



## 7. NBM Packs

Levels of the Land cards and Construction cards in the packs will drop at those rates:

LVL 1	70%
LVL 2	20%
LVL 3	6%
LVL 4	3%
LVL 5	1%

### 7.1. Survival pack

Survival pack is the cheapest pack (20 USD during the initial sale). It contains 1X Land card (75% common, 25% rare) and 1X Active card pack.

### 7.2. Secured station

Moving to the higher tier pack, Secured station (50USD during the initial sale)! It contains 1X Land card (57% common, 25% rare, 15% epic, 2.5% legendary, 0.5% ultimate) and 2X Active card pack

### 7.3. Front post

Front post(100USD during the initial sale) will grant you 3X Active card pack and 1X Land card (28% common, 45% rare, 20% epic, 5% legendary and 2% ultimate)

### 7.4. Dominator station

Dominator station (200USD during the initial sale) is the highest tier pack! It is the only pack that will give you a Construction card pack! Nevertheless, you will also get a 3X Active card pack and a Land card (55% rare, 30% epic, 10% legendary, 5% ultimate)!



# 7.5. Table view

LEVELS	SURVIVAL PACK	SECURED STATION	FRONT POST	DOMINATOR STATION	RARITY
1-70%	75% common	57% common	28% common	55% rare	common
2 - 20%	25% rare	25% rare	45% rare	30% epic	rare
3 - 6%		15% epic	20% epic	10% legendary	epic
4 - 3%		2.5% legendary	5% legendary	5% ultimate	legendary
5 - 1%		0.5% ultimate	2% ultimate	1 Construction card pack	ultimate
	1 Active card pack	2 Active card packs	3 Active card packs	3 Active card packs	

# 7.6. Construction card pack

Construction card pack (100USD during the initial sale) contains a random 1X construction card and drop rates are as follows:

LEVELS:

LEVEL 1	45%
LEVEL 2	25%
LEVEL 3	15%
LEVEL 4	10%
LEVEL 5	5%

The 2nd edition Construction card Pack was released at the beginning of May 2022. It has a new set of 4 Constructions. Drop rate chances are the same as with the initial pack. Cards that are dropping from the new pack cant be used for leveling or fusing the old ones.

**RARITY:**

COMMON	65%
RARE	28.5%
EPIC	5%
LEGENDARY	1%
ULTIMATE	0.5%

**7.7. Active Card packs: Mining Album pack & War Album pack**

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

Same is valid for every War Album pack. It always contains 1 random Active card from the War Album collection, except those that have a circulation limit reached at the time of the pack opening (on the pack opening page players will be able to see each card's current circulation).

**Rarity and levels drop rates are:**

LEVEL	RARITY
LEVEL 1 - 45%	Common - 65%
LEVEL 2 - 25%	Rare - 28.9%
LEVEL 3 - 15%	Epic - 5%
LEVEL 4 - 10%	Legendary - 1%
LEVEL 5 - 5%	Ultimate - 0.1%



# 8. PVP: TURN BASED CARD GAME

Some details still might be reevaluated as it is still in the development stage

Each user that wants to play needs to prepare a deck of 10 different Active cards (different templates). If a user doesn't have 10 active cards- he will be able to participate in Friendly battles and test the game.

Cards assigned in the deck get their status changed to “Battle” and therefore cant be used for mining until removed from the deck. If any of the cards used in a game get listed on the market they will drop out of the deck.

## Statistical values:

HEALTH	C1=50 C2=55 ...R1=75... E1=100...L1=125...U1=150...U5=170
POWER	ATTACKING DAMAGE
ENERGY	LOWER MEANS FASTER DEPLOYING THE ATTACK
RESM	SHIELDING - EACH TIME BEING ATTACKED, IF DEFENDERS ENERGY IS LOWER THAN ATTACKERS, ATTACKERS POWER EFFECT WILL BE LOWERED FOR RESM OF THE DEFENDER
NFTM	ATTACK CRIT CHANCE- APPLICABLE ONLY IF ATTACKERS ENERGY IS LOWER THAN DEFENDERS: - NFTM% CHANCE TO INCREASE DAMAGE X1.25

Each player has 10 cards presented at the start and revealed to the opponent. After the reveal follows a banning phase where users ban 5 of the opponents cards. The cards that are left are entering the battlefield. And Players have to assign them into the 5 slots. Once both players have assigned their cards, formations have been revealed.

The cards that are left are entering the battlefield. And Players have to assign them into the 5 slots. Once both players have assigned their cards, formations will be revealed.



## Slots for Battle:

2 in the front and 3 in the back.

Front row can be attacked with 100% attack, and Back row can be attacked with 60% attack.

## When attacking:

Front row= 100% power, back row- 75% of power

## Rules:

- when X1 dies, following cards will move to the first row if still alive: X3, X4, X5
- when X2 dies, following cards will move to the first row if still alive: X5, X4, X3

### FRONT ROW:

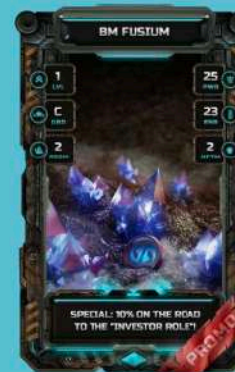


X1

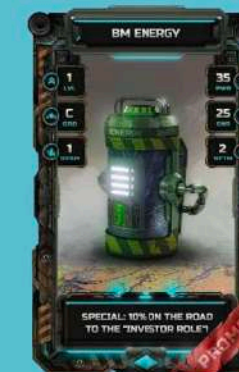


X2

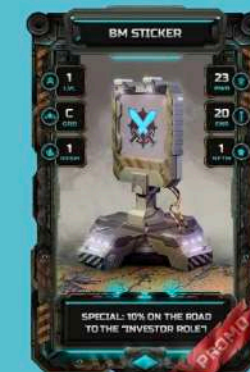
### BACK ROW:



X3



X4



X5

Battle - winner is a user that has at least one Active card alive while the opponent doesn't have any.

After round 10 cards will start receiving auto damage to avoid game loops (never ending games): from round 10- 1 damage, round 15- 5 damage, round 20- 10 damage, round 25- 20 damage & round 30 - 40 damage.

**Lowest energy on the battlefield gets highlighted and the user has to choose what it will attack. Once all cards have played their first turn, it repeats the same way through the turns until all the cards are dead from one of the players → battle is over.**

**When 2 cards have the same energy, following criterias will help to determine who attacks first: higher Rarity, higher Level, Higher power, higher NFTM, higher RESM, RNG**

**When a card is highlighted, the user can hover over the opponent cards to see how much damage will be dealt if a particular one is attacked. By clicking on one this will execute the attack.**

## **Card stamina**

**When the card finishes the battle, it loses 5% of the stamina. Starting stamina is 100% and it regenerates 5% hourly. Lower stamina doesn't affect performance, but once stamina is on 0, this card cant be used in battle until it regenerates its stamina. User can replace a “tired” card from his deck with another one. Betting Battles are exempt from stamina rules.**

## **8.2. Battle Modes**

### **Friendly battle:**

- **Can be played by users that don't have 10 active cards, they can choose any different 10X C1 cards from the Promo collection to try the game**
- **Games are not rated nor count towards the seasonal leaderboards**
- **Free or for resources (customisable amount)**
- **Challenge particular user**

### **Ranked battle:**

- **Free to enter, winner gets 25 of the random token for the win**
- **Paired with the closest rating in the queue**

### **Betting battle:**

- **Both players pay entry and winner takes 90% of the pool while 10% gets recycled**
- **Card stamina is irrelevant- even cards with 0% stamina can play and by playing in this mode cards don't lose their stamina**
- **Opponents get paired based on the highest rarity in their deck**





1	1000 OF EACH RESOURCE
2	10000 OF EACH RESOURCE
3	100000 OF EACH RESOURCE
4	1MIL OF EACH RESOURCE
5	CUSTOM AMOUNT - CREATOR OF THE GAME DECIDES ON THE STAKE AND IT GETS LISTED ON THE PENDING GAME OFFERS LIST

8.3. Rating system:

ELO system

Starting rating of a new player: 1000

How Do We Calculate It? Since we are calculating a new Elo score for each player the two equations are:

$E_1 = 10^{\frac{R_1}{400}}$	$R_1 = R_1 + K \left( S_1 - \frac{E_1}{E_1 + E_2} \right)$
$E_2 = 10^{\frac{R_2}{400}}$	$R_2 = R_2 + K \left( S_2 - \frac{E_2}{E_1 + E_2} \right)$

- **Rx** is the current rating of the player, where x is the player number. The tick above Rx means that it is the new rating for that player.
- **K** is a constant that determines how far the ratings can skew. We have chosen K to be 32.
- **Sx** is the score of each of the respective players. The score can be 1, 0.5 or 0. The important thing is that S1+S2= 1

8.4. Prizes:

Each weekly season we have a pool of rewards for the leaderboards (prize pool amounts will vary during the time):

- Top rating - 2mil resources per season (¼ of each resource).
- Top earner from the Betting battle mode - 2 mil resources per season (¼ of each resource).
- Lucky loser - players that lost the most on Betting battle mode - 1 mil resources per season (¼ of each resource)

Top 100 in each leaderboard split the prizes based on placement.

# 8.5. Consumables

Consumables are sold for resources and max 3 different ones can be equipped for 1 battle (Not an NFT & once consumed they are lost):

- Can be played before playing your turn, and if not used in the game, player keeps them for the future games
- Once consumable is activated, it will be applied to the card that is having the next turn or in case of general consumables its skill will be applied to your whole lineup

FIRST AID KIT	1000 FUSIUM	RECOVERS FULL HEALTH OF THE CARD ITS APPLIED TO
BANDAGE	500 ACTIUM	RECOVER 50% OF THE NOMINAL HEALTH OF THE CARD ITS APPLIED TO
ADRENALINE SHOT	1000 MINIUM	WHEN APPLIED IT REGENERATES 10% OF THE PARTICULAR CARD HEALTH EACH TIME IT ATTACKS
REGENERATION	5000 CONSTRUCTIUM	REGENERATES 10% OF EACH CARDS HEALTH EVERY TIME THEY GET TO ATTACK
STEALTH MODE	500 CONSTRUCTIUM	DODGE THE NEXT ATTACK ON THE CERTAIN CARD
PRECISION MODE	500 FUSIUM	ENSURES THAT CRIT ATTACK CHANCE GROW TO 100% (1 TIME)
COUNTER ATTACK	2000 ACTIUM	WHEN APPLIED TO THE CARD IT WILL REFLECT THE DAMAGE IT RECEIVES NEXT TIME ATTACKED

MORE VARIOUS CONSUMABLES COMING DOWN THE ROAD

# 8.6. Future plans

TOURNAMENT MODE
Tournaments mode will go live in later stage when number of daily users reaches targets
LEAGUE
League mode will go live in later stage when number of daily users reaches targets

# 9. NBM SHOP

## Rules:

- In-game shop will give opportunity for users to buy additional NBM assets(packs/card pieces) using NBM tokens: Fusium/Actium/Minium/Constructium.
- To purchase something from the in-game shop, users will need a Shop Ticket. Shop tickets are NFT assets and can be traded between users
- Shop tickets are distributed automatically by the system to NBM users, 10-50 tickets every day at 8pm UTC. Exact amount of tickets on certain day is determined by amount of points in the pool for this day:

250 POOL POINTS	10 SHOP TICKETS
500 POOL POINTS	20 SHOP TICKETS
750 POOL POINTS	30 SHOP TICKETS
1500 POOL POINTS	40 SHOP TICKETS
3000 POOL POINTS	50 SHOP TICKETS

More fusing and leveling up user did in the previous 24 hours - the higher the chance to receive ticket(s):

COMMON LEVEL UP	1 POINT
RARE LEVEL UP	1 POINT
EPIC LEVEL UP	3 POINTS
LEGENDARY LEVEL UP	5 POINTS
ULTIMATE LEVEL UP	8 POINTS
COMMON FUSION	4 POINTS
RARE FUSION	6 POINTS
EPIC FUSION	10 POINTS
LEGENDARY FUSION	15 POINTS



## 9.1. NBM Auction place

NBM Auction place was launched on 17th of November.

### Rules:

- Bidding x amount mean x amount in each of the 4 resources (Actium, Fusium, Minium and Constructium).
- Every bid in the last 60 seconds before the end of the auction prolongs it for an additional 60 seconds until there are no more bids coming in.
- If there are more assets auctioned, let's take the example of 10 assets, highest 10 bids will be winners with lowest mint being rewarded to the top bidder.
- Minimal bid is 10% higher than lowest eligible bid.
- When user bids, resources are taken from his in game wallet. If his bid drops out of the top bids, resources are being refunded to his in game wallet.
- If there is more assets on the auction, 1 user can place more valid bids and therefore compete for more than 1 of the assets.

Auction system should provide an ideal opportunity of stress free buying, giving everyone an equal chance and at the same time not asking for the NFT like NBM shop does. More importantly, ain't bidding a lot of fun?



## 10. PARTNERSHIP / COLLABORATION PROGRAMS

### 10.1. Partnership NFT pool

Partnership nft pool is a bonus pool containing partner NFTs that can be mined on our platform on top of our own NFT-s as an additional bonus! Once the trigger is hit and the user finds our NFT, a second trigger check will be run to check if an additional NFT is found in the Partnership pool at the rate of 1%! Currently, more assets are in the pool, a bigger chance is to get assets dropped from that pool..

This way partner projects can use visibility on our platform, get attention of our user base and so much more! Users will also be able to target certain partnership pools down the road.

PARTNERSHIP POOLS ARE ALSO USED THROUGH THE NBM MINI GAMES SECTION:

[https://game.nftbattleminers.com/mini\\_games](https://game.nftbattleminers.com/mini_games)

LIST OF CURRENT PARTICIPANTS IN THIS PROGRAM WITH THE CONTENT OF THEIR POOLS YOU CAN CHECK AT ANY TIME AT:

[https://game.nftbattleminers.com/partners\\_pool](https://game.nftbattleminers.com/partners_pool)

Current requirements, collections have to fulfil, before joining the pool:

- being whitelisted
- assets value \$1+ for at least few weeks on 2ndary market (AtomicHub) with 50+ trades daily or \$3+ for assets that dont have required trading volume
- minimum 200+ assets for the pool at the start (minimal value of the assets in the pool \$1 per asset or \$3 per asset in case of low trading volume )
- no bad user reviews about the project

Every collection entering our Partnership pool will be offered a sub channel exchange and increased visibility. Some examples can be seen in our Discord community hub under the Partner projects category. Each partner gets its own dedicated sub channel recapitulating its announcements along with pinned messages displaying important information about the project. As we work hard to increase the visibility of our partners on our Discord server, we expect the same from them.



# 10.2. Staking boost

Each land has additional 3 slots that are used for staking Booster NFT-s. The Maximum boost that can be achieved per slot is 3.3%. Reminder- staking partner NFT-s work only as a boost, mining cannot be achieved purely based on staking them. Each of the NFT-s eligible to be used as boosters has defined % of boost. This program will provide additional utility and additional visibility on our platform for collections participants.

There are 7 levels of boosts that certain collection can choose from and each level has maximal amount of mints accepted:

0.5% BOOST PER ASSET	10K MAX ASSETS
1% BOOST PER ASSET	2500 MAX ASSETS
1.5% BOOST PER ASSET	2000 MAX ASSETS
2% BOOST PER ASSET	1500 MAX ASSETS
2.5% BOOST PER ASSET	1000 MAX ASSETS
3% BOOST PER ASSET	500 MAX ASSETS
3.3% BOOST PER ASSET	400 MAX ASSETS

## Requirements for interested collections:

- Whitelisted
- Weekly fee in Minium, Fusium, Constructium, Actium or WAX valued at:

**-200USD \* CHOSEN BOOST (0.5,1,1.5,2,2.5,3,3.3)**

**EXAMPLES:**

**LOWEST: 200\*0.5=100USD**

**HIGHEST: 200\*3.3= 660USD**



Once a collection chooses a staking level, the additional step is for new collections to choose between these two options:

1. INDEFINITE PARTICIPATION

REQUIRED DEPOSIT OF 5 WEEKS UPFRONT (IT WILL BE USED FOR COVERING THE 5 WEEKS OF DEPRECIATION PERIOD IF COLLECTION STOPS PAYING THE FEE) + FIRST WEEK PAYMENT (=6 WEEKLY FEE RATES FOR START)

\*DEPRECIATION PERIOD:

IF THE PARTNER COLLECTION STOPS PAYING FEES- IT WILL START LOSING STAKING POWER- 20% OF THE INITIAL BOOST WEEKLY, UNTIL IT REACHES 0% ON THE 5TH WEEK AND LOSING THE BOOST COMPLETELY. FEE WILL BE TAKEN FROM THE DEPOSIT AMOUNT.
2. FIXED LENGTH OF PARTICIPATION

COLLECTION CAN CHOOSE A FIXED LENGTH OF PARTICIPATION, FOR EXAMPLE 5 WEEKS AND THEREFORE THEY NEED TO COVER THOSE 5 WEEKS UPFRONT. IN THIS OPTION, AFTER THE 5TH WEEK, THERE WILL BE NO DEPRECIATION PERIOD AND ALSO BOOSTERS WILL BE MARKETING AS SUCH, FIXED DURATION BOOSTERS.

\*COLLECTIONS THAT HAVE BEEN ONBOARDED EARLIER WITH OLD RULES, AND THEIR BOOSTERS HAVE NOT LOST THEIR STAKING LEVEL, ARE NOT OBLIGATED TO PAY A DEPOSIT OR UPFRONT PAYMENTS. THOSE CAN KEEP IT THE SAME WAY AS IT WAS SO FAR.

Through the weekly fee, resources are recycled and returned to the mining pool. WAX received as a payment is used for buying resources off the market and recycling them.

Procedure for staking:

- 01

Check the list of partner assets that provide boost over on [https://game.nftbattleminers.com/boosting\\_assets](https://game.nftbattleminers.com/boosting_assets)
- 02

Either deposit the eligible asset in your NBM NFT wallet using this link: [https://wax.atomichub.io/trading/transfer?partner=battleminers&memo=deposit\\_nft](https://wax.atomichub.io/trading/transfer?partner=battleminers&memo=deposit_nft) (custodial solution) or simply register the asset - non custodial solution = asset stays in your wallet
- 03

Asset can at the same time provide boost and be listed on the market
- 04

If the asset changes the owner while being in your operation (sold etc.) operation will be canceled and returned to your HQ

## 11. DISCORD – MAIN COMMUNITY HUB

We have chosen to grow and host our community on Discord, as we consider its features ideal for our project! Link to our Discord community hub is: <https://discord.gg/nftbattleminers>. Make sure to join our main community hub where you can find a lot of giveaways, contests, updates and so much more! What you can also find there, and nowhere else, is the best community we have ever experienced! To reward our community we have implemented a whole lot of measures that are helping to keep it so amazing.

One of those measures is fighting multi accounting and botting. We are doing so to ensure that all our real members have equal chances to win prizes on our free giveaways and drops in Discord!

### 11.1. Multi accounting and botting

At NBM, we take multi-accounting and the use of bots very seriously. To ensure that every member gets a fair chance to i) win free NFTs, ii) buy packs at the lowest price and iii) and win free tokens, we are using innovative approaches along with bots and community members to constantly monitor the health of our discord. All the cheaters will be sanctioned. Additionally, to ensure a maximum fairness during giveaways/contests, every winner is manually controlled. So, let's play fair and square and enjoy the ride together :)

### 11.2. Presence on other social networks/platforms

MEDIUM	<a href="https://nft-battle-miners.medium.com/nbm-ultimate-guide-table-4c3444f6c318">https://nft-battle-miners.medium.com/nbm-ultimate-guide-table-4c3444f6c318</a> simplified but detailed guide through NBM, ideal for starters!
FACEBOOK	<a href="https://www.facebook.com/NBMNFTBattleMiners">https://www.facebook.com/NBMNFTBattleMiners</a>
TWITTER	<a href="https://twitter.com/NFTBattleMiners">https://twitter.com/NFTBattleMiners</a>
TWITCH	<a href="https://www.twitch.tv/nftbattleminers">https://www.twitch.tv/nftbattleminers</a>
YOUTUBE	<a href="https://www.youtube.com/channel/UCTiWEly5wuv-KynmVWKb3XQ">https://www.youtube.com/channel/UCTiWEly5wuv-KynmVWKb3XQ</a>
TELEGRAM	<a href="https://t.me/nftbattleminers">https://t.me/nftbattleminers</a>







**NBM**  
NFT BATTLE MINERS

**Yours sincerely, NBM team**

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