NFT Battle Miners

Welcome to the "NFT Battle Miners" project!

This year has been a wild ride for the NFT metaverse, blockchain and gaming industry.
Plenty of projects have sprung up, with some seeing meteoric rise,
and others not quite holding ground.

Our team has been observing many interesting projects and have been able to gather the best and most interesting aspects to incorporate into our project as well as
looking into avoiding potential pitfalls.

By combining the perks we found coupled with problem solving approach in mind, leaving out mundane aspects of gameplay and adding the creative ideas of our gaming team,
we are proud to present to you, our "NFT Battle Miners" project.

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

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

On the other hand you can find card games that are 99% based on active gameplay.

NFT Battle Miners combines both aspects, and provides players with multiple earning pathways:

1. Active path through the card game - we are aiming to create an active card game full of competitions and tournaments. Perfect for hardcore gamers.

2. Passive path through mining - users will be able to stake their NFT cards and earn passive income by mining. Each land card will have set off values that will determine profitability and compatibility with other cards. Additionally users will need land keys to be able to mine.

3. Trading- We will focus on strict control of released assets to protect balanced tokenomics.
This will be beneficial for the secondary market trades in the short and long run. We have multiple measures that will help us to stay on track with our goals.

By analysing some issues from other projects we picked the two most important solutions:

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

To fight this issue we will implement following measures:

i). Drops: only for whitelisted active community

ii). Sales in stages:

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

By using the concept of stages for the drops, the main problems will be eliminated AND our most dedicated users
will have a chance to be rewarded by getting priority purchase rights.

Our card based game will contain cards separated in different categories.
Each of the cards will have a set of stats for battle and for mining.

We are looking forward to present you with more juicy details along the way on our Roadmap!

Q2 2021
May - July - Developing game concept / design / website
June - Company incorporation

Q3 2021
July - Growing community
August - Setting up the project and working on whitelisting on Atomic Hub
August - September - Promo period

Q4 2021
October - Packs sale / Land keys
October - Mining / Cards upgrade / Fusing release
December - PVP beta release

Q1 2022
January - PVP full release
March - Metaverse release

Our commitment to the community:

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

We would also like to present you some more details on Collections, Cards and other aspects of the game:

1. The first collection will be a Promo collection.

Promo collection will have at least 30 cards.

The NFT cards from that collection will have special "promo" abilities such as:
- Holders of those cards will be receiving air drops during "promo period"
- Holders of those cards will have access to additional weekly free drops
- Holders of at least 10 NBM PROMO cards will be able to apply and receive special "Investor" role

2. Every NFT card will be either:

Active card - Those will be used for PVP battles and mining
Land card - Key cards that will give access to mining game resources and new NFTs
Construction card - These type of cards will be used in combination with "Land cards" to increase their statistics

2.1. Statistical values of "Active cards" will be:

Level (L) - 1-5
Grade (G) - rarity grade (common - ultimate)
Energy (E) - Energy cost for playing this card in a PVP battle
Power (P) - Damage value in PVP battle
Resource mining (RM) - Multiplier that determines a resource mining boost
NFT mining (NM) - Multiplier that determines an NFT mining boost
Some cards will have unique skills used for PVP battles and/or mining

2.2. Statistical values of "Land cards" will be:

Level (L) - 1-5
Grade (G) - rarity grade (common - ultimate)
Resources - Which resources can be mined on that "Land card" Size - Number of slots for "Active cards" that could mine on it at the same time and/or slots for "Construction cards"
Size - Amount of "Active cards" and "Construction cards" that can be used on the "Land card" at the same time
Resource multiplier (RMM)- Basic value revealing how efficiently resources can be mined on that "Land card"
NFT multiplier (NMM) - Basic value revealing the probability of mining NFT-s on that "Land card"
Limits - Some "Land cards" will be limited, to be mined only by specific "Active cards", and / or

2.3. Statistical values of "Construction cards" will be:

Level *(L) - 1-5*

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

Resources - What type of resources can be mined with that "Construction card"
Size - indicates the size of certain construction card

Size - The boost certain card is adding to the "Land card" on the matter of its size when combined

Resource multiplier (RMM)- Basic value revealing what boost will be applied on the "Land Card"
regarding
mining resources when combined

NFT multiplier (NMM)- Basic value revealing what boost will be applied on the "Land Card" regarding
mining
NFT-s when combined

Limits - Some "Construction cards" will be limited for using only on certain type of "Land Cards"
or might require special "Active cards" to mine with them

2.4. Grades of cards:

Common
Rare
Limited
Legendary
Ultimate
(Some special skills of the cards will upgrade as the grade of the card upgrades)

3. Mining process:

Mining will be happening automatically, as long as the requirements are met.
Once per hour each mine will generate a set amount of resources and trigger checks for possible NFT-s
being mined.
Users wont need to pick up mining rewards every hour, but whenever they feel like doing so.
Bear in mind that "Active cards" used for mining will be locked from taking part in PVP battles and will be subject
to a cool-down period after being removed from active mining.

4. During "Promo period" in "Promo collection" only "Active cards" will be released.

Additionally during that period we will release non-tradable "Promo Battle Miners" stickers that will give access to
the 2nd stage of the first sale.

5. Crypto resources that will be used in game and released on "Alcor" with their use cases:

Fusium - Fusing cards: "Random" or "Predefined"
Constructium - "Construction cards" levelling up & upgrades
Minium - "Land cards" levelling up & upgrades
Actium - "Active cards" levelling up & upgrades

5.1. Fusium

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

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

Predefined Fusion - recipe that needs specific set of cards; example:

To get "Battle Mining Tank" card - user would need to burn 3 cards from "Battle" collection and 3 cards from "Mining" collection with the cost of Fusium equal to 3000 * amount of burned cards * rarity multiplier(1-5)

Burning:

Common Fighter - Common Fighter / Common Tank

Common Gnome miner

Common Human miner

Common Stone melter

Fusium cost = 3000 * 6(amount of cards) * rarity(1-5; common = 1) = 18000

New card will be Rare "Battle Mining Tank"

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

Burning:

Common Fighter - Common Fighter / Common Tank

Common Gnome miner

Common Human miner

Common Stone melter

Fusium cost = 1000 * 6(amount of cards) * rarity(1-5, common - 1) = 6000

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

Rare Fighter (33.3% chance) / Common Tank (16.6% chance)

Rare Gnome miner (16.6% chance)

Rare Human miner (16.6% chance)

Rare Stone melter (16.6% chance)

5.2. Actium / Minium / Constructium use

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

Levelling up logic:

To level up a card - player will need to collect a set amount of same cards:
 - 1st level card to 2nd level card - need 2 same cards of the 1st level
 - 2nd level card to 3rd level card - need 3 same cards of the 2nd level
 - 3rd level card to 4th level card - need 4 same cards of the 3rd level
 - 4th level card to 5th level card - need 5 same cards of the 4th level

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

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

6. Ways of deploying NFT-s:

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

7. Mining

Mining process happens without user interaction, all that users have to do is to apply active cards to the mine. Active cards that are mining will be locked from taking part in active battles.

Once per hour, each mine will generate set amount of resources or trigger checks for possible nft mined.

Users will be able to claim those resources and nft when they need them.

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

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

At the start users will have 6 slots for land keys, prices for additional slots will be announced later.

Land key cards will have one or more resources that can be mined on it, also each land key will have an nft mining multiplier.

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

Mining process:

- Add land key to the slot, this action reveals the land key slots

- (optional)Add construction cards into land slot, which will add or reduce the total amount of land slots

- Add active cards into land slots

- Select mining resource or nft

- Activate mining operation(locks active cards from being used in pvp)

7.1 Mining examples:

RM - active card resource mining parameter

RMM - land/construction card resource mining multiplier

Starter example

Land key - level 1 - Common grade - 5 MMR

Active cards: 5 RM / 4 M / 6 M

Totally:

 (6+5+4) RM * 5 MMR = 75 resource / hour = 1800 token/day

Medium example with 1 building

Land key - level 5 - Limited Grade - 12 MMR

Construction: Fabric: +2 mining slots, +3 MMR

Active cards: 5 RM / 4 RM / 6 RM / 5 RM / 5 RM

Totally:

 (6+5+4+5+5) RM * (12 MMR + 3 MMR) = 375 resource / hour = 9,000 token/day

Top grade example with 3 buildings

Land key - level 5 - **Ultimate** grade 5 - 30 MMR

Fabric: +3 mining slots, +5 MMR

Fabric: +3 mining slots, +5 MMR

Fabric: +3 mining slots, +5 MMR

Cards: 12 R / 12R / 12R / 12R / 12R / 12R / 12R / 12R / 12R / 12R / 12R / 12R

Totally:

(12 RM * 12(cards)) *(30 MMR + 15 MMR) = 6480 resource / hour = 155,520 token/day

7.2 NFT mining example:

NM - active card NFT mining parameter

NMM - land/construction card NFT mining multiplier

chance/hour - chance to get a new NFT once an hour

Starter example

Land key - level 1 - Common grade - 5 NMR

Active cards: 5 RM / 4 M / 6 M

Totally:

(6+5+4) NM * 5 NMR= 75/10000 = 0.75% chance/hour

Medium example with 1 building

Land key - level 5 - Limited Grade - 12 MMR

Construction: Fabric: +2 mining slots, +3 MMR

Active cards: 5 RM / 4 RM / 6 RM / 5 RM / 5 RM

Totally:

(6+5+4+5+5) RM * (12 MMR + 3 MMR) = 375/10000 = 3.75% chance/hour

Top grade example with 3 buildings

Land key - level 5 - Ultimate grade 5 - 30 MMR

Fabric: +3 mining slots, +5 MMR

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Fabric: +3 mining slots, +5 MMR

Cards: 12 R / 12R / 12R / 12R / 12R / 12R / 12R / 12R / 12R / 12R / 12R / 12R

Totally:

(12 RM * 12(cards)) *(30 MMR + 15 MMR) = 6480/10000 = 64.8% chance/hour

8. "PVP battles" will have amazing competitions with even better rewards for the best of the best, and of course everyone doing well on the road towards the top.

Yours sincerely,
NBM team