



WELCOME TO “NFT BATTLE MINERS”!

CONTENT

<u>Welcome</u>	04
<u>Roadmap</u>	07
1. <u>Promo Period</u>	10
1.1. <u>Promo stickers</u>	11
1.2. <u>Promo collection</u>	12
1.3. <u>Investor role</u>	13
1.4. <u>Promo pack</u>	13
1.5. <u>Pack opening</u>	14
1.6. <u>Card pieces</u>	16
2. <u>Every NFT card</u>	17
2.1. <u>Statistical values of “Active cards”</u>	18
2.1.1. <u>Additional informations regarding “Active cards”</u>	18
2.2. <u>Statistical values of “Land cards”</u>	19
2.2.1. <u>Additional informations regarding “Land cards”</u>	20
2.3. <u>Statistical values of “Construction cards”</u>	21
2.4. <u>Grades of cards</u>	22



CONTENT

3. <u>Crypto resources</u>	22
4. <u>Fusium</u>	25
4.1. <u>Actium / Minium / Constructium use</u>	26
4.2. <u>Leveling up logic</u>	27
4.2.1. <u>Pure leveling up</u>	28
5. <u>Ways of deploying NFT-s</u>	30
6. <u>Mining</u>	30
6.1 Maintenance	32
6.2 <u>NFT mining</u>	35
6.3 <u>NBM mining WAX pool</u>	35
6.4 <u>Public Mine - Mining Grid</u>	36
7. <u>Upcoming packs</u>	37
8. <u>“PVP battles”</u>	41
9. <u>NBM shop</u>	41
10. <u>Partnership / collaboration programs</u>	42
11. <u>Discord - main community hub</u>	44



WELCOME TO “NFT BATTLE MINERS”!

This year has been 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, an active path through intense PvP 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.



02

Second, a passive path through mining. - Users will be able to stake their NFT cards in order to mine, 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 10% per operation will be achieved by staking selected partner-projects NFT cards.

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 run.

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 will implement following measures:

1. Drops: only for whitelisted active community
2. Initial sale in stages (starts on 1st of October):
 - first stage (Investors pool) will be exclusively for “investors” (10=Active cards+Land Cards+Construction Cards=1 Investor role ticket)
 - second stage (Public pool) will be exclusively for “whitelisted members” (Active Battle Miner role on our Discord channel)
 - third stage (Public pool) will be exclusively for “Wax Linked” members in our Discord community hub
 - fourth stage (Public pool) will be a public sale

By using the concept of stages through two separate pools for the initial sale, the main problems will be eliminated AND our most dedicated users will have 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, typical users.



WE ARE NOW LOOKING FORWARD TO PRESENTING YOU SOME UPCOMING JUICY DETAILS IN THIS SIMPLIFIED VERSION OF OUR ROADMAP!

Q2 2021

■ May-July - Developing game concept / design / website
June - Company incorporation - United IT Development Corp., REG NR: 176164 , 123 Barrack Road, Belize City, Belize

CURRENT STATUS: ALL AFOREMENTIONED POINTS SUCCESSFULLY COMPLETED!

Q3 2021

■ July - Community growth
August - Setting up the project and working on achieving whitelisting on Atomic Hub
August - September - Promo period

CURRENT STATUS: ALL AFOREMENTIONED POINTS SUCCESSFULLY COMPLETED WITH WHITELISTING ON ATOMIC HUB ON THE 16TH OF AUG

Q4 2021

■ 1st of October - Initial sale
October - Mining / Cards upgrade / Fusing release

CURRENT STATUS: RANDOM FUSION, MINING (CURRENTLY IN BETA) AND LEVELING UP CARDS RELEASED IN Q3

December - PVP beta release

New targets added for Q4 (due to delivering many planned ones in Q3):

Staking boost partnership program (chapter 10.2.)

Maintenance (chapter 6.1.)

PVP tournaments, raiding, metaverse map

Releasing War album collection and Mining album collection of Active cards

Q1 2022

■ January - PVP full release
March - Metaverse release

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!

Initial sale on 1st of Oct. breakdown:

Investor pool Snapshot:	3pm UTC
Public pool Snapshot:	4pm UTC
Investor pool Sale Starts:	6pm UTC
Public pool Sale Start:	7pm UTC

Initial sale will be separated into 2 pools: Investor pool and Public pool. Each pool will last max 48 hours if not sold out earlier. Breakdown of the packs you can find in chapter 8.

Investor pool - a separate pool of 1-1.5k of each pack

-1x of each pack per each Investor ticket (i.e. similar principle that was tested during the mini Land/Construction test sale)

Reminder: Investor ticket = 10 of Active cards + Construction cards + Land cards held by a single user at the time of snapshot.

Investors pool will be hosted on <https://game.nftbattleminers.com/sales>

Unused tickets from the first 24 hours will be randomly distributed to the users who applied for the second round (option to apply only available if a given user used all his tickets from the 1st round).



If any packs are left after 48 hours, they will be added to the NBM shop with double the price from the Initial sale.

Public pool - held on NeftyBlocks - 2500-3000 of each pack (except Front Post - 1500/2000) will be available with a 30 min reset time between each purchase.

1st level (7PM UTC)	Active Battle Miner Discord role(MUST be WAX Linked as well) whitelisted - 30 mins cool-down /1 of each pack
2nd level (7.30PM UTC)	WAX Linked Discord role whitelisted - 30 mins cool-down/1 of each pack
3rd level (8PM UTC)	Public sale - Whitelisting requirement removed - 30 mins cool-down/1 of each pack

Reminder: Active Battle Miner Discord role must be WAX Linked since the wallet linking is the only connection between your Discord profile and your WAX wallet.

Instructions on WAX Linking:

<https://discord.com/channels/864175585458520094/870229604059729921/888084344235786250>

<https://nft-battle-miners.medium.com/nbm-ultimate-guide-article-2-join-our-discord-and-win-4d85a9370a2d>

Results:

- each investor will have 100% chance of buying every pack
- each newcomer will have a 100% chance of buying if he gets Active Battle Miner role and WAX Linked role in our community hub on Discord
- for any other buyer, the 'first come, first served' rule applies
- If any packs are left after 48 hours, they will be added to the 'NBM shop' with a double the price from the initial sale



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 and will last until the end of September. 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

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

- **NBM MARKETPLACE** - A tool to filter the AH market with a lot of custom filters not yet available on the AH platform. Overall, this tool offers a better visibility of the AH market while providing the option to buy NBM assets without leaving our filter page
- **MINI GAMES** - 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.
- **MY CARDS** - A section where users can check their cards, level them up and more!
- **PACK OPENING** - A section where users are able to open their packs.



- **LOTTERY** - A place for organising lotteries. All the wax collected during those lotteries is added to the additional WAX pool used for rewarding our users through the Mining and Mini games section.
- **BURN STICKERS** - From 15th of Sept until the end of the Sept, a burning event will take place over there. Users will be able to exchange (burn) their stickers to obtain an Active card Promo pack.
- **BLENDING** - Originally a place for blending card pieces and over time a few more spicy bonus recipes got introduced!!
- **WALLET** - In game wallet for your resources and WAX- spares you enormous CPU usage as only transactions that use your CPU are actually your withdrawal and deposit
- **PARTNERSHIP POOL** - A list of all partnership pools (other NFT projects which joined the NBM adventure) along with all the relevant details for each of them,(such as size and content of their pools!)
- **SALES** - 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.
- **PROFILE** - change the settings of your profile here!
- **NBM SHOP** - use your shop tickets and get the right to buy NBM assets!
- **NBM LIBRARY** - dive deep into exploring Active cards, Land cards and Construction cards presented with all their set values!
- **VOTING PLACE** - NBM values the opinions of its community, and from time to time organise 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.



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 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".

1.2. Promo collection

The promo collection will contain at least 30 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).

Briefly: both leveling up and fusing consumes NBM NFTs. When performed, those actions will 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 will be receiving airdrops during the "promo period"
- unlocking Mini games
- early Investor whitelisting for test mini sales
- holders of each 10 of the Active cards+Land cards+Construction cards will be whitelisted for the Investor pool of the Initial sale



1.3. Investor role

Reminder: Investor role = at least 10 playable assets. For each 10 assets = 1 ticket to gain access to the private sale. We are aiming for a maximum of 1000 investor roles at the end of the promo period., However. We took in consideration several possibilities including having a number of investors slightly lower than what expected (e.g. 500-1000).

Conversely, If the community growth during the **"Promo period"** surpasses our expectations, we can easily adjust our system to grant up to 1500 potential "Investor" roles.

We developed an adjustable system with everyone having equal chances during our promo period (lasting 2 months) to gain the investor status. However, the earlier the better: users who join late will naturally have less time to gain this status and might be pushed to buy extra assets on secondary markets.

1.4. Active card Promo pack

Every Active card Promo pack will contain 1 random Active card from the Promo collection, except those that have a circulation limit reached at the time of the pack opening (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%

1.5. Pack opening

Pack opening will be 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 will 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:

1. User sends pack to battleminers with memo "pack_opening"
2. Server reads the wax chain
3. 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 is respectively used to determine level, rarity and card type



4. Battleminers triggers the mintasset action to the name of the pack sender
5. All the values are finally saved and are publicly accessible from the packs opening page log

This way we can guarantee fairness and decentralized decision making (as nobody can predict their blockchain transaction hash).

Update: As one of our users, also a developer, pointed out - there's a potential hole in the system if we make random generation totally dependable on chain hash (theoretically it is possible to predict your hash), so we've added additional server nanoseconds variable into the equation, which will always be unique and unpredictable and additionally used a random seed generation library (<https://github.com/davidbau/seedrandom>) to generate the random level/rarity/card type!

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 would be publicly accessible and everyone can test any transaction from the chain to prove the fairness of the process.

The script will be 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 “cardpieces” collection. Once our user collects 5 card pieces, they will be able to blend them into the random 1X Active card pack.

The blending action is available on the website: <https://game.nftbattleminers.com/blending>

REMINDER: Currently the only available 1X Active card pack is “Active card Promo pack” which contains a random “Active card” from “Promo collection”, read chapter 1.4. for more infos.

Card pieces are distributed through a variety of giveaways and contests during the “Promo period” and also in the NFT mining process.



2. EVERY NFT CARD WILL BE EITHER:

Active card

These will be used for PVP battles and mining. As discussed earlier, at any given time, Active cards won't have a Max supply but will have a limited circulation (1500, for more infos, please read the section 1.2)

Perks:

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

Land card

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

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 (LVL)	1-5
Grade (GRD)	rarity grade (common - ultimate)
Energy (ENR)	energy cost for playing this card in a PVP battle
Power (PWR)	damage value in PVP battle
Resource mining (RESM)	multiplier that determines a resource mining boost
NFT mining (NFTM)	multiplier that determines an NFT mining boost

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

2.1.1. Additional informations regarding “Active cards”

The list of the cards revealed so far with their respective stats. and circulation details can be found on:

<https://game.nftbattleminers.com/cards>



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

Level (LVL)	1-5
Grade (GRD)	rarity grade (common - ultimate)
Resources	resource that this “Construction card” gives boost for
Size (SIZE)	amount of “Active cards” and “Construction cards” that can be used on the “Land card” at the same time
Resource multiplier (RESM)	basic value revealing how efficiently resources can be mined on that “Land card”
NFT multiplier (NFTM)	basic value revealing what boost will be applied on the “Land Card” regarding mining NFT-s when combined
Basic Resource (represented by logo of that resource)	Basic 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.
Limits	some “Land cards” will be limited, to be mined only by specific “Active cards”, and / or collections or will be limited depending on what type of “Construction cards” can be used on them



2.2.1. Additional informations regarding “Land cards”

- each land card will have additional 3 slots for Partners NFT boosts, 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:

Fusium	45%
Actium	35%
Minium	13%
Constructium	7%



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

Level (LVL)	1-5
Grade (GRD)	rarity grade (common - ultimate)
Resources	Resource that this “Construction card” gives boost for
Size (SIZE)	The boost in size that the Construction card adds to the land
Resource multiplier (RESM)	basic value revealing what boost will be applied on the “Land Card” regarding mining resources when combined
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
NFT-s	when combined
Limits	Some “Construction cards” in the future will be limited for using only on certain types of “Land Cards” or might require special “Active cards” to mine with them

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



2.4. Grades of cards:

- Common
- Rare
- Epic
- Legendary
- Ultimate

(With each rarity upgrade strengthening the stats of the card)

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

- **FUSIUM** - Fusing cards: “Random” or “Predefined”, Pure levelling up, shop, maintenance and more coming down the road
- **CONSTRUCTIUM** - “Construction cards” levelling up, Pure levelling up, shop, maintenance and more coming down the road
- **MINIUM** - “Land cards” levelling up, Pure levelling up, shop, maintenance and more coming down the road
- **ACTIUM** - “Active cards” levelling up, Pure levelling up, shop, maintenance and more coming down the road

*Additional token use cases will be revealed soon!

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

NBMACT	Actium	https://wax.bloks.io/tokens/NBMACT-wax-battleminers
NBMFUS	Fusium	https://wax.bloks.io/tokens/NBMFUS-wax-battleminers
NBMMIN	Minium	https://wax.bloks.io/tokens/NBMMIN-wax-battleminers
NBMCON	Constructium	https://wax.bloks.io/tokens/NBMCON-wax-battleminers



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 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. All distributions are saved into database and once in a week top 10 LP holders overall receive additional:

1st	Survival pack	3rd	1 ACPP
2nd	2 ACPP	4-10	2 Card pieces each

List of all stimulated pools:

Fusium:	https://wax.bloks.io/tokens/NBMFWAX-wax-alcorammswa
Actium:	https://wax.bloks.io/tokens/WAXNBMA-wax-alcorammswap
Minium:	https://wax.bloks.io/tokens/NBMMWAX-wax-alcorammswap
Constructium:	https://wax.bloks.io/tokens/NBMCWAX-wax-alcorammswap
Actium/Fusium:	https://wax.alcor.exchange/swap?output=NBMACT-battleminers&input=NBMFUS-battleminers
Minium/Fusium:	https://wax.alcor.exchange/swap?output=NBMMIN-battleminers&input=NBMFUS-battleminers
Constructium/Fusium:	https://wax.alcor.exchange/swap?output=NBMCON-battleminers&input=NBMFUS-battleminers
Minium/Actium:	https://wax.alcor.exchange/swap?output=NBMMIN-battleminers&input=NBMACT-battleminers
Constructium/Actium:	https://wax.alcor.exchange/swap?output=NBMCON-battleminers&input=NBMACT-battleminers
Constructium/Minium:	https://wax.alcor.exchange/swap?output=NBMCON-battleminers&input=NBMMIN-battleminers



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 will be used for 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 in mining). There will be two types of fusing recipes; predefined and random.

Following card names used in the following example don't represent real card names.

Predefined Fusion

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

Burning:

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



Random Fusion

Fuse any given 2 cards of the same rarity example:

Burning:

- Common Fighter
- Common Gnome miner
- Fusion cost = $27000 * 2(\text{amount of cards}) * \text{rarity}(2-5, \text{rare} = 2) = 108000$
- New card will be a random rare card from a set:
- Rare Fighter (50% chance)
- Rare Gnome miner (50% chance)

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 only found under the deepest ocean floor, mostly in muddy areas. Its rarity is mostly 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). 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 - 28,000 tokens * RM(rarity multiplier) in total
- 4th level card - 18,000 tokens * RM in total
- 3rd level card - 10,000 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 would be a “Pure level up” method - you only need one card to level it up + this time same amount of each token (Fusium, Actium, minium, constructium) x 2 for Active card or x10 for land/construction cards:

- Fusium : $2000 * \text{rarity multiplier}(1 - 5) * \text{next card level} * (2 \text{ or } 10)$
- Actium : $2000 * \text{rarity multiplier}(1 - 5) * \text{next card level} * (2 \text{ or } 10)$
- Minium : $2000 * \text{rarity multiplier}(1 - 5) * \text{next card level} * (2 \text{ or } 10)$
- Constructium : $2000 * \text{rarity multiplier}(1 - 5) * \text{next card level} * (2 \text{ or } 10)$

RARITY	LEVEL	LVL 1 COMMONS	MAIN TOKEN	FUSIUM	PURE LEVEL UP, EACH TOKEN	PURE LEVEL UP LAND	RARITY MULTIPLIER
common	1	1					1
common	2	2	4000		8000	40000	1
common	3	3	6000		12000	60000	1
common	4	4	8000		16000	80000	1
common	5	5	10000		20000	100000	1
rare	1	10	0	108000			2
rare	2	11	8000		16000	80000	2
rare	3	12	12000		24000	120000	2
rare	4	13	16000		32000	160000	2



RARITY	LEVEL	LVL 1 COMMONS	MAIN TOKEN	FUSIUM	PURE LEVEL UP, EACH TOKEN	PURE LEVEL UP LAND	RARITY MULTIPLIER
rare	5	14	20000		40000	200000	2
epic	1	28	0	162000			3
epic	2	38	12000		24000	120000	3
epic	3	48	18000		36000	180000	3
epic	4	58	24000		48000	240000	3
epic	5	68	30000		60000	300000	3
legendary	1	136	0	216000			4
legendary	2	164	16000		32000	160000	4
legendary	3	192	24000		48000	240000	4
legendary	4	220	32000		64000	320000	4
legendary	5	248	40000		80000	400000	4
ultimate	1	496	0	270000			5
ultimate	2	632	20000		40000	200000	5
ultimate	3	768	30000		60000	300000	5
ultimate	4	904	40000		80000	400000	5
ultimate	5	1040	50000		100000	500000	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 is no single hour without at least one active giveaway!
- **PARTNER PROJECTS** - Some of our assets have been given away through Partner projects such as: 100 stickers through Oliveland digging pool, Givelab giveaways, Streamers etc.
- **SALES** - Some assets were sold through multiple mini sales and the initial sale is planned for 1st of October.
- **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

6. MINING

Mining will be happening automatically, as long as the requirements are met. The mining process happens without user interaction. The 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 won't need to pick up mining rewards every hour, but whenever they feel like doing so. NFTs that are mined will be 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. Current Partnership pools and content of each you can track over on 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 or in mining. If a card is used in mining (sent to mine) - the card will have a 24h cool-down period that restricts its usage for other applications.

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 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 Formulas:

Res mining formula $(\text{Active cards RESM}) * (\text{Land RESM} + \text{Constructions RESM}) * (1 + (\text{Constructions mining bonus}/100))$

NFT mining formula $(\text{Active cards NFTM}) * (\text{Land NFTM} + \text{Constructions NFTM}) / 10000 = \text{chance/hour}$

Additional mining boost can be applied (max 10% in total) to the mining performance by using certain Partner NFTs. For more info about our Partnership program, please read chapter 10.2.



Mining process:

- Add land key to the slot, this action reveals the land key slots
- Add construction cards into land slot, which will add more new available slots (optional)
- Add active cards into land/construction slots
- Add partner NFTs in 3 designated booster slots (optional)
- Select mining 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

6.1 Maintenance

The maintenance mechanism is still under development (meaning that final numbers/concepts may slightly change). The maintenance aspect is developed in order to:

- Make the game more exciting! Instead of simply placing your NFTs and just wait (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, gets damaged and sometimes even breaks.
- 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.



- Limit the use of scripts, bots or other cheating tools. The introduction of those new concepts will make it very hard for cheaters to mine (thus favorizing honest miners)

The maintenance mechanic will affect the mining process described above:

- When setting up a new mine (i.e. choosing your land, the constructions and the actives), the first 2 mining rounds will be less profitable. You will earn 50% then 75% of what you should normally earn. Why? To simulate real life logistic, preparation and initial set-up.
- It will now take 20 minutes to start a new mine or stop a running one. Why? To simulate operation traveling 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 will have its own durability.
- While mining, every asset will have a chance to get damaged (called partial break). This probability will depend on the rarity of the asset with rarest assets having the lowest chances of getting damaged (Common 9% ; Ultimate 7%).
- Partial break on a particular asset will decrease its durability. Each time that a break occurs, the NFT will lose between 8–12% of its durability. Also, the more damages your asset accumulates, the less it should be affected by the following breaks.
- 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 twice less than the same NFT having its durability at 100%.



All those concepts will allow the introduction of a innovative repairing system:

- The rarer the item, the more expensive the repairs will be.
- 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. Each 1% of repair will take 10 sec (with a max. amount of time capped at 16min30sec). This type of repair will only cost you time (first to stop the operations, second, to repair your NFTs and third to properly restart your operations).
- On site: No need to stop the operations! But this type of repairs will take some planning and will cost you some resources
- You will need first to set up a given amount of resources that you want to send on site knowing that each type of asset will be repairable using a unique token. Actium for Actives, Constructium for Constructions and Minium for Lands.
- On site, for each NFT, the repair costs will mostly depend on the amount of damage accumulated along with the rarity of the card. Other unique parameters will also be included in this equation such as the size (for the Lands and Constructions) or energy (for Actives).

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

- Above 4 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 will be 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 Promo pack
- 45.9% to receive an random Active card LVL 1 Common
- 45% to receive a Card piece

*NFT result chances would be updating constantly down the game development

Beside the NBM asset drop, users have a 20% chance to receive one more random NFT from Partners pool. Users will be able to choose which NBM partner pool to target, and if it has anything left in the pool - they will receive from this partner pool first.

Mining calculator is available at: https://game.nftbattleminers.com/mining_calc

6.3 NBM mining WAX pool

NBM Mining Wax pool logic:

- NBM will periodically host different events(lotteries/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. UPCOMING 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 will be the cheapest pack (20 USD). It contains 1X Land card (75% common, 25% rare) and 1X Active card Promo pack.

4000 pcs	initial sale
12 pcs	mini sale (completed)

7.2. Secured station

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

4000 pcs	initial sale
9 pcs	mini sale (completed)

7.3. Front post

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

3000 pcs	initial sale
273 pcs	mini sale (completed)



7.4. Dominator station

Dominator station(200USD) 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 Promo pack and a Land card (55% rare, 30% epic, 10% legendary, 5% ultimate)!

4000 pcs	initial sale
50 pcs	mini sale

7.5. Table view

LEVELS	SURVIVAL PACK - 4000	SECURED STATION - 4000	FRONT POST- 3000	DOMINATOR STATION- 4000	RARITY	TOTALS
1-70%	75% common (3000)	57% common(2280)	28% common(840)	55% rare(2200)	common	6120
2 - 20%	25% rare(1000)	25% rare(1000)	45% rare(1350)	30% epic(1200)	rare	5550
3 - 6%		15% epic(600)	20% epic(600)	10% legendary(400)	epic	2400
4 - 3%		2.5% legendary(100)	5% legendary(150)	5% ultimate(200)	legendary	650
5 - 1%		0.5% ultimate(20)	2% ultimate(60)	1 Construction card pack	ultimate	280
	1 AC Promo pack	2 AC Promo pack	3 AC Promo pack	3 AC Promo pack		15000

7.6. 1X Construction card pack

160 pcs	mini sale (completed)
Part of Dominator Station pack	



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

LEVEL:

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

RARITY:

Common	65%
Rare	28.5%
Epic	5%
Legendary	1%
Ultimate	0.5%



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.

As already mentioned in our roadmap- PVP aspect of the NBM will be released (BETA) in December 2021 while, in January 2022, the full PvP release can be expected! We will be revealing more juicy details about this topic as we get closer to the release date. At this stage, let's just present basic information about PVP battles!

PVP battles will be fought between players using Active cards. Each Active card has set values that will determine the strength of each card and energy usage for playing it. Some Active cards will also have special powers that can be used in battles. Gameplay itself will include strategy/tactics and the strength of the users available deck of NFTs.

By building and evolving deck, strategy and tactics players will be able to join alliances, climb through ranks, fulfil daily tasks, participate in tournaments and so much more in order to collect prizes and awards!

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 assets owners, 50 tickets every day at 8pm UTC - the more assets user has - the higher the chance to receive ticket(s):



- Card piece - 1 point
- Active cards - 1-25 points(C1 - 1, U5 - 25)
- AC pack - 5 points
- Land - 3-75 points(C1 - 3, U5 - 75)
- Construction - 4-100 points(C1 - 4, U5 - 100)
- Survival pack - 15 points
- Secured station - 20 points
- Front post - 25 points
- Dominator station - 40 points
- Construction pack - 30 points
- (Coming soon)+500 bonus points for each time you level up cards for the current 24hr round
- (Coming soon)+1000 bonus points for each time you fuse cards(increase rarity) for the current 24hr round

10. PARTNERSHIP / COLLABORATION PROGRAMS

10.1. Partnership NFT pool

Partnership nft pool is a bonus pool containing unique 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! Users will be able to choose and target one of our partners pools down the road- subject to availability. If the pool from the chosen partner is empty it will randomly choose some other partner's 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. 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

Current requirements collections have to fulfill before joining the pool:

- being whitelisted
- assets value \$1+ for at least few weeks on 2ndary market (AtomicHub) with 50+ trades daily
- minimum 200+ assets for the pool at the start (minimal value of the assets in the pool \$1)
- for collections that have lately low trading volume, <500USD daily, minimal entry is 3\$ value of assets accepted in the pool
- 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 important pinned messages displaying important information about the project. As we work hard to increase the visibility of our partners on our Discord server, and we expect the same from them.

Each Monday at 0.00am UTC, a snapshot will be taken to observe from which collection the most NFTs have dropped to the community during the previous week. As already stated above, more NFTs in the pool, more often NFTs from that particular collection will drop!



Collections that had the most most NFTs dropped during the previous week will be rewarded with:

1st place:	5000 WAX
2nd place:	1000 WAX
3rd place:	500 WAX
All other collections:	100 WAX

10.2. Staking boost

Each land will have additional 3 slots that will be used for staking chosen partners NFT-s. The Maximum boost that can be achieved is 10%. Reminder- staking partner NFT-s works only as a boost, mining cannot be achieved purely based on staking them. Each of the NFT-s eligible to be used as boosters will have defined % of boost based on rarity. Details on what NFTs and from which partners will be revealed at a later stage.

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>

During the Promo period, 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: <https://nft-battle-miners.medium.com/nbm-ultimate-guide-table-4c3444f6c318> - simplified but detailed guide through NBM, ideal for starters!

Twitter: <https://twitter.com/NFTBattleMiners>

Twitch: <https://www.twitch.tv/nftbattleminers>

Facebook: <https://www.facebook.com/NBMNFTBattleMiners>

Youtube: <https://www.youtube.com/channel/UCTiWEly5wuv-KynmVWKb3XQ>

Telegram: <https://t.me/nftbattleminers>





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.