CREATURE HUNTERS WHITEPAPER

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WHITEPAPER

Release notes & Changelog

This Whitepaper provides comprehensive information about the Creature Hunters project, including online gameplay and ecosystem, as well as several features of a blockchain-based token economy and non-fungible token NFT.

Notice and Disclaimer:

This Whitepaper is continuously updated by the Creature Hunters team. The purpose of all content changes is to improve the quality and sustainability of the project..

Version: 2022

WHITEPAPER

Release notes & Changelog

Legal notice

This Whitepaper is used only to provide general information regarding the Creature HUNTERS project. The information contained in the Whitepaper is current as of the date indicated on the cover. The content of this Whitepaper is being written continuously and can be revised after review. We reserve the right to update this Whitepaper at any time. The goals set out in this Whitepaper may not necessarily be achieved or completed as intended. Any plans, goals outlined in this paper for the Creature HUNTERS project should not be considered as absolute facts. Participation in the token sale may entail high speculation, and in this regard, there is also a risk of complete loss of principal. Prospective buyers should thoroughly review the CHTS token sale terms and conditions and carefully consider all risks associated with them. This Whitepaper by itself does not guarantee security. In many regions, token sales are subject to scrutiny, and regulations are not fully enacted. In addition, some organizations consider that the token sale itself may meet the requirements of an investment sale contract. This Whitepaper does not recommend trading CHTS tokens in any way. As regulations related to cryptocurrencies are constantly changing, participation in the purchase of CHTS tokens may involve significant risks, and prospective purchasers should consult with legal and tax experts in advance and carefully. Users acknowledge that the Creature HUNTERS project is under development, it may entail significant changes before its official announcement, and it does not guarantee the operating period of the Creature HUNTERS game ecosystem. The game may cease to exist due to various reasons, such as lack of public interest, lack of operating funds, and other force majeure situations that may occur in business.

Other than the official channels and documents mentioned in this whitepaper, Creature HUNTERS never ask for confidential information from users, make arbitrary conditions or proposals, either publish or distribute responsible articles, information, content anywhere else in any way. Therefore, to minimize the possibility of fraud, phishing by third parties, users are advised not to respond to those unofficial inquiries and announcements. Any problems arising from the response are irrelevant to the Creature HUNTERS and the company.

PROJECT OVERVIEW

Play-to-Earn Puzzle NFT Game

Creature Hunters is **a combination between puzzle and battle game** built on blockchain NFT technology. Players will defend against constant attacks from enemies in order to earn rewards based on their performance. In automatic battle mode, it also provides users with easy access and awesome rewards.

Creature Hunters is built around the combination of NFT and the technology of each item possessed by the owner's ability. Creature Hunters allows users to take on new challenges every day with various game modes, such as individual, auto-match, and event competition, thanks to ongoing updates and attractive real-time rewards.

It gives users a new NFT game experience, a new NFT game method, and a reward form in order to increase user participation, reflect the value of effort and game participation results, and provide high satisfaction to users.

OUR STORY

Projects Open With A Group Of Verified Experts

Jang Yu-sik, CEO of Creature Hunters Lab, is a producer who worked on Walt Disney's "Gargoyles" as an OVA director, directed Warner Brothers' "Mask," and produced One Piece Mecca (theater version).

We are working with many talented experts to produce the 'Creature Hunters' project, including the world-famous producer Hitoshi Mogi, who worked on the 'Can't Stop Crayon' and 'One Piece' productions; and the well-known animation developer in Korea, Jo Beom-jin, who has won numerous awards, including the Best Animation Award at the Sitges Film Festival, the Grand Prix Award at the Seoul International Animation Festival, and the Best Animation Award. We initiate this project as an innovative and agile reward system in the blockchain ecosystem, starting with the 'Creature Hunters' animation, which will be aired in 190 countries on Netflix, and the 'Creature Hunters' NFT game at the same time.

Creature Hunters Lab, which provides various media content to OTT platforms such as Netflix, Apple TV, Walt Disney, Amazon, and YouTube, is collaborating with a number of expert groups and partners to develop NFT games for the Creature Hunters NFT game project. Aside from that, we will create an innovative metaverse environment for all users to enjoy in the metaverse.

Hitoshi Mogi
Producer

Jo Beom Jin
Co-Producer

ANIMATION STORY

The Universe's Most Powerful Warriors Fall Into Hands of Earth Children as Robotic Toys!

On the day of a cosmic explosion, five flames fell on a delivery warehouse in Seoul. The '5 Hunters,' the universe's most powerful warriors, have come to Earth in search of 'Khalidia,' the universe's heart, which has been lost due to an attack by the Creatures, a space crime galactic gang.

The earth kids, on the other hand, are waiting for new toy transforming robots to arrive for their club presentation. They are, however, dissatisfied with the fact that they gotten old and broken robots that were not the ones they ordered. However, To the children, robots are absolutely necessary for the upcoming presentation, and the '5 Hunters' require the assistance of the children in order to recover the body damaged in the earth crash and complete the mission safely.

However, the cooperation and communication between the naughty children on earth and the space warrior robots are not easy at all, the children can't concentrate while the warriors always keep an arrogant attitude.

"Khaldia Pieces - Heart of the universe"

The universe's heart, "Khaldia," which carries the ultimate power of the universe, has crashed somewhere in Seoul on Earth as a result of a cosmic explosion. The strongest warriors in the universe, known as the "5 Hunters," are attempting to fight the creatures who wish to invade the universe by capturing 'Khaldia.'

The fate of the universe is now up to the group of 5 kids and the 5 robotic toys - Hunters. Would be work together and seize back the Khaldia successfully and win the battles against monstrous creatures?!

VISION

A revolutionary history of NFT games begins

We are truly delighted to create a game that brings satisfaction and joy to people. We believe that in the busy world nowadays, online games have a certain impact on our lives that may be boring sometimes, not to say perhaps it is an essential part of life's happiness. We believe that an individual or group with a struggling life may discover the hidden abilities of another society through the user's imagination, quick selection and control, and the interaction of human networks and Creature activities in the game.

MISSION

A real-life game platform where anyone can easily participate with a self-sustaining NFT ecosystem

Creature Hunters' mission is to build an optimal gaming environment for quick access, high performance and user convenience. More than that, anyone should be able to smoothly create, buy, sell, exchange, farm and utilize NFTs. People should be able to easily access all of your NFTs to manage and trade the total value of your NFTs in the NFT market.

MISSION

To make it simple for users all over the world to access, play, and enjoy our games.

1.

Most existing NFT games require users to go through a complex process and procedure in order to play the game for the first time. The complicated process and high entry barriers are major deterrents to new users.

To provide equipment for anyone to quickly deal with cryptocurrency without expertise in NFT through simple game activities.

2.

Our game creates a virtuous cycle in which cryptocurrency owners and players are easily connected to form a self-sustaining NFT ecosystem, leading the sustainable and secure token economy by utilizing the concept of blockchain technology.

MISSION

3.

From the user's perspective, the overall background of the game and the design of each element should be unique and appealing, and the diversity of game modes and fair rewards must be accompanied to ensure long-term play. This is one of the key factors that keeps players interested and motivated to access and engage with the game on a daily basis.

4.

When the game is played, the result must be correctly reflected based on the NFT character or item held by the user's level, characteristics, skills, and user control. Data on all rewards provided to players as a result of the game, in particular, must be transparently managed and maintained using blockchain technology.

OUR TEAM - BOARD OF DIRECTOR

Herry Web
Co-Founder/Director

Christina Lee
Chief Financial Officer

Ho Phat
Chief Technology Officer

Joseph Nguyen
Chief Marketing Officer

OUR TEAM

Eden Trang
Community Manager

Edward Tu
Marketing Manager

Kevin Nguyen
Art Manager

GAMEPLAY

■ **Game Platform**

- 1st version : Online PC game
- 2nd version: Android, iOS mobile game

■ **Game Scenario**

- The story of 5 children with 5 robots defending the earth by defeating numerous 'creatures' that attack all over the earth.

■ **Game Genre**

- Defense action game - protects critical facilities or people from constant attack or entry by enemies for a set period of time)

■ **Game Type**

- 'Play-To-Earn' blockchain NFT-based online game

■ **Game Modes (2 modes)**

- Like Plant vs Undead (PVU), defend the constantly crowded "Creature" attacks, destroy the those enemies, earn rewards, and move on to the next mission.
- In the automatic 1:1 battle game method, 1:1 match starts and plays automatically according to the user's settings. Users automatically receive rewards according to the result, and the result data is displayed on the overall ranking of the real-time battle game.

GAMEPLAY

The first condition to play game

*When starting for the first time, users must connect MetaMask, then proceed with the following steps:

- Add the CHTS token to the wallet.
- Purchase the required amount of CHTS from an exchange that sells CHTS tokens.
- Send the amount of CHTS that users want to their Metamask wallet.

Basic conditions to play game

- *When playing the game for the first time, the user must create 5 robot characters who will help them protect the Earth.
- To fully own 5 robots, users must purchase a CHTS NFT card.
- After purchasing the CHTS card (NFT), the user can use it to acquire 5 robots at random.
- Based on the design and characteristics of each robot character, five randomly selected robots have slightly different unique abilities and skill values.
- If the user does not like the robot's characteristics and skills, they can repurchase the remaining CHTS cards to obtain the robot characters again at random.
- CHTS cards cost between 30,000 and 50,000 won on average. However, 70% of CHTS card sales are used as a reward pool to smoothly provide CHTS to users when they play games to earn CHTS, such as mission rewards, battle mode rewards, and event rewards.

GAMEPLAY

Robot's abilities and skills

- Each robot has 4 basic abilities: physical strength, speed, defense, and attack power, with the character expressing power based on the value of each ability. Players can, however, immediately increase the value of each ability by purchasing items.
- There are 3 skill options, each with a unique attack style and damage. Player can improve their skill level by buying items for each skill.
- Each robot's basic ability and skill can be gradually improved by obtaining a winning station point in the game through creature hunting and mission completion.

Defense action gameplay description

- In 'Arcade' mode, multiple players can play at the same time; when one mission wraps up, the next mission stage begins and becomes increasingly difficult.
- The battle background and locations can be changed in a variety of ways, and they will be updated once the closed beta period ends.
- As soon as the game begins, the players quickly organizes their robots to combat the incoming creatures.
- Players' Hunters would be are fighting against a swarm of creatures, similarly to the "Plantz vs. Undead" style.
- Each creature type has its own ability, skill, and defense in battle. The enemy power cannot be predicted because the abilities, skills, and defenses of creatures are all applied differently for each game mission. As a result, it is advantageous for the user to have the necessary items prepared ahead of time during the battle.

GAMEPLAY

Game Principle and Rules

- When players hunt creatures, they are rewarded, primarily with items that increase experience and each ability, as well as ringer and hamburgers to supplement the players' gaming life.
- Accumulate experience points. This area is used to improve abilities and skill levels.
- Players must improve each of their five robots' abilities and skills. To do so, players must obtain SPOT through battle and hunt stronger creatures. Furthermore, player will be able to receive a wide range of rewards through battles.
- When the user's five robots are upgraded and strengthened, the approaching creatures become stronger as well.
- Players must make good use of their items in order to effectively defend and attack the enemies. When a powerful creature appears, players can summon the combined robot to increase their chances of winning a more exhilarating and exciting battle.

Extensive Gameplay Principle:

- The combined card is another item capsule, and you have to buy and use it to awaken each robot.
- Combining must be done in the game's 'Inventory' menu, and when combined, it is completely unpredictable what kind of good options and features will emerge, and the combined robot is immediately saved in the game's 'Inventory' as an NFT. Profits from sales or rental of excellent combined robots can also be generated.
- The 5 robots - Hunters will awaken and become NFT items as a result of the combination. They will automatically appear and respond dangerous situation during the battle and eliminate the creatures for the players.
- Because inventory boxes are limited, players must race to purchase and acquire more empty inventory boxes if they want to awaken a large number of robots through combination.

GAMEPLAY

AUTO-MATCH BATTLE

- Battles are automatically arranged using in-game auto -bots.
- Involve joining battlefield where your robots can earn CH Point.
- Applying real-time ranking system.

PVP BATTLE

- Multiplayer interactive combat battle between human players within a game
- Each winning player in PvP battles will earn KHALDIA Points.
- A simple form, easy to play and mechanism to collect KDP to exchange Tokens

GAMEPLAY

AUTO-MATCH BATTLE

■ **Description: Auto-Match Battle | Primary CHTS mining**

Auto-Mactch Battle Mode is the flower and core of this game. At any time 24 hours a day, players can engage in 1:1 automatic battles in the best battlefield where their robots can earn CHTS tokens.

Auto-Mactch Battle mode is automatically played, and the user does not directly compete with the opponent. Through the unique performance data such as attack power, defense power, and skill of each user's robot, the result is automatically showed. Players can check the overall battle ranking and Players current ranking. Depending on the result of the automatic battle, the ranking can be changed in real time or the number of coin reward can be displayed too. This UI is like a coin exchange market.

If players win through the battle mode, players can get a CHTS token as a reward, which can be rewarded from 0.1.

Player scan play 1 battle game every 10 minutes, a total of 6 battles per hour, and 144 battles can be automatically played for 24 hours a day. Of course, the amount of tokens obtained as a reward can be reset at any time due to the flexible response of the foundation.

For example, if players win 72 times with a 50% winning rate through 144 battles a day, players can earn 72,000 won when 0.1CHTS token is 1,000 won, but players should notice that the coin prices can change if there is a rise or fall in market price. If the calculation is estimated according to this figure, it will be KRW 2,160,000 on a 30-day basis.

GAMEPLAY

PVP BATTLE

■ **Description : PvP Battle Mode**

Player versus player (PvP) is a type of multiplayer interactive conflict between human players within a game. PvP is a broad term that can refer to any game or aspect of a game in which players compete against one another. Most of the time, players' abilities are vastly different. PvP can even encourage experienced players to attack and kill their opponents right away.

In terms of reward structure, each winning player in PvP battles will earn KHALDIA Points (KDP). The players can then freely convert the amount of KDP to exchange for free Tokens. This is expected to be an appealing playing mechanism, with a simple form and mechanism to collect KDP to exchange Tokens, to which many gamers will respond and participate.

Several genres of PVP battle games will be considered, built in terms of ideas, gameplay, operating mechanism, and interaction between gamemode and players, all pointing toward an appealing game mode that is easy to play, easy to earn, and easy to spread in the gaming community.

GAMEPLAY

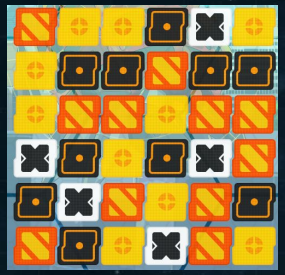
- **Basic layout**
  - Game concept: Viewing point of player is from inside the robot.
  - Solve the puzzle to move the robots.

- **Art concept:**
  - UI design that matches with the robots
  - Strengthening the sense of hitting and action by utilizing our strengths in 2D art quality and development support.

GAMEPLAY

How to play?

After finishing all the number of moves (n/n), type/number/bonus of all stacked stacks are combined to make a quick attack.



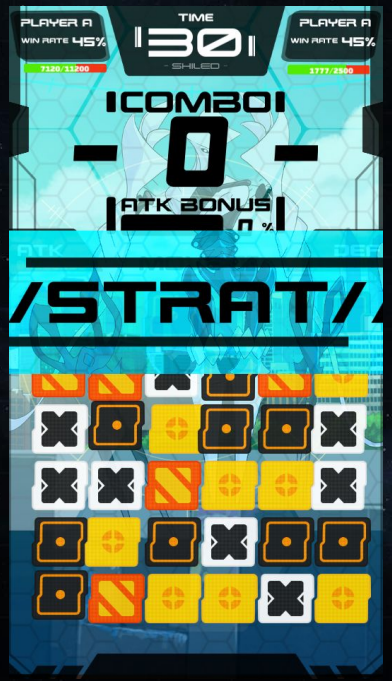
1) 01 Move will be counted when the chain ends by moving one block

2) The number or gauge of the instrument panel (player card stat area) increases or decreases by synthesizing the number of combos, the number of blocks broken, the block connection type, skills, and other factors.

3) Actions with the effects of a quick burst or shooting a machine gun by using the hit effect, damage number rolling, sprite light shaking, color change, etc.

4) When attacked by an enemy, a cockpit warning (red light) and window cracking effect are displayed to show that you are being hit. HP decreases slowly in sync with the effect.

GAMEPLAY



1) The basic stats of the set deck (character, skill, etc...) are displayed

2) Move the blocks

3) Block connection, destruction, combo, etc effects

4) MAX COMBO / ATK BONUS values according to the rules are displayed

5) Values added as combos and bonuses are displayed and the gauge increases

6) Process action

GAMEPLAY

Game Effect:

PUZZLES	EFFECTS
3 Blocks per Line	COMBO +1 / Attack bonus for the turn + 0
4 Blocks per Line	COMBO +1 / Attack bonus for the turn + 2% accumulated
5 Blocks per line	COMBO +1 / Attack bonus for the turn + 3% accumulated
6 Blocks per line	COMBO +1 / Attack bonus for the turn + 4% accumulated
7 Blocks per line	COMBO +1 / Attack bonus for the turn + 5% accumulated
3x3 Cross	COMBO +1 / Attack bonus for the turn + 6% accumulated
4x3 Cross	COMBO +1 / Attack bonus for the turn + 7% accumulated
5x3 Cross	COMBO +1 / Attack bonus for the turn + 8% accumulated
Other Cross	COMBO +1 / Attack bonus for the turn n+1% accumulated *(n = the number of cleared tiles)*

GAMEPLAY

■ **Item**

- **CHTS NFT Card:** User can obtain a Character Card randomly.
- **Capsule:** Users can combine robots to make more powerful combined robots.
- **Ringer, hamburger, etc.**: Users can supplement the characters' vitality and stamina.
- **Baba:** Users can add an inventory box.
- **Spot:** Users can upgrade the abilities and skills of five robots and purchase them in units of five or ten in the market.

■ **Event**

- The company can host event games to attract new users and provide rewards for active activities to existing users.
- The company may hold an event in which users' rankings are extracted through 24-hour play and a huge amount of CHTS is rewarded to users, or tokens are selected and paid from 1st to 100th place.

■ **Marketplace**

- A space where users can sell various items or make personal transactions.
- A space where tokens are sold.
- A space where users can sell your own robot
- A space where other users can rent Characters Cards for a certain period of time
- A space where users can sell their own combined Hunter Characters Cards as NFTs

MINIGAME: “KHALDIA HUNT”

Purpose:

The minigame was created and implemented as an aggressive marketing strategy by attacking potential players interest and raising expecting prior to the game's official release.
It is also a strategic way of generating repeat access to the Creature Hunters official website.

Mini-game Overview

■ Title

- KHALDIA HUNT

■ Minigame Concept

- A minigame in which players (Hunters) search for and compete in dice battles to capture treasures (Khaldia Pieces) scattered around the world in exchange for a designated reward (Free-CHTS token) (Google Maps).

■ General Information:

- Platform: Web Based game
- Game type: Click-to-Earn
- Language: English
- Access requirement: Email Login/submission

MINIGAME: “KHALDIA HUNT”

Actual Game Guide

1) In turn, quest-mission points appear on the map, where the player can collect and capture Khaldia pieces by defeating Galactic Creatures in dice battles.

2) Players would need to move around the map, zoom in and out, and scatter everywhere, all over the world map in order to find the quest-mission point.

3) When players click on any quest-mission point, found on the world map, a dice battle with the galactic creatures begins.

4) Players would be instructed to roll the dice, and if they rolled a higher value than the creatures, they would win the battle and obtain 1 Khaldia Piece

5) Otherwise, players must wait 5 minutes “recovery time” after each losing dice-battle to reroll the dice against the creatures. During the recovery time, The player has the option to abandon that Dice-battle and look for another quest-mission elsewhere on the worldmap.

6) Every day, 500 Khaldia pieces will be scattered around the worlds for all Players to collect.

7) The amount of Khaldia earned by the player through winning battles can be exchanged for free CHTS later on.

PLAY TO EARN

I. Earning Through Play To Earn System

PLAY TO EARN

Auto-Match Battle:
players can enable auto-matching, making it easier to mine CHTS. The CHTS rewards in each match may differ depending on the NFT grade and characteristics.

PvP Battle:
After selecting the best NFT character, players will automatically participate in various battles against other players, and the winner will be rewarded with CHTS.

Ranking Reward:
Players can earn CHTS based on their game ranking. The higher the ranking of the players achieves, the greater the amount of the reward that they can achieve.

Mini-game “Khaldia Hunt”:
Player is free to join web based minigame, where they have to search for station point, do dice battle with the creatures and win the Khaldia pieces in return for free CHTS.

PLAY TO EARN

II. Earning Through CHTS Reward System

At Creature Hunters, players can play in a variety of ways to earn rewards or earn profits from P2P NFT transactions.

1. Players can get a premium character, which is a combination of NFT characters and earn more rewards. These premium characters cards take part in various special events to earn more CHTS.

2. Players can get a NTF Premium Card, which is a combination of NFT Characters Cards. Players then can use the premium NFT to take part in various special events and earn more CHTS exclusive rewards.

3. Furthermore, the Premium NFT can enter into personal rental agreements with real players, direct peer-to-peer Hunter rental agreements, and even share rewards earned through collaboration.

4. Players who are unable to obtain these premium characters can collaborate to obtain digital tokens if they have the time and skills to optimize their digital assets. Players are encouraged to focus on optimizing all of their characters and sharpening their skills and abilities in order to become the heart of the game ecosystem. A process like this can provide players with more rewards and revenue-generating opportunities.

CHTS TOKEN

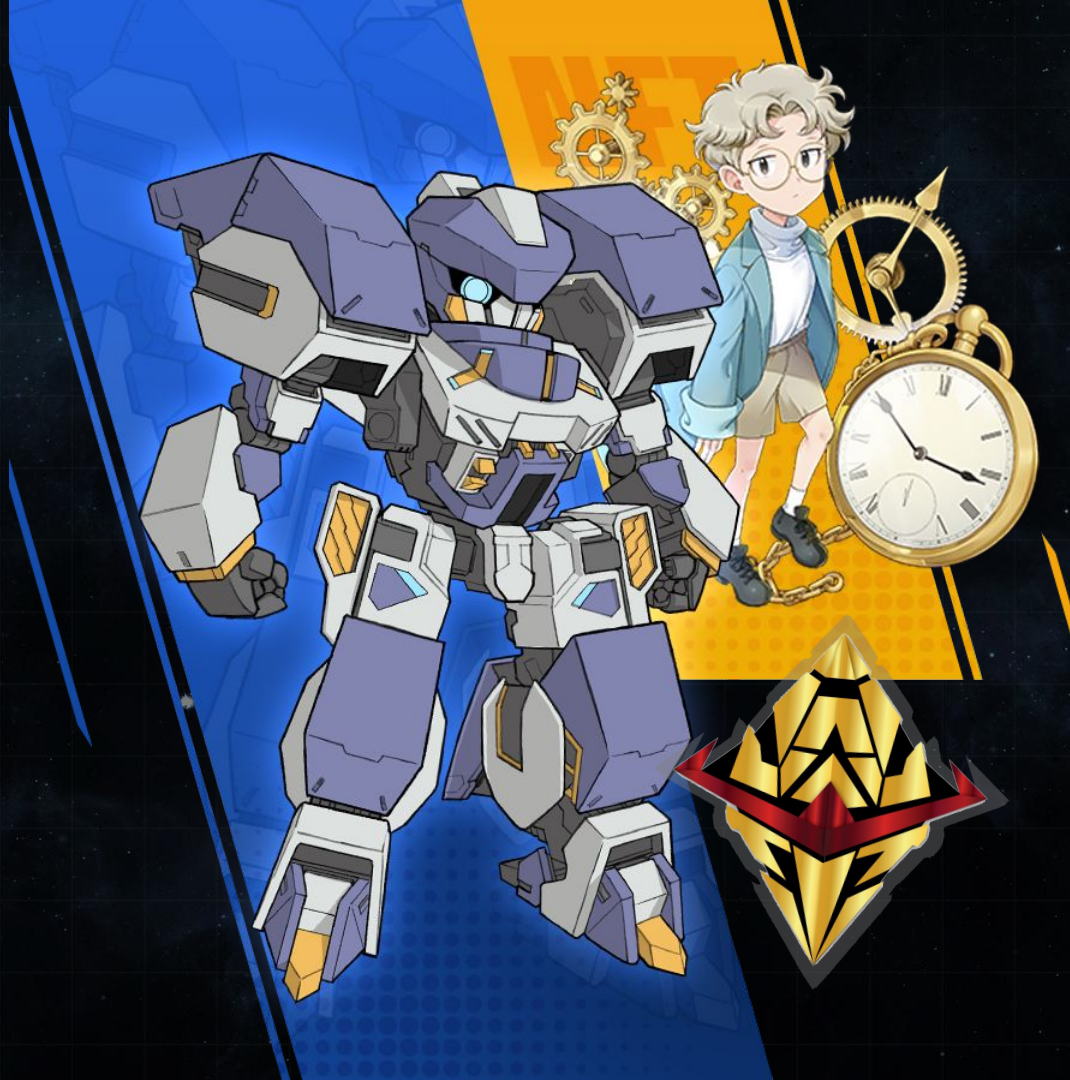
CHTS Token Economy

Our goal for CHTS is to use our tokens as a financial incentive to encourage users to participate in game and blockchain ecosystem activities, including:

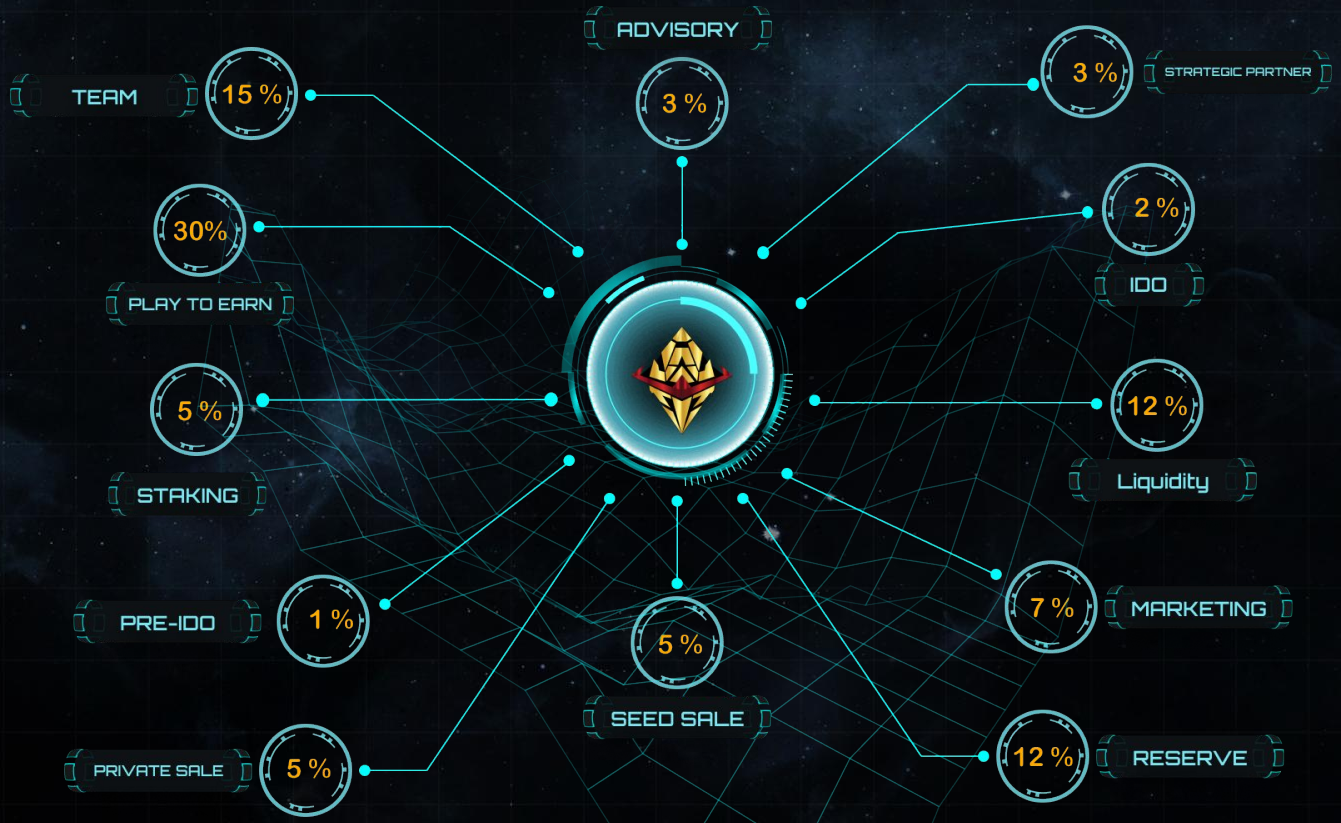
- To create a virtuous economic cycle with CHTS tokens, CHTS tokens are used for all transactions. And, to ensure that players have a positive experience with Creature HUNTERS games, we will implement a flawless transaction system in-game and keep the service rules in place.
- Create HUNTERS decentralizes all ownership and governance.
- Ensures the game's and the blockchain NFT ecosystem's long-term viability and scalability.

The key currency of the Creature hunters game

The Creature Hunters Token (CHTS Token) is a Binance Smart Chain-based cryptocurrency that serves as the foundation for all economic activities within the Creature Hunters game.
It is used to buy and sell NFT cards, and it can be obtained as a reward within the game. CHTS can be purchased at specific exchanges.



TOKENOMIC


ADVISORY
3 %
TEAM
15 %
3 %
STRATEGIC PARTNER
30%
PLAY TO EARN
2 %
IDO
5 %
STAKING
12 %
Liquidity
PRE-IDO
1 %
5 %
SEED SALE
7 %
MARKETING
PRIVATE SALE
5 %
12 %
RESERVE

CHTS TOKEN DISTRIBUTION

Allocation	Percent	Tokens	Price	Full lock (Months)	Vesting Period (Months)	TGE Unlock Rate	Remaining Monthly Unlock Rate	TGE Unlock Tokens
Strategic Partner	3%	15,000,000		6	12	0.00%	8.33%	0
Seed Sale	5%	25,000,000	0.015	3	18	5.00%	5.28%	1,250,000
Private Sale	5%	25,000,000	0.02	3	12	8.00%	7.67%	2,000,000
Pre - IDO	1%	5,000,000	0.035	0	5	8.00%	18.40%	400,000
IDO	2%	10,000,000	0.04	0	4	10.00%	22.50%	1,000,000
Team	15%	75,000,000		12	24	0.00%	4.17%	0
Advisory	3%	15,000,000		12	12	5,00%	7.92%	750,000
Marketing	7%	35,000,000		0	48	0,00%	2.08%	0
Play to earn	30%	150,000,000		0	60	0,00%	1.67%	0
Reserve	12%	60,000,000		0	60	0,00%	1.67%	0
Liquidity	12%	60,000,000		0	4	19,00%	20.25%	11,400,000
Staking Reward	5%	25,000,000		0	12	10,00%	7.50%	2,500,000
Total	**100%**	**500,000,000**						**19,300,000**

BLOCKCHAIN

CHTS Token: Binance Smart Chain BEP20 Technical Description

- Binance Smart Chain is a new full-featured blockchain that can be used to build high-performance decentralized applications.
- Users can benefit from fast processing speed and low transaction fees because it is built for cross-chain compatibility with Binance Chain.
- Unlike Binance Chain, Binance Smart Chain boasts smart contract functions and compatibility with the Ethereum Virtual Machine (EVM), while the smart contract maintains high throughput.

How it Works

Binance Smart Chain achieves a block time of 3 seconds using a proof-of-stake consensus algorithm. It employs Proof of Staked Authority (PoSA), in which participants can stake their BNB to become validators. When they present a valid block, they are given a transaction fee as part of the transaction.

Cross-chain compatible

Regarding Binance Smart Chain, a dual-chain structure is used, and users can freely transfer assets between the blockchains. This allows users to build a powerful decentralized app on Binance Smart Chain while also taking advantage of Binance Chain's fast trading features. This interoperability enables users to interact with a diverse set of ecosystems and use cases.
Binance Chain's BEP-2 and BEP-8 tokens can be exchanged for the new standard BEP-20 tokens introduced in the Binance Smart Chain.

IN GAME ECONOMY

When playing the game for the first time, Player must at least one robot characters who will help them protect the Earth.

- To fully own robot, players must purchase a CHTS NFT Card (Box Mystery).
- After purchasing the Box Mystery, the player can use it to acquire robot at random.

Box Mystery Accept payment in: CHTS

Common Box = 1,250 CHTS (with price 0.04$; 50$/Box)

Rarity	Chance
S	0%
A	0%
B	2%
C	23%
D	75%

Epic Box = 1,875 CHTS (with price 0.04$; 75$/Box)

Rarity	Chance
S	2%
A	10%
B	20%
C	30%
D	38%

Legendary Box = 2,500 CHTS(with price 0.04$; 100$/Box)

Rarity	Chance
S	7%
A	15%
B	25%
C	35%
D	18%

IN GAME ECONOMY

KHALDIA Points (KDP) would be converted to $CHTS using the same portal, with a particular lock period.

How much KDP the players receive after a battle is calculated by a formulation in which:

REWARD = BASE BATTLE POWER (of opponent monster) * BONUS FACTORS.

Bonus Factor combines the chosen monster attributes, game items if applied and the game's difficulty.

Bonus Factor:

Rarity	Bonus	Countdown (min)	Mining/Hour (point)
S	20%	10	250
A	15%	15	175
B	10%	17	153
C	5%	20	102
D	0%	20	88

With 1 Robot Rank S, you can mining earn every month 250 x 24 x 30 = 180,000 Point = 1,800 CHTS (100 Point = 1 CHTS) = 72$ (With price 0.04$/token)

IN GAME ECONOMY

Vip Tier
There are 5 levels of Vip Tiers. The higher the tier, the higher the reward bonus. Starting from Vip 1, users can play in multiple sessions, so they can enjoy the game with their family using the same wallet!

	Vip1	Vip2	Vip3	Vip4	Vip5
Price	3,000 $CHTS	3,500 $CHTS	4,000 $CHTS	4,500 $CHTS	5,000 $CHTS
Rewards	+5%	+7%	+10%	+15%	+25%
Freezing time			-2 min	-3 min	-5 min

Vip expired 1 month
Vip 5 + 1 Legendary box = 7,500 CHTS = 300$

IN GAME ECONOMY

- If players win, players can get a KDP as a reward, which can be rewarded from 500 KDP.
- Players can play 1 battle game every 20 minutes, a total of 3 battles per hour, and 72 battles can be automatically played for 24 hours a day. Of course, the amount of point obtained as a reward can be reset at any time due to the flexible response of the foundation.

IN GAME ECONOMY

For example:

If players win **36 times** with a **50% winning rate** through **72 battles** a day,

When **100 KDP = 1 CHTS and CHTS token** is **0.04$** player can earn **36 x 500 = 18,000 Point = 180 Token = 7.2$** everyday, but players should notice that the coin prices can change if there is a rise or fall in market price. If the calculation is estimated according to this figure, it will be **216$ on a 30-day basis.**

If you have 1 Robot S (bonus 20%) and Vip5 (bonus 25%)

1 battle win You can earn: 500KDP + 500KDP * (20% + 25%) = 725 KDP = 7.25 CHTS = 0.29$

1 Month you can earn with winrate 50%: 0.29 x 36 x 30 = 313.2$

IN GAME ECONOMY

If you have 1 Robot S (bonus 20%) and Vip5 (bonus 25%)

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- 1 Month you can earn with win rate 50%: 0.29 x 36 x 30 = 313.2$

Level Player reward add 0.1%

- Each 10 level you can get 1 CHTS card

Daily Task

- Login everyday 100KDP
- Win 1 auto battle 150KDP
- Win 1 pvp battle 250KDP
- Win streak 10 pvp battle 2500KDP
- More task will be updated later

Ranking Rewards

	Top1	Top2	Top3	Top4	Top5	Top6-10
Week (CHTS)	5,000 (200$)	3,000	2,000	1,500	1,000	5,00
Month (CHTS)	12,500 (500$)	7,500	6,000	4,000	3,000	2,000

IN GAME ECONOMY

Level Character

- Player receives two types of rewards when they successfully battle, KDP and Character experience.
- Claiming CHTS from KDP rewards pool may subject the player to the early withdrawal tax, explained in the section below.

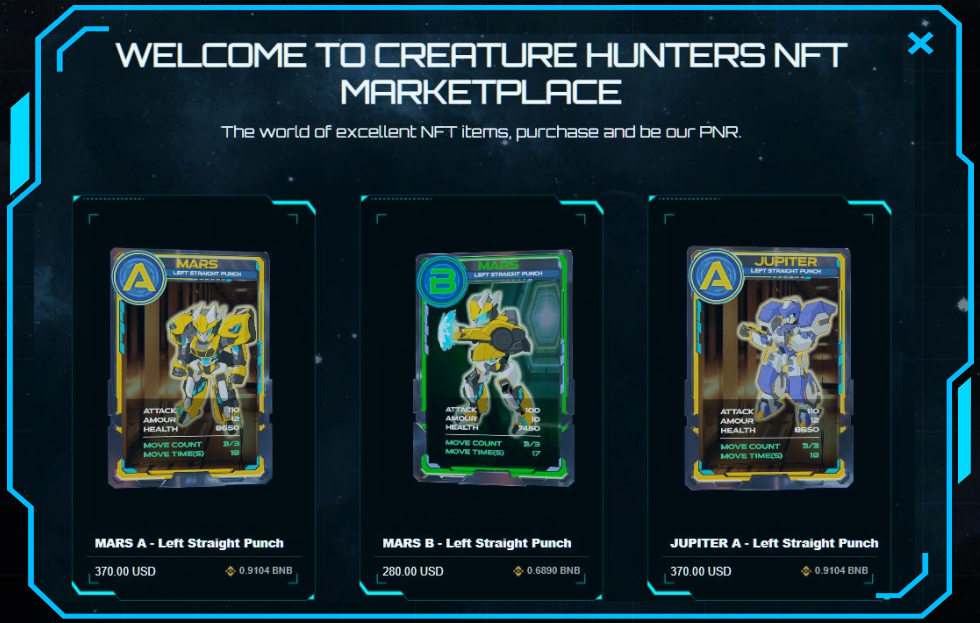
Withdraw and Tax

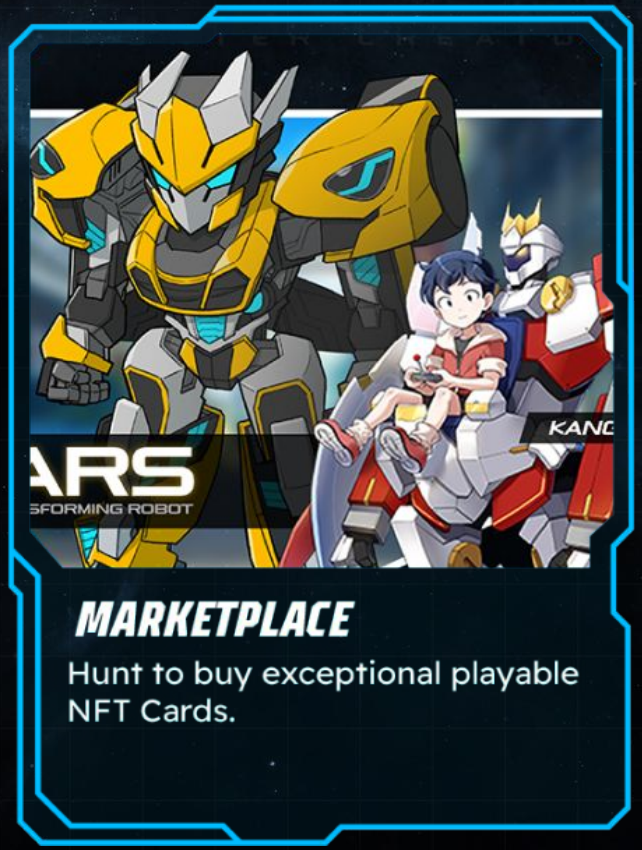
- Player can withdraw and sell CHTS on a day to day basis.
- The tax initially starts at 50%, reducing by 10% per day until it hits 0%. Each time withdraw CHTS, the tax will reset back to 50%.

IN GAME ECONOMY

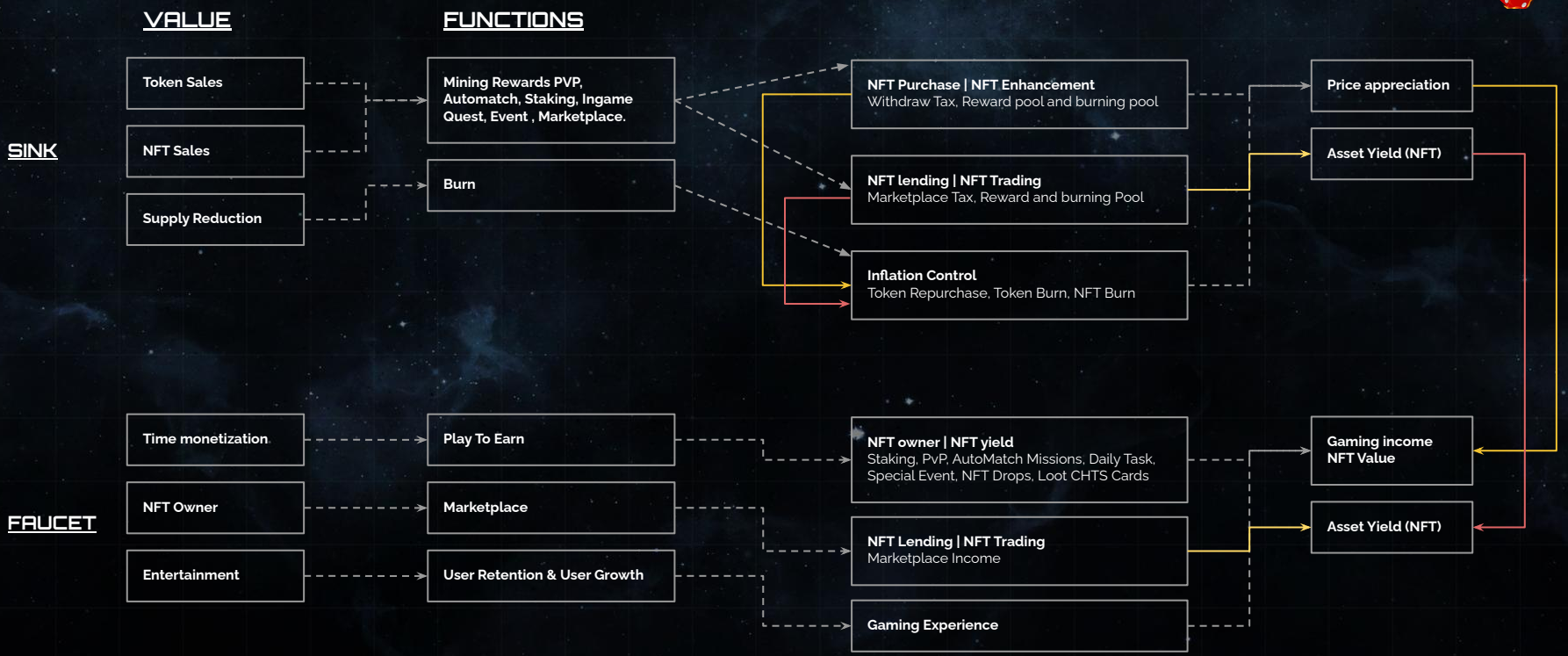
Marketplace

- Player can list the Item and Character for sale in CHTS.
- It will be locked after being listed on the marketplace, and it can't be used in game by the owner.
- We will update the features after game release: Lend Robot, Buy Robot, Borrow Robot, Upgrades Robot





CIRCULATION & INFLATION



ROADMAP

Q4 2021

- Idea conceptualization
- Talent acquisition
- Marketing Strategy
- Website development
- Smart contracts development
- Audit Smart contracts
- Gameplay, character development
- Whitepaper
- Trailer release

ROADMAP

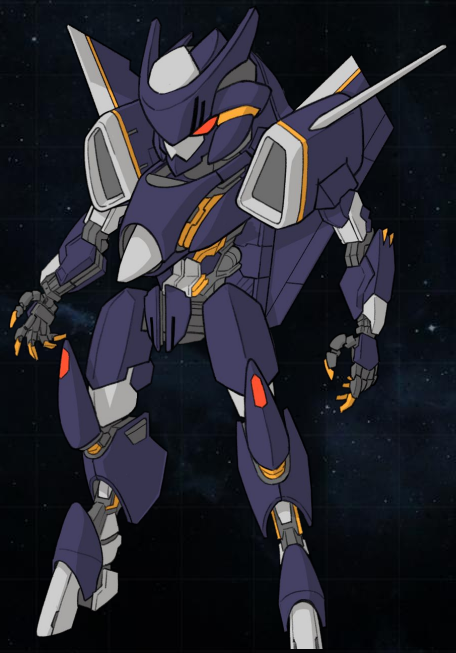
Q1 2022

- Airdrop Round 1
- Partnership
- New version of Website
- Seed sale & Private sale
- Marketing
- Pre-Sale Events
- IDO Launching
- Listing DEX on Pancakeswap
- Public listing exchange
- Token distribution
- MVP Release
- Beta release
- Marketplace Open
- LP Staking
- Partner Staking

Q2 2022

- Gamification integration and testing
- Game official launch
- Airdrop Round 2
- NFT Generation

ROADMAP



Q3 2022

- Marketplace Lending
- Community Event
- Bug and error fixing
- Update new character, skill, item...

Q4 2022

- Introduce Creature Hunters Metaverse
- Marketing
- Community Event
- Listing more exchange
- Mobile Version
- Multiple language support
- DeFi dapp integration

PARTNERSHIP

verichains

Sunshine Corporation

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スタジオフラッド

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