

Chainers: Universe

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Abstract. The last two years have become a massive push for online firms' development, particularly for the gaming sector. And the establishment of the NFT market has formulated a ground for the rapid growth of P2E and GameFi platforms.

Many GameFi platforms have emerged quite recently, and the majority of those are mostly about the in-house developed games and an integrated token as a local currency. Still, most of these games fail to provide diversity in terms of gaming content, and those that do so are too costly for the players to enter. As of now, most of the GameFi platforms look like a gamified visualization of the DeFi processes, whereas none of them can be considered as a real gaming project.

The present litepaper is an introduction to Chainers, the in-browser game, the metaverse with the mini-games, and multiple NFT application scenarios. Unlike the other metaverse applications, Chainers have no entry barriers and no requirements for downloading apps for those eager to play. The game offers the features of creating and compiling the NFT on the platform, with the plan to support 3rd-party NFTs in the future.

Chainers will be a community-guided game, where the players will be deciding what possibilities and experiences they are looking to gain from the game.

1. Introduction

Chainers is a pixel art-themed virtual space built on the Solana blockchain, with a sustainable economic system and lots of different spaces, shared and inhabited by the community. In chainers, players will be able to find any type of activities they want, starting from exploring the virtual space while playing different games and ending with creating their own space.

Our mission: We see Chainers NFT as a crypto Metaverse where you can create your own characters and compete to earn rewards. We aim to provoke the spirit of co-creation and sharing among players and to explore the numerous ways of application of NFTs for everyone to have fun. Establishing the “Chainverse” or a special Chainers NFT Metaverse is one of the main goals of our journey.

Core features of Chainers:

1. Free-to-play: there is no need to buy an NFT avatar to start the game, anyone can try it out and get rewards for playing
2. Browser game: in order to start playing the visitors don't have to download any kind of software. Neither should they connect their Metamask Wallet to start the game. This will help to attract a wider audience.
3. Play-to-earn: the vast majority of the income will be shared with and by the community. This will motivate them to actively participate in the development of the game.

In Chainers, the players will be:

- Earning tokens while competing with other players
- Owning a space
- Owning a land in space
- Getting tokens for owning a land or a space
- Creating and selling mini-games, decorations and other things for the space.

2. Key elements of the Chainers game

The avatars

There will be 111111 NFT avatars sold during the original crowd sale. Those who purchase them will have additional benefits later in the game. In addition to that, they will be able to resell the avatar to other players, breed the avatars and get rewards for that. An NFT avatar will allow players to:

- Access additional game features like traveling around different spaces, chatting with other players, getting premium rewards, etc
- Get more tokens while playing mini-games
- Buy lands and travel between different spaces
- Own different properties in the game
- Have no limits for playing games and receiving rewards

Still, in order to start the game, the player does not necessarily need to buy an NFT avatar for the game. Players who haven't purchased an NFT avatar can

- Play mini-games and earn tokens
- Discover the main space in Chainers
- Create decorations and games
- Buy and sell items on the marketplace.

The free players have their own reward pool with a limited amount of tokens, which will be distributed among the most active and successful players.

The Spaces

Players will be able to buy and own space inside the game. The owner of the space will be getting tokens for owning it. The amount of the rewards will depend on how many visitors the player will attract to his space. The more content and the more features the owners of the space will offer, the higher their rewards will be. The unique features for the space can be made by its owners or by other players.

Land for the inhabitants and other features on spaces

Each space will be free for the players to be filled with various museums and exhibitions of different pieces of art, external NFTs the players have, decorations, etc. The exhibitors will be getting token rewards for contributing to the space. The space can also have inhabitants on it and who own or rent a piece of land where they live. It will also have its infrastructure built either by the players or by the owners. Later these items can be resold to other players on the marketplace.

The Marketplace

The marketplace will be a trading space on the platform where the players will be trading with each other. The players will be free to sell their avatars, spaces, lands, and all other NFT elements of the game.

3. Strategic roadmap of the Chainers platform

- In the beginning, the platform will develop 5 mini-games for the players to compete and get rewards. During this phase, additional NFT applications will be unlocked, such as spaces and Lands along with additional elements.
- Later the modeling and crafting will be added into the game for users to create their own decorations. Crafting will take place through the combination of in-game resources obtained from games and a token, whereas modeling and scripting will be carried out through in-game editors. The marketplace will also be added during this step.
- The next step planned is adding the protocol for creating game content by the users. The players will have the in-Game scripts at their disposal. These scripts will allow them to easily create game content and integrate it into the game by using the governance tokens.
- At a later stage, we will be adding external NFTs via partnering with them. This will allow users to get additional tokens after bringing external NFTs into the game.

The Dual-token economy system

- \$CHU (Chainers: Universe) - the governance token that will allow its holders to shape the future of the platform by supporting the upgrading of virtual space. The holders of these tokens will be deciding what features should be implemented and what will be happening in the game. Moreover, they will be capable of adding changes to the existing games and publishing their own ones.
- \$CCC (ChainCoin): the game token for the players to build their own space experience. This token will be the main in-game currency, the instrument for settling the transactions between users. Holders of the \$CCC will also be able to stake them against the \$CHU tokens.

4. Community

In order to keep the community involved, and growing, the profit-sharing system will be used in a game. The profit-sharing system will consist of the referral program to get more new players and of staking for the existing ones.

Rewards for referrers

Every player can be a referrer and bring new players. Any referrer who contributes to the Chainers ecosystem will be entitled to the platform's rewards which are tied to their referee's contributions. When joining a game, new players shall fill in the invitation code given by existing players (referrers) to become referees.

Every month the referrals will be getting rewards in \$CHU for attracting more active players into the game. The exact amount of \$CHU will be determined by the in-game algorithms and the participants of the referral program will be rewarded.

"Support a Creator" program

If a user is a content creator with at least 10,000 subscribers on any social media platform, he can apply for the "Support a Creator" program to receive their unique referral code which will allow them to get higher commissions for referring players to the game.

Staking rewards

Stakers will be staking the \$CCC token to get the \$CHU profits. Every week a certain amount of \$CHU tokens will be allocated and distributed among the players who stake their \$CCC tokens.

The number of \$CHU tokens can be modified with the increase of users on the platform and DAO governance.

\$CHU will be placed into the staking income pools, and the staked \$CCC tokens will be burned.

Staking rules: Stakers can lock up their CCC tokens in DAO. The locked CCC tokens are named chaCCC. Stakes can choose a lockup period from 1 month to 4 years (available options include 1 month, 1 year, 2 years, and 4 years). If the lockup period is 4 years, the CCC : chaCCC ratio is 1:1, which means that 1 CCC token can be converted into 1 chaCCC; if the lockup period is 2 years, the CCC : chaCCC ratio is 1:0.5; the rest can be deduced by analogy.

Weekly settlement: chaCCC holders will get real-time withdrawable dividends from the platform on a weekly basis. The dividend amount is determined by the quantity of chaCCC held by the user and the platform's earnings of the week. If User A owns 10,000 CCC tokens and locks them all up in DAO for 4 years, then the user can get 10,000 chaCC.

For example, "User A locked up 10,000 CCC for 4 years, which makes A the holder of 10,000 chaCCC. Suppose in the past week, the total holding amount of chaCCC is 100,000, and the liquidity pool secures 10 000 CHU earnings. According to the rules, User A can get 1000 CHU tokens as his weekly dividends." *

*the rates and numbers are not final, and they may be changed prior to or after the release.

5. Token Economy

Dual Token Model: the platform will issue two types of tokens for the players. The governance token (\$CHU), and the game token, designed to incentivize the players (\$CCC).

\$CCC Token

\$CCC is the in-game currency. The total number of the \$CCC token is unlimited in supply and the players will receive the in-game rewards in this currency. This token will be earned from:

- Winning mini-games;

- Competing with other players;
- Receiving rent for the land;

Apart from that, the users will be able to use these tokens to:

- Stake them and receive the \$CHU governance tokens;
- Pay the rent;
- Travel to different spaces;
- Buy and sell items in the marketplace;
- Craft in-game items and decorations.

In order to keep the value of the token more or less stable, it will be burned when the new in-game decorations will be crafted and when players will be travelling to different spaces.

\$CHU token

The \$CHU token is the governance token with a limited supply. There will be 1 000 000 000 \$CHUs in total. The holders of these tokens will be shaping the future of the game by voting for the implementation of different features and upgrades.

Apart from this, the holders of the \$CHU tokens will be able to buy their own space or a piece of land in the space. Later the holders will be able to buy external NFTs integrated into the game, as well as the Chainers avatars.

Players will not be able to buy \$CHU tokens and noIDO for them will be held. There will be the following ways to get the \$CHU tokens:

- As a bonus for buying NFT during public sales;
- For staking their \$CCC tokens (Collect to Earn).
- Modeling new items and decorations;
- Receiving rewards for owning the space.

\$CHU Allocation plan:

Allocation Item	Proportion	Vesting Schedule
Angel Financing	5%	To be unlocked within 2 years, quarterly release
Private Round	7%	To be unlocked within 2 years, quarterly release
NFT ownership	25%	To be unlocked on a quarterly basis after the NFT public sale
Marketing	10%	To be released in accordance with marketing operations schedule
Collect to Earn (Staking)	40%	Gradually release within 10 years
Team	13%	Unlocked within 3 years, semiannual release

%CHU Allocation Plan

