

Introducing



World of Hunters

Welcome to the World of Hunters!

Lore:

Many moons ago, before what we know as today ever existed there was an enormous galactic explosion which brought into existence a new planet, a new time, a new world..

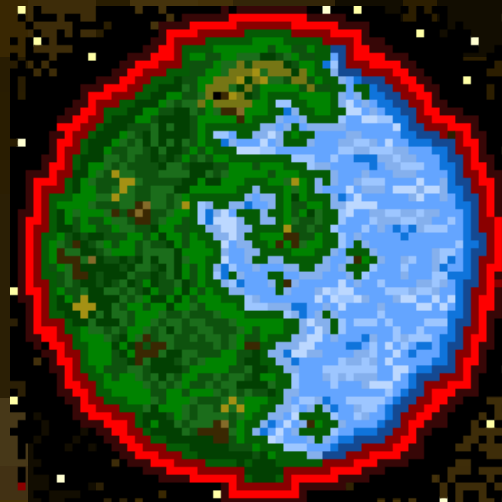
The planet itself was heavenly, mysterious... dangerous. In spite of this, it had one strange characteristic, despite being one planet it seemed to encompass almost two worlds. One surrounded by rivers, seas and lakes and the other surrounded by deserts, forests and fields. A place of water and a place of land, one world with two different elemental atmospheres.

Tribes, villagers and clans grew across the globe living separate lives on their side of the world. Existing, surviving, hunting. It should be noted this was no ordinary world, this was a brand new world. The people of land and the people of water were rather different. They had powers... The people born with the water could control it, manipulate it. The people of land, they had the power to control and manipulate all things related to land. One world with two extraordinary kinds of people, different powers but with the same desired target.

In order to survive the people needed to sustain the power of Le'luna, a giant crystal which provided the individual villages light, healing, and peace. How would one provide this crystal with this said power? Well... the people of the world had to hunt, hunt for the orbs of Le'Luna which were scattered across the planet when it was first created. However, over time the orbs' rarity increased, and the two types of people crossed paths, some meetings resulted in wars and some resulted in alliances or more.

Regardless of the interactions between the people, their necessity remained the same, in order to survive you must use your energy and hunt for the orbs of Le'Luna. This is not the world of paradise that it appears to be. This is the world of hunters.

Which side are you choosing?



Summary:

- ✦ 5000 NFTs are available to be minted by the community. (1 \$AVAX Each) (GEN 0)
- ✦ 5000 NFTs can only be minted through "breeding". (10,000 Total Supply up to GEN 1)
- ✦ 70% chance to mint a Hunter, 30% chance to mint a Huntress whenever minting an NFT.
- ✦ All NFTs have the chance to have the following traits: Male/Female & Land/Water.
- ✦ Use NFTs to go on "hunts" in corresponding pools to the Hunter's traits and gain \$ORBS.
- ✦ When going on a hunt \$ENERGY is required & consumed. (All pool reward rates will be calculated per 1 \$ENERGY)
- ✦ Obtain \$ENERGY through idle Hunters (NFT) based on block-times. (1 x Hunter generates 3 \$ENERGY per day, maximum 20 \$ENERGY per Hunter.) (Hunter does not need to be staked to receive \$ENERGY.)
- ✦ \$ORBS can be used to stake and generate \$ENERGY.
- ✦ \$ORBS can be used to create \$AVAX/\$ORBS LP. LP tokens can be used to farm \$ENERGY.
- ✦ A Huntress can be used to "breed" (mint) new Hunters. (Male & Female Hunters are required.)
- ✦ A Huntress can be staked to generate \$CRYSTAL.
- ✦ \$CRYSTAL is used to hunt in premium pools.

Minting:

5000 NFTs are mintable through the "Mint" function on the website. Once 5000 NFTs have been minted. The only way to obtain any additional NFTs will be through the "Breeding" process.

NFT Details: ERC-721, entirely on-chain.

When a user mints an NFT the following trait probabilities will be taken into calculation to determine their NFT outcome:

Chances:

Gender Traits

70% (Male) Hunter

30% (Female) Huntress

Specialty Traits

50% Land

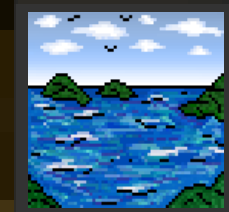
50% Water

Sub-Specialty Traits

Land - 33.33% (recurring) across the following: Forest, Desert & Jungle.



Water - 33.33% (recurring) across the following: Lake, River & Sea.



Hunting:

Female & Male Hunters can "Hunt" to earn \$ORBS.

This can be done through the "Hunt" page on the website. The user will find their NFTs under the corresponding "Pool" related to the Hunter's Specialty.

For example: A (Male) Water Hunter will be found under all the Water sub-category pools.

When a user goes on a "Hunt" the user will be able to select a "Lead Hunter" & "Support Hunter". These Lead & Support roles work in direct relation to the following traits:

Success rate (Male) & Support rate (Female)

The rewarded \$ORBS per hunt will be calculated based on the Male/Female Hunter's success & support rate.

A Hunter/Huntress will not need to be staked to participate in hunting. A hunt will be confirmed & completed through 1 transaction.

Each pool has a detailed \$ORBS reward rate for each "Gender trait" in the event of a successful hunt.

Each hunt will require \$ENERGY. All the \$ENERGY acquired by all Hunters will be used up in a hunt.

There are 2 possible outcomes that can come from a hunt.

OUTCOME 1: SUCCESSFUL Hunt.

A successful hunt will reward the user the following:

(MALE) Hunters

(100% of pool \$ORBS reward rate for (Male) Hunter)

*

(LEAD Hunter success rate %)

*

(Number of additional (Male) Hunters)

+

(FEMALE) Huntresses

(100% of pool \$ORBS reward rate for (Female) Huntress)

*

(LEAD Hunter success rate %)

*

(Number of additional (Female) Huntresses)

= SUBTOTAL \$ORBS

SUBTOTAL \$ORBS

*

(SUPPORT Hunter support rate %)

= TOTAL \$ORBS rewarded.

OUTCOME 2: FAILED Hunt.

A Failed hunt will reward the user the following:

(MALE) Hunters

(50% of pool \$ORBS reward rate for (Male) Hunter)

*

(Number of additional (Male) Hunters)

+

(FEMALE) Huntresses

(50% of pool \$ORBS reward rate for (Female) Huntress)

*

(Number of additional (Female) Huntresses)

= SUBTOTAL \$ORBS

SUBTOTAL \$ORBS

*

(SUPPORT Hunter support rate %)

= TOTAL \$ORBS rewarded.

When hunting, Hunters should hunt in the pools directly related to their Sub-Specialty traits to hunt the most efficiently.

If desired, a user can hunt with a Hunter in another Sub-Specialty pool related to the Hunter's Specialty.

However, This will limit the Hunter's hunting ability to 50% of the pool \$ORBS reward rate.

For example:

POOL A - (LAKE) REWARDING 100 \$ORBS

User hunts with a (Male) River Hunter in POOL A.

User receives a 50% 100 \$ORBS reward for hunting.

TOTAL \$ORBS received = 50 \$ORBS

Notes:

- A Hunter is limited to only hunting in the pools related to its Specialty. (Water/Land)
- A Hunter that is used to hunt in a pool that doesn't exactly match its Sub-Specialty cannot be selected as a "LEAD" or "SUPPORT" Hunter.
- If a user mints a "Jungle Hunter" or "Sea Hunter" it should be noted that their native Sub-Specialty pools are "Premium" pools. - Premium pools require \$CRYSTAL to hunt in.

Hunting: - Success & Support rates

(Male) Hunter: (Success rate)

(Male) Hunters come with an additional trait directly related towards "Hunting".
- (Success rate)

The success rate given upon minting is a randomized percentage anywhere between the following:

45% ~ 70% Success rate.

The amount of \$ORBS rewarded per hunt is directly related to the "Success rate".

In the event of different hunt outcomes (**Successful** & **Failed**) the male Hunter's "Success rate" will be affected.

If the outcome is **Successful** the LEAD Hunter's "Success rate" will be increased by an increment of 1%. (Capped at 70%)

If the outcome is **Failed** the LEAD Hunter's "Success rate" will be decreased by an increment of 1%. (Capped at 45%)

(Female) Huntress: (Support rate)

(Female) Huntresses come with an additional trait directly related towards "Hunting".
- (Support rate)

The support rate given upon minting is a randomized percentage anywhere between the following:

10% ~ 20% Support rate.

The amount of \$ORBS rewarded per hunt is directly related to the "Support rate".

In the event of different hunt outcomes (**Successful** & **Failed**) the female Huntress's "Support rate" will be affected.

If the outcome is **Successful** the SUPPORT Huntress's "Support rate" will be increased by an increment of 1%. (Capped at 20%)

If the outcome is **Failed** the SUPPORT Huntress's "Support rate" will be decreased by an increment of 1%. (Capped at 10%)

Tri-Token Ecosystem:

In the World of Hunters, we have incorporated 3 tokens each provided with different utility. All tokens will play an important role in the World of Hunters ecosystem and will be required to play within the World of Hunters.

(\$ENERGY, \$CRYSTAL & \$ORBS)

\$ENERGY

All "actions" in World of Hunters will require \$ENERGY.

Utilities include:

- Hunting
- Training
- Breeding
- Arena Fighting

\$ENERGY can be obtained through various different ways. Those ways are the following:

Idle Hunter - All Hunters regardless of "Gender" will generate 3 \$ENERGY a day. (Capped at 20 \$ENERGY per Hunter)

Farming - \$ENERGY can be "Farmed" through single asset staking & LP token farming.

- Stake \$ORBS to receive \$ENERGY
- Stake \$AVAX/\$ORBS LP tokens to receive \$ENERGY

(Farm emissions: 5% of TOTAL Hunters daily \$ENERGY per day.)

\$CRYSTAL

\$CRYSTAL is a token that is used to access an increased tier of gameplay within the World of Hunters.

Utilities include:

- Premium Pools Hunting
- Training

\$CRYSTAL can only be obtained through one way:

(Female) Huntress - A Huntress can be staked to craft (mint) \$CRYSTAL.

(\$CRYSTAL is rewarded at 1 \$CRYSTAL per Huntress per day.)



\$ORBS

\$ORBS play an additional role of utility inside the World of Hunters ecosystem.

Utilities include:

- Shopping
- Breeding
- Farming \$ENERGY

\$ORBS can be obtained through various different ways. Those ways are the following:

Hunting - \$ORBS are rewarded to Hunters when they hunt in pools.

DEX - \$ORBS can be bought on the decentralized exchange "Traderjoe".

(\$ORBS is rewarded based on a number of variables. Success rate, Pool reward rate & Support rate.)



\$ORBS

(ERC20 Token)

TOTAL SUPPLY: 100,000,000 *(100m)*

INITIAL LIQUIDITY: 50,000,000 *(50m)*

TRADABLE: Traded with 10% tax. *(Set slippage to 12% when buying or selling.)*

(All tax goes directly to the treasury for phase 2 of the World of Hunters.)

TEAM HOLDS: Team doesn't hold any \$ORBS.

\$CRYSTAL

(ERC20 Token)

TOTAL SUPPLY: N/A *(Burnable & Mintable)*

TRADABLE: Traded with 0% tax.

TEAM HOLDS: Team doesn't hold any \$CRYSTAL.

\$ENERGY

(ERC20 Token)

TOTAL SUPPLY: N/A *(Burnable & Mintable)*

TRADABLE: Traded with 0% tax.

TEAM HOLDS: Team doesn't hold any \$ENERGY.

POOLS : LAND *(Forest, Desert & Jungle)*

It should be noted that all figures given in terms of "Reward rate" are in fact "expected rewards". Meaning that the reward rate is not consistent. Rewards are not given at a flat rate.

This is to further the complexity of the gameplay. *(Rewards could be given at a higher or lower rate as per the stated "Reward rate")*
(Pool reward rates are calculated per 1 \$ENERGY)

REWARD RATES

Forest



Male Hunter

100 \$ORBS

Female Huntress

50 \$ORBS

Desert



Male Hunter

50 \$ORBS

Female Huntress

150 \$ORBS

PREMIUM POOL **Jungle**



Male Hunter

500 \$ORBS

Female Huntress

300 \$ORBS

(Premium Pools require \$CRYSTAL to hunt in.)

POOLS : Water *(Lake, River & Sea)*

It should be noted that all figures given in terms of "Reward rate" are in fact "expected rewards". Meaning that the reward rate is not consistent. Rewards are not given at a flat rate.

This is to further the complexity of the gameplay. *(Rewards could be given at a higher or lower rate as per the stated "Reward rate")*
(Pool reward rates are calculated per 1 \$ENERGY)

REWARD RATES

Lake



Male Hunter

100 \$ORBS

Female Huntress

50 \$ORBS

River



Male Hunter

50 \$ORBS

Female Huntress

150 \$ORBS

PREMIUM POOL **Sea**



Male Hunter

500 \$ORBS

Female Huntress

300 \$ORBS

(Premium Pools require \$CRYSTAL to hunt in.)

BREEDING:

After the complete mint-out of the 5000 NFTs, the only way for a user to acquire additional Hunters will be through the "Breeding" process.

Along with additional requirements (stated below), a (Female) Huntress will be needed to breed. Every time a Huntress gives birth (mints) to a new offspring, the "Offspring number" is increased by 1.

Offspring number:

(1 ~ 5)

As the "Offspring number" increases the \$ORBS cost will increase with it.

Once a Huntress reaches an "Offspring number" of "5" the Huntress will no longer be able to breed. *(Max breed per Huntress = 5 times)*

When a Huntress gives birth to offspring, these offspring will be classed as "GEN 1"

Female offspring can also breed, offspring from these Females will still be classed as "GEN 1".

A maximum number of 5000 "GEN 1" will be allowed to be born (minted).

TOTAL NFT supply up to GEN 1 is as follows:

5000 ("GEN 0" to be minted) + 5000 ("GEN 1" Offspring) = 10,000 (TOTAL NFT supply)

Breeding: - Requirements

The following will be required for a user to commence breeding:

Requirements

- A Female & Male Hunter
- 10 \$ENERGY each from both Male & Female Hunters
- 0.4 \$AVAX
- \$ORBS as per the offspring generation requirement.

The breeding process will be confirmed & completed within an Avalanche network block-time. (Less than 15 seconds.)

\$ORB Requirements for Offspring No. Increase

Offspring Number	\$ORBS Required
1	10,000
2	15,000
3	25,000
4	50,000
5	100,000

Breeding: - Percentages (%)

When a (Male) Hunter & (Female) Huntress breeds together there are multiple outcomes that can occur based on a given percentage chance.

They are as follows:

20% Chance - that the breeding will fail.

56% Chance - the offspring will be a "Male".

24% Chance - the offspring will be a "Female".

Speciality & Sub-specialty traits for the offspring will also be randomized based on the "Minting:" percentages.



Training:

In the World of Hunters, users can "Train" their Hunters on the "Training" section of the website.

When a user trains their Hunter, this will have a percentage increase effect on the Hunter's "Success rate" or "Support rate" depending on their Gender.

The percentage increase will range between the given percentages for each method.

To "Train" a Hunter, it will cost the user \$CRYSTAL.

There are 3 different training methods ranging from a lesser to greater increase in percentage for the users Hunter.

The cost of \$CRYSTAL will increase accordingly with the lesser to greater training method.

Training Methods

<u>Training Method</u>	Hunter (<i>Success Rate</i>)	Huntress (<i>Support Rate</i>)
Fitness (1 \$CRYSTAL)	1~2%	0.5~1%
Marksmanship (3 \$CRYSTAL)	4~8%	1~2%
Mental Agility (5 \$CRYSTAL)	5~10%	3~6%

Shopping:

Users can purchase goods in the World of Hunters to make their Hunter more efficient at hunting.

\$ORBS are used to purchase goods from the shop.

Weapons, Food & Potions can be purchased from the shop.

Where a "Weapon" will certainly have an increased effect of the Hunter, "Food" & "Potions" will not. *(Food & Potions will have a 50/50 chance to provide an increased or decreased effect.)*

The perks that come with each item are the following:

Weapon

- + Success Rate
- + Support Rate

(Weapons can be heavier for more power so therefore will consume more \$ENERGY to use.)

Food

- +/- \$ENERGY

Potion

- +/- Recovery

Arena:

Phase 2 will bring with it the introduction of the "Arena". Where users can enter to fight other users in return for \$ORBS & \$CRYSTAL.

Users will be able to be able to interact with the following utility:

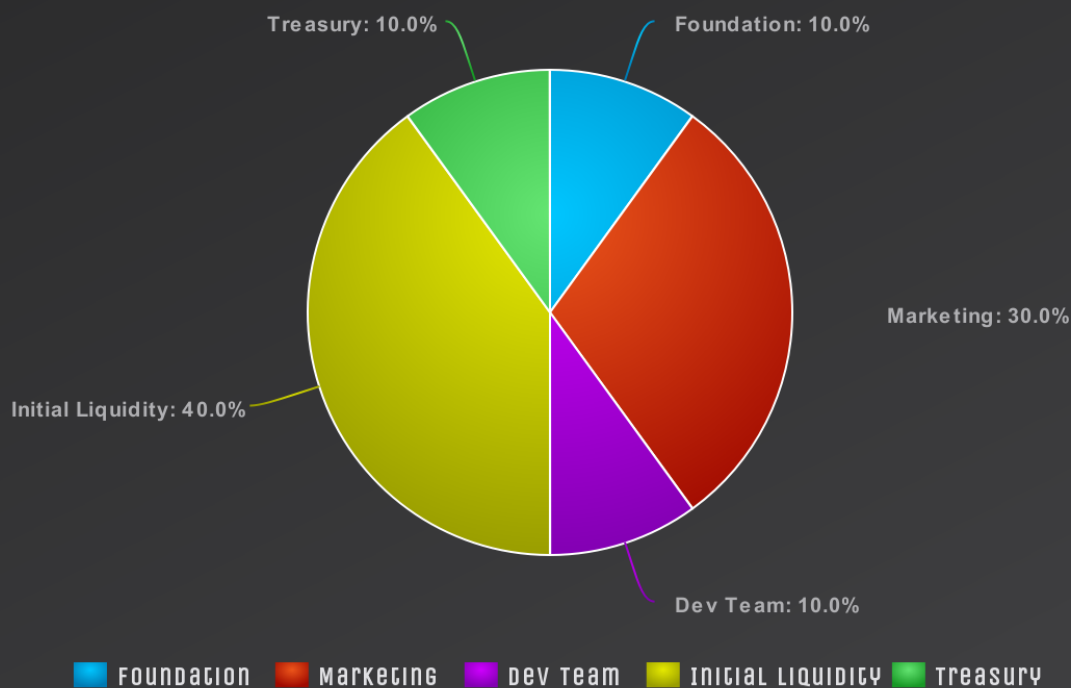
- Leaderboards
- PvP Battles
- Team Battles



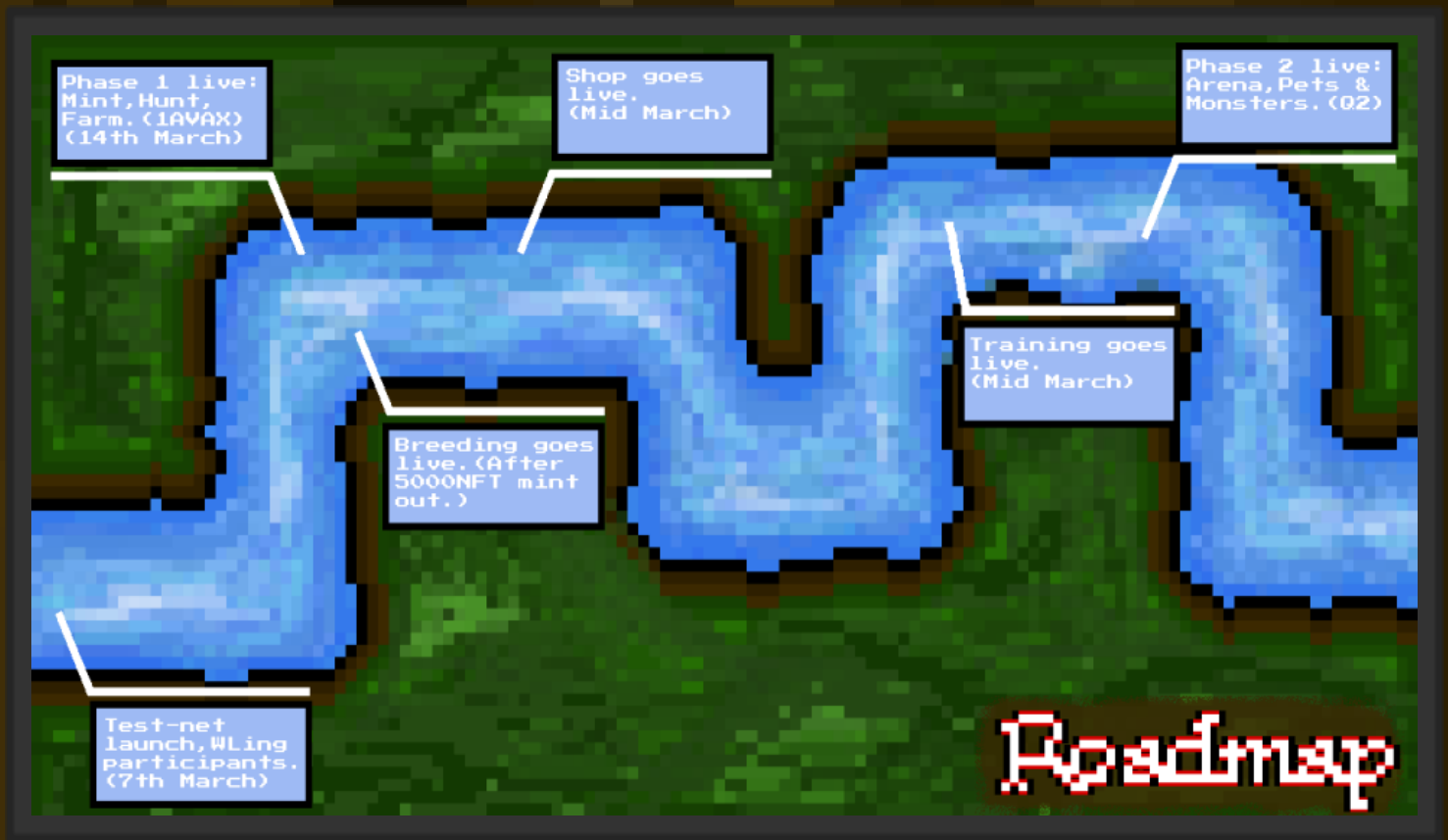
World of Hunters Funds

- 10% Foundation
- 30% Marketing
- 10% Dev team
- 40% Initial Liquidity
- 10% Treasury

FUNDS ALLOCATION



World of Hunters Roadmap



Contract Addresses

\$ORBS:

0x42747cbb41755966d7D49f829aDa6f1BA3aFfd
bF

\$CRYSTAL:

0x80122634758cB41063A2339704A05166e730e0
e0

\$ENERGY:

0x00339C40575522207D5a8A4195FF0E6A737054
bf

MULTISIG:

0xe54379062359AEBd61f70C895D43015B799FDD
48

AVAXHUNTERS:

0x51583f8c9b9dd65498dc3287DB7e303614553D
9e