Dusty Bones Whitepaper

Dusty Bones is a community of NFT enthusiasts on @MultiversX. 90% of rewards are returned to holders. Only art and sympathy here.

❖ Goals :

➢ Create a community motivated by the discovery of MultiverseX:
   ■ https://multiversx.com/
➢ Invest in the Hatom protocol to generate rewards for our holders:
   ■ https://beta.hatom.com/
➢ Manage the DAO portfolio collaboratively with all team members using xSafe:
   ■ https://xsafe.io/
➢ Provide fun 3D illustrations
➢ Collaborate with different players in the MultiversX NFT community
➢ Engage the community by organizing votes on certain decisions via FrameIt:
   ■ https://www.frameit.gg/
➢ Enjoy and support each other

❖ Roadmap :

- ☑ Create xSafe wallet to manage funds
- ☑ Create Twitter, Discord and Website
- ☑ Throw la collection NFT
- ☑ Investing funds in Hatom Protocol farms
- ☑ A lottery of 1 EGLD for our holders every 50 mints
- ☑ Reward holders with farming interests
- ☑ Collaborate with other MultiverseX players
- ☑ Launch the $DUST token and its tokenomics
- ☑ Vote on decisions with holders
- ☑ Launch the game Dusty Bones: Shadow Lands
- ☐ Development of the game Dusty Bones
- ☐ Airdrop token $DUST
- ☐ Develop the economy around $DUST

❖ Strategy :

- ➢ Thursday July 20, 4 p.m. UTC: Launch of the collection on FrameIt for WL members. Price new: 0.3 EGLD & Max: 5 NFT per wallet.
- ➢ Friday July 21, 2023, 4 p.m. UTC: Public sale opens. Price: 0.4 EGLD & Max: 50 NFT per wallet.
- ➢ 90% of funds are injected into a Hatom Protocol liquidity pool to generate $HTM.
- ➢ 10% of funds go directly to the team, who commit to participating in mint during the WL session to ensure the success of the launch.
- ➢ All WL members who mint 5 NFTs during the WL session will receive a "Dusty OG" SFT which grants them benefits in future votes and for the future of the project.
- ➢ A first wave of liquidity will be created with the funds from the first days to quickly start farming. Rewards will be automatically distributed to all holders every 2-3 months on a random date to incentivize holders to hold on to their NFTs. Holders must have their NFT in their wallet.
- ➢ A vote proposed to holders after the launch of farming to decide whether to re-inject 10% of the rewards into the pools each month to allow liquidity to grow each month -> validated by the holders on 07/26/2023
- ➢ Mint session cut during the last quarter of 2023 in order to stimulate the secondary market.
- ➢ Monday January 8: Opening of a new mint session at the price of 0.5 EGLD by Dusty Bones.

- ❖ Team :
  - ➢ Stan : Designer
  - ➢ Pentaxx : Social Manager
  - ➢ Mobo : Developer

- ❖ Liens :
  - ➢ Twitter : https://twitter.com/DBones_mvx
  - ➢ Discord : https://discord.gg/7hmqG7Cz
  - ➢ FrameIt : https://www.frameit.gg/marketplace/DUSTYBONESc1fc90
  - ➢ Website : https://dusty-bones.netlify.app/

Introduction to the Game: "Dusty Bones – Shadow Lands"

Welcome in *Dusty Bones: Shadow Lands*, a captivating game where mystery, magic and management intertwine in a dark and haunting universe where players enter a gloomy world.

The core of the game lies in the construction and management of various mystical buildings, each offering returns in $DUST, the in-game currency. These buildings, ranging from taverns to haunted houses, must be placed on a land.

Dusty Bones is based on the MultiverseX blockchain technology. All you need to do is have a MultiversX wallet to log in and start playing. Interactions take place through smart contracts.

The lands

Only one terrain available for this V1.0 of the game:

- ❖ **Dark Forest (Common)** : An eternal, frequent and mysterious resting place. Ideal for rituals or collecting occult objects.

Buildings for $DUST Generation

- ❖ **Tavern** : A warm and lively crossroads, lit by flickering lanterns and filled with laughter and conversation.
- ❖ **Bank** : An imposing and secure structure, with stone vaults and wrought iron gates, symbolizing wealth and power.
- ❖ **Laboratory** : A haven of science and magic, filled with sparkling vials, ancient books and mysterious instruments.
- ❖ **Crypt** : A dark and silent place, with carved tombs, shrouded in mystery and the sacred.
- ❖ **Haunted house** : An old house with broken windows and creaking doors, where every corner seems to hide a secret or a ghost.

Buildings and Daily Yields:

- ❖ Tavern**(Rang 1)** : 5 **$DUST** - Tavern **(Rang 2)** : 10 **$DUST**
- ❖ Bank **(Rang 1)** : 5 **$DUST** - Bank**(Rang 2)** : 10 **$DUST**
- ❖ Laboratory **(Rang 1)** : 5 **$DUST** - Laboratory **(Rang 2)** : 10 **$DUST**
- ❖ Crypt **(Rang 1)** : 5 **$DUST** - Crypt **(Rang 2)** : 10 **$DUST**
- ❖ Haunted house **(Rang 1)** :5 **$DUST** - Haunted House **(Rang 2)** : 10 **$DUST**
- ❖ ETC…**Rang 3** :15 **$DUST** ; **Rang 4** :20 **$DUST**

Using $DUST

- ❖ **Acquisition of New Buildings** :

Players use $DUST to acquire new buildings, which increases their yield and generates even more rewards.

For example, acquiring a **Crypt (Rank 2)** costs 400 $DUST, allowing a new output of 15 $DUST/hour. SFTs are cumulative: Rank 1 + Rank 2 = 15 $DUST/day.

- ❖ **Common Buildings (Rank 1) (5 $DUST/day) Price: 100 $DUST**
- ❖ **Uncommon Buildings (Rank 2) (10 $DUST/day): Price: 400 $DUST**
- ❖ **Rare Buildings (Rank 3) (15 $DUST/day): Price: 1,200 $DUST**
- ❖ **Very Rare Buildings (Rank 4) (20 $DUST/day): Price: 4,800 $DUST**

❖ **Acquisition of New Land** :

$DUST will also be used to purchase new land, with costs varying depending on rarity. (Later release, their bonus and price could be modified and be a little more interesting):

❖ *Dark Forest*(Rang 1) **(5 $DUST/day)** *: 150 $DUST*

Players must make wise choices about upgrading buildings and purchasing new land to optimize their empire and progress in the game.

Roadmap

❖ Develop and implement building improvements to generate more $DUST
❖ Develop and make new lands available and enable multiland on the interface
❖ Improvement of the UI and UX
❖ Development of the economy around $DUST in order to make it attractive and develop its interest for holders.
❖ Setting up a leaderboard

Airdrop & Tokenomic

❖ **Snapshot of Wallets and Initial Rewards**
➢ Action: Hold Dusty Bones NFTs during the snapshot
➢ Reward: Receive land by holding between 1 and 4 NFTs and 100 $DUST for >4 NFTs (the reward will only be given once per wallet) for the acquisition of the first building.
➢ Objective: Encourage the acquisition of NFTs and give all players a fairer start.

❖ **Staking and Generation of $DUST**
➢ Action: Stake your land and buildings in the game.
➢ Reward: Generates a specific amount of $DUST.
➢ Objective: To encourage players to stay active and engaged in the game.

❖ **Purchase and Placement of Buildings**
➢ Action: Use the $DUST earned to buy buildings (tavern, crypt, bank, laboratory, haunted house) and place them on the in order to generate faster and improve faster.
➢ Objective: To encourage strategy and planning in resource management.

❖ **Advanced Use of $DUST and Giveaways**
➢ Action: Use the accumulated $DUST to participate in special giveaways (lotteries), win additional Dusty Bones (or other) NFTs. For example, players pay $50DUST to participate in an internal giveaway.
➢ Objective: Create an economic cycle where players invest their winnings in the game to obtain additional benefits and gifts.

❖ **SFTs market**
➢ Action: Put all SFTs **(Rank 1, 2 and 3)**on FrameIt, purchasable with $DUST or $EGLD.

- Buildings:
  - Rank 1 : 100 $DUST or 0.1 $EGLD
  - Rank 2 : 400 $DUST or 0.4 $EGLD
  - Rank 3 : 1,200 $DUST or 1.2 $EGLD
  - Rank 4: $4,800 DUST only
- Lands :
  - Rank 1 : 150 $DUST or 0.15 $EGLD
- ➤ Objective: Expand $DUST spending options and strengthen the game economy through, for example, lottery boxes on FrameIt or other mechanisms.

❖ **Encouragement for Progress**
- ➤ Action: Organize giveaways for players with the most advanced cards or who are the most invested.
- ➤ Objective: Reward engagement and progression in the game.

❖ **Total Supply and Distribution of $DUST**
- ➤ Total supply: 1 billion $DUST.
- ➤ Distribution :
  - Team 10% : 100 000 000 $Dust
  - LP Dust/EGLD 10% : 100 000 000 $Dust
  - Tresorery xSafe 10% : 100 000 000 $Dust
  - Marketing/Partnership 10%: 100 000 000 $Dust
  - Game rewards 60% : 600 000 000 $Dust

Secondary Market

❖ **Secondary Market** :

Players will be able to list their lands, SFTs or NFTs on a secondary market, with transactions in $EGLD, $DUST or other tokens.

Social Media Events

❖ **Advertising Competition** :

Organize competitions where players are rewarded for promoting the game on social networks. The rewards could be in $DUST (250 $DUST for example) or NFTs/SFTs.

❖ **Monitoring Mechanism**:

Use specific hashtags or analytics tools to track and evaluate player engagement in promoting the game. For example, posts, shares, and mentions of the game on social media could be tracked and quantified.

#shadowlands

❖ **Social Ranking** :

Create a ranking of players based on their promotional activity on social networks. Periodic rewards could be awarded to the most active or influential players.