

E-RACING.NODE

TABLE OF CONTENTS

1. Background
2. Coin/Chain
3. Story
4. Game Configuration
5. Game System
6. Multi-mode
7. Grand scale multi-system
8. Market economy
9. Donation NODE
10. Team introduction
11. Roadmap

Background

Games are used to be for fun and entertainment only, but it is transcending the virtual world and connecting to the real-world economic system.

In the early days of the online game market, players invested time and money cooperating to complete missions and events to achieve a common goal. Players formed virtual communities and enjoyed the experiences of playing a role inside a group and collaborating with other members to strengthen their community's power.

However, all these activities were not rewarded in the real world.

Only the game developers made a profit by selling or maintaining the game platform.

The emerging technologies such as Blockchain and NFT (Non-Fungible Token) are making this unbalanced gaming market environment fair.

It was impossible to claim ownership of an item according to the developer's policy in the past. It also had risks of hacking, forgery, and falsification.

All copyrights belonged to the developers.

In NFT-based games, the player can earn the digital ownership of the contents.

Currently, about 4,200 NFT-based game applications have been released.

However, about 20% stopped their services because their investment goals were too high or management skills were not mature.

NODE aims to build a structure that can continuously circulate the blockchain game ecosystem in the future. Players would be able to transfer their assets and items from a platform to other without losing values.

NODE will create a world where game developers and players enjoy their rights suggesting a healthy direction for the blockchain game platform.

Coin/Chain

The global blockchain market is growing at an average annual growth rate of about 70%. It is projected to grow from \$4.9 billion in 2021 to \$67.4 billion by 2026.

NFT is a token that uses blockchain technology to authenticate the holder of a specific digital asset.

Since the value and ownership of digital assets are easy to copy and change, it has been challenging to verify ownership and value in the past.

The ownership of countless tangible and intangible assets has become verifiable using NFT using blockchain technology. The digital assets' values have been increased.

According to DappRadar, around \$2.5 billion are invested into the blockchain and game infrastructure in the first quarter of 2022.

NODE will issue the NOD tokens and connects them with the game's NFT to guarantee rewards according to the player's ability.

Story

1.Overview

We start our journey to find our utopia escaping from the central government's absolute domination .

2.Synopsis

The dystopian future world with a centralized system that limits and controls all human rights.

I did not lose my dream even in a reality where resources, currency, human dignity, freedom of movement, creativity, and even emotions are all under control.

We need to find the utopia we've been dreaming of, which exists somewhere, in unknown time and space.

They wouldn't even be able to imagine. As I am preparing, for the world I dream of, you may not know how happy I am, holding up every day with my heart-pounding thoughts.

I'm about to wake up the engine sleeping in my secret garage for my first journey, which is about to begin.

The moment the engine starts is irreversible. But that's fine.

The perfect plan to outrun them is already in place.

When I get there, the wonderful music and beautiful plants will greet me.

My first escape plan.

Plan Name, E-Racing.NODE begins.

Game Configuration

1.NFT ITEM – E-ENGINE

- There are three types of E-engines with different abilities COMMON, UNCOMMON, and RARE.
- E-Engine durability is deducted when used.
- You can earn a certain amount of gems by collecting reward items during racing.
- Gems are needed to repair/upgrade the E-engine.
- Player can upgrade the level of the E-engine, and the speed increases with the upgrade.
- Higher the speed, more gems per unit time.

Grade	COMMON	UNCOMMON	RARE
Level	1~20	1~20	1~20
Trade restriction	Unlimited	Limited	Unlimited
Durability	100	100	100
Making	No	Yes	No
Making Limit	0	2	0
Place for sale	Shop	inter-player trade	Shop

2. Stage

It consists of the first two stages, each with a different level of difficulty and reward.

Various reward items and objects are installed on the stage, making the race speedy and fun.

We are pursuing diversification of play through multi-play implementation in the future.

3. Object

The racing map creates a random number of reward items.

Gems can be earned by collecting the reward items.

A collision with an obstacle affects speed and reduces engine durability.

4. Obstacle

The obstacles are also generated randomly on the racing course.

A collision with an obstacle reduces speed and engine durability.

Reduced durability can be repaired using Gems.

5. How to control

The maneuver will be intuitive, not complex.

The vehicle will automatically move forward with a front view.

A player can move left and right with a simple touch on the screen

to avoid collisions or to collect reward items.

Game System

1. Making system

Custom E-engine building is only possible with UNCOMMON E-engines among three tiers of the E-engine.

The UNCOMMON E-engines can be obtained through the first NFT Minting or inter-player trades.

The NEW E-engine can be built by merging two UNCOMMON E-engines.

More detailed conditions for the NEW E-engine building are.

- The NEW E-engine can be manufactured from UNCOMMON E-engines.
- Requires 2 UNCOMMON E-engines to manufacture.
- UNCOMMON E-engines used in manufacturing are limited to level 20.
- Available manufacturing count is 2 for each E-engine.
- After manufacturing, a 120-hour manufacturing cooldown must elapse before the subsequent manufacturing.
- A certain amount of gems are consumed during manufacturing.
- The number of gems required increases as the number of crafting increases.

Making table	First	Second
Cost	100Gem	150Gem
Required E-Engine level	20	20
Cooltime	120hour	120hour
Required E-Engine tier	UNCOMMON ×2	UNCOMMON ×2

2. Single mode

- Single mode is where the player plays the racing alone.
- There are two stages, each of which can be played independently.

3. Multi-mode

- It's a mode where 5 people can access and play at the same time.
- Every single moment of terrain creates a new kind of attack.

4. Grand scale 100player multi-system

- This mode allows multiple players to play together.
- 30 to 100 players would be able to race simultaneously.

Multi-mode

1. E-Racing.Node mini-games

- A mode in which five players connect at the same time and enjoy track competition, Minimal-shrinking cars give you the fun of making a fuss on the track.

2. How to play

- Automatically driven cars can be run on the track with only left and right controls.
- The various distractions hidden in the track can stop the other person following me It also gives my car an advantage.

3. Benefits

- You qualify for the game through rewards or acquisitions from various places, And The rewards that are earned are also special.

4. The fun point

- Various kinds of tracks change the way you play.
- You can enjoy various kinds of fun with racing that you can enjoy in real time with other people.

Grand scale multi-system

1. Grand scale multi-system

- This mode allows multiple players to play together.
- 30 to 100 players would be able to race simultaneously.

2. Configuration

- Level, same engine performance
- Various Objects and Physical Applications

3. the management of a competition

- Large-scale multi-timed programs are held on a regular basis for a variety of pre-events and You can expect special rewards.
- Special admission tickets obtained through NODE's various events and rewards policies

4. The fun point

- Provide equal opportunities for beginners to win first place if they work hard.
- Diversity of play by targeting using topographic features of the track.
- Minimal-shrinking cars give you the fun of making a fuss on the track.
- Excitement of a Grand scale

Donation NODE

1. Donation NODE

The value that creators and users create together through the play of E-RACING.NODE is It is the foundation for practicing sharing throughout the world that needs a helping hand The role of the network that brings each donation campaign into one NODE You'll be able to do it.

The first 'sharing NODE' is practiced through an international organization that aims for eco-friendly and pro-natural.

2. Donation plan

After the first minting, some of the profits will be donated to places that will help extend the life of the Earth.

- Greenpeace regular sponsorship
- Donation to Electric Vehicle Industry Corporation
- Sending Trees

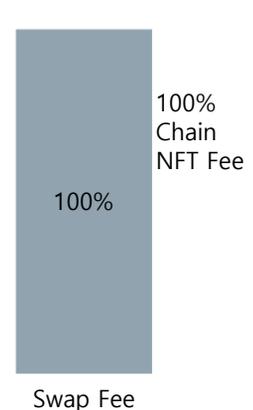
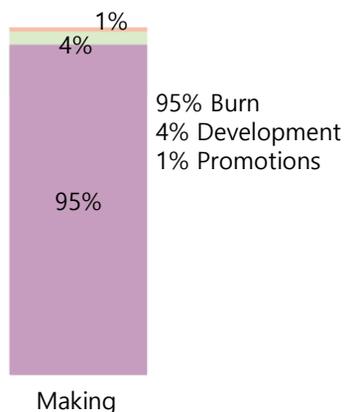
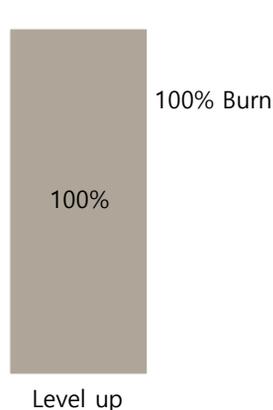
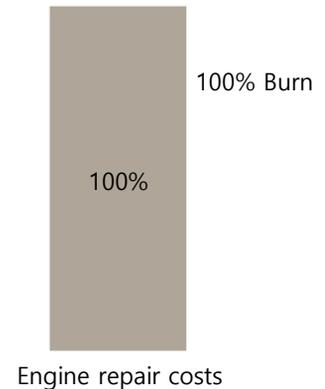
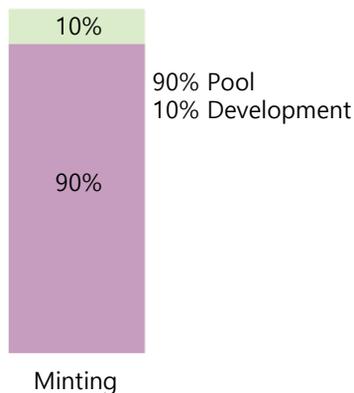
3. IT Educational plan

- Donate for the education of children who will live on Earth in the future
- It contributes to providing and nurturing quality education to children in the blind spot of education.

Market economy

- 90% of the fee goes to the NODE pool, and 10% is used for migration to the next-generation NFT environment.
- Coins generated from pre-minting are used for 90% NODE pool and 10% for development and infrastructure maintenance.
- 100% of the level-up and engine repair costs incurred during gameplay will be burned.
- 95% of tokens used in the in-game manufacturing system will be burned, 1% promotional fee, and 4% will be used to develop the next NODE game.
- The SWAP or withdrawal process fee includes the basic chain fee and NFT production fee.
- 50% of art royalties are attributed to the token pool.

For more methods of burning, developers will not stop communicating with players, and as a result, they will strive to maintain the economy of the NODE project.



Team introduction

Sun : Rock star

Mercury : Director. OC

Venus : Platform. Dev

Earth : Product Manager. Operator

Mars : Product Manager.

Jupiter : Platform Server. Front-end. Dev

Saturn : Growth Marketing. Operator

Uranus : NFT. back-end. Dev

Neptune : App. back-end. Dev

Moon : CX/CS Operator

Roadmap

