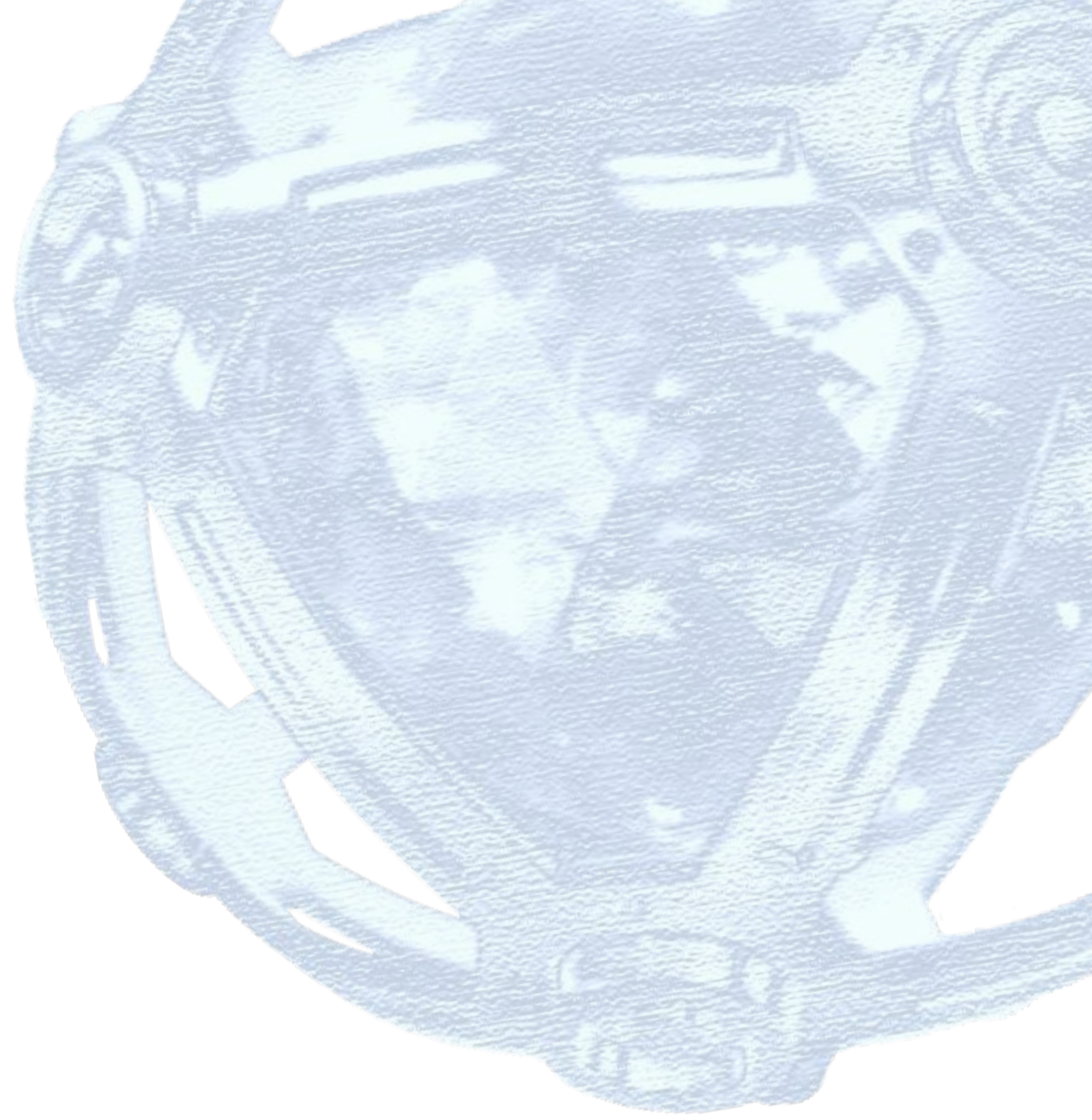


# BOUNTYKINDS

- OFFICIAL LIT PAPER -





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Follow us on our socials and learn the latest developments and events taking place in the BountyKinds universe

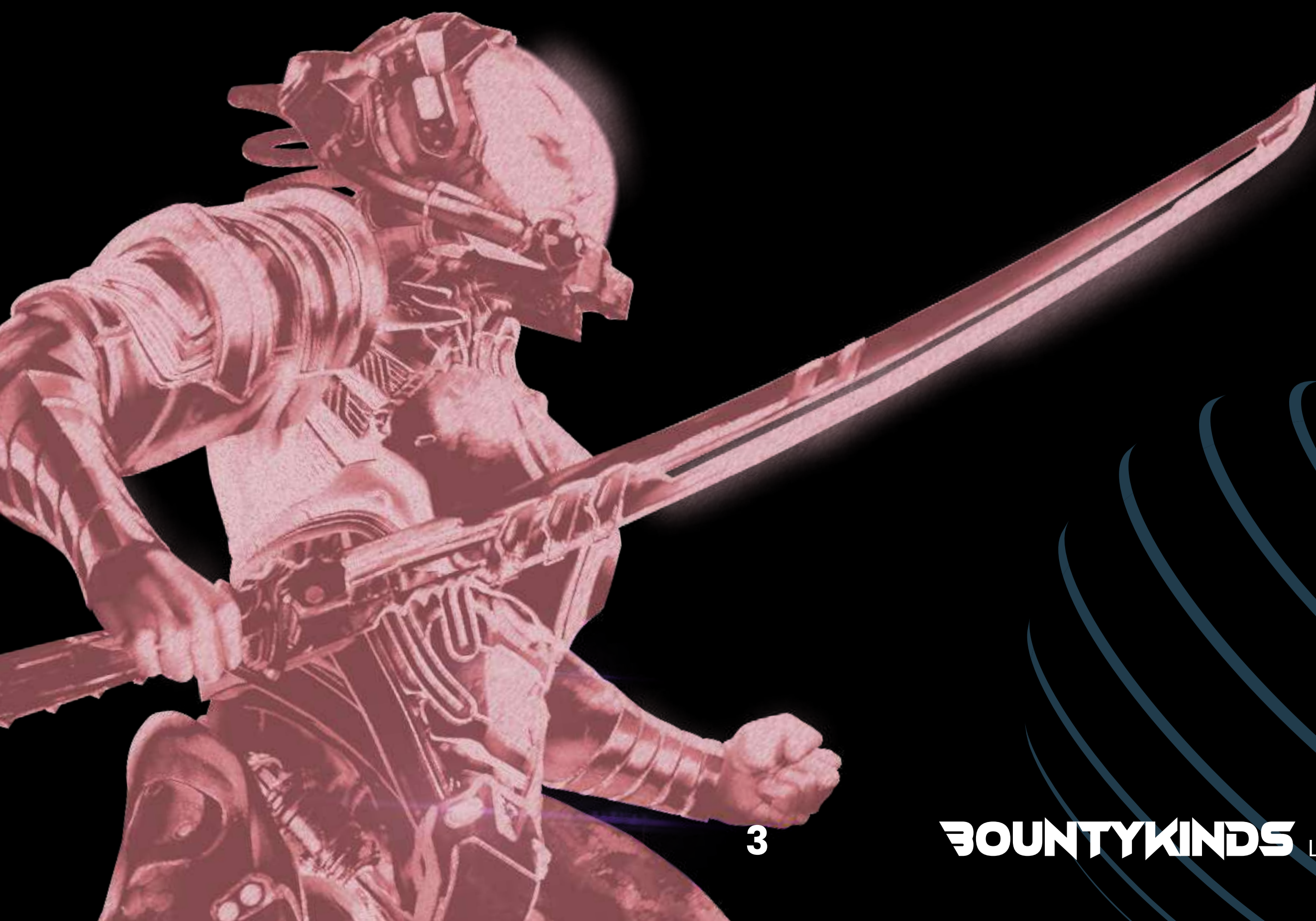
23

# BOUNTYKINDS WAS BROUGHT TO INCEPTION BY A GROUP OF GAMERS WHO SEEK INSPIRATION IN THE CURRENT STATE OF BLOCKCHAIN GAMING.

We believe that blockchain gaming is still in its infancy stage, but due to its profit-driven nature, the majority of players are looking only for profitability rather than fun of it - the strategizing, the itemizing, the run-it-downs, or the grit and the grind.

We intend to release games that we want to play ourselves during the first few phases of development, such as board games, tactic PvP games, and FPS/TPS non-targeted games. Subsequent games will be decided together with the users through the implementation and proper execution of our Player DAO.

Together, may it be developer, investor, or gamer - anyone can contribute in building the world of BountyKinds. We are building a world that develops based on a unifying philosophy that has yet to be achieved in the Web3 and blockchain field. The new gimmick Contribute-to-Earn (C2E), in which contributions are quantified and distributed, is what will keep the BountyKinds economy circulating, in a healthy and feasible manner.



WEB3 companies alone earned around 1.8B dollars during H1 of 2022 and is expected to prosper all the way to 2024, around where the industry is eyed to earn almost 20B dollars in revenue. In the midst of this technological success, nothing has been more crucial than the implementation and progress of blockchain technology. Just this year alone, spending on blockchain solutions will reach \$11.7B dollars. These advancements lead to financial companies saving up to \$12B dollars a year, boosting blockchain gaming a whopping 2000% from Q1 of 2021 to Q2 of 2022; and of course, it will only get better from here. The potential of blockchain technology is limitless, and us at the BountyKinds team have decided from the get-go to choose a platform that has withstood the trials of time.

# **BOUNTYKINDS** WILL LAUNCH ON THE **B I N A N C E** **SMART CHAIN**

The developers are led by a team of Japanese blockchain game enthusiasts, and are currently developing the game in Vietnam to be more in touch with its initial Southeast Asian market. It is eventually planning to branch out to the west after securing its foothold locally.

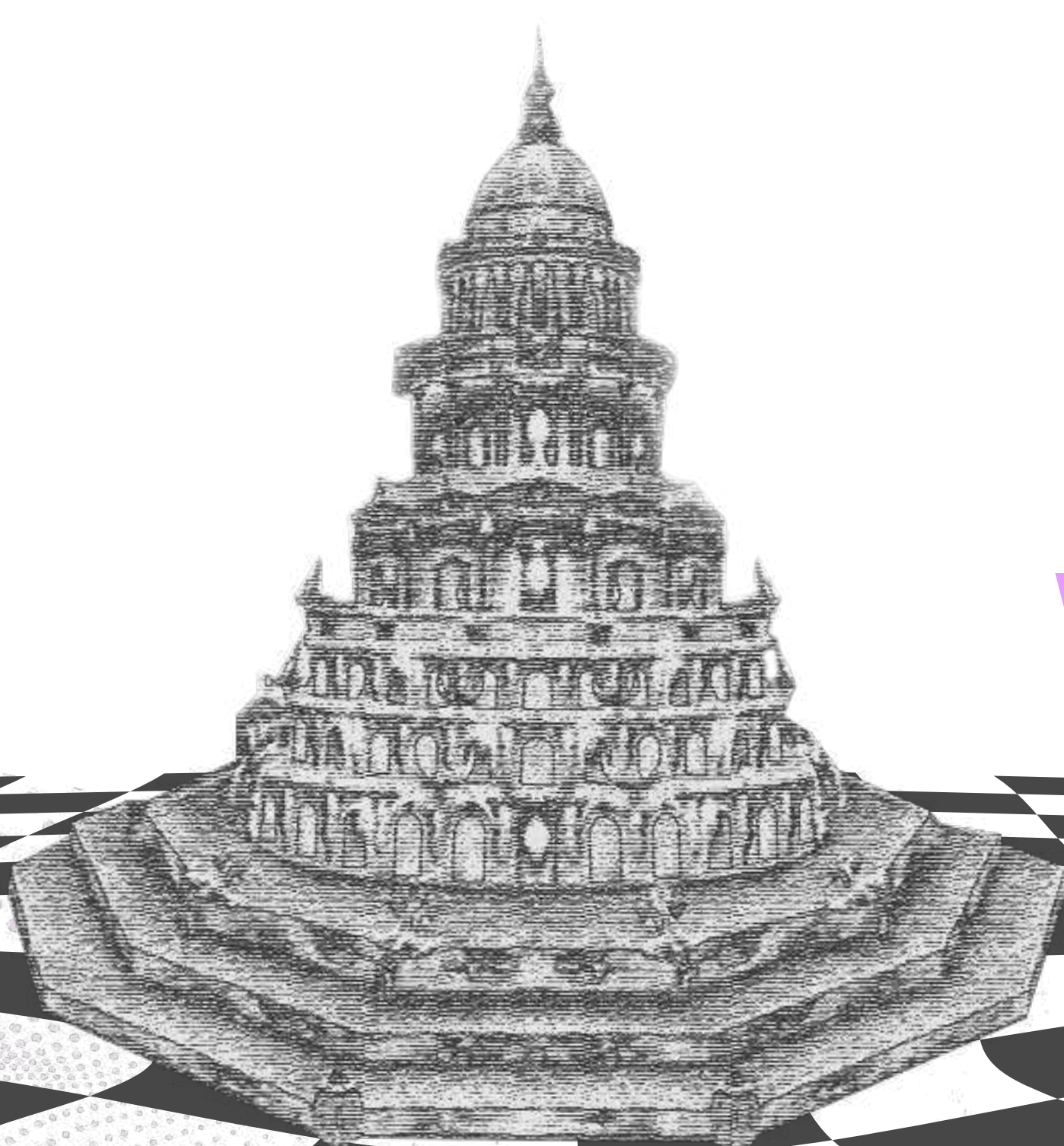
In the world of BountyKinds, the amount you contribute to the game is translated into a numerical value, meaning that the more you play, the more you affect the game - and the more you contribute to the game having stimulus, means the more chances you could have at earning. We hope that over time, this new mechanic will integrate successfully and be of benefit to the real world.

## THE NARRATIVE

BountyKinds is set in the post-apocalyptic dystopia where Earth is devoid of all organic human life after the last remaining people left the planet in search of more resources. The lifeless planet became the battleground for different clans as they attempted to assert their dominance over other tribes. Aim for glory and ensure victory over others by grinding through challenges, collecting and gathering rare goods and items that will be unique to your inventory, help build the world by being a land owner and establish your own enterprise, or simply trek through the vast world and meet new friends.

IN THE WORLD OF  
**BOUNTYKINDS,**  
THERE IS NO RIGHT WAY IN  
CONQUERING THE UNIVERSE.  
**THOSE WHO ENJOY  
THE MOST THROUGH  
THEIR ADVENTURE HAVE  
THE HIGHEST CHANCE OF  
STANDING ABOVE IT ALL.**

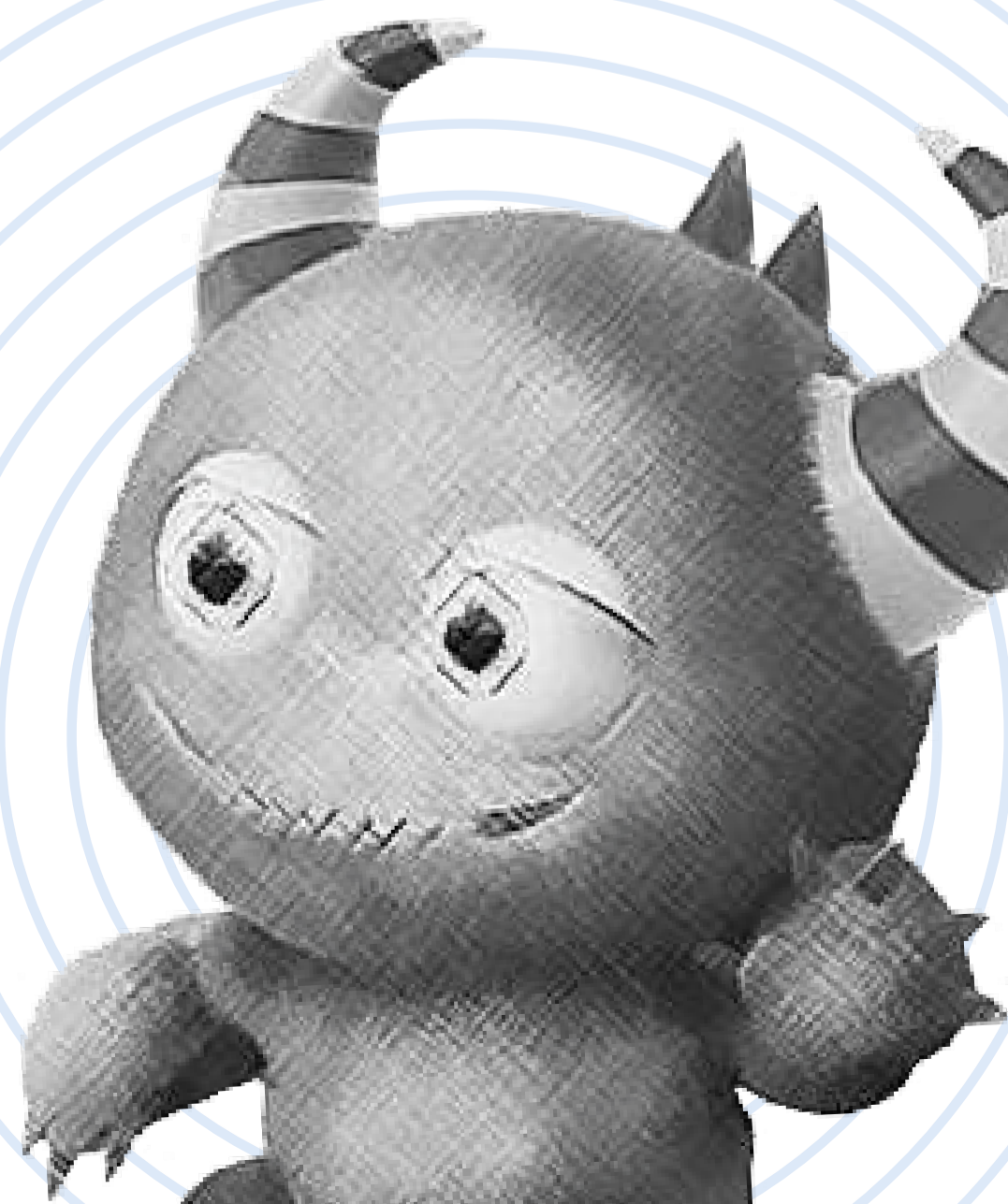
**SEASONAL RANKING  
BOARD GAMES  
TURN-BASED PVP  
COMP STRATEGY  
ABILITY SYNERGY  
LOOT COLLECTION**  
WE HAVE IT ALL HERE IN BOUNTYKINDS



During the Alpha testing phase of the game, the turn-based PvP game mode, where gamers could strategize different NFT composition combinations against other players, and the BountyKinds World Board, where players could roll a dice and land randomly on one of the thousands of land blocks in the game universe.

**BOUNTYKINDS IS A PROJECT DRIVEN BY GAMERS.  
BETTER EXPECT A VARIETY OF FAN FAVORITE GENRES  
BEING ADAPTED BEFITTINGLY INTO ITS UNIVERSE.**

Both these games will heavily develop throughout the development of the project, to pave way for all the other games we are planning to include in this gaming metaverse, such as our very own RPG, Multiplayer Tag game, or First Person Shooting (FPS) games.



# BOUNTYKINDS ALPHA TEST GAMES

# Tactics PVP

One of the main two game modes that will initially be accessible to players is the turn-based tactical PVP mode. Players will compose a team and strategize compositions against other players. The player with the most HP after 10 turns is considered the victor. Players can be creative with how they choose who to board because of synergies and the items they will equip.

Winning in these matches will grant players BWP and \$YU as rewards. 2 FFE will be consumed once a player joins a PVP match.

**GUARDIAN COMMANDER** 12    Owner: BountyKinds  
Blood union point : 12

Rent end time: 12:00:00 25-12-2022

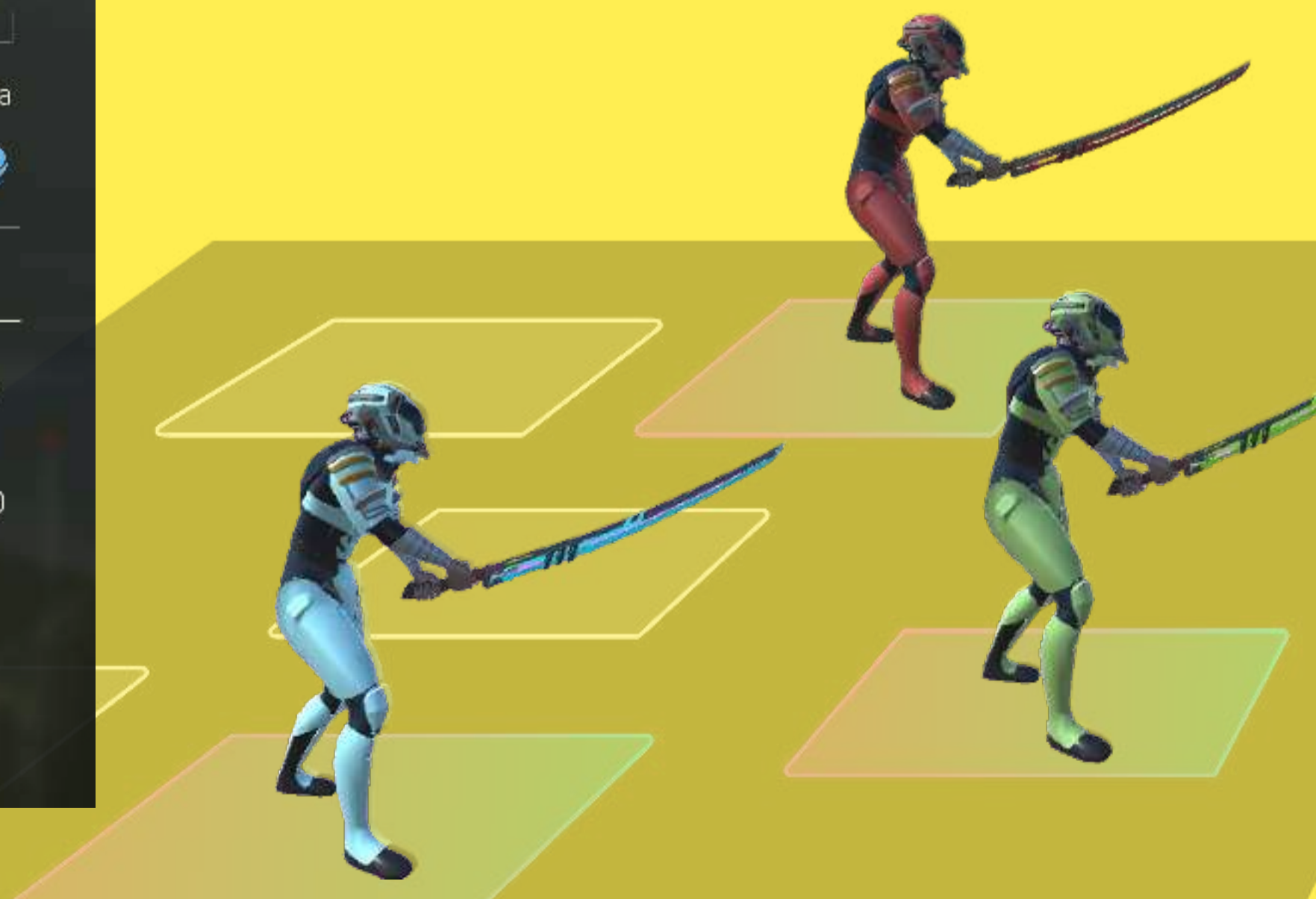
Level 165/200 600/1000

Uncommon    Humanoid    Aqua

**STATS**

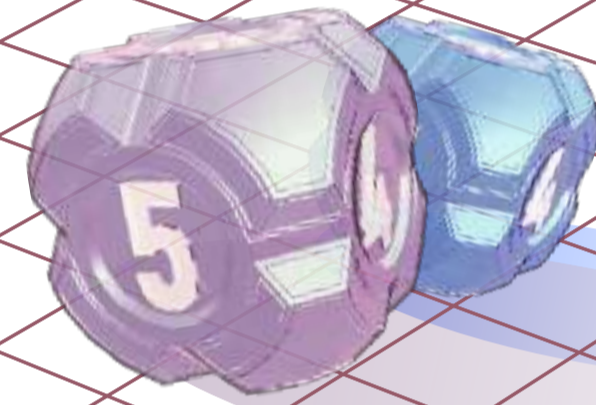
HP: 100	Speed: 100
Attack: 100	Critical: 100
Defend: 100	Luck: 100

[Character Detail](#)



## BOUNTYKINDS ALPHA TEST GAMES

# Board Game



At the cost of 1 FFE per roll of dice, board games are also a playable game mode for BountyKinds gamers. The BountyKinds board game is to be played on a massive scale of 10,000 slots spread across the gaming universe once the game officially launches, with players being able to land on certain slots with tenants or activities.

For the Alpha Test, a miniature version of the world map that consists of around 40 slots will be accessible to players.





BOUNTYKINDS REWARDS BOTH EFFORT AND SKILL

# THE GRIND WON'T FAIL YOU.



There are a variety of NFTs to utilize in BountyKinds, ranging from Character NFTs from each of the tribes, powerful Weapon NFTs that is exclusive to some playable characters, stat or level boosters and mint item NFTs also exist as utility items which players could use to help them in their journey towards becoming the best player in their respective games.

BountyKinds is a game that rewards the technically gifted, but it doesn't leave effort acknowledged. By familiarizing oneself with the different NFTs that you could get your hands on in the game, anyone could strategize unique methods that will give them an edge over other players.

COLLECT.  
COLLECT.  
**COLLECT.**  
SYNTHESIZE.  
SYNTHESIZE.  
**SYNTHESIZE.**  
MINT.  
MINT.  
**MINT.**






## THE CHARACTER

CHOOSE  
FROM  
ONE OF THE  
**FIVE**  
AND START  
YOUR  
**ADVENTURE!**







There are 5 tribes in the BountyKinds universe, each with their own strengths and uses in the game. Familiarize yourself with their traits and find out which ones you would love to permanently include in your team or those you feel would come clutch in specific situations.



# TRIBES

<b>HUMANOIDS</b> 	Humanoid Class NFTs pale in comparison to other NFTs tribes in terms of its durability and overall battle parameters, stemming from the fact that they are still somehow of mortal nature. However, they do boast the best versatility amongst all the tribes by having the most number of available NFT equipment slots, making them viable units for different situations.
<b>MACHINES</b> 	The AI remaining on Earth after humans deserted the planet awakened their respective individualities by being exposed to alien chemicals. These NFTs have the highest defense amongst all of the tribes due to their durability. They also have an execute ability wherein they are programmed to self-destruct after reaching a certain threshold, dashing out bursts of percentage health damage to its enemies.
<b>BEASTS</b> 	Beasts are said to be the evolved form of the last living animals after humans long deserted the planet. After being exposed to leftover chemicals and their primal instincts, NFTs belonging to Beast class, packs a lot of punch in melee battles. Beast NFTs have innate berserker buffs which gives the stat boosts once their health reaches below 20%.
<b>GODS</b> 	NFTs belonging to the God tribe all possess unique skill abilities ranging from damage to overall utility. As one of the most powerful tribes in the BountyKinds universe, their rarity is also very much one of their assets, making them hard to counter yet just as difficult to use in desired team comps. Each God NFT has a unique post mortem passive, for example, some NFTs restores the health of its remaining team and permanently gives them stat boosts for the rest of the match after being defeated.
<b>DEMONS</b> 	In the same divinity as those of the Gods, Demons also possess unique skill sets that are vastly different depending on which Demon you choose to board on your field. Rather than providing team utility, Demons operate solely on causing havoc during battle with their passive revolving around resurrection gimmicks and attack damage boost depending on how low their health is.

## THE CHARACTER

<b>IGNIS</b> 	NFTs with the Ignis element all excels in Attack damage, sometimes discarding their own Defense for more power boosts.
<b>PLANT</b> 	This element is mostly known for team healers, enchanters, and stat boosters.
<b>ANIMA</b> 	Like how the wind could dictate the flow of the match, NFTs with the Anima trait have very effective crowd control moves and speed boosts that could limit enemy movements.
<b>EARTH</b> 	Earth NFTs abuse the defensive nature of their element with boosted armor and resistances, plus their affinity for getting shields during battle.
<b>AQUA</b> 	NFTs that fall under the Aqua element enjoy balance in all things, making them flexible picks with their relatively balanced stats.
<b>FLFKI</b> 	NFTs with the Eleki element love being cunning and unpredictable, thus giving them advantages and perks with critical attacks.



CHOOSE  
YOUR  
**CHARACTERS**  
**WISELY**  
AND WIN  
BY BUILDING  
**YOUR BEST**  
**POSSIBLE**  
**TEAM**

There are currently 6 elements present within the BountyKinds universe. Each NFT falls under one of these elements, meaning strategizing and building team compositions based on your situation is one of the many joys players would encounter when playing.

# ELEMENTS

# MACHINES



## A-81

A-81 are the superior models designed after fixing the flaws of the C-81 model. Its is made of more durable materials, making it more optimal for long battles and sturdier against attacks. It has the same AI programming as C-81 models but because it is granted some access to its mother network, it has better analytical stats that makes it better for navigating around various battlefields. It is available in all elements, making it one of the most flexible units in the game.

## C-81

C-81 units are the basic models of human machinery in the BOUNTYKINDS universe. Despite being mass-modeled and mass-produced, each of these robots are ingrained with their own personality AI that makes each of them unique despite being generic in their nature. Since machines are the most durable of all the tribes, C-81 units can sure hold their ground in battles and are designed to be tanky frontlines. In order to make up for their lack in stats besides HP and defenses, these bad boys pack an explosive passive where they will self destruct and deal massive damage once their HP reaches a certain threshold.



# HUMANOIDS

## Guardians

Guardians were created by the last humans with the intention of creating Earth's last line of defense against external and supernatural forces. Guardians exist solely for the purpose of protecting and maintaining what's left of the planet. They are mass-produced, similar to C-81 units, but are modeled using the genetic information of the humanity's best heroes. Compared to other tribes, Humanoids maybe inferior in overall stats, but they makeup with their versatililty.



## Guardians Commander

Commander units are in charge of managing troops and other guardians. These guardians with positions have higher stats compared to average Guardians and generally perform better in battle. Humanoids might be overlooked compared to other tribes but their versatility in being able to be equipped with most weapons makes them a formidable force to reckon with when given the right items





## GODS

### Angels

Angels possess divinity that gives them extra powers whether for battle damage or for utility. These angels can also be equipped with weapons that are only uniquely accessible to those of the God tribe, making them very valuable assets in the hands of the right players.



## DEMONS

### Devil

Their strength is gauged by the size of their horns, which becomes an indicator as to how powerful a devil is. Devils are born with their own unique names, but sadly, are never told what it is. When they find out their real names, only then will they be able to harness the full extent of their chaotic and destructive powers.



## BEASTS

### Lycanthrope

Lycanthrope is a member of the Wardog Clan and spends his time doing mercenary work, using his acute sense of smell and his strong suite of being able to work with a pack. Leaders of this pack are known to be primary targets due to their amazing capabilities so they often blend in with the group to avoid being discerned. Lycanthrope can fall under any of the 6 elements, making them fantastic additions to any team composition.

## THE CHARACTER

# WEAPON NFT

Weapon NFTs cannot simply be equipped onto anyone. Some weapons are exclusive to certain tribes and using the best items for a character could easily turn a match and be a deciding factor in battles - so tread carefully when using them.

Armed weapon NFTs have limited use and if players want more, they have to seek in several ways such as actively looking for them around the MAP, by rolling the GACHA, or by buying them through the marketplace.



### Sword

All characters of all tribes \_\_\_\_\_



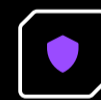
### Gun

The Humanoids, The Beasts, The Machines \_\_\_\_\_



### Shield

All characters of all tribes \_\_\_\_\_



### Claw

The Beasts \_\_\_\_\_



### Khakkhara (Scepter)

The Humanoids, The Beasts, The Gods, The Demons \_\_\_\_\_



### Data Unit

Only for the Machines \_\_\_\_\_



### Cursed Spirit

The Humanoids, The Demons \_\_\_\_\_



### Spirit

The Humanoids, The Gods \_\_\_\_\_



WHAT IS

# C2E CONTRIBUTE-TO-EARN

THIS NEW EARNING MECHANIC IS WHAT MAKES BOUNTYKINDS TICK AND STAND OUT FROM THE CROWD

Contribute-To-Earn is built on the concept of rewarding gamers who initiatively spends time interacting with the multiple facets of the game. Unlike the trend of most blockchain games which are playable despite being AFK or with minimal effort, BountyKinds, being the game that it is, chooses to reward players who are eager to grind. The more players play, the bigger the stakes get - the better BountyKinds becomes as a gaming platform.



**\$3KWD**

**THE GOVERNANCE**

or the BOUNTYKINDS World DAO, serves as the main governance token for the BountyKinds Project. Holders of these tokens become voters who could dictate the game state, such as being able to choose which games could be implemented in the future.



**\$YU**

**THE UTILITY**

The \$YU token is the main currency within the game. It can be used for leveling up, minting, purchasing NFTs and drops as loot from participating in games. However, there is a limit to how much \$YU a player could earn daily.



**\$FFE**

**THE ENERGY**

short for Forbidden Fruit Energy, is the main energy unit to be used in the game, it is refillable twice and hour and can be stacked if unused. FFE can also be earned through future applications and is swappable via exchanges.

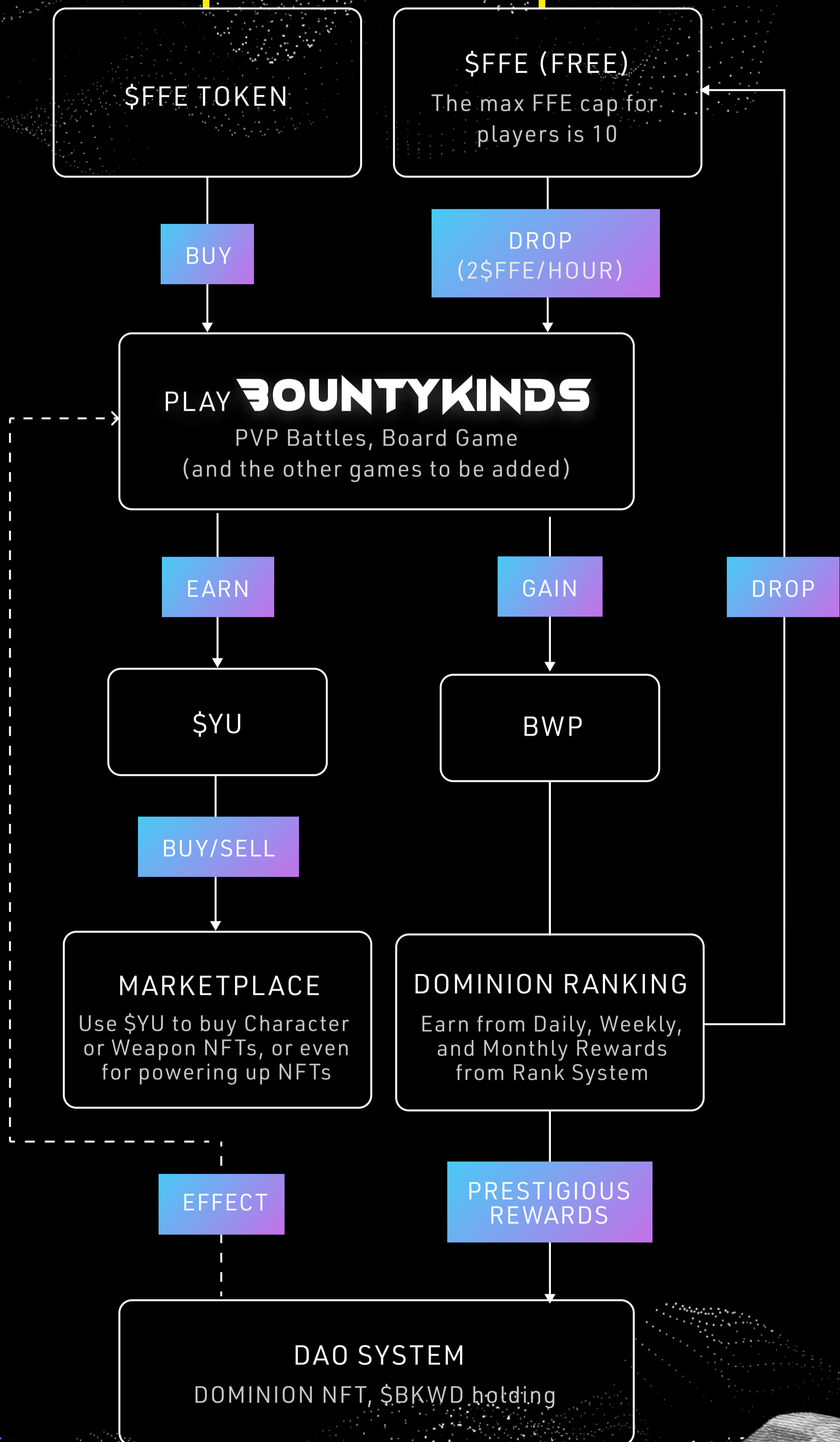


**BWP**

**THE RANK**

referring to the Bounty World Point is what determines your overall rank in the BountyKinds Universe. There is no cap to it and players can accumulate as much as they want by playing. Your BWP affects the amount of \$YU you could earn per day.





THE TOKEN

# TOKEN CONTRACT ADDRESS

**\$YU TOKEN**

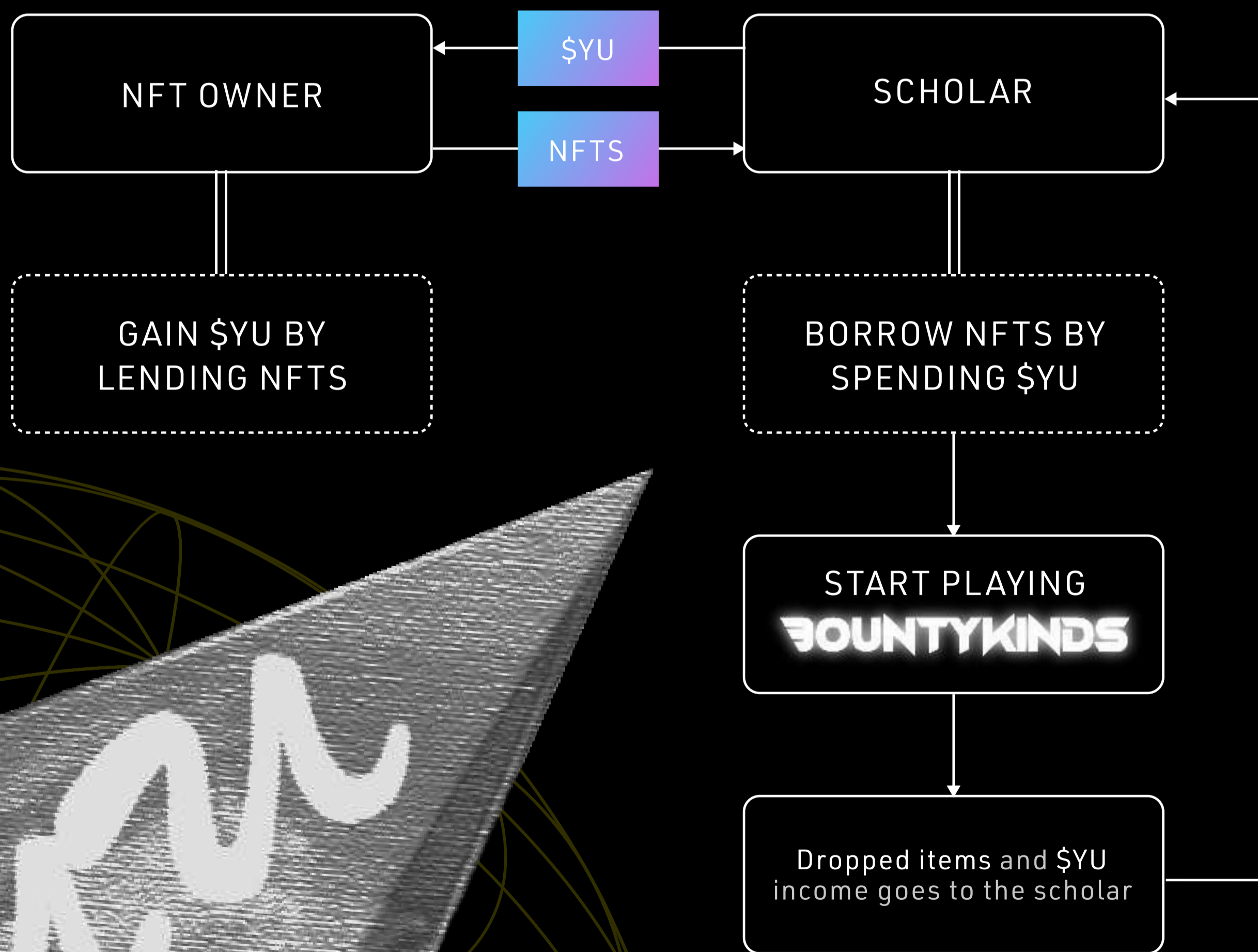
0x3e098C23DCFBbE0A3f468A6bEd1cf1a59DC1770

**\$FFE TOKEN**

0x9E0335fb61958Fe19Bb120F3F8408B4297921820

# SCHOLARSHIP SYSTEM

NFT owners can lend out their characters to other players for a certain amount of \$YU for an agreed amount of time. Since there are better benefits for Character NFT users, people who borrow them get to appreciate the same rewards of using these NFTs in all of the BOUNTYKINDS games.



# RENTAL SYSTEM

Users can also take the option of renting out playable in-game characters from the game itself and use it to make up for empty slots. This means players with no NFTs can also enjoy BOUNTYKINDS as long as they can get into the game with an Alpha Ticket and rent out characters, although, it comes at the cost of earning less rewards than those who use Character NFTs.



# BOUNTYKINDS

- O F F I C I A L R O A D M A P -

## PHASE 1

- Alpha Testing Phase
- DEX Listing for \$YU and \$FFE

## PHASE 3

- Official Release V.1
- Dex Listing for \$BKWD

## PHASE 5

- Release of the Governance DAO System
- WORLD BOARD Map Release

## PHASE 7

- Game Development Competitions within the Governance DAO System

## PHASE 9

- ASYMMETRICAL Survival Game
- TPS and FPS BountyKinds Edition Release

## PHASE 2

- Beta Testing Phase
- Scholarship Program Release
- Board Game Map for Web Browser
- Collector Item Quests

## PHASE 4

- Release of Move-to-Earn App

## PHASE 6

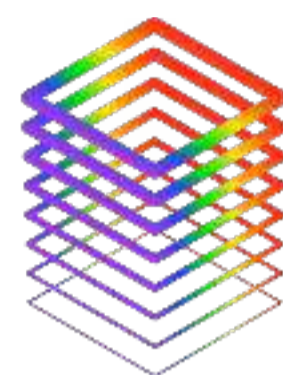
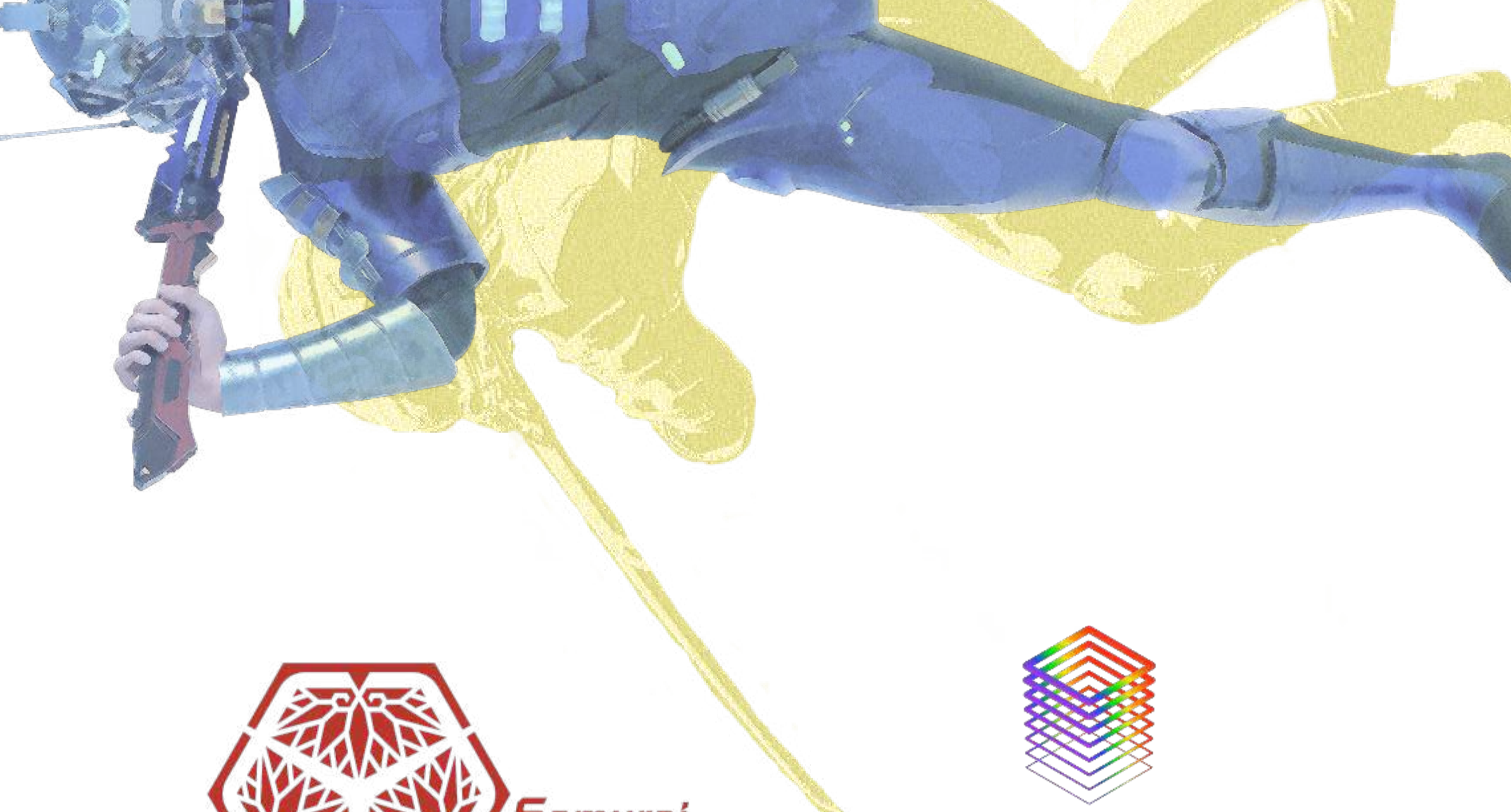
- Official Release V.2
- METABLOCK WORLD CREATION System Release
- COLOSSEUM RELEASE
- TOWER EVENT CREATE Release for Tactical PvP

## PHASE 8

- Official Release V.3

## PHASE 10

- Addition of Multiple Blockchains to the Token Ecosystem



**Boundless  
Technology**

**BACOOOR**



# OUR PARTNERS

BountyKinds takes pride with its partners and is constantly on the lookout for potential collaborators or investors who share the same endeavor towards the progress of blockchain gaming and Web3 development.



CLICK ON  
OUR SOCIALS  
AND START YOUR  
**BOUNTYKINDS**  
JOURNEY  
**TODAY**