

PURIGOTCHI

the paper

Purigotchi

Embark on a groundbreaking NFT gaming adventure with Purigotchi, an innovative ecosystem that seamlessly combines captivating gameplay, community engagement, and decentralized ownership. The Grow phase introduces players to the enchanting world of Purigotchi, where sending your Purts on thrilling adventures across tiered planets unlocks treasures and fuels global competition. As you progress, daily Puri care becomes crucial, emphasizing loyalty and health to ensure your Puri's success. The subsequent phases bring forth exciting features, from a community-driven ownership program to a marketplace for trading in-game treasures and items. With transparent tokenomics, unique class-based competitions, and the ability to transform and craft items, Purigotchi is poised to revolutionize the NFT gaming landscape. Dive into this immersive experience, contribute to the community's growth, and become a part of the next generation of blockchain gaming.

Purigotchi

As a Purigotchi enthusiast, you'll witness the evolution of the ecosystem through phases such as Verify, Build, and Release, each contributing to the project's sustainability. With clear goals outlined for short, mid, and long-term development, Purigotchi invites you to earn passively or actively, diversify into other tokens, and be part of the community building an addition to the Star Atlas metaverse. Join us on this journey as we redefine the possibilities of NFT gaming, setting new standards for player engagement, community empowerment, and decentralized gaming ecosystems.

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Grow

Grow is the first phase of development. This Phase includes the sale of the first Puri NFT characters (NFTc) to play the game as well as Puri NFT Planets (NFTp). There are 2 phases of Grow. Adventure and Galaxy.

Adventure

Send Purts (a group of Puri) on adventures to planets to obtain treasures. The planets are gated based on the tier system described below and a new treasure is waiting to be discovered when adventuring on each planet. See details of new planets and treasures as you progress.

Tier System

The main method of progression for your Puri, consisting of 8 tiers, with each tier having 10 steps.

Treasures and points earned from adventures are needed to advance through the Puri tiers. The higher the tier, the greater the treasures and points needed to progress to the next step.

Treasures

Each tier requires treasures from the planet unlocked by that tier, as well as the previously unlocked planets.

Tier 1: Planet 1 treasures

Tier 2: Planet 1 & 2 treasures

Tier 3: Planet 1, 2 & 3 treasures

...etc.



Points

Each Puri in the Purl you send to a planet gains a random number of treasures when their adventure is completed. Every treasure found is worth a fixed amount of Adventure Points, awarded to the Puri that found it. Leaderboard Points also accumulated based on the combined total Adventure Points earned by the Purl during the adventure.

Planets

New planets are unlocked as your Puri advance in tiers. Your first Puri to reach Tier 2 unlocks the second planet. Each subsequent planet requires more time to complete an adventure on.

The first adventure on planet 1 is 1 hour in length. The second adventure on planet 2 is 2 hours in length. The third adventure on planet 3 is 3 hours in length, etc..

Leaderboard

Players can compete against each other globally by racking up Leaderboard Points. Every season starts at zero, allowing new players to take part in the competitive Puri spirit no matter when they join the game.

Puri Care

Puri must be cared for every day. Each Puri in the game will have a Loyalty and Health stat. Loyalty is based on time spent in activities (such as adventures) while Health is based on how well they are fed.

Loyalty

- ★ To maintain full Loyalty, send your Puri on adventures every day, otherwise they will have lower Loyalty the next day.
- ★ Loyalty can be restored by resuming daily adventures with your Puri.
Beware! Puri with low Loyalty may pocket some of the treasures found on adventures!

Health

- ★ Puri require food for every adventure. The longer the adventure, the more food will be needed to begin.
- ★ Daily feeding is essential for maintaining perfect Puri Health. Sending your Puri on adventures will feed them.
- ★ Unfed Puri will lose health the next day. Hungry Puri must be fed directly and cannot face the dangers of adventure until they are returned to full Health.
Fun fact: Puri eat one of the Star Atlas assets. Do you know which one?

Puri Daycare

A Puri Daycare Pass can be acquired to look after your Puri, making sure that they retain full Loyalty and Health at all times. If you have a valid Puri Daycare Pass you will not need to feed or adventure.



Galaxy

Each of the 8 planets in the Puri Adventure galaxy will have a fixed number of NFT copies, or NFTp. Players may stake their NFTp to receive a percentage of the intake for adventures on that planet which is paid out at the end of each season. Because future releases of new Puri will have to start progression from planet 1, even when new galaxies are released, the first galaxy's NFTp set (and especially those for planet 1) will be the most valuable.



Community

Verify

Verify, a validation system for Puri NFTs, will allow anyone to input an NFT address to validate its authenticity.

Written

Written is the mechanism that updates the on-chain metadata of an NFTc. This will allow players to transfer things like Name, Tier or anything else that is specific to the NFTc. With further development, this will become more interesting as we add feature such as Titles and Achievements. The game will always hold these records for the Puri, but this mechanism will write those on the NFTc on the blockchain.

Some examples of achievements could be: "Never missed a Feeding Day", "500 Wins in Season 1" or "Perfect Loyalty for a Year".

Build

This is the community ownership program that will partially fund future development. The size of each community goal will be based on the next phase of development.

For example, when it is time to launch a Marketplace we will open up the community ownership program where players can contribute to help fund its development. The total amount they contribute will determine their cut of the fees taken in by this new Marketplace. Once the goal is met, an in-game Community Builder token will be issued that will allow the player to periodically claim their share of the accrued transaction fees.

This entire process will happen for each of the development phases.

Market

Once built, the market will be a place to sell in-game Treasures and future in-game items. Game items like Treasures will start in-game, but might be later tokenized. As long as items are not tokenized they can be sold in this market. As mentioned in the previous section, a portion of transaction fees collected here will be allocated to Community Builder token holders for the market. This will not be a place to sell NFT items**

Adventure Coin

When implemented, players that have Puri with extra Adventure Points will be able to convert these excess points into Adventure Coins that can be sold on the Market. Other players will be able to buy and use them to infuse their Puri with Adventure Points.

**We are considering the possibilities for future integration of NFT items.

Transform

This feature will take lower tiers of Treasures and transform them into higher tiers for a small fee. Recipes for transforming treasures may be adjusted to bolster the market. A portion of the fees collected here will be allocated to Community Builder token holders.

Competition

Competition introduces 2 elements to gameplay: Class and Obstacle Course.

Class

Classes will be assignable to the Puri in this phase. Owners can choose between 4 classes. Explorer, Gatherer, Accelerator and Stabilizer. Once chosen the class for the Puri can not be changed. The Class is another property that will be available for the Written system. Classes will serve their main function in Obstacle Course as they each have a strength and weakness to the other classes as follows:

Explorer > Gatherer > Accelerator > Stabilizer > Explorer

Obstacle Course

Here you will put your Puri up against other players' in an automated matching system based on their Tiers. Puri will only be able to compete in their own Tier-bracket. Thus, if your Puri is Tier 6 you will only be matched against other Tier 6 Puri.

Obstacle Course matches start with a balanced win rate for both Puri, which is then adjusted based on their class matchup (mentioned in the previous section) as well as a randomly chosen Favored Class. If your Puri is of the same class as the chosen Favored Class, it will gain an advantage for the duration of the match, possibly tilting an unfavorable class matchup back into your favor.

Players will be awarded Competition Points based for each win, as well as Seasonal Rewards from the pool of Puri Coin collected from Entry Fees during the Season. The number of Competition Points awarded for a win is based on Tier in which you competed; the higher the better.

Health and Loyalty will also play a role in Obstacle Course as your Puri must be at full Health in order to participate. If Loyalty is less than 100%, your chances of winning will be reduced accordingly.

An Entry Fee of Puri Coin will be required to sign up your Puri for each match, with higher Tiers requiring a larger amount. A portion of the collected fees will be allocated to Community Builder token holders.

Crafting

This phase will allow players to create things that add cosmetic value to their Puri. Anything from Outfits to Picture Frames and Backgrounds are possible.

We are also considering items that could provide advantages in Adventures or Competition. For example, you might be able to Craft an item that decreases your Adventure time, increases the number of Treasures found, or provide a bonus in Obstacle Course. If we do put Gear into the game, it will be Tiered like the Puri. So if your Puri is Tier 5 it will be able to use Gear that is Tier 5 or below.

Crafting will consume in-game assets such as Treasures and Puri Coin to create item, but we are also considering the use of Star Atlas assets in the recipes.

Fees collected here will be allocated to Community Builder token holders.

Rental

This phase will allow you to list your NFTc Puri for renting to other players, allowing them to play the game without owning any Puri themselves. We are also considering the rental of Crafted Items, but this will not be decided on until the Crafting phase has been completed.

A portion of the rental fees will be collected here and allocated to Community Builder token holders.

Release

In this phase you will be allowed to tokenize your Treasures, Crafted Items and Community Builder tokens for withdrawal to the blockchain. Each asset class will constitute a sub-phase to ensure a smooth and secure implementation.

All withdrawals will incur a fee, part of which will be allocated to Community Builder token holders. Deposits will only cost the standard blockchain gas fees.



Sinks and Rewards

Grow

★ Sinks

Adventures must be completed per day for each Puri to maintain Loyalty.

Puri must take food with them on Adventures to consume.

Food must be given to Puri daily to maintain Health.

★ Rewards

Seasonal Leaderboard prizes will be paid to all players based on the amount of Leaderboard Points they have racked up each season.

NFTp owners can periodically collect their portion of Adventure fees.

Market

Sinks

All market purchases will include a fee. Listing will be free.

Rewards

Community Builder token holders for this phase will receive a portion of the total of fees collected.

Transform, Crafting & Release

Sinks

All Transform, Crafting and Release actions will include a fee.

Rewards

Community Builder token holders for this phase will receive a portion of the total of fees collected.

Competition

★ Sinks

There will be an entry fee per Competition match. It will start low at Tier 1 and increase up to the highest Tier.

★ Rewards

Rewards will be paid to top participants in each season (based on Competition Points) from a percentage of the Competition entry fees.

Community Builder token holders for this phase will receive a portion of the total of fees collected.

Rental

★ Sinks

Listing Puri as a rental will incur a listing fee per rental cycle based on Tier of the Puri. This fee will increase every Tier from the base rental cycle fee for tier 1.

★ Rewards

Rental income is set by the lister of the Puri and will be allocated completely to the lister minus the rental listing fee.

Community Builder token holders for this phase will receive a portion of the total of fees collected.

Mint Phases

The 16

16 Named and Unique Purigotchi Auction

Tinguchi 426

Alpha generative mint of 426

10k NFTc Supply

5k Phase 1	price	.426 sol
3k Phase 2	price	.500 sol
2k Public	price	.690 sol

