



# ETERNOVA

@EternovaGame



# ABSTRACT

- Decentralized strategy game powered by smart contracts with a token on [multichain](#).
- [\\$PLQU](#) (Plutonic Quark) from now on "Token", is the main currency of the game.
- The main objective in [Eternova](#) is to create a powerful city with the best buildings, along with their army to fight versus other cities in the same world while you also defend your property.
- Everytime you pay to produce things in your city (building, troops, etc) a part of that goes to the city treasury, [get ready to defend that from external looters](#).
- [Increase your treasury by attacking](#) other cities [or exploring](#) the near lands.
- Classes, battles, exploration, learning techs, alliances and much more are waiting for you in the [Eternova metaverse!](#)

# MOTIVATION

- The idea behind Eternova is to create a 100% decentralized strategy **game with deflationary tokenomics**.
- **All the tokens obtained** by players **are gathered** from other players, so, no new tokens added to the circulating supply or minted at any time.
- **All the game progress is attached to the land nft**, so you can transfer a whole city along with their army in just one transaction.

# MECHANICS

- **To start playing:** You need to buy land that is located on a far away planet called X-0. **X-0:** Is a big desert planet, and the land you just bought is a construction plot on the suburbs.
- **You can buy:** An empty land using the token or buy a land with progress (building, defenses, etc) on a third-party marketplace like opensea. **When you buy an empty land** it will be assigned to a pseudo random coordinates of the planet based on a unique seed.
- **The land position:** will not be correlative on each buy, it will be calculated depending on the seed of the world.
- **Everytime you purchase anything with the token:** Including the foundation of the land, 85% of the transaction amount goes to the land treasury, 5% goes to the exploration fund, 5% gets burned and 5% goes to the project treasury to use it for marketing, expenses, etc. **Prices:** Are defined in tokens. Prices can be updated later by consensus when the token price changes.

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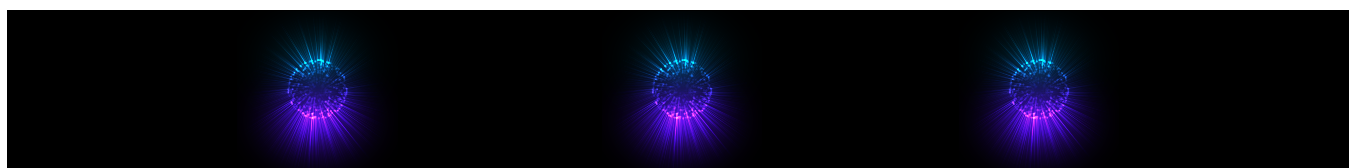
# C U R R E N C I E S



There are two currencies in Eternova World. These currencies are used for game purposes, like upgrading buildings, buying more troops, enhancing technologies...

- **Plutonic Quark (Game Token)**

Serves as the primary currency within the game. It holds immense value and can be utilized to fund the construction and enhancement of vital structures, train and equip formidable troops, execute strategic maneuvers, and engage in a plethora of essential actions. The Plutonic Quark symbolizes prosperity and acts as the lifeblood of your burgeoning empire, fueling progress and unlocking boundless opportunities for advancement.



- **Scrap**

Is a highly versatile currency in this ever-changing world. Composed of salvaged objects and recycled materials, Scrap holds intrinsic value due to its adaptability. You can utilize it to construct and enhance structures, acquire technology and upgrades for vital systems, recruit experts in various fields, and undertake crucial actions for survival and progress in this challenging scenario. Each collected piece of Scrap represents the creativity and resourcefulness required to thrive and prosper in this ever-evolving environment, where improvisation and resource utilization are essential



# C L A S S E S

Each player can decide which class they want to be in the game.



You're just a mercenary that only cares for a good bounty? Go for a space pirate. Or do you want to establish world peace? Maybe you want to be a guardian. When you claim your land you can choose the best suitable class for you. Did you choose the wrong one? Don't worry, you can always pay in tokens to change teams.

Each class benefits your land in different ways:



# SPACE PIRATES

Space Pirates have better scrap recollection.



# SPACE GUARDIANS

Space Guardians have better recollections after successfully defending the land.



# BOUNTY HUNTERS

Bounty Hunters have better chances of finding scrap and Tokens in explorations.

# BUILDINGS



Buildings are structures which develop your land. Most buildings can be upgraded using scrap and/or Token. **Create and upgrade.**

## COMMON

### • Scrap Collector

- Collects scrap that falls near you land
- Base price: 0 scrap. 5 Token.(Increases 30% per level)
- Base rewards: 1 scrap per hour. (Increases 10% per level)
- Requirements: None

### • Treasury Fund

- Increases the treasury capacity of the land.
- Base price: 5 scrap. 10 Token.

### • Windmill

- Produces energy that is needed to attack other lands, create better defenses and more.
- Lands start with a Windmill.

### • Solar Panels

- Produces energy that is needed to attack other lands, create better defenses and more.
- Replaces: Windmill
- Requirements: Energy tech lvl 1.
- Base price: 48 scrap 10 Token.

### • Defense center

- Grants the ability to build/set up any defense.
- Base price: 20 scrap. 8 Token.



- **Tesla Tower**

- Produces energy that is needed to attack other lands, create better defenses and more.
- Requirements: Scrap Collector lvl 2. Treasury Fund lvl 2. Solar Panels. Energy tech lvl 2.
- Replaces: Solar Panels.
- Available energy for the land: 10. Every levels grants 10 more energy available. For example: Tesla Tower at lvl five grants 50 available energy.
- Base price: 190 scrap. 32 Token.

- **Fusion Plant**

- Produces energy that is needed to attack other lands, create better defenses and more.
- Requirements: Requirements: Scrap Collector lvl 2. Treasury Fund lvl 2. Tesla Tower. Energy tech lvl 3.
- Replaces: Tesla Tower.
- Base price: 320 scrap. 100 Token.

- **Observatory**

- Grants the ability to see further away than you can attack farther lands
- Requirements: Tech Lab lvl 1
- Base price: 55 scrap. 20 Token.

- **Tech Lab**

- Allow land to have better technology
- Requirements: Scrap Collector lvl 3. Treasury Fund lvl 4.
- Base price: 52 scrap. 10 Token.

- **Scrap container**

- Increases maximum land scrap.
- Requirements: Tech Lab lvl 1.
- Base price: 20 scrap. 10 Token.

- **Energy container**

- Increases maximum land energy.
- Requirements: Energy tech lvl 1.
- Base price: 48 scrap. 10 Token.

- **Robots factory**

- Decreases building time of all buildings.
- Requirements: Tech Lab lvl1.
- Base price: 40 scrap. 25 Token.

- **Weapons Silo**

- Allows to create/build offensive and defensive weapons
- Requirements: Military tech lvl 1.
- Base price: 80 scrap. 61 Token.

- **Hospital**

- Decreases probability from losing more soldier troops after a battle.
- Requirements: Training Ground lvl 1.
- Base price: 56 scrap. 20 Token.

- **Repair workshop**

- Decreases probability from losing more non-soldier troops (vehicles and ships) after a battle.
- Requirements: Hangar
- Base price: 71 scrap. 30 Token.

- **Recycler**

- Allows to discard troops and obtain a % of their cost.
- Requires: Tech Lab lvl 1.
- Base price: 54 scrap. 15 Token.

## OFFENSIVE

- **Hangar**

- Enables the creation of air troops.
- Base price: 62 scrap. 25 Token.

- **Training ground:**

- Enables the creation of ground troops.
- Base price: 48 scrap. 15 Token.

## DEFENSIVE

- **Small Shield**

- Small defense versus ground troops.
- Base price: 60 scrap. 15 Token.

- **Small Antiaircraft**

- Small defense versus air troops.
- Base price: 75 scrap. 18 Token.

- **Retaining Wall**

- Small defense versus ground troops.
- Base price: 25 scrap. 10 Token.

- **Large Protection Capsule**

- Repels small air troops.
- Base price: 78 scrap. 18 Token.

## TROOPS

The troops are the army of your land, recruit as much as you can.

Troops can be used to attack other lands, search and collect scrap.

- **MOTOR TROOPS**

- **Predator:** Compact and light ship designed for quick attacks.

ATTACK	DEFENSE	SHIELDS	VELOCITY
40	100	2	6000

- **Proximus Cobra:** Balanced ship with great benefits.

ATTACK	DEFENSE	SHIELDS	VELOCITY
200	200	5	4000

- **GROUND TROOPS**

- **Soldier:** Trained and prepared soldiers for war.

ATTACK	DEFENSE	SHIELDS	VELOCITY
20	80	5	150

- **Humvee:** Armored ground vehicle designed for battles.

ATTACK	DEFENSE	SHIELDS	VELOCITY
150	600	25	800

- **Buffalo:** Agile ground vehicle designed for rough terrain.

ATTACK	DEFENSE	SHIELDS	VELOCITY
60	250	15	1200

- **COMBUSTION TROOPS**

- **Light Battleship:** Very fast light combat ship designed to travel long distances in a short amount of time.

ATTACK	DEFENSE	SHIELDS	VELOCITY
80	400	20	12500

**Heavy Battleship:** Heavy combat ship with large thrusters.

ATTACK	DEFENSE	SHIELDS	VELOCITY
150	1000	25	10000

- **Explorer:** Expedition ship designed to find and collect Scrap or tokens outside the land.

ATTACK	DEFENSE	SHIELDS	VELOCITY
5	400	10	5000

- **Expert Explorer:** Expedition ship designed to find and collect Scrap or tokens outside the plot with great performance and equipped with great technology to obtain more resources than the Explorer.

ATTACK	DEFENSE	SHIELDS	VELOCITY
5	1200	25	7500

- **Bounty Hunter:** High-capacity combat ship with advanced technology to get more loot when you win a fight.

ATTACK	DEFENSE	SHIELDS	VELOCITY
90	350	20	12000

- **IMPULSE TROOPS**

- **BC Hunter:** High-speed combat ship designed to reach its objectives in the shortest possible time.

ATTACK	DEFENSE	SHIELDS	VELOCITY
400	2700	50	15000

- **Rebellion:** Combat ship with great armament prepared for any type of battle.

ATTACK	DEFENSE	SHIELDS	VELOCITY
1000	6000	200	10000

- **Lightning:** Combat ship that combines good resistance and high speed.

ATTACK	DEFENSE	SHIELDS	VELOCITY
700	7000	400	10000

- **Majestic:** Heavy combat ship very resistant and with a good equipped armament.

ATTACK	DEFENSE	SHIELDS	VELOCITY
1000	7500	500	4000

- **Arcadia:** Heavy combat ship designed for the most difficult battles.

ATTACK	DEFENSE	SHIELDS	VELOCITY
2000	11000	500	5000

**WE WILL BE ADDING MORE TROOPS AND BUILDINGS WHILE THE GAME PROGRESSES**

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# T E C H N O L O G Y



Technology are structures which upgrade your land. Most technologies can be upgraded using scrap and/or Token to have improvements in your land.

- **Energy tech**

- Required to discover new energy builds/tech.
- Requirements: Tech Lab lvl 1.
- Base price: 38 scrap. 10 Token.
- Base time: 00:12:00

- **Military tech**

- Increases weapons/troops damage.
- Requirements: Tech Lab lvl 3.
- Base price: 40 scrap. 12 Token.
- Base time: 06:00:00

- **Armor tech**

- Reduces damage from attacks.
- Requirements: Tech Lab lvl 3.
- Base price: 64 scrap 45 Token
- Base time: 06:00:00

- **Exploration tech**

- Reduces % to get troops lost when Explore.
- Requirements: Tech Lab lvl 2.
- Base price: 30 scrap. 12 Token.
- Base time: 03:00:00

- **Motor tech**

- Allows creation of motor troops.
- Requirements: Tech Lab lvl 2.
- Base price: 52 scrap 55 Token.
- Base time: 20:00:00

- **Combustion tech**

- Allows creation of combustion troops.
- Requirements: Motor tech.
- Base price: 89 scrap. 67 Token.
- Base time: 42:00:00

- **Impulse tech**

- Allows creation of impulse troops.
- Requirements: Combustion tech.
- Base price: 120 scrap. 80 Token.
- Base time: 60:00:00

- **Equipment upgrades tech**

- Allows ground troops to move faster.
- Requirements: Training ground lvl 1. Tech Lab lvl 2. Military tech lvl 1.
- Base price: 74 scrap. 20 Token.
- Base time: 20:00:00

- **Motor upgrades tech**

- Allows motor troops to move faster.
- Requirements: Hangar lvl 1. Motor tech lvl 1. Military tech lvl 2.
- Base price: 82 scrap. 30 Token.
- Base time: 28:00:00

- **Combustion upgrades tech**

- Allows combustion troops to move faster.
- Requirements: Hangar lvl 1. Combustion tech lvl 1. Military tech lvl 3.
- Base price: 90 scrap. 39 Token.
- Base time: 34:00:00

- **Impulse upgrades tech**

- Increases maximum land energy.
- Requirements: Energy tech lvl 1.
- Base price: 48 scrap. 10 Token.
- Base time: 48:00:00



# ACTIONS



## EXPLORE

You can send your explorer ship troops to explore outside the land and search for Tokens and scrap. Troops will come back in a few hours if they don't get lost or get attacked on the outside, Troops can come back empty handed or with scrap and tokens.

% to find scrap and Tokens depends of how many troops you send + random. You can only have one explore action active at once.

## ATTACK

You can attack other lands to steal resources and weaken defenses from other lands.

You need an Observatory and Energy to send your troops. The further you send your troops the more observatory levels you will need.

Also, the troops need energy, the more troops you send and the further you send them you will need more energy.

In the first levels you can't attack or be attacked.

Also, for sending the troops you will need to send tokens with them, troops need it. If they lose they will lose a % of the tokens.

Troops take time to reach their destination. The further the land is, the more time they need.

After a battle some troops are lost. The winner will lose less troops than the loser.

## ATTACK CONSIST OF TWO ROUNDS

- **Round 1:** All attacker troops will attack to defender troops and if they can break defender shields then starts round two.

 Example:

### Attacker troops:

- Light Battleship (80 attack) (x3) = 240
- Heavy Battleship (150 attack) (x1) = 150
- Total = 390 + randomNumber = 400

### Defender troops:

- Predator (2 shield) (x50) = 100
- Proximus Cobra (5 shield) (x25) = 125
- Total = 225 + randomNumber = 235

400 vs 235

**Attacker wins, so they go to the next round.**

- **Round 2:** Each troop type will attack the same troop type of defender (air troops vs air troops, ground troops vs ground troops,...) Every winner troop type of attacker can steal from defender land scrap and tokens.

 Example:

### Attacker air troops:

- Light Battleship (80 attack) (x50) = 4000
- Heavy Battleship (150 attack) (x15) = 2250
- Total = 6250 + randomNumber = 6260

*Air troops*

6260 vs 25010  
**Attacker air troops  
lose**

### Attacker ground troops

- Soldier (20 attack) (x250) = 5000
- Total = 5000 + randomNumber = 5010

### Defender air troops:

- Predator (100 defense) (x20) = 20000
- Proximus Cobra (200 defense) (x25) = 5000
- Total = 25000 + randomNumber = 25010

*Ground troops*

5010 vs 2410  
**Attacker ground  
troops win**

### Defender ground troops

- Soldier (80 defense) (x30) = 2400
- Total = 2400 + randomNumber = 2410

### Ground troops **win**



**%:** Percentage of troops destroyed depends on how big is the difference between attack points of attacker troops and defense points of defender troops. Also depends on the level of “Hospital” / “Repair workshop” + randomNumber.

### Air troops **loser**

$$6260 - 25010 = -18750$$

**Loser troops destroyed (max 35%):**  $(100\% \text{ troops} - \% \text{ Hospital/Repair workshop} - \% \text{ difference}^*) * 0.3$

**Winner troops destroyed (max 35%):**  $(0\% \text{ troops} + \% \text{ difference}^* - \% \text{ Hospital/Repair workshop}) * 0.3$

**% difference\*:**  $100 - (((\text{attacker points} - \text{defender points}) * 100) / \text{defender points}) + \text{randomNumber}(1-10)$

**IF IN THE FIRST ROUND ATTACKER TROOPS CAN'T BREAK DEFENDER SHIELDS,  
DEFENDER WILL LOSE 50% LESS TROOPS**

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### **COLLECT WON BATTLES**

Everytime someone attacks your land and loses you can obtain some tokens that the enemy lost in the battle.

Build better defenses to ensure successful battles vs other attacker lands.

### **COLLECT SCRAP**

Your buildings are constantly producing, even when you are sleeping. Check how your scrap grows overtime.

### **FAST TRAVEL FOR BATTLES**

Users can pay Token to reduce time of travel (with a maximum of 15% for a battle attack).

# A L L I A N C E S



Users can pay to create an alliance with their land.

Other users can join their land to the alliance.

Everytime a user from an alliance land attacks and wins a battle 2% of Token get distributed between the alliance land owners.

! Users can't attack lands from the same alliance.

# M U L T I P L E W O R L D S



## **The universe can get bigger, yes.**

After the first seed planet is pretty advanced the smart contract allows the creation of a new X-0 world totally independent from each other, so yes, you will have new opportunities to start from scratch.

Every time a new world is born, a % of the tokens will unlock and go to the new world treasury. To ensure a good distribution of tokens no more than 1 world a month will be created.

Lands from one world can't attack lands from other worlds.

Each world will have a unique seed which will determine how lands are distributed on the map.

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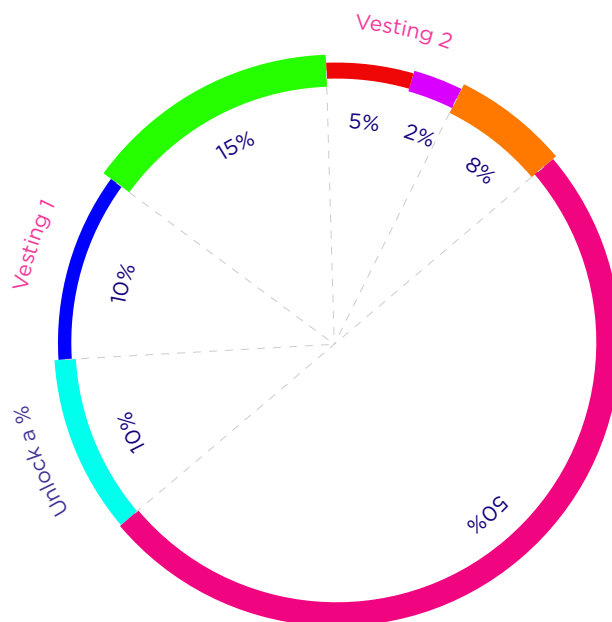
**ERC20 token with limited supply**  
18 decimals  
**NO WAY TO MINT MORE TOKENS**

**PERCENTAGES AND UNLOCKS:**

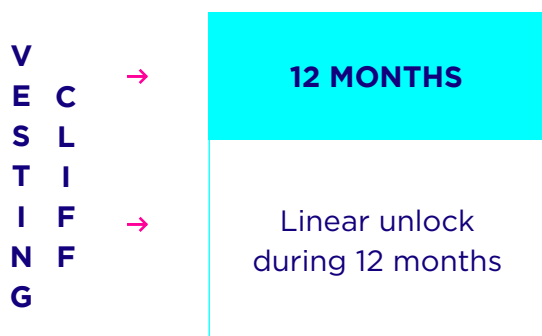
**Total supply:** 400,000,000.00 PLQU (100%)  
**Initial Circulating Supply:** 266.000.000,00 PLQU  
**Initial Market Cap:** \$292.600,00

**Private sale price:** \$0,0007  
**Launchpad price:** \$0,0010  
**Listing price:** \$0,0011

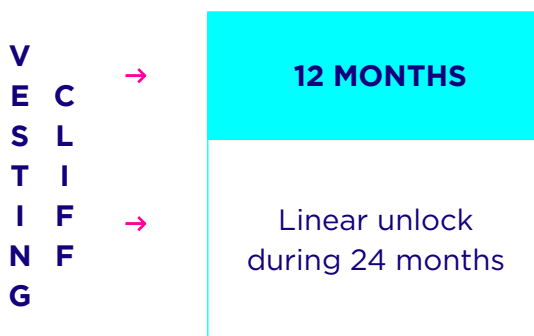
- **Listing & Marketing:** 32.000.000,00 PLQU (8%)
- **Liquidity DEX:** 60.000.000,00 PLQU (15%)
- **Launchpad /Public sale:** 200.000.000,00 (50%)
- **Worlds genesis:** 40.000.000,00 PLQU (10%)  
*Unlock a % when creating a new world*
- **Private sale:** 40.000.000,00 PLQU (10%)  
*Vesting 1 - Linear unlock 12 months*
- **Advisors:** 8.000.000,00 PLQU (2%)  
*Vesting 2 - Vesting cliff 12 months.  
Linear unlock 24 months*
- **Team:** 20.000.000,00 PLQU (5%)  
*Vesting 2 - Vesting cliff 12 months.  
Linear unlock 24 months*



**VESTING 1:**



**VESTING 2:**



# TERMS AND CONDITIONS

## GENERAL

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**NETKEYSERVICES** has consulted and been advised by lawyers about the legal framework regarding the operations of **NETKEYSERVICES** and its **ICO** in different jurisdictions.



## RISK

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This terms constitute an agreement between the user and us with regard to the exchange of the **PLQU token**. May be necessary to update this **terms and conditions** to enforce the applicables laws or regulations of **Estonian government** or fix errors. All changes shall include in the present document and always be enforceable and application with the most recent date (this documents will be marked with "Revision X.Y (Date)" at the first page).

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