

Whitepaper

# BULTIVERSE

.COM



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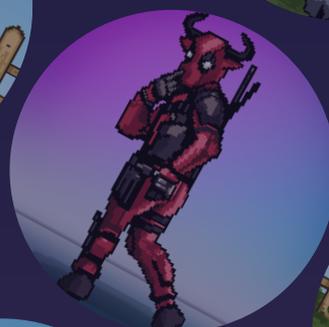
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# Intro

Bulltiverse is a play-to-earn games platform on the Solana network. All games made and later released can be played with bulls, items and all NFTs that you can mine and buy on Bulltiverse's secondary marketplace and external marketplaces.

Our goal is to revolutionize the traditional world of Web 3.0 games, leading users to earn money by playing games and create a real passive income by putting game characters into staking.

Users will be able to earn money by selling NFT to the secondary market, through items obtained through staking, earning rewards in game activities, periodic rankings and by promoting the project.





In the next sections we will describe activities, project features, game mechanics, all the statistics needed to understand what Bulliverse all is about, our economy and upcoming developments.

Bulliverse was one of Play2Earn's first NFT projects on the Solana blockchain.

Since September 2021, we have implemented the following game functions: Mine Farming, NFT Staking, Breeding, Blacksmithing, Mint, Native Marketplace, Referral System. It also offers various P2E games, such as Bullrun and Warzone, with the possibility of having fun by building a passive income or earning through gaming activities with your own NFTs.



## MARKETPLACE

This might seem obvious, but the market is an important place to know to navigate our Bulliverse. Contrary to other exchanges where we are verified, here you can see the items the bull you're buying comes equipped with and its relevant stats, or sort them by relevant info like rank. It's also the only place where you can buy our items! By the way, be sure to unequip your them when listing a bull if you don't want to have those sold too.



## MINE

This is where your bulls can work for you to find chests, which contain the items that are needed to gain stats. While minor bulls can get much better items and in much shorter time, everyone is guaranteed to earn a chest every 14 days, making it the best options for lower level bulls.

## FARM

The home of your bulls with balls. Here, you can stake them to produce DNA tokens, which are needed to initiate the breeding process. Together with our cows, balls are the backbone of our elastic supply, acting like masternodes to provide the seed for new bulls, and ultimately for fusion. Use DNA in cow auctions to breed a new bull, or sell it on the marketplace to earn passive income!



## BREEDING



Are you ready to make some babies? Cow auctions are open to any player holding some DNA!  
Bid on them based on their skin rarity and pregnancy time (maybe they have a good doctor with them?) to receive an entirely new bull. The skin rarity of the newborns is determined by 90% by the rarity of the cow and DNA that generated them!

Our Marketplace allows you to buy and sell Bulls, Cows, Items, Chests, and other in-game items. We have customized it so that you can see all the stats of the bull listed, such as equipped items and their attributes!

Currently it's the only one that allows NFTs to be displayed along with their equipped items and sold in a single transaction.



With all these activities you can create an income in the following ways:

- Buy your NFT at the mint and resell it in the secondary market;
- Obtain Chest from the mine with Item inside, bDNA for Breeding, Blacksmith Powder to forge new items and jackpot in Solana;
- Auction your Cow to bDNA owners in the breeding system;
- Produce bDNA through Bulls with balls inside the Farm;
- Earn actively by participating in races (Bullrun), Warzone and Bulltiversequest.

Our mission is to create an intricate network of interactions between different characters, each of which will reward players with money, materials, and multiple paths of progression to improve your Bulls and your output.

To grow our community and engage users inside Bulltiverse we have established agreements with distinguished cartoonists and illustrators, who will launch exclusive collections with dedicated mints, such as Daniele Procacci and David Pompili!

Our innovative WarZone game allows users from other communities, who own NFTs, to take part in our game. Later, with the integration of a Bridge, the game will also be accessible to collections originated on other Blockchains.





# Skin Rarity

The rarity of a Bull has a great impact on certain game activities, giving it a big boost on stats and allowing it to compete in different leagues based on the rarity of the skin. Better leagues equal better rewards. Rarer Bulls will be harder to evolve but will give more fusion points when burned in the soon-to-be-implemented fusion activity.

Some activities (such as chest farming) are not affected by skin rarity, ensuring that everyone has access to all game features for their characters.

Don't worry if you have a brown Bull-they are far from useless in our ecosystem. Here is a distribution of Skin rarity, from least rare to most rare, with relevant information on what they influence.



Health **10**  
 Attack **10**  
 Defense **10**  
 Running speed **10**  
 Resistance **10**  
 Luck **1**

## BROWN BULL



Health **40**  
 Attack **40**  
 Defense **40**  
 Running speed **40**  
 Resistance **40**  
 Luck **1**

## GREY BULL



Health **100**  
 Attack **100**  
 Defense **100**  
 Running speed **100**  
 Resistance **100**  
 Luck **1**

## WHITE BULL



Health **200**  
 Attack **200**  
 Defense **200**  
 Running speed **200**  
 Resistance **200**  
 Luck **1**

## GOLD BULL

# Bulls Classes

Most of the activities can be done by all Bulls, but that doesn't mean they will all have the same features!

To get the most out of your character, you will need him to specialize in one of our classes. There are two main factors that compose the construction of a character:

1. The IN-NFT attributes (the Bull's native attributes such as clothing, horns, hair, etc.);
2. The items and companions equipped in the inventory. They can be easily found in the mines or purchased in the marketplace.

Each class will give a Bull an advantage in a particular activity:

mine better crates in the mine, speed up breeding, run faster in the bullrun, etc. The more efficient they become in their class, more they will make their owner money.





## Miners:

Bull miners are the first class developed and a key step in the economy of Bulltiverse. The rarity of the skin doesn't affect on the abilities of this class, making it the best choice for most brown Bulls.

A Chest usually takes 14 days to farm, but both the staking time and the quality of Items inside the Chest can be increased by having the right attribute synergies or equipping miner class items.

Try to increase the efficiency and luck in farming Chests, through a combination of in-NFT attributes and Items equipped in inventory, to maximize the speed with which you will recover Chests and the quality of the items inside them.

Farming Chests is the best way to collect Items and upgrade your Bulls; therefore, it is good to make sure you always have Bulls in the mine to generate Chests!

The Miner class allows you to find inside the mine Chests with equipable NFT Items, bDNA, Blacksmith Powder, and rewards in Solana. This will allow building other characters by equipping them with farmed Items or selling them on the market. Or even building a Bull miner or other classes, and then reselling them.

## MINING SYNERGIES

### GLASSES

 2,34 % Red Detector 	 1,21 % Green Detector 
--------------------------------	----------------------------------

### MOUTH

 0,24 % Cigaretts 
-----------------------------

### MASCOTTE

 1,00 % Sparrow 
---------------------------

### MASK

 1,23 % Green Gas Mask 	 1,43 % Black Gas Mask 
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### BOTTOM

 4,20 % Skinny Jeans 
--------------------------------

### NECK

 3,10 % Red Bandanas 	 Green 2,51 % 	 Blue 1,79 % 
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The in-NFT attributes listed below, will each bring a 1-day reduction to the farming time to obtain a Game Chest.



Listed below instead are the Items equipable in the game inventory, which will increase the efficiency of Miner Bulls.



WORKER'S HELMET

Mining +1



PICKAXE

Mining +1



MINER GLOVES

Mining +1



BREATHING MASK

Mining +1



MINER BELT

Mining +1



WORKER'S MASK

Mining +2



LEATHER GLOVES

Mining +2



LIGHT HEADBAND

Mining +2



LEATHER BELT

Mining +2



SHOVEL

Mining +2



Mining +3  
Fortune Points +1

SLEDGEHAMMER



Mining +3  
Fortune Points +1

PROFESSIONAL GLOVES



Mining +3  
Fortune Points +1

SPELUNKER'S HELMET



Mining +3  
Fortune Points +1

TOOLS BELT



Mining +3  
Fortune Points +1

PROFESSIONAL MASK



Mining +4  
Fortune Points +3

DYNAMITE



Mining +4  
Fortune Points +3

STEAM GLOVES



Mining +4  
Fortune Points +3

PRESSURIZED HELMET



Mining +4  
Fortune Points +3

MECHANICAL RING



Mining +4  
Fortune Points +3

MINER'S BACKPACK



PICKAXE AMULET

Mining +5

Fortune Points +5



C4

Mining +5

Fortune Points +5



POLILIGHTS HELMET

Mining +5

Fortune Points +5



MECHANICAL ARMS

Mining +5

Fortune Points +5



MECHANICAL BOOTS

Mining +5

Fortune Points +5

LUCK, instead, increases the chance of finding higher level items inside the Chests. The Bull's Luck is transferred to the Chest he drew, which means that a Bull with Luck 5/10, will farm a level 5 Chest. Only higher-level Chests can hold level 4 and 5 items! You can see the graphic with all the percentages in the Chest section.

To increase your Luck through Items, you must reach specific levels of Fortune points by adding up all those equipped by your Bull, following the same pattern as Miner Efficiency (+1 Luck Point when reaching the following Fortune Points values: 3, 8, 15, 24 and 35).

The points of yield (Mining Efficiency) decreasing are the following:

MINING POINTS	→	DAYS
3	→	1
8	→	2
15	→	3
24	→	4
35	→	5



## Warriors:

Warriors will be strong and robust Bulls and will be the most versatile class. They will be able to fight in the arena or cooperate with other bulls in other activities for better rewards!

They will be the protagonists of the arena fights in BullVSbull.

## Medic:

Medics reduce breeding time in the same way as miners, with in-NFT attributes or by adding up the medical abilities from equipped items. By adding a medic to a breeding auction, this will act on reducing the staking time required to complete the process.

The points of decreasing returns are as follows:

BREEDING POINTS	→	DAYS
3	→	1
8	→	2
15	→	3
24	→	4
35	→	5





Here is the table of Items that can be equipped in inventory to increase the Bull Doctor's efficiency through Breeding Points.



SYRINGE

Breeding +1



STERILE GLOVES

Breeding +1



STERILE SHOES

Breeding +1



PAMPHLET

Breeding +1



BANDANA

Breeding +1



SCALPEL

Breeding +2



HOSPITAL SHOES

Breeding +2



DOCTOR BAG

Breeding +2



Breeding **+2**

NURSE HELMET



Breeding **+3**

Fortune Points **+2**

FIELD BAG



Breeding **+3**

Fortune Points **+1**

SURGICAL SAW



Breeding **+3**

Fortune Points **+1**

SURGICAL HEADLIGHT



Breeding **+3**

Fortune Points **+1**

MEDICAL COMPENDIUM



Breeding **+3**

Fortune Points **+1**

CROSS



Breeding **+3**

Fortune Points **+1**

DOCTOR COAT

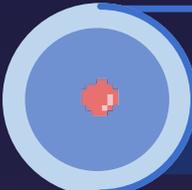




## Runner:

Runners are the Bulls who specialize in bull racing. There are three main stats that make a good runner: Running Speed, Resistance and Luck. The in-NFT Runner attributes are those that consistently provide Bulls with bonuses, but they can also be increased by equipping Runner-specific items.

Attached please find the In-NFT attributes and the items of the Runner class:

 <p>Resistance <b>+25</b></p> <p>SUNGLASSES</p>	 <p>Speed <b>+20</b></p> <p>REDSHORTS</p>	 <p>Speed <b>+30</b></p> <p>YELLOWSPORTSHORTS</p>
 <p>Health <b>+10</b> Attack <b>+10</b> Defence <b>+10</b> Resistance <b>+10</b> Speed <b>+20</b></p> <p>KITTY</p>	 <p>Speed <b>+23</b></p> <p>BLUESPORTSHORT</p>	 <p>Speed <b>+27</b></p> <p>GREENSPORTSHORTS</p>
 <p>Resistance <b>+20</b></p> <p>BUBBLEGUM</p>	 <p>Speed <b>+15</b> Resistance <b>+15</b></p> <p>CROWN</p>	 <p>Resistance <b>+25</b></p> <p>SMALLDIAMOND</p>
 <p>Speed <b>+10</b> Resistance <b>+10</b></p> <p>HALO</p>	 <p>Resistance <b>+20</b></p> <p>LOLLIPOP</p>	



Resistance **+2-8**

HEADBAND



Speed **+2-8**

SANDALS



Resistance **+2-8**

WATER BOTTLE



Resistance **+2-8**

WRISTBAND



Resistance **+10-22**

KNEE BRACES



Speed **+10-22**

HEARTBET WATCH



Resistance **+10-22**

BLUE HAT



Speed **+10-22**

RUNNING SHOES



Speed/ Resistance **+40**

BLACK HAT



Speed/ Resistance **+40**  
Fortune Points **+1**

AMULET OF SPEED



Speed/ Resistance **+40**

PROFESSIONAL WATCH



Speed/ Resistance **+40**

CLEATED SHOES



Speed/ **+80**  
Resistance

BATACLAVA



Speed/ **+80**  
Resistance  
Fortune Points **+2**

WINGS AMULET



Speed/ **+80**  
Resistance

THERMIC SHIRT



Speed/ **+80**  
Resistance

RUNNING GLOVES



Speed/ **+100**  
Resistance  
Fortune Points **+3**

RUNNING LEGGINGS



Speed/ **+100**  
Resistance  
Fortune Points **+3**

FUTURISTIC SHOES



Speed/ **+100**  
Resistance  
Fortune Points **+3**

EXOSCHELETRON



Speed/ **+100**  
Resistance  
Fortune Points **+3**

GPS WATCH



Speed/ **+100**  
Resistance  
Fortune Points **+3**

RUNNING RING



Speed/ **+100**  
Resistance  
Fortune Points **+3**

FUTURISTIC MASK





## Blacksmith:

Do you have many low-level miners and can't get any good items? Then the Blacksmith will be your best friend! Starting from lower-level items, you can burn them to create higher level items through his Smithing skills.

Forging requires Blacksmith Powder (BP), which you can get by burning other items you don't need. Burning items will award an increasing amount of powder (BP) based on their level, while forging an item of the same level will cost 25% more BP than if you burn it.

Here is a complete chart + example of forging costs and Blacksmith Powder obtained by burning items of various levels:

LEVEL	BURNING	FORGING
1	10	12
2	40	50
3	160	200
4	640	800
5	2880	3600

As you can see, a level 2 object will get 40 BP when burned, while forging one, again of LVL2, will require 50 BP.



To build an item, you will need a Blacksmith of at least the same level, which means that to create a level 4 item, the Blacksmith will need to be at least LVL4. It will therefore be necessary to have a good Blacksmith to forge better items.

When forging an item, you can choose its level and class. At the beginning of the forging activity, you will see a preview of the result. You can at that point decide whether to proceed, or return to the item selection to forge, being refunded 90% of the BP.

The time required to forge an item, vary considerably depending on the level of the item being forged. This is where the Blacksmith's skill comes in clutch again: each attribute or class level in-NFT will provide a 5% reduction in forging time, for a possible total reduction of 50%. Here is a table showing the standard time for each level, on which to apply the 5% reduction for each level (example, an LVL 5 Blacksmith will provide a 25% reduction on the creation of an LVL 1 item compared to an LVL 1 Blacksmith)

LEVEL	→	FORGE DURATION
1	→	10 m
2	→	40 m
3	→	2 h 40 m
4	→	10 h 40 m
5	→	2 d

*Here is a complete chart + example of forging duration of various levels:*

There are two other ways in which a Blacksmith's skill can affect the forging process:

- With each Blacksmith level increase, this will provide a 2% discount on forging costs, meaning that a level 10 Blacksmith has only a 5% spread between item burning and forging;
- With each Luck level increase of your Blacksmith, this will provide a 0.5% chance of forging an object 1 level higher than the required.



Below you can see the reference table for Blacksmith class Items.



Smithing +1

SHORT APRON



Smithing +1

WORK SHOES



Smithing +1

WORK GLOVES



Smithing +1

SIMPLE BLACKSMITH RING



Smithing +1

SCREWDRIVER



Smithing +2

CALIPER



Smithing +2

LEATHER GLOVES



Smithing +2

BLACKSMITH AMULET



Smithing +2

LONG APRON



Smithing +2

REINFORCED SHOES



BLACKSMITH RING

Smithing **+3**  
Fortune Points **+1**



LONG GLOVES

Smithing **+3**  
Fortune Points **+1**



WORK BOOTS

Smithing **+3**  
Fortune Points **+1**



APRON WITH POCKETS

Smithing **+3**  
Fortune Points **+1**



HAMMER

Smithing **+3**  
Fortune Points **+1**

BLACKSMITH



# Chests

The chests obtained by your Bulls can be up to 10 levels. After the Bull has finished farming the chest, the player can choose to open it immediately or collect it and sell it on the secondary market.

## CHEST REWARDS



### In-game items

6 Levels of tradable NFTs,  
multiple classes  
Equip them to receive bonuses,  
or trade them !

### SOL JACKPOT

30% of the fees, divided in 10,  
20 and 40% of the pool.  
Big prize every couple of weeks

### DNA



You have received  
Blue Hat



The reward has been deposited  
to your wallet

Currently there are 4 main categories of in-game resources that you can receive by opening a chest: equipable items, bDNA, Blacksmith Powder or rewards in Solana.



The following table shows the output percentages of the different game components:

CATEGORY	PROBABILITY									
	1	2	3	4	5	6	7	8	9	10
Level 1 item	75,48%	70,48%	/	/	/	/	/	/	/	/
Level 2 item	17,50%	19,00%	73,30%	53,00%	28,00%	15,00%	/	/	/	/
Level 3 item	3,50%	4,75%	14,00%	23,00%	38,00%	42,00%	46,00%	38,00%	/	/
Level 4 item	0,63%	1,13%	5,40%	12,00%	18,00%	24,05%	29,12%	32,00%	61,24%	57,00%
Level 5 item	0,13%	0,28%	1,05%	3,86%	5,96%	7,00%	11,00%	14,19%	21,00%	23,27%
Blacksmith Powder	0,00%	0,00%	0,00%	0,00%	0,00%	0,00%	0,00%	0,00%	0,00%	0,00%
10% PRIZE POOL	0,45%	0,90%	1,35%	1,80%	2,25%	2,70%	3,15%	3,60%	4,05%	4,50%
20% PRIZE POOL	0,30%	0,60%	0,90%	1,20%	1,50%	1,80%	2,10%	2,40%	2,70%	3,00%
40% PRIZE POOL	0,15%	0,30%	0,45%	0,60%	0,75%	0,90%	1,05%	1,20%	1,35%	1,50%
JACKPOT	0,01%	0,03%	0,05%	0,09%	0,14%	0,20%	0,28%	0,36%	0,46%	0,58%
Partner NFT	0,10%	0,10%	0,10%	0,10%	0,10%	0,10%	0,10%	0,10%	0,10%	0,10%
1 DNA4	0,80%	1,25%	1,70%	2,15%	2,60%	3,05%	3,50%	3,95%	4,40%	4,85%
1 DNA3	0,40%	0,65%	0,90%	1,15%	1,40%	1,65%	1,90%	2,15%	2,40%	2,65%
1 DNA2	0,20%	0,35%	0,50%	0,65%	0,80%	0,95%	1,10%	1,25%	1,40%	1,55%
1 DNA1	0,10%	0,20%	0,30%	0,40%	0,50%	0,60%	0,70%	0,80%	0,90%	1,00%
	100,00%	100,00%	100,00%	100,00%	100,00%	100,00%	100,00%	100,00%	100,00%	100,00%
Price \$	0,5	0,75	1,25	1,5	1,75	2	2,5	2,75	3,25	3,5

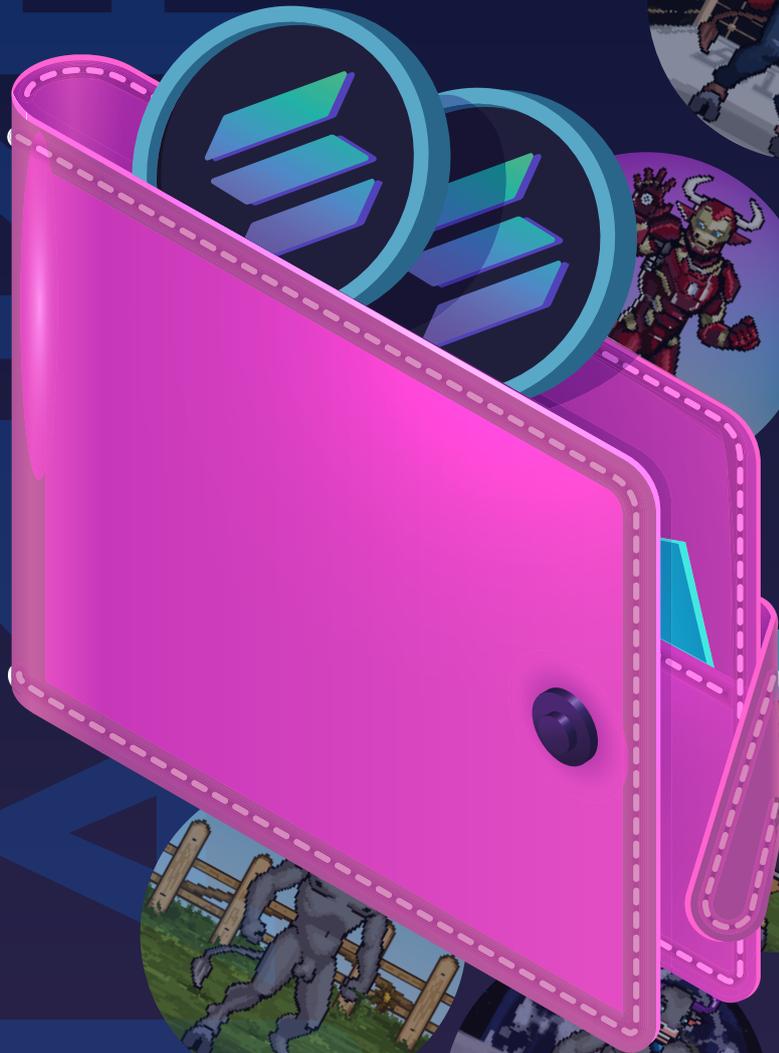
As you get higher level Chests, your chances of getting a better reward will also increase significantly and some items can only be found in them.



# Solana Jackpot

30% of the fees obtained from the Chests, will go to increase in-game rewards for our Play To Earn ecosystem. A part will be used for guaranteed in-game jackpots and a part for the jackpot in Solana contained in the Chests. When you open a Chest, you can win a Jackpot in two ways.

One part of the fees is dedicated to a smaller daily jackpot, in portions of 10, 20 and 40% of the pool. The other portion is reserved for a richer and rarer (but not too much!) jackpot.





# Bulls With Balls

These Bulls are neither stronger nor faster, but they are unique because by staking one in the farm, you get constant production of bDNA based on the rarity of their skin. It can then be used to breed new Bulls (Breeding) or sold on the secondary market in the form of NFT.

Thanks to this class we were among the first (if not the first ever) to introduce NFT staking in the Solana blockchain.

The standard production time for 1 unit of bDNA is 10 days, but may be reduced by IN-NFT attributes or some items obtained in very rare special events.

Following are the IN-NFT attributes and synergies that reduce the staking time to produce 1 unit of bDNA.





The **BULLS** with balls are the cornerstone on which the Breeding system is built. They provide bDNA based on the rarity of the skin, which means that a bull with gold balls will produce Gold bDNA and so on.

## BREEDING RATES

10%



0  
breeding synergies

12,5%



1  
breeding synergies

15,0%



2  
breeding synergies

17,5%



3  
breeding synergies

20,0%



4  
breeding synergies

## BREEDING SYNERGIES

### HAND



5,70 %  
red flower



4,51 %  
blue flower



5,23 %  
yellow flower



### FACE



4,69 %  
embarrassed



0,50 %  
drop



### MOUTH



2,14 %  
tongue



1,99 %  
drool



### PIERCINGS



0,99 %  
diamond bindi





# Cows



The Cows are the character needed for breeding, where bDNA holders can bid and have a chance to be the next in line for breeding, giving birth to a new calf. Each auction makes the owner of the cow earn by staking the cow up to 14 days.

Breeding time can be reduced by having a COW with IN-NFT attributes (one day for each attribute) or by pairing her with a Bull doctor class to assist her. Look at the doctor class to learn more!





# Cow Auctions (Auctions)

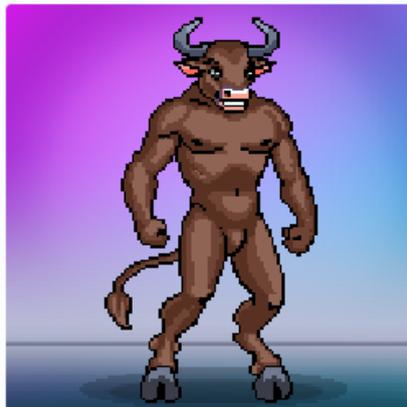
Inside this area, cow owners, earn periodically by lending a cow to a bDNA owner to breed. Each cow owner can start the auction by setting an auction duration and a reserve price and has the right to end it by accepting a bid at any time.

Once the exchange is made, the cow owner will receive the required payment and the bDNA used for bidding will be burned. After a maximum of 14 days, you will receive a calf whose genetics will be the result of the skins of the Bull and Cow.

SolCow #156



Obstetrician: SolBull



Labor Duration: 11 days 10 hours  
Bid Duration: 15 minutes  
Seller: 8o42jPspuWNX1W9yirXttD8qerZr4W...  
Starting Price: **0.45**

Bid

SolCow #63



Obstetrician: SolBull #9309



Labor Duration: 9 days  
Bid Duration: 15 minutes  
Seller: 7vDCKzUxkKdRcC3dGpXSDFeNbFNYcx...  
Starting Price: **0.1**

Bid



# Shiny Bulls

The Shiny Bulls are 20 1/1 NFTs and represent all-around pop culture icons. Currently 11 have been minted. Below you can see the list of Shiny that have already been minted:

Kill Bull – Heisenbull – Baddest Bull – Psy Bull – James Bull – El Matasol – Iron Bull – Dead Bull – Bullnator – The Walking Bull - Bulltrooper

Starting from 01/01/2023, each Shiny will receive 0.5% of the gaming fees!





# Items And Inventory

Items are currently divided into 5 levels of rarity and power, and further levels may be developed as the creation of the Bulliverse expands. Each item has a class and an inventory slot (e.g., shoes) associated with it.

The inventory of each Bull has 11 slots for equipable items and 3 slots for Companions for a total of 14 slots thanks to which you can improve the statistics of your Bull.

Through our unique and revolutionary inventory system, players are already able to associate these new NFTs with individual Bulls, giving them bonuses that can also be kept when selling Bulls on the marketplace, in case you want to sell a Bull already equipped with in-game items.





For most of the occupations, such as miner and doctor, the Bull will have a skill level in that class equal to the sum of the levels of the items equipped, with increasing returns at levels 3, 8, 15, 24 and 35. Some activities, however-such as, for example, the Pamplona run (Bullrun)-will be based on the Bull's attributes. In this case, the items will give a numerical bonus to one or more of his stats, making them better in one or more game skills (example Speed & Resistance).



Gradually that items increase in level, they become harder to find, with exponentially better effects.

Once an item is found, it will not be immediately mined as NFT. The user will have the option to turn it into NFT and keep it on their wallet, or leave it on the site, so that players are saved network fees. Items can still be equipped or resold on the market anyway.



# Activity

There are many activities that a Bull and the other characters already available, and those soon to be released, can do inside our Bulliverse to have fun and earn. Each of them has a profitability model designed for the user, and each provides an important service or material that the entire ecosystem needs to thrive.

Most of our bulls already have an affinity for a particular activity, thanks to the attributes they were created with. The target is to make it progressively better by equipping it with items that you can find through chests in mines, upcoming mints, on the secondary market, or by adding new in-NFT attributes through the evolution system of future implementation.

It should be kept in mind that our game is not static, but we will be releasing new classes, new characters and new activities as the ecosystem progresses.

Clans where you can play with your friends and win group awards will also be implemented soon.





# Pamplona Race

The first game we developed in Unity is THE PAMPLONA RACE.

This is the Runner Bulls arena, where bulls compete to win Solana and other prizes that are generated through an entry ticket system for the different leagues. (Gold, White, etc.) Try to be first to the finish line without running into any humans on the streets!

In this first phase of the game everything will be automatic, obviously taking into consideration the statistics and abilities of each individual Bull. Later we will develop a second version where you can choose whether to play the game automatically or lead your bull yourself!



It should be kept in mind that in Bullrun, there is also a luck aspect as well as Bull statistics. Each Bull therefore always has a chance to win, and even if he or she doesn't finish in the top 3, there are still decreasing rewards based on placement.

The basic statistics for a good Runner are three: speed, endurance and Luck.

Runner class items are the ones that provide the most bonuses, but you can also increase them with items of different classes (example items with high Luck belonging to generic families).



# Races

Races will have a maximum of 20 Bull participants, starting 30 minutes after the closing of registration.

The races will be divided into 4 leagues based on the rarity of the Bulls' skins, with different ticket prices depending on the league. It must be remembered that a Bull of gold skin will only be able to participate in the gold league, while a Bull of lower rarity will be able to compete in the higher rarity leagues.

At the moment, the races are already active and a lobby for one race of each league will always be open, once filled with 20 participants a new race will automatically open while in case a race doesn't reach 20 participants it will still start 24 hours after its creation and a new race will be generated later. It will also start at least one tournament per week with guaranteed prize money.

At <https://bulliverse.com/> you will find the section dedicated to competitions categorized by maximum buy-in for each type of competition.

CLASSIFICATION	→	PRIZE
1°	→	60%
2°	→	25%
3°	→	15%
4°	→	1 chest level 5
5°	→	1 chest level 4
6°	→	1 chest level 3
7°	→	1 chest level 2
8°	→	1 chest level 1
9°	→	1 chest level 2
10°	→	1 chest level 1

Game tickets will be distributed as follows:

- 10% gaming fee;
- 10% monthly prize pool;
- 80% race prize pool.



The ranking position of each race will assign a score from 1 to 20 depending on the placement, and this score will go to define the monthly ranking.

Instead, in case a race doesn't reach 20 participants, at the stroke of 24 hours after registration opens, the race will still start automatically. In races with fewer than 20 participants, at least 20 percent of the participants will be rewarded.

Users will also be able soon to bet on winning Bulls. 10% of the amount won by the bettor will be given to the owner of the winning Bull.

## BULL RUN



To start the competition, each of the 20 players will choose their Bull to deploy.

There will also be free competitions and special events with one-time prize money.

In case there are more than 20 players in a special tournament, at least 20% of the participants will always be remunerated.

Each time you finish a race, you will acquire points that will be entered into the monthly rank.

When the Clan feature is released, dedicated competitions will be created for Clan competition with exclusive prize money.



# Monthly Ranking Prizes

Will be rewarded 20% of participants 10% in Solana the others, with prizes such as game chests of various levels of rarity, entrance tickets to special events etc...

In case 20% isn't an exact number they will be overpaid.

In a tournament with 34 participants the first 7 of which the first 4 in Solana and the others in chest will be paid.

Each participant (except for equal place) will receive a different prize.

It is planned and already at an advanced stage, the creation of an algorithm that starts from the number of registrants and goes to pay in % Solana, starting from 35% of the first and going to remove from the remaining amount for each position, 5% of the remaining pool.





# Warzone

Warzone is the second game activity made available for Bull nfts and all other NFTs on the Solana network.

The activity is an elimination game where it requires the user to position himself on a grid of squares before time runs out, once the positioning round is over randomly above the squares where the NFTs are positioned, an aircraft or more aircraft will pass and drop one or more bombs going to eliminate the NFTs present in the bombed square.

The last surviving NFT wins the game and the prize pool if there is one.



Users will be able to create matches themselves in the dedicated section by going to decide the cost of entry, the maximum or minimum number of participants and the lives available per user.



# Our Locations



## MARKETPLACE

The marketplace we have uniquely developed is an important place inside our Bulltiverse for you to view the Items, Bulls, Cows, Chests, etc. to be purchased and their statistics; you can also sort them by filtering your search by relevant information such as rarity, skills, corresponding class, and so on. Last but not least, you can, as mentioned earlier, sell a game character with the NFT items and companions already equipped on the NFT Bull or Cow. The reason why we aren't very present on the external marketplaces is precisely because it would not be possible on the same to check out the Bull's equipment and the various matching game components.

It is a place to make some bulls recover from fatigue and a place to make doctors earn. Some activities, such as fighting in the upcoming game BullVSbull, will force bulls into a cooldown phase to recover their energy before they can play again. On the other hand, in case you want to reduce the cooldown time between events, there is the possibility of using a Medic Bull to make him operational again more quickly, decreasing the cooldown in exchange for a fee that the owner of the Medic can determine.



## THE HOSPITAL

The farm is the home of your Bulls with balls. Here you can put them in staking to produce DNA, which is needed to start the breeding process. Along with our cows, the balls are the backbone of our DNA supply, use the DNA in cow auctions to breed a new bull and sell it on the market to increase your income.



## THE FARM



## AUCTION HOUSE (of future implementation)

The cowboy will allow betting to proceed with a more advantageous dedicated fee. To place bets there will be a dedicated button next to each race generated in the BULL RUN section.

An one-element bet system will be made (example: bet on bull #5 - among all those who bet on bull #5, the jackpot will be divided: 50% among all those who bet on bull #5, 30% on the bull who came second and 20% on the bull who came third from the jackpot there will be to retain the percentage for the dealer.

The opening of a clan will only be possible for NFT Ranch holders.

The NFT ranch at the mint will be level 0 and will be upgraded as it levels up being replaced by the NFT Ranch of the level reached so that it can eventually be sold in the marketplace already at a high level.

The Ranch will be the point of aggregation and management of the Bull Clan will be identified on the game map with a building dedicated to it.



## RANCH-CLAN

Access to the clan will take place only by invitation from the clan leader by means of a system of whitelisting the applicant's address and will thus allow him access to the dedicated section, the clan leader may in the same way decide to eliminate members simply by removing authorized addresses.

*Bulliverse Map.*





# The Clan

Initially the clan will have a maximum capacity of 10 unique users/addresses, a capacity that will be expanded as the Ranch level increases to a maximum of 30 participants

*Example: total score obtained from the activities of clan participants*

SCORE	RANCH LEVEL	INCREASE IN PARTICIPANTS
0 - 100	1	2
101 - 250	2	2
251 - 600	3	2
601 - 1000	4	2
1001 - 1500	5	2
1501 - 2500	6	2
2501 - 4000	7	2
4001 - 6000	8	2
6001 - 8500	9	2
8501 - 12500	10	2

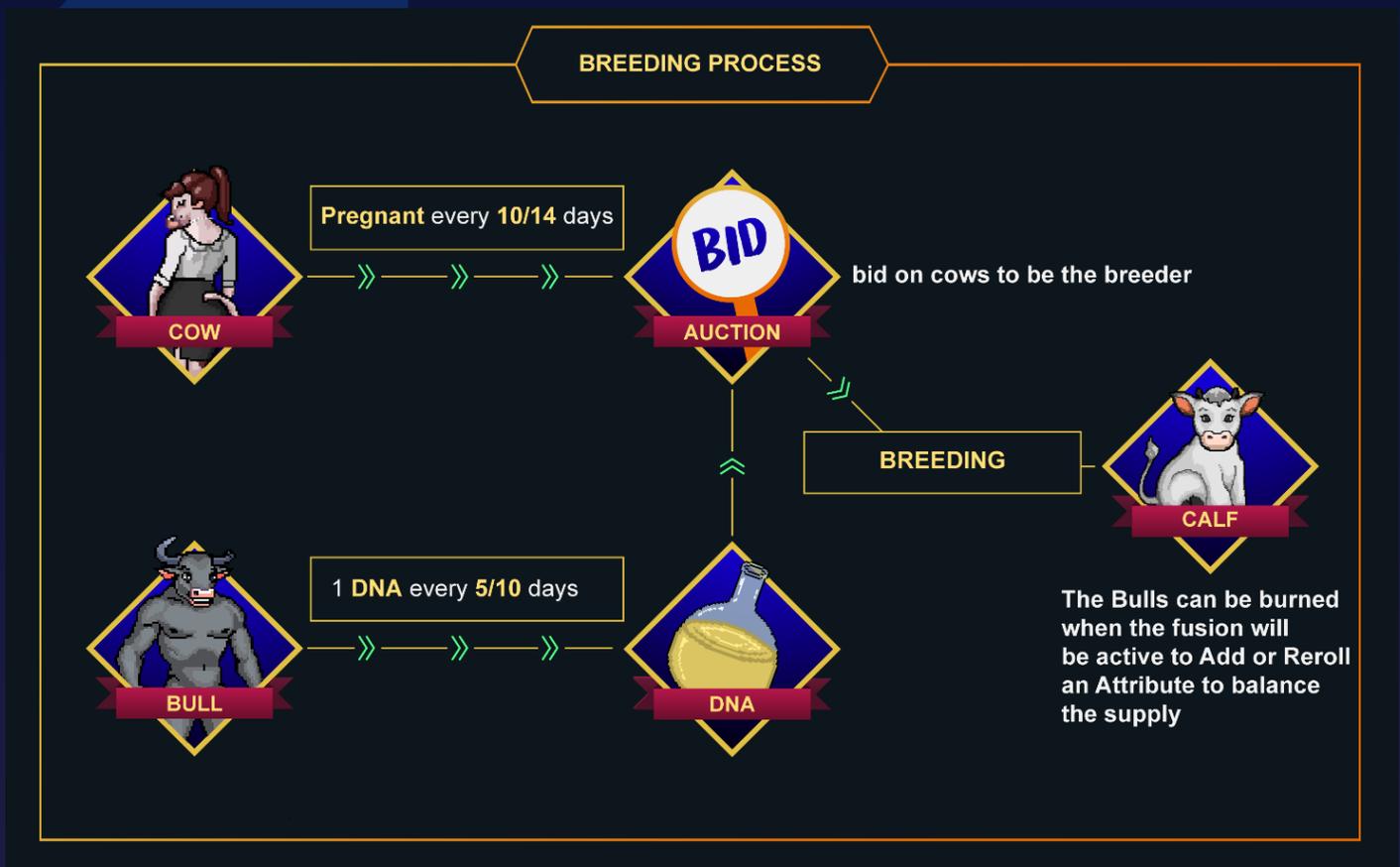
All activities performed by clan participants inside the Bulliverse will contribute to the accumulation of points. Example: \$1 spent within the various activities will equal 0.5 clan points.

Joining a clan will grant access to events and game activities with special prize pools for clan members, as well as guaranteed periodic rewards.



# Breeding Evolutions & Fusions

In this area you will learn about one of the Bulliverse's most unique systems: breeding and future progression through the fusion system. This creates an in-NFT progression pathway so that your bulls acquire new attributes or can improve those best suited to their class.



Bulls with balls are the major source for producing bDNA.

They provide the material for the ecosystem, and owners of such bulls can participate directly in auctions or sell the bDNA to other players.

Every 10 days (or less if the bull has reproductive synergies or very rare testosterone elements, down to a minimum of 5), it will produce 1 DNA unit, depending on the rarity of its skin.

There are 3 main ways to obtain DNA:

1. Getting a bull with balls through the mint;
2. Open a chest and hope to get lucky (see your chances in the chapter Chest);
3. Buy it on the market: gold DNA white DNA gray DNA brown.



## Breeding Results

Once the pregnancy is completed, a new calf will be born, and it can then be sold on the market or evolved into an adult bull (or cow!). The resulting NFT will be naked, which means they will not have any special attributes on them but will have their common attributes (such as tail and horns, even in rare versions for the lucky ones) obtained randomly. Or, in 1% of cases, the calf will evolve into a cow! The rarity of the parent skin, represented in the calf colors, will have a 90% influence on the rarity of the bull, according to the table below:

### BROWN DNA BREEDING RESULTS

**Brown Cow** +

90%	6%	3%	1%

**Grey Cow** +

45%	45%	7%	3%

**White Cow** +

45%	3%	45%	7%

**Gold Cow** +

45%	3%	7%	45%

### GREY DNA BREEDING RESULTS

**Brown Cow** +

45%	45%	7%	3%

**Grey Cow** +

6%	90%	3%	1%

**White Cow** +

3%	45%	45%	7%

**Gold Cow** +

3%	45%	7%	45%



For example, a golden bDNA with a golden cow will have a 90% chance of producing a golden bull through breeding, while a brown cow bred with golden DNA will have a 45% chance of producing a brown bull and a 45% chance of producing a golden bull. Each calf has a 1% chance of evolving into a cow!

### WHITE DNA BREEDING RESULTS

**Brown Cow** +  + 

45% 7% 45% 3%

**Grey Cow** +  + 

7% 45% 45% 3%

**White Cow** +  + 

1% 3% 90% 6%

**Gold Cow** +  + 

3% 7% 45% 45%

### GOLD DNA BREEDING RESULTS

**Brown Cow** +  + 

45% 7% 3% 45%

**Grey Cow** +  + 

7% 45% 3% 45%

**White Cow** +  + 

1% 7% 45% 45%

**Gold Cow** +  + 

1% 3% 6% 90%



## Evolutions:

The evolutions when the system is activated will be the best way to progress in our game and build the final Bulls.

By spending merge points, players can permanently add new IN-NFT attributes to Bulls, even some that were not in the original pool! Look for synergies between attributes to create a perfect Bull for a specific task and earn more from it.

There are two ways to evolve your characters: add new attributes or re-roll existing ones.

## Add In-Nft Attributes:

When you receive a completely new attribute, in a category (such as face or backside) in which you did not have one previously.

Keep in mind that adding a couple of new attributes to a bull will be cheap. However, if you want to build a bull in all categories, especially if it has a high rarity, it will be more expensive, and you will have to be good at choosing the right ones.

## Re-Roll Of In-Nft Attributes:

Choose an area where your bull already has an IN-NFT attribute and try to change it to one more congruent with your Bull idea.

This is the least expensive option, but it requires that you already have some attributes on your bull.

Basically, it involves choosing one of the IN-NFT attributes on your Bull that is not congruent with your game strategy and changing it through RE-ROLL of the same with one that fits your strategies.

SolBull #8166



Token: 5FXTv3z1U55Xl S8Uaswi KTXkFn9vkiwi g0fURKApTS8rCA  
 Owner: AssMvBgmPLKsUeHV9dRZbwhqmQFDVy8Fx5BB1yoFvWkj  
 Generation: Second Generation

Scene	Garden	34.79%
Skin	Brown	59.7%
Tail	Grey	19.77%
Horns	Ivory	18.82%
Bottom	Brown Shorts	10.1%
Hands	Yellow Boxing Gloves	1.49%
Neck	Green Tie	4.14%
Eyes	Black	71.19%
Face	Angry Eyebrows	3.58%
Mouth	Bubblegum	4.89%
Hat	Red Cowboy	4.92%

 <p>Health: 10</p>	<p>Resistance: 10</p>	
<p>Attack: 10</p>	<p>Defense: 10</p>	
<p>Running Speed: 10</p>		
<p>Fortune Points: 0</p>	<p>Luck: 1</p>	
<p>Mining Efficiency: 0</p>	<p>Mining Speed: 14 days</p>	
<p>Medical Skills: 0</p>	<p>Labor Reduction: 1 day</p>	

**Head**

Lucky Hat  
+1 Fortune Points  
Remove



Army Helmet  
Miscellaneous  
+20 Defense  
+20 Resistance



Surgical Headlight  
Medic  
+3 Medical Skills  
+1 Fortune Points



Baseball Hat  
Miscellaneous  
+20 Resistance



FORGE



ITEM

## Blacksmith:

*Sm1tu9oHecyBfqQUYc3MAn9zZRSWhCmYyPjiQAI1kfK*

The **blacksmith** program melts items, mints dust tokens, and creates new ones by burning dust tokens. The staking instruction locks the blacksmith bull into the program and calculates luck and duration via the bull's attributes, item, and companion. A random number is then obtained through the **random** program and an item in the class chosen by the user is generated. It is possible to discard the item and recover part of the token used to generate the new item or wait for the forging process to finish and make the claim for the new item.

When the forging phase is over, it is possible to make the claim of the new item and unstack the blacksmith bull.

## BMeta:

*BMetaiSLfxkE8SzeFKMvqDS4ujvvjwgfRyqLLDS6nkd*

The **bmeta** program manages the extra-NFT metadata, which is not part of the Metaplex metadata, of the NFTs used in the Bulltiverse ecosystem.

This data can then be read and edited by the various programs in the Bulltiverse ecosystem. Both Bulltiverse NFTs using the Metaplex and **btoken** format have an associated **bmeta** account. There is only one metadata account associated with each token and it is derived from the token account of the NFT using the constant "BMeta," the program id of **bmeta** and the public key of the token.

## Breeding:

*SexyN9sPfGAu68KMKURoK1pQ9PWnF9n6PDqzR4hZCTz*

The **breeding** program manages auctions, bidding, and the creation and evolution of calves into bulls and cows.

When an auction is created, a cow and, optionally, a bull are staked in the program and their gestation duration is calculated according to their attributes, items and companions equipped. On the first bid, a timer is automatically started that sets the start and end of the bid and the gestation phase. Additional bids can be placed for 10% or more of the current amount, resetting the bidding timer to zero. At the end of the bidding timer, the bid is considered won by the last bidder and the gestation phase begins. The bidder can claim the amount once the bidding period is over and can claim his cow and bull once the gestation period is over.

The bidder can also claim his calf once the gestation period is over. Any calf can be evolved by calling the specific instruction, a new NFT will be created and called the **random** program to generate a random number that will define what attributes the new bull or cow will have.



## Breeding-Token:

*Farmx9xZgR9kLgvSQQWuKLBC657mFmWL-GeVj6ULKv6ig*

The **breeding-token** program is responsible for creating breeding tokens (BDNAs).

Breeding tokens can only be minted by selected programs such as **farm**, where bulls with balls are put into staking, **breeding**, where it is returned to users whose bid was passed, and **mines**, where it can be found in chests.



## BToken:

*BTokWWRifSZLYrXsmniGbMjnjph-5VuFN2YAjuHdEMUNN*

A lightweight NFT format that controls only the token property.

It is used for consumable items that are not meant to be unique and are used only within the Bulliverse ecosystem, such as chests, items, and calves.

It usually has an associated **bmeta** account.



## Farm:

*FarmaAuHyCfqYRkLH45BB9icfhAmEhW6Z-Zgrnfr5rjd2*

When a bull is staked, he is validated by checking that his attributes in his associated **bmeta** account have the value "balls" for the "bottom" category.

The duration, type and amount of breeding tokens produced are calculated based on his attributes, items and companions equipped.

The duration is saved in the staking account in seconds and indicates the amount of time required to create a complete breeding token. Since breeding tokens also have a decimal part, it is possible to claim them at any time: the amount of tokens created will be rounded down based on the amount of time since the last claim.

It should be noted that when a bull is removed from staking, unclaimed breeding tokens are not automatically claimed, and frontend applications should group claiming and unstacking instructions.



GEN 1



GEN 2

## Gen2:

*Gen2CVAkNaA8KzESb1tWeNdDgTGRd2QPR3wL5gqyunt*

The **gen2** program is used to migrate gen1 tori to gen2 tori. Gen1 tori are burned and a new NFT is created with the same attributes. Considering that this is a one-way operation, it is not possible to convert gen2 tori back to gen1 tori once the migration is complete. The program also checks that no items or companions are equipped as they would be lost during the migration process.

## Inventory-Legacy:

*1nvcBkCSci8GQtPQbdwwhu3GnpcLXSqjNiV1vFVP7Q*

Old inventory program that did not support **btoken**. It only allows items equipped in the previous format to be removed. They can then only be added back in using the new program inventory.

## Inventory:

*1nv9FdqQ3MtjwkspoES4Q3VjbALRDGRjAGB9WzKrV32*

The **inventory** program manages the equipping and de-equipping of items and companions from a bull's inventory by editing its **bmeta** account.

The inventory itself is saved in the bull's **bmeta** account as a list of items and companions, and not in the **inventory** program itself.

The main functionality of the program, in addition to item and companion validation, is the storage of data, such as level, category, and effects of available items and companions, which can be read by other programs, such as **farm** and **mine**, to calculate the duration of the staking period or the level of the chest created by it.

## Marketplace:

*MrktiuxTMYLS8WKW8KhovWTrxPAvLKp9SXHVav8oS3U*

Manages the buying and selling actions of the marketplace. Supports any token (both **btoken** and NFT metaplex) that has an associated **bmeta**, meaning that any token in the Bulliverse ecosystem can be bought and sold in the marketplace.

The sales instruction distributes the payment between the seller, the buyer's referrals (if any) and the treasury, tracking the volume generated on-chain.

It should be kept in mind that there is no instruction to remove an item from the marketplace since the purchase instruction is used instead. This instruction will not process payments when the buyer is the same account as the seller, thus not generating any volume.



## Migration:

*NFTctB1eCJauugSuDBj2R7pseuqFYKKKzzsAnVLK-QWY*

It handles the migration from the **btoken** format (with an associated **bmeta** account) to the classic NFT metaplex format.

The old token is burned, and the metadata is transferred to the new NFT. This is done so that the NFT can be transferred via wallet and traded on secondary markets that do not support the **btoken** format.



## Mine:

*MineQ2ifvRhY1sk64aSKtAK1XFcemZ4nKBW2dDArR-vF*

The **mine** program manages the staking of mining bulls, creates, and opens chests.

The duration and level of the chest created (which is the same as the bull's luck level) are calculated based on its attributes, items, and companions equipped.

You can only claim a chest once you have completed the staking period and the timer will not be reset until the chest is claimed, which means that chests are not cumulative like **farm** breeding tokens.

When you open a chest, you get a random number through the **random** program and a prize is automatically sent to the chest owner's wallet in a subsequent transaction.



## Mint:

*MintmdbjuuHBkDhFoYuL4Zrr4x1muFLyKPrnjG83WK5*

The **mint** program is responsible for creating new NFTs in the Bulliverse ecosystem. The authorized account can set up collections containing various NFTs such as bulls, cows, items, and chests. These collections have a predetermined mint date and price that allow any user (or optionally, only authorized users) to mint a random item in the collection until all items have been sold.

Because the items in any collection can contain an unlimited number of NFTs, they are not created in the same instruction in which they are purchased, due to the computational limitation of the Solana transaction, but are instead minted using a separate instruction.



## Play-Warzone:

*WarXERNWipd7EgoTJSTsJZsfbJUnWiXrP6e8C8PY5a3*

The program manages the creation and entry of matches. It is used to validate creation and entry, collect fees at the beginning, and distribute winnings at the end.

The game itself is played through an external application that provides real-time data, and the winner is synchronized with the blockchain at the end of the game. The winner can claim the prize, or prizes, through a specific instruction in the program.

## Random:

*Rand8qS9Uj5e4SnPV2egPubQv2pKN85qhHYBC-64DKHD*

It can be called by other programs in the Bulltiverse ecosystem to request a **random** number of 32 bytes.

An off-chain oracle then generates the number and sends it to the random program, which will perform a cross-program invocation (CPI) of the program that requested the random number, also passing the accounts set in the request.

The only account authorized to invoke the program callback function is `BULL6W7BCW9mH5XE4W-vHiKrmthrzpwNd3piAEtDF67bc`.

This account spends its lamports by invoking the **random** program, then is reloaded by the user requesting randomness when its lamport balance becomes too low.



## User:

*User78bDwmPa6Ut1PmqnaqwUxpNa9AaBbv9T7XfS7ki*

Il program che gestisce utenti e referral.

The program that manages users and referrals. A user can register an account to set up a username that will be visible in other activities, e.g., warzone and bullrun, and to create referrals to earn a revenue stream by inviting other players into the Bulltiverse.

There can be only one user account associated with each address, and multiple referrals can be associated with each user account.



# Play To Earn

A player's cashflow on Bulliverse can occur in several ways.

30% of everything collected in the mints goes to players to boost tournaments, give a guarantee on some of the guaranteed prize pools, and enter the Solana jackpot.

Players earn in the following ways:

- minting products and then reselling them to the secondary market;
- by participating in competitions;
- receiving passive income from all mint actions;
- from the monthly rankings;
- from the sale of the secondary market;
- from the future games we are making.



# Tokenomics

In this first phase, 5895 of the total 10000 Bulls available were mined.

At the moment when we have also finished mining the last 4105 bulls, we will go on to create our token.

In the meantime, the following tokenomics will be followed:

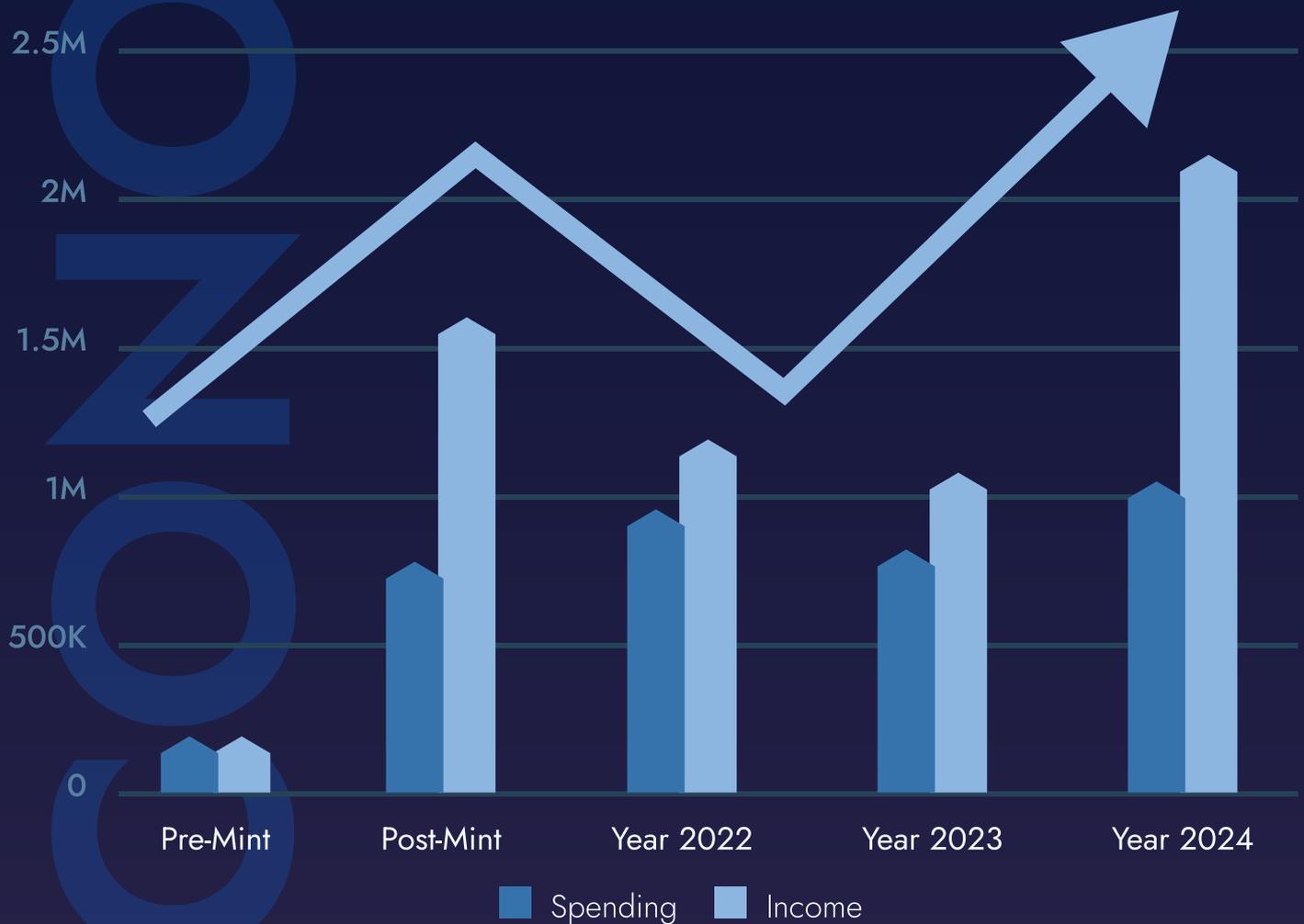
- 30% will be assigned to play-to-earn prize money;
- 30% to developments;
- 30% to marketing;
- 10% to the team.





# Funding And Initial Revenues

The company was born in September 2021, and in the first year of birth of the business has grossed about \$1,400,000 and has provided for the development of the following features:





# Developments Already Occurred

## 2021

- 1 Sept. 6: Mint of the first 6,000 Bulls
- 2 Sept. 21: DNA staking for Bulls with balls
- 3 Oct. 8: Mine staking activities for chest farming launched
- 4 Oct. 15: Integration of inventory system
- 5 Oct. 21: Introduction of the Medic class and Medic class items
- 6 Oct. 25: Special Halloween item drop in chests
- 7 Nov. 19: Creation and activation of internal Marketplace
- 8 Dec. 20: Mint of 60 Cow for breeding activity

## 2022

- 1 Jan. 5: Commissioning of the Breeding activity
- 2 Jan. 15: Introduction of the Runner class and related class items
- 3 Jan. 19: Introduction of companion slots in the game inventory
- 4 Feb. 4: Rebrand of the site and upgrade Bull to generation 2
- 5 March 15: Bull Run game release
- 6 April 2: Introduction of the Blacksmith class and related class items
- 7 April 18: Release of the Blacksmith activity
- 8 June 21: Release of new WarZone game



# Upcoming Developments

2022

2023

1 Bring Bulliversequest

2 Add companion area

3 Add Bulliversequest app

4 Implementation of an IOS and Android app for gaming users to play this game and start learning about the crypto world and through this, be able to open a Solana wallet and one to collect cards, with video tutorials that will take the user directly to Bulliverse



# Mint

Before our token is launched, the following items will be minted:

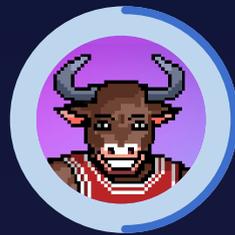
- 4105 BULL;
- 400 COW;
- 100 NFT RANCH;
- 500 COWBOY.

The first of the upcoming mints will see these packs available:



**REGULAR PACK**  
QUANTITY 100 PACKS  
PRICE 1 SOL

- GOLD BULL **5**
  - BULL WITH BALLS **2**
  - COW **3**
  - WHITE BULL **15**
  - GREY BULL **35**
  - BROWN BULL **40**
- In this pack you can find **ONE** of these BULLS/COWS



**SPECIAL TOP PLAYER**  
QUANTITY 10 PACKS  
PRICE 35 SOL

- BULL WITH BALLS **1**
- COW **1**
- MEDIC BULL **1**
- RUNNER BULL **1**
- MINER BULL **1**
- ITEM LEVEL **3 3**
- ITEM LEVEL **4 2**
- ITEM LEVEL **5 1**
- SHINY BULL **1**

In this pack you will find **ALL** of these BULLS/COWS/ITEMS. MEDIC, RUNNER and MINER BULL have 3 attributes of their class. Inside 1 of these packs you can find 1 SHINY BULL



**RUNNER PACK**  
QUANTITY 30 PACKS  
PRICE 3 SOL

- RUNNER BULL **1**
  - ITEM LEVEL **4 2**
- In this pack you will find **ALL** of these BULLS/ITEMS



**CHEST PACK 1**  
QUANTITY 50 PACKS  
PRICE 2 SOL

- ITEM LEVEL **3 1**
  - ITEM LEVEL **4 1**
- In this pack you will find **ALL** of these ITEMS



**CHEST PACK 2**  
QUANTITY 20 PACKS  
PRICE 4 SOL

- ITEM LEVEL **4 1**
  - ITEM LEVEL **5 1**
- In this pack you will find **ALL** of these ITEMS



# Roadmap



## 4/4 2022

- Launch of new mints;
- Special mint with artists;
- Referral system and affiliate marketing to grow the community;
- Launch of races with guaranteed prize pool within Bulltiverseun daily races with guaranteed prize pool with differentiated ticket will be released;
- Launch of Warzone with collaborations from various Solana projects.



## 1/4 2023

- Announcement of new mint limited edition with artists;
- NFT bridge implementation;
- NFT DNA implementation;
- Launch of Bulltiversequest: game that allows people to land on Bulltiverse also from app and Android/IOS - Thanks to this game, people who are not yet in the Solana world and NFT world will learn how to create a new wallet for themselves;
- Collaborations with Solana communities within the Warzone game;
- New game elements: cowboys and ranches.



## 2/4 2023

- Release beta version of Bulltiversequest on both Android/ ios platforms;
- Release of Bull Fusion feature;
- Public Apy release to allow developers to make games within Bulltiverse;
- Existing mint continuations;
- Launch and presale new Bulltiverse token;
- Launch of clans.



## 3/4 2023

- Bulltiversequest final version release on Android/ios platform;
- Warrior class item release;
- Announcement Functions new BullVSBull game;
- Bulltiverse currency announcement;
- Bulltiverse collaboration within the MetaVerse.



## 4/4 2023

- BullVSBull Game Release;
- New Medic Class utility;
- Bridge launch to bring all other chains communities into our game;
- Collaborations of other communities within the Battlequest game.



# Bulltiverse Quest

The game will be structured through levels with puzzle games and, based on the amount of different items a user possesses, he will be able to level up. In addition, he will be able to create a clan, aggregating users to the same or join existing clans.

In the second phase, the game will be available on the AppStore and Google Play Store: this will allow new users to get to know, by playing, Bulltiverse and they will also be able to join within the game by credit card with the advantage of reaching users even from the traditional world.

Video tutorials will be included inside the app to make it easier for users to learn about the world of cryptocurrencies and create their own NFT wallet.





# Affiliation Plan

Do you want to create additional income by presenting the game on your social networks to your friends and to your followers?

The affiliate plan will be divided into 3 levels of affiliation with these earning percentages:



Level 1 is immediately active, to activate Level 2 it will be necessary for Level 1 affiliates to make purchase volumes of at least a total of 15 Sol while to activate Level 3 it will be necessary for Level 2 affiliates to make purchase volumes of at least a total of 30 Sol, this mechanism is necessary to avoid or limit fraudulent affiliate plan exploitation systems.



# Disclaimer

The information in this white paper is subject to change or update and should not be construed as a commitment, promise, or guarantee by Bulltiverse or any other individual or organization mentioned in this white paper regarding the future availability of services related to token use, NFTs, or their future performance or value.

Bulltiverse, including the entire NFT project, website, smart contract, and app as outlined in this concept paper is not licensed or regulated and isn't a financial or investment service or a payment or electronic money service in any country or jurisdiction. Any terminology used in this Whitepaper, website or inside the app is a descriptive guideline only and doesn't constitute regulated activity, investment, or financial services.

Bulltiverse NFTs are collectibles and tools for use inside the play-to-earn.

This whitepaper taken by itself isn't a contract or contractual agreement of any kind, or an invitation, a solicitation, or an offer to invest in Bulltiverse.

Any user of Bulltiverse declares and warrants that such user has received appropriate technical, administrative, regulatory, and legal advice before and after accessing and/or reading this Whitepaper or the Web Site and/or using any part or element of Bulltiverse.

The user acknowledges and agrees that there is an inherently high risk in accessing, acquiring, or using any type of blockchain and/or cryptographic system, token, platform, software, or interface, including Bulltiverse, and further denies any claim of any kind against any community member directly or indirectly involved in Bulltiverse, for any damages suffered, including total loss. Bulltiverse is developed on the Solana blockchain, and the list of programs (smart-contracts) released till now can be found in the technology section on page45.



# Disclaimer

Forward-looking statements may turn out to be incorrect or may be influenced by inaccurate assumptions or by known or unknown risks, uncertainties, and other factors, most of which are out of control. It can be predicted that some or all these forecast assumptions will not materialize or will vary significantly from actual results.

The play-to-earn Bulltiverse is mainly based on the possibility of being able to mint various items, being able to sell them on the secondary market. Each new mint is released when there is a shortage in the market; the possibility to participate in tournaments and win from them with play-to-earn; the ability to have an income by having characters interact; ability to make money on those who bet in the running tournaments, chance of finding the ahiny bull and earning from the whole ecosystem, possibility of having a clan and running it and earning from the ecosystem, possibility of earning through affiliation, possibility of earning on the monthly rankings and all the individual games that will be, from time to time, released.

In the first phase, mint will be made and once this is exhausted, there will be an internal coin and then new mint will be released when there is a shortage with the growth of players.

In addition to the white paper, all information will be updated from time to time, daily and is available at <https://docs.bulltiverse.com/>.

With new updates, news or information, a new version of white paper will be released, available at <https://bulltiverse.com/> and communicated on official channels.

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