NEOBRED

Lite Paper v0.5

⏐ ABOUT

NEOBRED is a horse racing game where players can breed and race virtual NFT horses on an EVM compatible blockchain.

NEOBRED provides a gaming environment that allows NFT horse breeders/racers, observers, and speculators to all enjoy the game universe in different ways.

In NEOBRED game universe, users can participate in a variety of activities, including breeding and training virtual horses, competing in horse races either individually or as representatives for other horse owners, or simply enjoying the races as spectators.

NEOBRED will be the first blockchain game to use gameplay features drawn from key components of the professional horse racing industry.

Current Issues In Gamefi

Pay to Win Kills Fair Competition

In the gaming industry, the pay-to-win model on free-to-play games has been subtly adopted by game developers. This shift in philosophy has changed the way users compete in games, moving away from strategy and skill developed through time and experience, and towards the ability to pay to enhance a player's abilities and stats.

Unstable Economy in Blockchain Games

Currently, many game projects have in-game economies built around their own token. This can significantly impact the in-game economy due to the constantly changing value of the underlying tokens and a lack of sufficient liquidity. From the perspective of game developers, it is important to carefully control the game balance and in-game economy to ensure a fair environment for all players and speculators.

What NEOBRED Can Achieve

Addictive Game Play

- Extensive experience in game development ensures engaging gameplay that will keep players coming back.
- Game cycle that has been elaborately considered and simulated.
- Regular development updates help to improve game performance and balance.
- Game designers have carefully balanced the game to provide a mix of tension and relaxation for players.
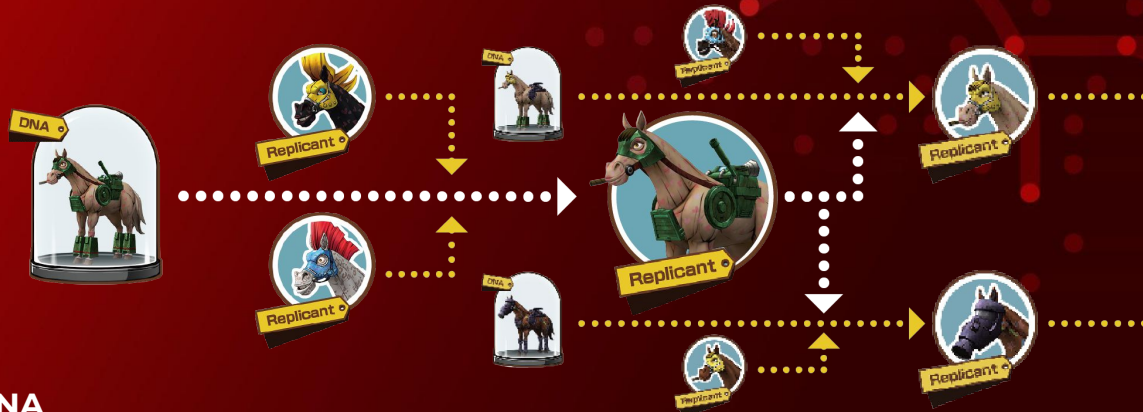
Stable Economy

- Support fair game play within our in-game economy.
- Used our other games with stable and successful economies as a benchmark for designing this in-game economy
- Utilize digital assets with established user base and independent liquidity
- In-game economy is not dependent on a Governance Token, ensuring that the game remains balanced and accessible to all.

COMPETITION ANALYSIS

Title	Race Dynamics	Training Mechanism	Asset Quality	Stable Economy	Future DAO Governance
NEOBRED	◎	◎	◎	◎	◎
PEGAXY	✕	✕	○	✕	○
ZED	○	✕	✕	○	○
DeRace	✕	✕	✕	✕	✕
METAHORSE	✕	○	✕	✕	✕
DARLEY GO	✕	✕	✕	○	○
Speed Star	○	○	○	✕	✕

NEOBRED LIFE CYCLE

A Replicant NEOBRED can be bred from injecting two Replicant's pedigrees to NEOBRED DNA. NEOBRED DNA can be obtained by either mint from trenching official NFT sales or purchase designated DNA from the proprietary market place.

NEOBRED DNA

The NEOBRED DNA NFTs shall be trench-minted per limited batch amount. Each NEOBRED DNA has unique traits with different parameters and attribute status.

Replicant NEOBRED

Replicant NEOBRED NFT shall be uniquely bred with the injection of NEOBRED DNAs and mixing parents' pedigrees to leave a strong impression on gene factors. In order to protect the value of Replicant NEOBRED, the breeding mechanism is limited with cooling period and the Replicant NEOBRED NFT shall retire as race activities are completed

GAME Overview

BREED AND TRAIN

In the game, players can create a new and unique race horse by breeding it with a NEOBRED DNA NFT and the Replicant NEOBRED pedigree injection of its parents

We implement command-oriented training methods to nurture your Replicant NEOBREDS into one-of-a-kind race horses.

RACE

You may enter your trained Replicant NEOBREDS into rank-designated horse race contests or tournaments that have pre-fixed entry fees.

Replicant NEOBREDS that achieve excellent and outstanding results will earn rewards from the platform.

TRADE

Both NEOBRED DNA and Replicant NEOBREDS can be traded on our own NFT marketplace.
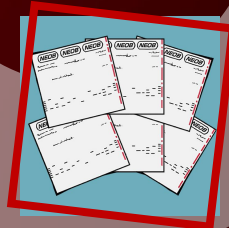
The marketplace allows players to choose from various roles within the game, including striving to become a top Replicant NEOBRED breeder or competing to be the best jockey among all players..

Various Revenue Stream

In order to sustain a stable economy and DAO treasury, our platform provides both internal and external revenue streams.

Internally, the platform collects entry fees for races and breeding fees from players, and externally, it obtains ad placements from advertising agencies.

Breeding

NEOBRED's game mechanics include key parameters that help users breed Replicant NEOBREDs that are more likely to win horse races.

Pedigree Inheritance

Picking two Replicant NEOBREDs that have distinct characteristics as parents will enhance some features and provide the offspring with special racing genes.

** can be borrowed from other players

Supporter Cards

Using the right supporter cards during training can help improve the horse's attributes.

Restrictions

- Breed once per day using each unique NEOBRED DNA.
- A replicant NEOBRED, which is created using the DNA of a NEOBRED, can only be trained for a period of one day.
- If users pay a fee, they can breed replicants.

Training

It is important to complete certain training exercises promptly, as replicant NEOBREDs have a limited lifespan. The order and selection of these training exercises can influence the outcome of the training.

Training

Increase parameters by spending Stamina.
The amount of stamina spent may affect the training outcome.

Break-Time

Recover stamina to optimize training outcome.

Feeding

Control Replicant horse's weight to match your target race track

Training Race

By improving the rank of their NEOBRED, users can gain access to more competitive online races.

Parameters

Speed   Power   Stamina

Attributes

Fire   Water   Wind   Lightning

Gene Factors

- Distance Aptitude ~ short / middle / long range racer
- Position Aptitude ~ get-away / precedent / chaser / last-spurt

Racing

Fully-trained replicant NEOBREDs are able to participate in ranked races in which they can win rewards. The rules and algorithms for in-game matchmaking and ranking will be explained and validated in the whitepaper.

Race Entry

- Fully trained Replicant NEOBREDs can enter races.
- Each Replicant NEOBRED has a specific rank that determines which grades of races they are eligible to enter. They can apply for race entry in a race that matches their rank.
- The cost to enter a race varies based on the grade of the chosen race.
- There are different race tracks that have different requirements for participation. Some tracks may require a combination of specific attributes, while others may only require a single attribute. A Replicant NEOBRED that is trained in the required attribute(s) may be eligible to participate in the race. If they are not trained in the necessary attribute(s), they may not be able to participate.
- In each race, 18 Replicant NEOBREDs are selected to compete based on our customized matching algorithm.

Race

- The race will begin soon after the batch processing of the matching process is completed.
- There is a daily limit on the number of races that users are allowed to enter and compete in.
- The results of each race are determined by using a combination of verified random functions and rules for the race track that are written into the smart contract.

Build A Stable Economy

Non-Token Reliant Economy

Unlike other gamefi projects that use game-specific tokens, NEOBRED plans to create a new system where players can use widely-accepted blockchain tokens that have strong market demand and a large number of users. These tokens will be used for transactions within the game.

Governance Token, Not Essential for Gameplay

In contrast to other gamefi projects where governance tokens are integral to the game mechanics and used for activities like breeding, NEOBRED will decouple the value of governance tokens from the game mechanics. This will give users the flexibility to use their preferred tokens for transactions within the game.

Sustainable Business Model

The team at NEOBRED is concerned about the unstable financial structure of many current gamefi projects, where the rewards for players are often funded through the sale of NFTs to new players, the dilution of project tokens, or the cash reserves of key contributors. These methods are not sustainable in the long term.

Non-Token Reliant Economy

The use of a token as the sole currency within an in-game economy may negatively affect both game users and speculators. This is because these groups often have differing goals and priorities related to the in-game economy and the value of the token.

Speculators

- Desire a market that is sufficiently volatile so that they can profit from it.

Game players

- Want market stable enough so the game balance does not vary on a daily basis

Difficulties in Token Model

- Insufficient and unoptimized liquidity can lead to high volatility and a fragile in-game economy.
- The valuation of the token is based on speculation rather than its use case within the game.

Solution

NEOBRED will use native blockchain tokens that have a higher degree of stability and ample liquidity for in-game utility rather than issuing its own in-game utility token.

Governance Token, Not Essential for Gameplay

Governance tokens in gamefi projects are not working as designed, this is because

- Governance is not activated for many gamefi projects.
- Governance Token and game utility token are used for core game mechanisms
  ** just like gold and diamonds in the mobile game arena.

Our Vision on Governance Token

- Will not play any significant role in our in-game mechanisms
- Conditional governance with select parameter configuration and say regarding platform treasury usage
- Provide continuous Stake / Locking Rewards directly from our platform fee accruel
- Liquidity supplied from the token sale and continuously generated from a portion of platform sales
- The governance tokens will be made available to the public through a TGE (Token Generation Event). However, the majority of the tokens will be earned by players as a reward for playing the game.

The NEOBRED team believes that the most influential holders of governance tokens should be the dedicated fans and core developers of the game. As a result, we plan to use the tokens to encourage player participation and allow them to have a role in the decision-making process for the game and platform.

Sustainable Business Model

For NEOBRED, the stability of the business model is crucial for ensuring the smooth operation of the game and preventing any destabilization within the economy. Many gamefi projects rely on the sale of NFT items to fund their runway and operations. We believe that having a diverse range of revenue streams is key to the long-term viability of the NEOBRED game universe.

Our Revenue (Inside the Game)

- Race Entry Fee
- Breeding Fee
- Transaction Fee (scholarship, marketplace)

Our Revenue (Outside the Game)

- Ad Placement

Our partners have asked us to create a platform for betting on the NEOBRED races. However, after consulting with Web3 legal experts (Monolith Legal Partners), we have decided not to pursue this request and to not enter into any partnership with betting platform developers. The reason for this is that there is a risk that the partnership could potentially lead to NEOBRED being subject to legal action.

Scholarship(Training/Race)

The NEOBRED game universe will strive to find the best way to increase its fan base across the globe, including introducing scholarships for those who are unable to mint new NEOBRED DNA NFTs or wish to use higher graded DNA.
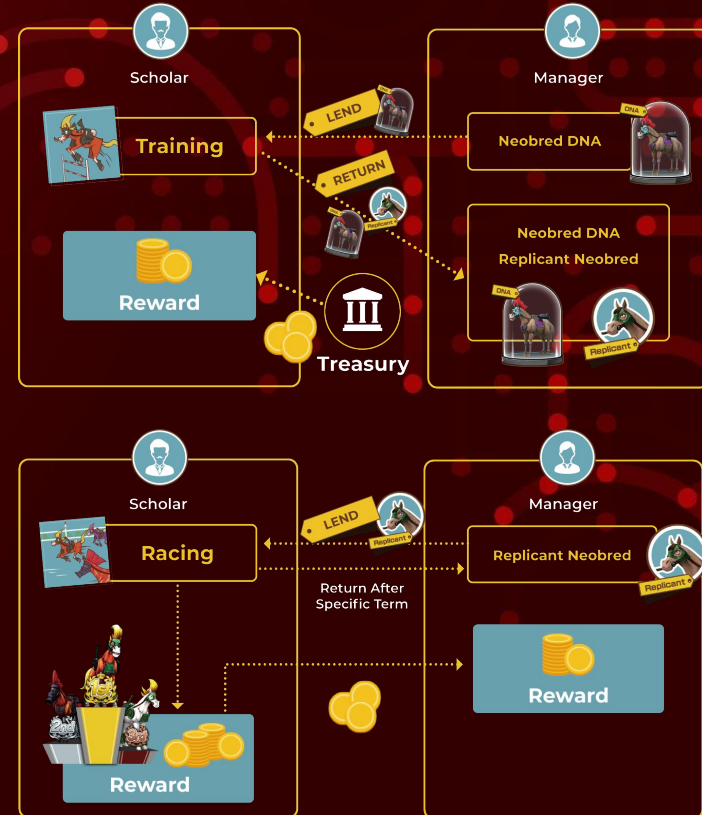
NEOBRED DNA NFTs lent through scholarships are guaranteed through transactions made under the ERC-4907 protocol.

Scholar's User Flow

1. Borrow NEOBRED DNA NFT
2. Breed and Train Replicant NEOBRED
3. Return NEOBRED DNA and Replicant NEOBRED to Manager
4. Earn reward from treasury

Manager's User Flow

1. Register your NEOBRED DNA NFT for scholarship application
2. Lend your registered NEOBRED DNA to scholars.
3. Wait until the breeding and training processes being carried out by scholars are completed.
4. Get all of the trained NFTs back.

MAIN TEAM

goalgoda.eth
Producer / Marketing Director

Goalgoda.eth has gained extensive marketing and development expertise through his work at companies such as Decoo, Inc., DMM games, Ltd, Reazon Holdings, Inc., and BULKHOMME, Inc. He is now proudly joining us as the Director of Product and Marketing at NEOBRED

realitybytes.eth
Game / BlockChain Developer

realitybytes.eth is a highly experienced professional game dev with over 15 years of experience, leading the game development department at CA Mobile, Ltd. and EXNOA LLC. He has gained worldwide recognition in the game market for his work incorporating various famous Japanese Manga IPs.

sarencat.eth
Marketing / Community Director

Sarencat.eth started her career at Ralph Lauren as a visual merchandiser, where she coordinated the implementation of policies and regulations with teams in Hong Kong, New York, and Tokyo while also directly managing stores located in Tokyo. She is now joining NEOBRED as the marketing/community director, where she will be responsible for all related tasks

John Bui (Supraoracles)
Advisor

yieldmaxi (Crypto and De–Fi Advisor)
Advisor