GAME

V1.0

2112.RUN GAME V1.0: BLACKPAPER

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FIRST RELEASE: V_1.0

This Game Blackpaper explains the mechanics that are going to be included in the First Release of the 2112.run Game, which is Version 1.0.

The majority of these mechanics and rules are subject to change and, most importantly, to be improved and expanded with each following iteration.

This release serves as an introduction and while it is simple right now, we really wanted to show the Community something playable as soon as we can.

Bi-weekly updates for the Game are expected to be released as we go deeper and deeper in complexity until we reach the goal of having a full-fledged Roguelike Game.

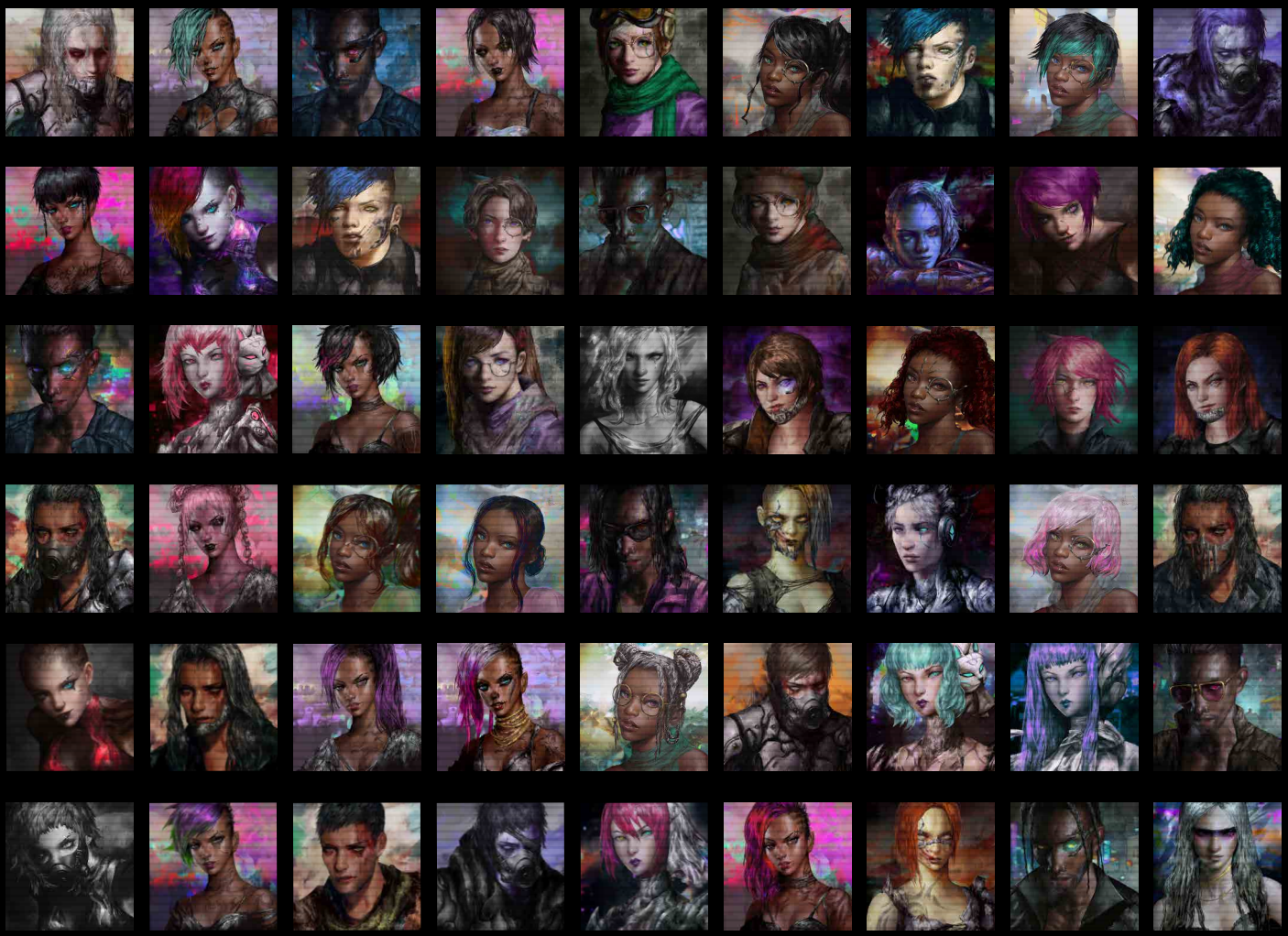
A lot of improvements for these mechanics are already in the works, aside from the specific Console and Land Gameplay, that will come further down the line, representing major releases.

CRYPTORUNNER

The Cryptorunner is the playable character of the game, represented by the Cryptorunner NFT on Ethereum Mainnet.

Its short name is Runner.

The Runner has a certain set of Stats that affects the game.



STATS

TALENT

Represents the innate ability of the Runner, defined on the Cryptorunner NFT asset on Ethereum Mainnet.

It ranges from T7 to T10, and it affects the probabilities of resolutions during runs.

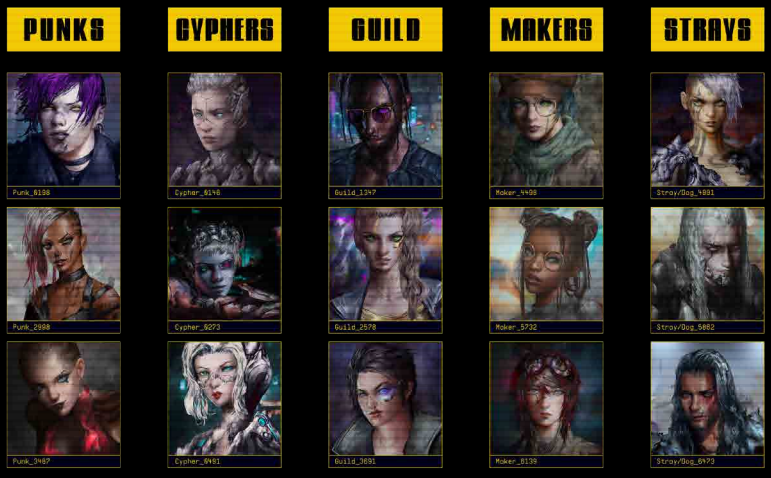
A higher score on this stat means that Good Resolutions are more probable to happen while Bad Resolutions are less probable.

Talent is fixed and cannot be modified ever.

Talent	COUNT of id	COUNT of id
7	51.14%	5400
8	30.40%	3210
9	17.33%	1830
10	1.14%	120
Grand Total	100.00%	10560

FACTION

The one Faction the Runner belongs to, out of the 5 existing Factions: The Punks, The Makers, The Cyphers, The Guild, and The Stray Dogs.



CLOCK

Represents the available time the Runner has to perform runs.

All Runners have the same Base Clock of 100.

Clock regenerates in real-time, replenishing completely after 24 hours.

Both the Base Clock and its regeneration rate are modifiable and affected by things such as Gear and Conditions.

NOTORIETY LEVEL (NL)

Represents the experience and fame the Runner has acquired during their career.

Runners increase their Notoriety level after acquiring a determined amount of Notoriety Points.

In further updates, making specific runs or using specific items will require having obtained a specific Notoriety level.

NOTORIETY POINTS (NP)

Are used to reach each subsequent Notoriety Level.

Notoriety Points are earned at the end of each Run.

CONDITIONS

These are bonuses or penalties that the Runner can acquire during runs or through other events.

These can last for a certain amount of time or runs.

> This mechanic is not part of the first release but will be implemented right after.

MAKING A RUN

Making a Run is the main gameplay loop and action the Runner will do.

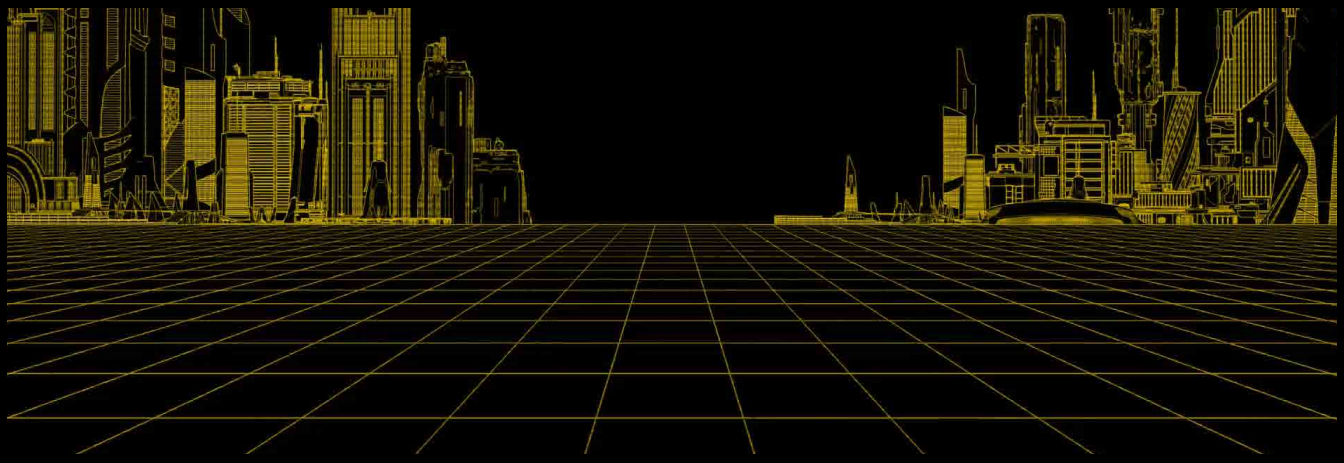
A Run represents a hack attempt on a target corporate server.

Cryptorunners spend Clock to make Runs. In them, they have to constantly manage their risk to reach the end and get rewards home.

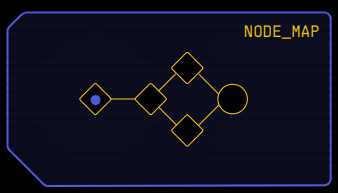
> In future updates, starting some specific Runs will require spending certain amounts of $DATA.

THE GRID

Runs take place in The Grid: the virtual reality landscape in which the Runner is placed when they connect to the server.



Inside The Grid, the Runner will go through different Nodes, each one introducing a specific situation.



These situations will be resolved by selecting one of the multiple Choices.

Even though The Grid is a virtual environment, the Runner can be hurt and feel every stimulus as if it were occurring in the physical world.

RUN TRAITS

These are the intrinsic characteristics of each Run.

LAYERS

The number of total Nodes the run has, not including the Entry Point Node and the Mainframe Node.

For example, a Run with 7 Layers will have the Entry Point Node, 7 other Nodes, and the Mainframe Node.

NOTORIETY LEVEL (NL) REQUIREMENT

The Notoriety Level required to make the Run.

CLOCK COST

The amount of Clock the Runner has to spend to make the run.

CORPORATION

The owner of the server that is being run.

TRACE LEVEL THRESHOLD

The amount of Trace at which the Run will end and be considered as Failed.

NOTORIETY POINTS (NP) REWARD

The amount of Notoriety Points the Runner will earn if the Run is Successful.

$DATA REWARD

An estimated range of how much $DATA the Runner can earn if the Run is Successful.

STRUCTURE OF A RUN

FIRST NODE = ENTRY POINT

This is always the first node of the run and provides context information about the Run.

ANY NUMBER OF RANDOM NODES

A variable number of random Nodes of different types.

LAST NODE = MAINFRAME

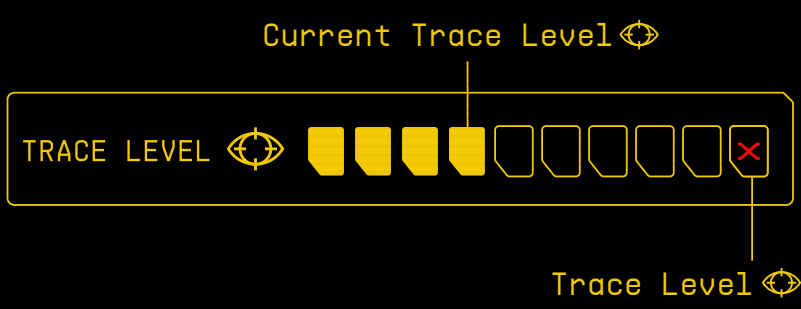
This is always the final node of the run and provides the final challenge before accessing the rewards of the Run.

TRACE LEVEL

Trace Level represents how close is the Corporation to pinpointing the Runner's exact location inside The Grid and disconnecting them from the server.

When Trace Level reaches the Trace Threshold of the Run, the Runner is kicked out of the server and the Run is considered Failed.

Currently, all choices the Runner makes during the Run will have a chance of increasing the Trace Level.



EXITING A RUN

Currently, the only way to exit a Run is by finishing it either as Successful or Failed.

Runs cannot be exited or interrupted in any other way.

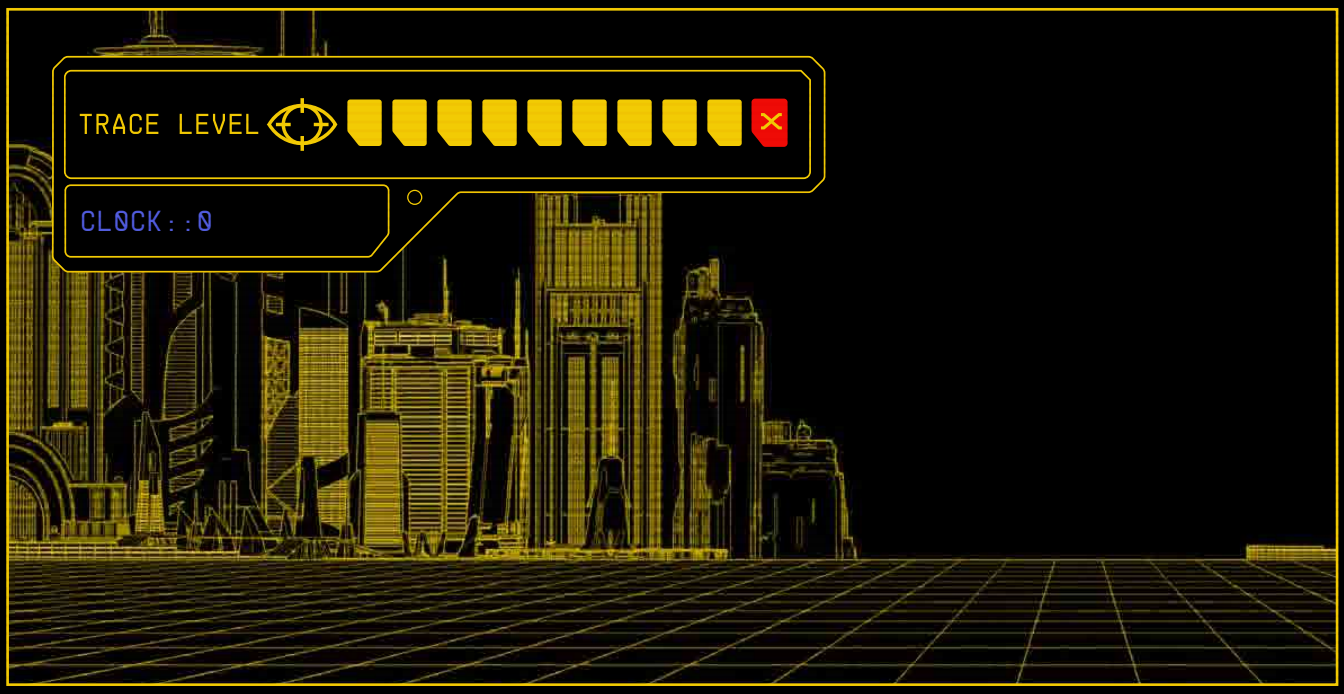
Quitting the game or trading the Cryptorunner mid-game will save the state of the run, leading the new owner to continue from that point after logging in.

SUCCESSFUL RUN

A Run is finished and considered Successful when the Mainframe Node is resolved.

FAILED RUN

A Run is finished and considered Failed when the Trace Level reaches the Trace Level Threshold of the Run.



RUN REWARDS

$DATA PACKETS

During the Run, the Runner will accumulate $DATA Packets.

$DATA Packets can be obtained in different sizes (Small, Medium, and Large).

These contain a certain range number of $DATA ERC-20 tokens according to their size.

All Nodes can have Choices that rewards $DATA Packets, being the Mainframe Node the one with the most.

If the Run is Successful, the Runner will open the $DATA Packets one by one, revealing how many $DATA ERC-20 tokens each one has and obtaining them.

If the Run is Failed, all the accumulated $DATA Packets will be lost.

Small $DATA Packets

Medium $DATA Packets

Large $DATA Packets

NOTORIETY POINTS

If the Run is Successful, the Runner will earn Notoriety Points (NP) according to the total NP Reward value of the Run.

If the Run is Failed, the Runner will earn Notoriety Points (NP) according to only half of the total NP Reward value of the Run.

NODES

A Node represents a situation you encounter during a Run.

As the Runner progresses through the Nodes, they go deeper into the server, until reaching the Mainframe, which is always the final Node of the Run.

Many Nodes are thematically tied to the Corporation that owns the server.

Nodes have different types according to what situation they represent. Currently, there are 3 types of Nodes: Entry Point, Mainframe, and ICE.

NODE TYPES

ENTRY POINT

The Entry Point is always the first Node of the Run.

It provides context to the Runner about the Run that has just begun. This information is presented in a narrative way and may include, for example:

- >> How did the Runner get into the server.
- >> What exactly is the Runner trying to hack.
- >> Where the server is located.
- >> Which Corporation it belongs to.
  This affects which Nodes can appear in the Run.

MAINFRAME

The Mainframe is always the last Node of the Run and it's where the final reward is.

It offers 3 different Choices, each one with different risk levels, that will always have, at least, $DATA Packets as rewards.

Currently, there are 2 Types of Mainframes:

- >> Vaults: Big vaults in which the Runner has to break in to get the prize.
- >> Mazes: Wide mazes of files in which the Runner has to search for the prize.

ICE NODE

ICE (Intrusion Countermeasures Electronics) Nodes are obstacles that the Runner has to surpass in order to advance with the Run.

These Nodes will always include a piece of ICE that the Runner must face.

ICE are programs used to defend the server and they are represented visually in The Grid in endless possible ways: as objects, mythical creatures, monsters, animals, and more.

ICE Nodes offers 3 different Choices, each one with a different risk level.

Currently, there are 3 Types of ICE:

BOUNCERS

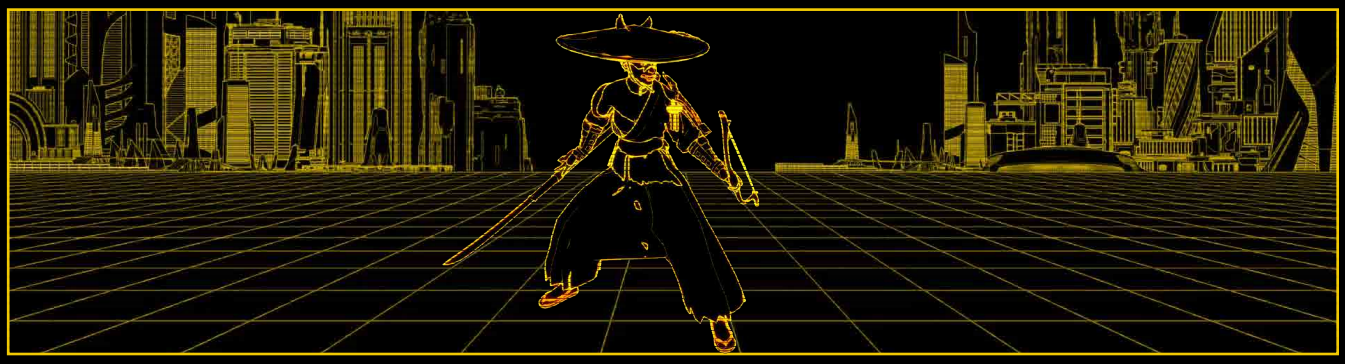
Bouncers are roadblocks for the Runner that stop them from continuing. For example, doors, locks, mazes, pitfalls.

WATCHERS

Watchers are surveillance observers and spies that track and analyze the Runner's movements. For example, floating eyes, spying shadows, listening creatures.

SENTINELS

Sentinels are aggressive guardians that can attack the Runner.
For example, armed soldiers, big ferocious beasts, scary creatures.



CHOICES

Choices are the options that are presented to the Runner in order to resolve the current Node.

Each Choice represents the action the Runner is going to take at the moment, for example using a certain program.

Probabilities and Resolutions are disclosed to the Runner prior to selecting the option, so they can assess which one is more convenient to pick in their current situation.

RESOLUTIONS

Choices trigger different Resolutions that affect the game in some way.

Some Resolutions examples are:

>> The Runner obtains $DATA Packets.
>> Trace Level is modified (increased or decreased).
>> The Runner obtains a Buff or Debuff for the run.

RESOLUTION PROBABILITY

>> Each resolution can be triggered multiple times (represented by x2, x3,and so on).

>> Each Resolution has a Probability chance to trigger from 1% to 100%.

>> Currently, Probability is affected by the Runner's Talent, Buffs and Debuffs.

80% ↑ // 60% ↑ x3 // 40% S x3 // 20% M x3
10% L // 100% INFORMED // 10% EXPOSED

In this case, the Runner will trigger the following effects in order:

>> 80% of Increasing Trace
>> 60% of Increasing Trace x3
(x3 means that the Runner will roll 3 separate times for this effect)
>> 40% of getting a Small $DATA Packet x3
>> 20% of getting a Medium $DATA Packet x3
>> 10% of getting a Large $DATA Packet
>> 100% of getting INFORMED Buff
>> 10% of getting EXPOSED Debuff.

Choosing this option means the Runner can potentially increase Trace 4 times, but also potentially receive a large amount of $DATA and buff, making this choice a high risk-high reward play.

OFF-CHAIN ENGINE // ON-CHAIN DATABASE

The entirety of the Game Engine will be handled by our back-end engine, which is Off-chain.

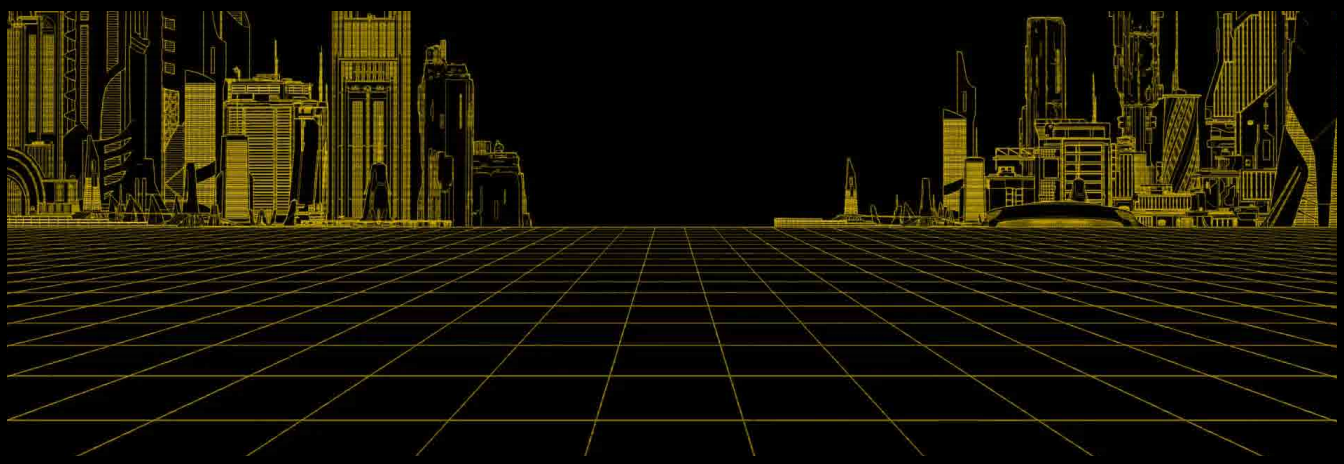
This will allow us to go deeper in complexity without raising the cost of transaction fees.

The Database for everything game-related (stats, resources, and currencies) will be stored On-chain on Polygon L2 Solution (Matic Mainnet).

Currently, the game only requires 1 transaction to be sent to Matic Mainnet when finishing the Run.

NO NEED FOR BRIDGING

Since all the Contracts managing the different parts of the Game will be on Polygon, there is no need to Bridge the Cryptorunners from Ethereum Mainnet, we can point to the Ethereum Mainnet Assets from Polygon Contracts directly.



EXAMPLE OF GAMEPLAY

1 - Enter to game.2112.run

2 - Connect your Metamask and switch to Polygon (Matic Mainnet).

3 - Select your Cryptorunner.

4 - Start a Run.

5 - Immerse yourself into the Run, node by node. Pick the Choices that maximize your gains. Get those $DATA Packets, but be careful with the Trace Level !

5A - If your Trace Level reaches the Trace Level Threshold at any point during the Run, your run will end immediately as Failed.

>> You will gain half the Notoriety Points reward for the Run.
>> You will gain no $DATA .
>> You will send a transaction to the Matic Mainnet.

5B - If you reach the Mainframe (last Node) and resolve it, your Run will end as Successful.

>> You will gain the total Notoriety Points reward for the Run.
>> You will open every $DATA Packet and get the $DATA Tokens inside of them.
>> You will send a transaction to the Matic Mainnet.

6 - Start another Run if your remaining Clock is enough to launch it.

DISCLAIMER

This game and all its assets are meant to be for entertainment purposes only.

$DATA ERC-20 Tokens are not a financial instrument nor an investment.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RUN