

# New Hunter Instruction Manual

## TL;DR

YoHunt is a new augmented reality mobile game that combines exciting, challenging & competitive outdoor play-to-earn gaming, with the opportunity to collect & trade rare NFTs. The goal is to capture the Queen E., thus ending the season by giving the only winner on the planet unlimited bragging rights. The Queen is only available to hunt after one zombie is captured from each level. Zombies can be captured through the hunt, or bought from other players in our in-game marketplace.

YoKen is the only token that is used and accepted at the in-game store & marketplace. All profits, both internally & externally, are used to increase the value of Yoken through buybacks, burning of tokens, and additions to the liquidity pool.

## Season One: YoHunt for the Queen

Season One of YoHunt challenges its players to find and capture the one and only zombie Queen. The Queen only becomes hutable after the successful hunt of zombies at preceding lower levels. The season terminates once the Queen is captured.

Each season is rolled out progressively and sequentially. Each level is a separate collection of NFTs that are increasingly rare and difficult to capture. Each season has a new theme, and includes more features and game mechanics. However, in-game currency, (YoKen) remains static and never changes.

## What is YoHunt

YoHunt is an augmented reality mobile game available in both the android and iOS stores. Players progress through the game by continuously capturing higher level (or more difficult to capture) zombies (NFTs). Season One is set as a Player vs Environment in order to get people familiar with the platform. Players who are successful in the game capitalize on their ability to trade or sell their NFTs for YoKen (ERC-20 token). All ages of players are welcome within the acceptable parameters of the app marketplaces. Viewer discretion : some NFT's are extremely graphic in nature, and are not intended for all audiences.

## Season One Setting

Queen E., the all powerful tyrant of our post-apocalyptic landscape, was inspecting her bioweapons lab when an explosion occurred mutating Her and her ministers into zombies. Even with her unlimited resources, she is unable to reverse her transformation, so she decides to make the world into her new image. The Queen creates a deviant plan to mutate the world's

population by infecting the population gradually, in order to control the transition effects from human to zombie. Her plan occurs in stages, exposing her subjects to the bioweapon in waves, each wave affecting a greater segment of the global population. The Queen's master plan contains only one flaw, the mutation of the virus. Each time the Queen released the virus into its new hosts, the progressive waves mutated slightly, making zombies unique in character and ability. And each wave, while increasing in its scope of infection, has the inverse effect on zombie abilities, making the zombies progressively weaker in strength, speed, and stamina...which overall, make them increasingly vulnerable prey by Survivors.

You are one of those Survivors ...

## In-Game Progress & Leveling

Player level is equal, or paired, to the highest level zombie that player can hunt. The lowest level of zombie, (1), is the most abundant in the world. It can be found almost anywhere. The curve of distribution of zombies (in all levels) will be higher in areas with more game players, and in areas with higher pre-apocalyptic (current) population densities.

Each subsequent level is at least 2x more difficult to hunt than the previous one. For example, in the last level, Queen E, is the rarest zombie and the most difficult to find.

Total of 25 levels of zombies exist in Season One representing the 25 waves of bioweapon the Queen released. The total number of zombies between all the levels is [167,772,151]. Each level is a collection of unique NFTs, progressively less abundant and subsequently harder to find, and harder to hunt.

## Zombie NFT location & purchase

8 out of 1280 (total available worldwide at that level) unique Zombies NFTs of level 17 will be minted for the first 8 holders that will accumulate 10 million YoKens each. Each of those unique addresses will be able to claim their NFT when they become available.

Each Zombie, when successfully hunted, is placed into players' in-game inventory. The first Zombie of each kind opens an opportunity to hunt the next level, it is required that it remains in your inventory to hunt on the next level. If a Zombie is not located by any survivor within 24 hours, it will relocate to another place in the world. Each progressive level of zombies has a shorter timer.

NFTs can be sold on the in-game Marketplace. Commissions on all sales go to increasing the value of YoKen, thus benefiting all YoKen holders.

Special holiday collections will be dropped separately without effect on the game dynamics. They are for aesthetic and collection purposes only (Halloween, Christmas, New Year, etc.)

## Hunt Process

Each new player joining the game is given an initial supply of 12 arrows - arrows are not recoverable. It takes 3 successful shots to capture a zombie, and if hunted successfully the NFT of that zombie is placed into players in-game inventory.

If a zombie is not killed in 3 hits it escapes and will reappear in a random location after 24 hours.

If a player runs out of arrows during the hunt, the player can forfeit the hunt or purchase additional arrows from the Game Store.

Hit boxes of zombies (area that needs to be hit to capture NFT) decreases inversely with level. Additionally, hit boxes begin randomizing on the last 10 levels to make the hunt more challenging.

All players can see zombies of their current level and below. If multiple players from multiple levels wish to simultaneously engage a certain zombie, the battle is locked to the player on a first come first serve basis.

Queen and Ministers move often and are extremely difficult to hunt. The Queen can only be hunted when all the ministers have been successfully captured. Once she is defeated, the game will end, thereby destroying all un-captured NFTs. All NFTs held in inventory, marketplace, or outside the game, will be preserved.

After the game is over YoHunt Season Two will gear up for launch.

## Additional Notes

### Weapons

#### Bows & Crossbows:

- Player starts with a generic bow and 12 arrows.
- Different bows can be purchased at the game store or won in competitions.
- Bow shot distance upgrades can be purchased at game store on levels 5/10/15/20/25

### Armor

- In Season One most armor is only cosmetic and can be purchased at the game store.
- Glasses are purchased at the game store. They allow you to see +2 levels of zombies. Hint, ability to see higher level zombies may come in handy if players cooperate in finding the most rare zombies.)

## Arrows & Bolts

- Each player starts with 12 arrows
- Once arrow supply is depleted, players can purchase additional arrows at the game store, or obtain free arrows at each partner location, up to 5 arrows per day, per location. Players can visit multiple locations to pick up their free arrows.

## Game Store

- Used to buy arrows, upgrades, cosmetic items and skins.

## Marketplace & In-Game Currency

- YoKen (ERC-20) issued for purchase of in-game items, upgrades, marketplace transactions etc. All in-game transactions are executed with ToKen and promote usage and adaptation of the token..
- Used to buy/sell unneeded NFTs by players. All NFTs can be sold including those that are in use on the current hunt, but doing so removes the ability to hunt the next level of zombie. That action reverts players to hunting the level immediately above the level of highest NFT left in the wallet.
- All proceeds from the game store, marketplace, and marketing partners will be added to the Liquidity Pool of YoKen for the benefit of holders.
- Player Level up when they capture Zombie of a new Level

