THE ROWDY RACE

WHITE PAPER

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Cheat Sheet

What is The Rowdy Race?

An NFT (Non-Feumgible Token) based race on the Ethereum blockchain where players compete with some combination of a Racer, a Race car, and a Pit Crew to win points, FUEL tokens and prizes.

How does The Rowdy Race work?

1. Players buy a Rowdy Race NFT that could be either a Racer (2500 minted), a Race Car (3500 minted), or a Pit Crew (4000 minted) depending on the random awarding of the NFTs from the smart contract.

2. 25 Legs, or race stages held each week, make up what is called The Grand Race. The start of each Leg will be announced on The Rowdy Race site, Discord, and other channels.

3. Racers can also take part in three Training races per day that can help them accumulate FUEL tokens useful for Race Car upgrades and honing racing skills, but do not count towards The Grand Race prizes.

4. The races are free to enter. All a player needs is a Racer. Adding a Race Car and a Pit Crew will significantly improve a Racer's chances to win, but are not strictly necessary to enter either the Legs of The Grand Race, or Training races.

5. A Racer's NFT's could all increase in value as they accumulate points, upgrades or FUEL tokens, and as The Grand Race awards increase.

6. After the 25 Legs of The Grand Race, the top 10 finishers receive major prizes.

Why buy a Rowdy Race NFT?

To enter The Grand Race, to trade Rowdy Race NFTs for fun and profit, to test your skills and brain power against other Rowdy Racers, and win valuable FUEL tokens and prizes.

Key Terms

The Grand Race - Made up of 25 Legs or race stages. After the 25 Legs, the top 10 finishers win major prizes. The results from each Leg count towards the final standings.

Leg - One race stage that has a start, challenges, and a finish.

Training - Racers can enter up to three Training races per day that do not count towards The Grand Race, to win points, FUEL tokens, and practice their racing skills.

FUEL - The token of The Rowdy Race that can be purchased, won during races, and used to buy upgrades.

PowerUps - Special rights that can give Extra Life, allow a Racer to skip a Leg, get a HeadStart, or other advantages. Can be purchased with FUEL or points (below) and can bought or sold depending on conditions. Once used, they are consumed.

Points - Allow players to buy PowerUps. Racers get 100 Points per Race Car each week. Some Race Cars get Point boosts based on accrual rate differences.

Racer - An NFT required for entering The Rowdy Race. There are Five Tiers of Racers that are issued randomly to NFT buyers with varying point accrual rates.

Race Car - Helpful for Racers to get upgrades that help win races.

Pit Crew - Helps mine FUEL for the Racer.

Challenges - Where Racers go to get FUEL by solving puzzles or tasks of some kind.

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01 Introduction

The Rowdy Race is an NFT based game where players enter The Grand Race, composed of 25 sections or Legs, to win major prizes. The players first purchase a Rowdy Race NFT signaling their intent to enter the competition or simply invest in or trade the NFT at some future date.

A limited number of Racers broken into five different tiers, Race Cars, or Pit Crew NFTs will be distributed to the buyers on the token release date. A Racer's tier defines the rate the Racer can earn points as well as potential head start advantages.

Though players can enter The Grand Race with only a Racer, obtaining a Race Car and Pit Crew will greatly enhance a player's chance of winning the huge prizes available. Players have the opportunity to use the training option three times a day for improving their chances in The Grand Race.

Racing involves solving challenges, getting through obstacles, and avoiding danger in a graphically rich and dynamic environment. Racers accrue points, earn FUEL tokens, can upgrade their Race Cars, and improve their chances.

While racing will be fun and potentially profitable for those that solve The Grand Race challenges quickly and win, there are many ways The Rowdy Race NFTs can become valuable. The NFTs will be marketable across all popular NFT marketplaces with the racing upgrades adding major value.

02 Purpose of the White Paper

The purpose of this white paper is to introduce The Rowdy Race NFT based multiplayer, decentralized, distributed challenge game to the market.

Intended Audience:

The intended audience includes investors, cryptocurrency enthusiasts, video gamers, NFT traders, NFT fans, and players that enter The Rowdy Race.

- Investors can buy Rowdy Race NFTs for anticipated value increases.

- Cryptocurrency enthusiasts can trade NFTs and stake them for long term growth or short term speculation.

- Video gamers will enjoy the action, challenge, and huge rewards of running their Racer in The Rowdy Race competition to win The Grand Race.

- NFT traders and fans will want to collect the artistically creative and limited supply of Rowdy Race NFTs.

- Best of all, gamers of all kinds will enjoy the spirit and excitement of The Rowdy Race with major prizes for winners.

03 What is The Rowdy Race
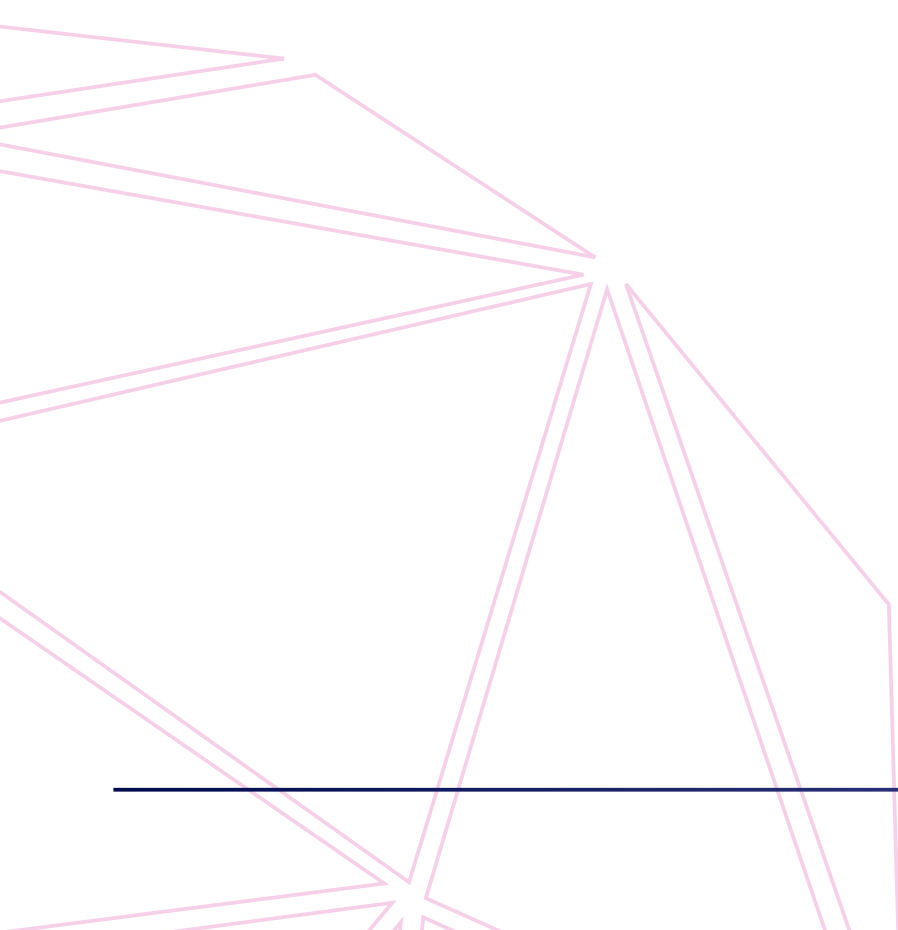
01. Introduction

Rowdy Race is a decentralized racing game on the Ethereum blockchain.

Racers compete to win prizes in the form of valuable NFTs plus FUEL tokens that can be exchanged for stable coins, and to increase their Racer's value in the active marketplace.

Rowdy Race is a game where Racers must jump, run, and walk across each level. The levels are full of enemies, platforms, open holes, and other surprising challenges!

Entering The Rowdy Race is free! With major prizes for winning, Racers will want to train before the Grand Race.

Training will be an opportunity for the Racers to improve their racing technique while also accumulating FUEL before they embark upon their quest for fame in the Race. FUEL is the lifeblood of The Rowdy Race. Racers can buy FUEL up front, win FUEL by racing, and use FUEL for powerful upgrades that can turn a Racer into a champion.

How To Enter The Rowdy Race

Step One - Buy The Rowdy Race NFT on the upcoming launch date. You will need to follow The Rowdy Race on Discord and/or other social media platforms so you can be first in line for one of the rare NFTs.

Step Two - Once you receive your NFT, you can decide to start with training or be brave and go right into either Training or The Grand Race once the race date is announced!

Step Three - Begin training and learning the curves and challenges of The Rowdy Race. While you are taking training laps, follow The Rowdy Race Discord channels to learn when your chance for fame and fortune is coming! The Rowdy Race organizers will announce the secret date for The Grand Race so all Racers can join the challenge to be crowned the Grand Champion of The Rowdy Race and win a fortune in prizes, plus eternal glory!

So getting started with The Rowdy Race is super simple.

Now let's get into the details of how The Rowdy Race works.

Only 2500 Racers will be minted for all time, each Racer granting a Player access to the game. A new Leg of the Grand Race begins each week with some challenges. In each Leg, Players will have the opportunity to win valuable prizes, such as PowerUps, FUEL, ETH, or rare NFTs from other popular projects.

Though Racers do not need a Race Car, they certainly look cooler when they have one - or several - and they help win races! Only 3500 Race cars will be minted to help Players accumulate Points, allowing Racers to accumulate PowerUps at a faster rate.

The other important part for a racing profile is the Pit Crew. A Pit Crew helps keep the Racer in the game. They are a group of hard-working individuals that will help Racers maintain peak efficiency, mining FUEL for them. After all, what's a Racer without his PitCrew? A total of only 4000 PitCrew will be minted.

Like all truly great events, there will be multiple stages where Racers can show their abilities, earn rewards, and increase the value of their NFT Racer. Each stage of The Grand Race is called a Leg.

There will be only 25 Legs to the Grand Race. As Racers finish high in the rankings during the 25 legs to the Grand Race, they can gain FUEL, upgrades, and advantages to keep on racing to win. The top 10 Racers at the end of the final Leg will each be rewarded with major prizes worth big money, along with other crypto or NFT prizes they will accrue during different challenges along the way.

PowerUps can be bought, earned through points (See Section 05 Points) accrued in races, or awarded as prizes. PowerUps are performance boosters. Every Racer will want all the PowerUps they can get. See the PowerUp section for full details.

Players need as much FUEL as they can get to make their Racer, Race Car, and Pit Crew workers championship caliber. FUEL, which can be used to purchase Racer upgrades, PowerUps from the shop, and other NFTs, will give Players a major advantage, especially as the race progresses.

Like all great races, there are dangers and risks to watch out for. Racers who do not complete the Legs of the Grand Race as quickly as their competitors will be eliminated from The Grand Race.

But do not worry! Eliminated Racers will still have access to Training and any future Grand Races. Racers can also rejoin the Race if they have an ExtraLife (purchased with FUEL) or if the Referees decide to have a Day of Amnesty.

A Day of Amnesty gives eliminated Racers the chance to get back in if they can finish fast enough to knock someone else out of the Grand Race, despite being at a disadvantage. More information about a Day of Amnesty will be released during the Grand Race.

Racer rarity is split up between 5 tiers.

Note: Any Point boosts and/or PowerUps will compound with any additional Point boosts and/or PowerUps already owned by a Player. Point boosts will apply to a Player's Racecars (if any).

(To learn more about earning Points, see Section 05 Points.)

Tier 5 (1475 minted) - Tier 5 Racers will accrue Points at the normal rate

Tier 4 (750 minted) - Tier 4 Racers will accrue Points at 1.1 times the normal rate

Tier 3 (250 minted) - Tier 3 Racers will accrue Points at 1.25 times the normal rate

Tier 2 (20 minted) - Tier 2 Racers will accrue Points at 1.5 times the normal rate and will receive a 10 minute HeadStart every Leg

Tier 1 (5 minted) - Tier 1 Racers will accrue Points at 2 times the normal rate and will receive a 20 minute HeadStart every Leg

This can be summarized in the chart below:

	Number Available	Base Point Accumulation Rate	Max Point Accumulation Rate	Automatic Headstart (minutes)
Tier 5	1475	1X	2X	None
Tier 4	750	1.1X	2.5X	None
Tier 3	250	1.25X	3X	None
Tier 2	20	1.5X	3.5X	10
Tier 1	5	2X	4X	20

Note: Racers will start with their Base Point Accumulation Rate and may upgrade their Racers until they have reached their Max Point Accumulation Rate.

02. Racers

Racers

2500 Racers will be minted. To participate in the Face, a Player will need to own a Racer. They will remain scarce. Eliminated Racers may still participate in Train rg and are eligible to participate in future races.

Racers either come with or can be upgraded to have characteristics that will give Players a competitive advantage. The recurring HeadStart time will be an intrinsic and immutable characteristic of a Racer.
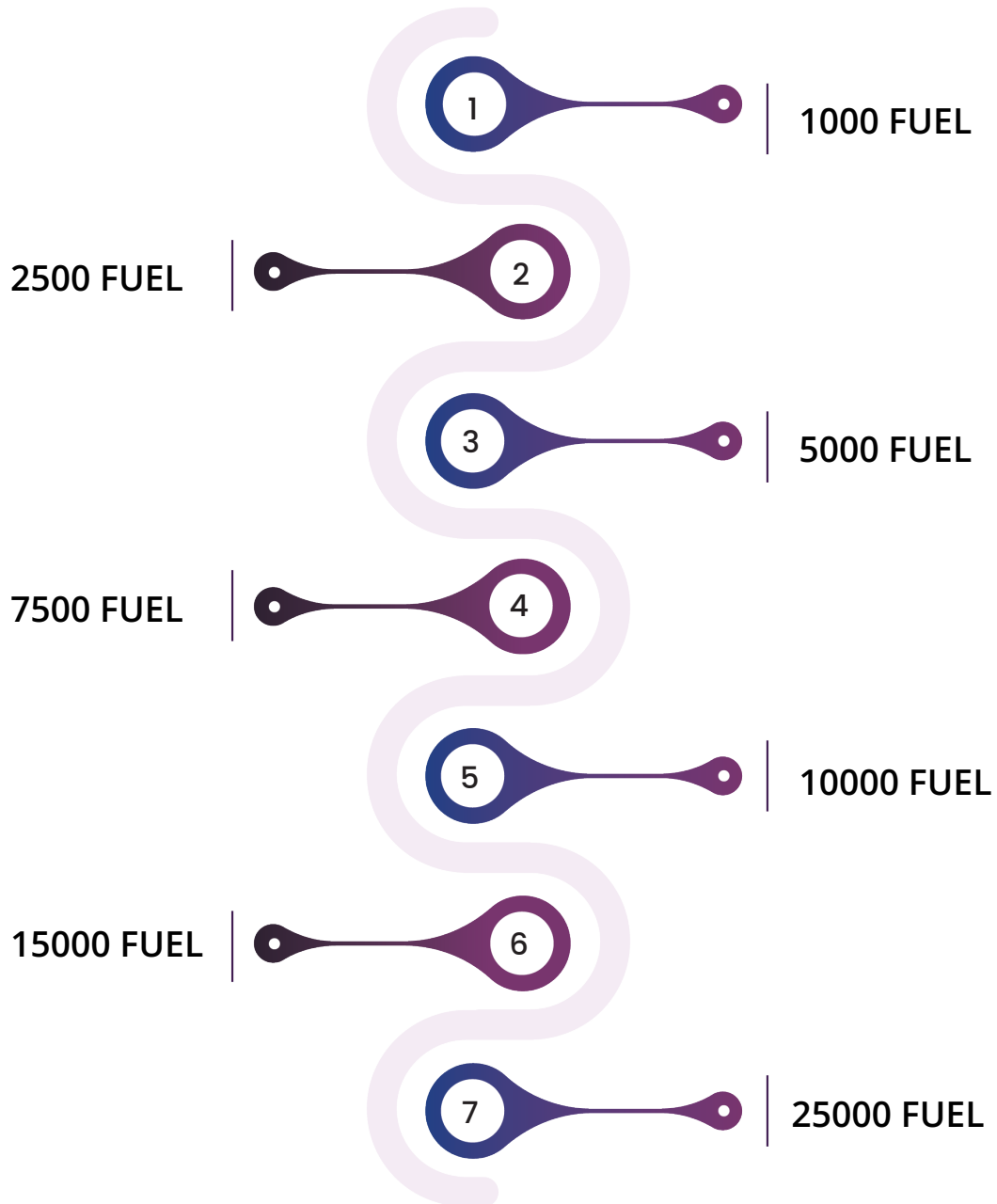
Any time a Racer dies in the game during the Grand Race the Racer will re-spawn. Racers have unlimited respawns within each level. Racers are ranked on the leaderboard based on their finishing times.

Upgradeable characteristics are:

1. Number of PowerUp slots

2. Percent chance of getting more valuable PowerUps, such as an ExtraLife

or a LegSkipper.

3. Point accrual rate

Upgrades can be purchased in-game using FUEL. Racers sold on the open market will retain their upgrades and in-game PowerUps, but not their Points.

Upgrade prices will be as follows. Racers start at Level 0 and the benefits from each upgrade affect each Racer differently depending on the tier of the Racer:

Level	Price
1	1000 FUEL
2	2500 FUEL
3	5000 FUEL
4	7500 FUEL
5	10000 FUEL
6	15000 FUEL
7	25000 FUEL

03. PowerUps

Quick Summary: PowerUps help you in the race with extra lives, skipping a Leg, a HeadStart or other advantages. Buy them with Points or FUEL.

PowerUps will provide Racers with special abilities for the Grand Race. Racers will be given a limited number of PowerUp slots to prevent any one Player from becoming a completely dominant force in the Race. Racers will initially be given one PowerUp slot, but they can get more by upgrading their Racer using FUEL. HeadStarts given to Tier 1 or 2 Racers will not fill one of the Racer's PowerUp slots.

PowerUps that are earned via Points (to be described in the "Points" section) will be given within the game and will remain in the game. These will not be eligible to be sold on the open market.

PowerUps are consumable items, and each one can only be used once. Multiple PowerUps of the same type can be used on the same Leg or throughout the Race. PowerUps are the following:

ExtraLife: Saves the Racer from elimination, allowing them to continue the Race in the next Leg..

PowerUps can be bought from the shop at any point during the Race. Prices in the shop are as follows:

- Extra Life - 50000 FUEL

- Leg Skipper - 25000 FUEL

- Challenge Skipper - 5000 FUEL

- HeadStart - 5000 FUEL

- Hint - 1000 FUEL