

Pulsar Pre-Launch Minting Guide



Pulsar's on-chain build goes live on **October 15th, 2022!** As a reminder, Pulsar is launching PVE gameplay for Web3 players only in our October launch, and will be adding two expansion packs in Q4. The Builders Expansion in November will add all new units and buildings, along with additional playable missions. The Warlord Expansion in December expands combat units and focuses on adding upgrade options for those combat units, along with more playable missions.

Prior to the October 15th launch, we will be holding a series of mints for players to get their hands on Genesis NFTs prior to launch. Genesis NFTs are units that have performance boosts relative to their non-Genesis counterparts.

The Minting Schedule

September 3rd at 2PM UTC – Exclusive Avalanche Skin Mints on Kalao
September 4th at 2PM UTC – 1/1 Pulsar Illustrations Auction on Campfire
September 10th at 2PM UTC – Mint Passes on Pulsar Website
September 17th at 2PM UTC – Genesis Land NFTs
September 24th at 2PM UTC – Genesis \$PLSR Mining Units [\$PLSR Miners, \$PLSR Refineries, Mobile Depots, Motherships]

October 1st at 2PM UTC – Genesis Unit Packs [Spider Tanks, Resource Miners, Resource Refineries]

Pre-Launch NFT Supply

Supply for Genesis NFTs will be limited for the public mint in order to protect and generate value growth for early supporters and to allow our development team to minimize any issues with launch. Public mint supply caps listed below. If you hold a Mint Pass, you are guaranteed a mint and there are no supply caps, even if your total mint cost exceeds the value of your Mint Pass.

Pre-launch Mint Supply Caps

Genesis Land:

- 16x16: 40
- 8x8: 80
- 4x4: 120
- 2x2: 160

Genesis Mining Units: 1,000

- Motherships: 250
- \$PLSR Miners: 250
- \$PLSR Refineries: 250
- Mobile Depots: 250

Genesis Packs

- Worker Pack: 100
- Explorer Pack: 100
- Conqueror Pack: 100

Genesis Unit Details

Genesis Miners have a 5% extraction speed boost

Genesis Refineries have a 5% production rate boost

Genesis Motherships have a 5% unit allocation boost

NFT Guide & Prices (USD)

Overview

As a Real Time Strategy game, Pulsar inherently has many units, and therefore many NFTs! **Each NFT held in your wallet represents a single unit inside of the game.**

We know that this can be a little daunting, especially if you are new to the RTS category. The Game Design team has put a lot of work into making sure that Pulsar's NFTs are both valuable **and** accessible. Land and Mining Units are balanced against \$PLSR production to provide a

strong return on investment - more details below. Combat Units are critical to game progression, and can be upgraded, meaning they increase in value as the units increase in power.

Tokens Accepted

All EVM compatible tokens will be accepted, which includes: AVAX, ETH, MATIC, BNB, FTM and ONE. In the majority of networks USDC and USDT will be available (BUSD for Binance Chain).

Mint Passes

There is no whitelist to guarantee mints in Pulsar. Mint Passes are the only way to secure a Genesis Mint pre-launch. Please note, all Beta Pass NFT holders and Alpha Badge NFT holders will also receive guaranteed mint allocations.

Mint Passes work like vouchers. The Pass you mint can then be redeemed for any combination of NFTs. This means that Pass holders get the entire value of their Pass and they also get to unlock discounts on the NFTs that are minted using the Pass!

The Mint Pass tiers and initial benefits are listed below. While the Mint Passes provide guaranteed allocation to the pre-launch mints, once the game is launched, Mint Passes provide holders early access to mint prior to the public on post-launch NFT drops. The discount and early access perks remain active even if the value of the Pass has been redeemed.

A player's mint can exceed the redemption value of the Mint Pass when they mint NFTs. The Mint Pass value will be deducted from the total cost of the mint. The Mint Pass discounts are applied to the total cost of the mint, even if it exceeds the value of the Mint Pass.

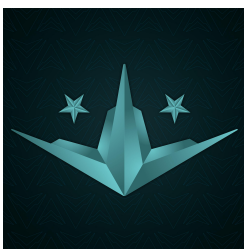


Rank: Cadet

Cost & Redemption Value: \$250

Discount: 3%

Early Access: 5 minutes



Rank: Lieutenant

Cost & Redemption Value: \$500

Discount: 5%

Early Access: 15 minutes



Rank: Commander

Cost & Redemption Value: \$1,500

Discount: 10%

Early Access: 45 minutes



Rank: Captain

Cost & Redemption Value: \$2,500

Discount: 15%

Early Access: 1 hour

Additional Perks: Bonus Skin



Rank: Admiral

Cost & Redemption Value: \$10,000

Discount: 20%

Early Access: 6 hours

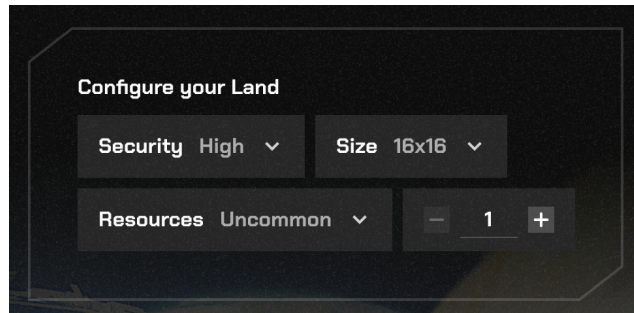
Additional Perks: Bonus Skin + Exclusive In-Game Unit

Land NFTs



There are four Land NFT types, or Biomes: Barren Sands, Glacier Wastelands, Obsidian Badlands, Crimson Hollow.

Each Land NFT has a variety of attributes, and when you mint Land, you can choose Security, Size, and Resource Rarity.



Land Attributes

- Land Size; the size of the Land dictates the min and max range of \$PLSR that is contained in the Land NFT. The size of the Land also determines the amount of Motherships and Units that can operate on that Land.
- \$PLSR Quantity; the actual amount of \$PLSR contained in the Land NFT.
- Resources; the type of Resources contained in the Land that can be extracted or earned from PVE missions.
- Resource Rarity; the rarity of Resource contained in the Land.
 - Common: good for first levels and keep a basic economy.
 - Uncommon: resources for advanced equipment. 5 times more scarce than common.
 - Rare: competition ready resources, very advanced, 7 times more scarce than common.
- Security Rating (PvE); determines the spawn rate of PVE mobs on your Land and the amount of resources in the Land.
 - High: low spawn rate, lower ratio of resources to Land size.
 - Mid: balanced spawn rate and resource ratio.
 - None: should be prepared to hold waves, you can loot aliens for special material to craft boosters, this type of land has the best ratio of resources inside but requires to build war machines or defenses to hold alien waves.

\$PLSR is contained in Land, which serves as a mechanism to protect floor price

Depending on the Land type, different types of in-game resources (mineral, gas, etc.) exist in the land to be extracted and refined. Those resources help players to customize and upgrade their NFTs.

Land Price by Security Rating, Resource Rarity, and Size

Security Rating	Resource Rarity	Size: 2x2	Size: 4x4	Size: 8x8	Size: 16x16
High	Common	\$267	\$1,068	\$4,272	\$17,090
	Uncommon	\$694	\$2,777	\$11,108	\$44,434

	Rare	\$1,068	\$4,272	\$17,090	\$68,359
Mid	Common	\$191	\$763	\$3,052	\$12,207
	Uncommon	\$496	\$1,984	\$7,935	\$31,738
	Rare	\$763	\$3,052	\$12,207	\$48,828
None	Common	\$114	\$458	\$1,831	\$7,324
	Uncommon	\$298	\$1,190	\$4,761	\$19,043
	Rare	\$458	\$1,831	\$7,324	\$29,297

Range of Pulsar Amount and Resource Rarity per Land

Resource Rarity	\$PLSR Range	2x2	4x4	8x8	16x16
Common	Min	381	1,526	6,104	24,414
	Max	1,907	7,629	30,518	122,070

Uncommon	Min	1,907	7,629	30,518	122,070
	Max	4,959	19,836	79,346	317,383

Rare	Min	4,959	19,836	79,346	317,383
	Max	7,629	30,518	122,070	488,281

Pulsar Resources in Land

Type	Resource	Rarity
Energy	\$PLSR	Unique
Mineral	Ferrotitanium	Common
Mineral	Quartz	Uncommon
Mineral	Gold	Rare
Liquid	Oil	Common
Liquid	Acid	Uncommon
Liquid	Mercury	Rare

Gas	Hydrogen	Common
Gas	Nitrogen	Uncommon
Gas	Xenon	Rare
Organic	Fossils	Common
Organic	Manuklings	Uncommon
Organic	Cocoons	Rare

Resource Distribution Across Biomes

The primary resource is determined by the biome, and is always the common resource associated to the biome based on the distribution below. For each Land, there is a secondary resource that is rolled randomly at the rarity tier of the Land.

Each Land will have two resources, one that is common and one that is randomly rolled at the rarity tier of the Land.

Biome	Primary (Common)
Barren Lands	Hydrogen
Glacier Wasteland	Fossils
Obsidian Badlands	Ferrotitanium
Crimson Hollow	Oil

\$PLSR Mining Units

\$PLSR Mining Units are units that specifically mine and refine \$PLSR. These units are required to generate \$PLSR liquidity from your Land NFTs



L1 \$PLSR Miner

Max Supply: 250
Cost: \$200



L1 \$PLSR Refinery

Max Supply: 250
Cost: \$500



Mothership

Max Supply: 250
Cost: \$100



Mobile Depot

Max Supply: 250
Cost: \$50

Please reference our [Litepaper](#) for more information about \$PLSR production from Miners and Refineries. We will also provide a \$PLSR extraction and conversion (productivity) calculator on the minting page to help guide new users.

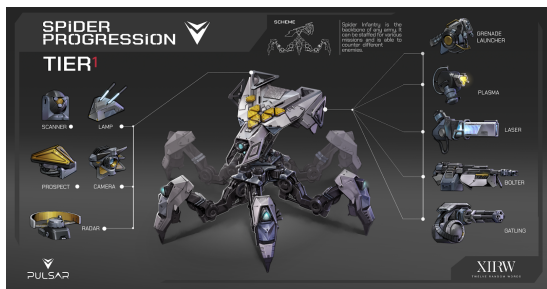
Genesis Unit Packs

These are units that every player needs to expand beyond \$PLSR mining. Genesis Unit Packs are heavily discounted for pre-launch mints.

Resource Miners and Resource Refineries extract non-\$PLSR resources from your Land. Resource Miners can mine any resource, while Resource Refineries are specific to resource types (Liquid, Gas, Mineral, and Organic).

Every Land has additional resources outside of \$PLSR that can be extracted and refined to use for crafting and upgrading. The Resource Only Land NFTs that are provided in the packs below **do not** contain \$PLSR. A player can choose the 4x4 Land biome that is minted in the pack, which will determine the Resource Refinery that is included.

Spider Tanks are your base combat unit in \$PLSR. Like other units, Spider Tanks start at L1 and have their base parts, which can be upgraded.

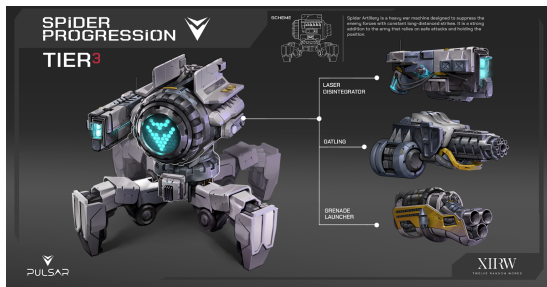


Worker Pack

Max Supply: 100

- 1 4x4 Resource Only Land [User Chooses Biome]
- 10 L1 Resource Miners
- 15 L1 Spider Tanks
- 5 L1 Resource Refineries [Type Determined by Biome]

Cost: \$100



Explorer Pack

Max Supply: 100

- 1 4x4 Resource Only Land [User Chooses Biome]
- 15 L1 Resource Miners
- 25 L1 Spider Tanks
- 5 L1 Resource Refineries [Type Determined by Biome]

Cost: \$150



Conqueror Pack

Max Supply: 100

- 1 8x8 Resource Only Land [User Chooses Biome]
- 15 L1 Resource Miners
- 30 L1 Spider Tanks
- 5 L1 Resource Refineries [Type Determined by Biome]

Cost: \$200

FAQ

Help! I don't know what to mint!

Our team is here to help! Please visit us in Discord to ask questions. You can also reference the \$PLSR extraction and conversion calculator to better understand how your mint choices affect the \$PLSR you generate.

We recommend that every player guarantee their mint by getting a Mint Pass. Even the lowest tier Mint Pass guarantees your mint and locks in a lifetime discount and early access.

To access maximum playability across mining and combat during the launch, you should plan to mint at least one Land, one \$PLSR Miner, one \$PLSR Refinery, one Mothership, and the Worker Unit Pack.

How did you price the NFTs?

Units that impact \$PLSR supply are built to balance against providing an ROI to the player. Land is balanced against a 50x ROI in \$PLSR with a \$1 assumption for the price of \$PLSR. Miners are balanced against an estimated 550% ROI in Year 1, and Refineries are balanced against a 995% ROI in Year 1.

I hear Pulsar is F2P, can I play for free instead of minting?

Yes - Pulsar will be F2P after we launch Web2 in 2023! We need to open up Web3 gameplay first because the goal of Pulsar's economy is to allow Web3 players to generate \$PLSR and NFT liquidity so Web2 players have something to purchase as they play the game. It's important to note that while we have F2P on-ramps, the goal of Pulsar is to monetize F2P players as well. It's possible to play fully F2P, since we don't want to limit game access, but it will take longer to grind.

What happens if I don't get to mint pre-launch?

We will open additional mints, but the units will not be Genesis, and we are going to give pre-launch minters an opportunity to play the game before minting opens up again. We are doing this to support the price of Genesis NFTs and to reward our early supporters. Early players can generate their own NFTs as well, which they can sell on the secondary to other players.

If you have more questions, join our Discord and ask our team!