

# Celestial-X

The hunt for \$Elixir begins



# Table of contents

01 About Celestial-X

02 Attributes & Traits of the Celestials

03 Elixir Land & \$Elixir distribution

04 Game Modes .

05 Upgrades & Game mechanics

06 Upcoming Features & Launches



# 01 About Celestial-X



Celestial-X is a Gaming based PFP collection of 1559 Males and 1559 female programmatically generated Space explorers.

These Celestials (Space explorers) are crafted carefully keeping different dimensions in mind

- High Quality art
- Limited Supply
- Male & Female PFPs: Made for all
- Passive income to HODLers
- Out of the box utilities: Unique Battle Games
- Airdrops and Benefits: exclusive for HODLers



Each of these Celestials can be used as a game character in different game modes that are available in Celestial-X universe! That's not all each of these PFPs also generate revenue for HODLers

## 02 Attributes & Traits of the Celestials

Each Celestial-X NFT is a unique combination of **9 Style traits** and **4 Combat traits**. Style traits are visible traits while Combat traits are something that adds to the Attributes/ Power of a Celestial.

Combat traits are randomly assigned and they range between **1- 10**. Each of the Combat trait can be further upgraded in order to improve the Attributes/ Power of a Celestial.

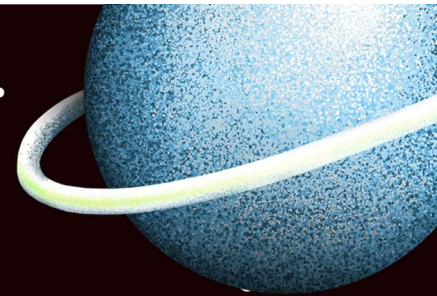
### Style Traits

Background
Body
Face
Expression
Eye
Eyewear
Hair
Headgear
Outfit

### Combat Traits

• Attack
• Defense
• Magic Power
• Luck





## 03 Elixir Land & \$Elixir distribution

The land of Tezonía is fertile enough to generate Elixir!! Elixir is the singular most important resource of the entire game. All of the in-game upgrades can only be done through \$Elixir. Elixir is very rare and we suggest to keep it safe with you 😊

Elixir Land is the ultimate piece of land on Tezonía that generates \$Elixir over time.

Each Elixir Land generates  $\$Elixir = (0.001 \text{ Elixir/second}) * (\text{Elixir Land Level})$   
Elixir accumulated over time can be claimed by connecting wallet to the website.

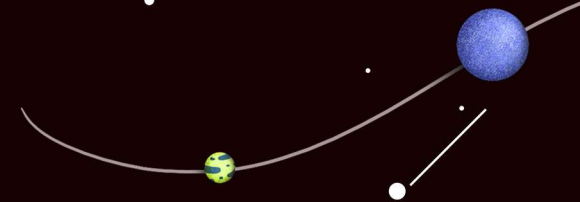
The basic Elixir Land level is set at 1 and can be upgraded up to level 10. Further details are covered in [Upgrades & Game mechanics](#).

- Elixir can only be acquired through mining it from Elixir land or from the Exchange.
- Elixir Land can be acquired only by two ways: either through our marketplace or by minting Celestials. Elixir Land will be distributed based on the number of Celestial Couples minted (A male and a female Celestial forms a couple)





# 04 Game Modes



## A- Battle Royale

Battle Royal is the ultimate fight for the Number 1 spot in Tezonia. It is a smart contract based game where 25 Celestials fight at once and based on the attributes of the Celestial, the best one wins. Various in-game rewards will be given to the winners including **Tezos, \$Elixir and a small chance to win items.**

The winner of the battle is decided based on a certain calculations which takes into account the **Combat traits** of a Celestial including: **Attack, Defense, Magic power and Luck factor.**


This is finally multiplied with a **random factor (generated through oracle)** which gives a small chance to even the weakest of Celestial to stand a chance to win the battle!!  
How exciting: “An underdog wins the battle! Rare but not impossible 😊”



# 04 Game Modes

## B- Celestial Duels

### I -Chance Battle

This is a pure 50-50 based fight where both the celestials have equal chance of winning irrespective of the battle stats of the Celestial! The double or nothing battle with your Celestial. 

You can place a bet of any size when someone accepts they have to bet the same amount.

- 95% of the bet pool goes to the winner
- 2.5% of the pool goes to back to Celestials (Claimable when we have good amount)
- 2.5% goes back to team which will be used to further develop Tezonial!



# 04 Game Modes

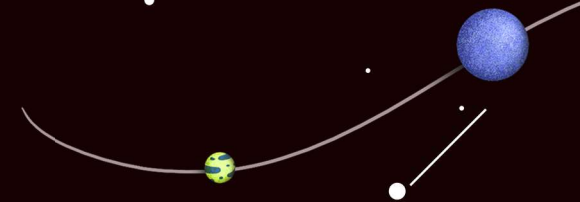
## B- Celestial Duels

### II - Skill Battle

Remember betting on horses? The higher the odds the more the person has to bet! 🐎  
Yes we have applied the same scaling here. Stats matter and the chances of higher stat Celestial winning the game is more, but to compensate this better odds they have to bet more amount while the opponent bets Tezos based on their odds! 🏛️

A game perfect for those who enjoy the Degen way of betting with or against the odds

- 95% of the bet pool goes to the winner
- 2.5% of the pool goes to back to Celestials (Claimable when we have good amount)
- 2.5% goes back to team which will be used to further develop Tezonian!





# 05 Upgrades & Game mechanics



## I - Celestial Level Upgrade:

Every time a Celestial successfully finishes a battle, he gains **XP points and rewards**.  
Every time a Celestial gains certain amount of **XP points**, the character levels up.

- **XP points for next Level =  $(250 * (X^2) + 800X)XP$**  (X is current level of Celestial)

XP rewards: (Battle Royale)

Beginner Arena (Level 4 and below):

Winner: **750 XP + 100 \$Elixir + 0.025 \$Tez**

Loser: **150 XP + 5 \$Elixir**

Novice Arena (Level 5 and above):

Winner: **750 XP + 0.025 \$Tez + Item win chance  $(5 + \text{Luck} * 0.5)\%$**

Loser: **150 XP**



# 05 Upgrades & Game mechanics



## II - Elixir Upgrades:

The main upgradable resources in the game using \$Elixir are **Elixir Land** and **Luck**.

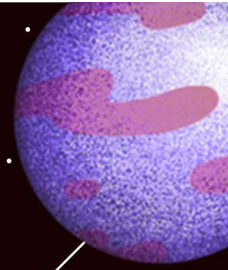
- **Luck upgrade:**  $(250 \cdot (X^2) + 800X)$  \$Elixir (X is current level of Luck)

- **Elixir Land Level upgrade:**



Land Level	Upgrade Cost	Rate(Elixir/Second)
1	0	0.001
2	2000	0.002
3	7000	0.003
4	15000	0.004
5	25000	0.005
6	37000	0.006
7	50000	0.007
8	65000	0.008
9	90000	0.009
10	150000	0.01

# 05 Upgrades & Game mechanics



## III - Combat Trait Upgrade:

Attack, Defense and Magic Power are the upgradable combat traits. These can be upgraded using a combination of UP Points and \$Elixir.

Every time a Celestial Levels up grants UP points are rewarded to that Celestial

- UP points rewarded= (X)UP (X is the new level of Celestial)

UP cost for stat upgrades:

- $X < 5$ : 1 UP + 500 \$Elixir
- $X < 7$ : 2 UP + 1500 \$Elixir
- $X < 9$ : 3 UP + 2500 \$Elixir
- $X \geq 9$ : 4 UP + 5000 \$Elixir



# 06 Upcoming features and Launches



## I - Celestial Duel divisions:

A **Legend** among a warrior always shines the brightest! Keeping the same in mind we have made divisions/ tiers for Celestial Duels. These are badges of honor given to Celestials on achieving a certain number of victory over their opponent! There are 8 battle divisions!

### Divisions:

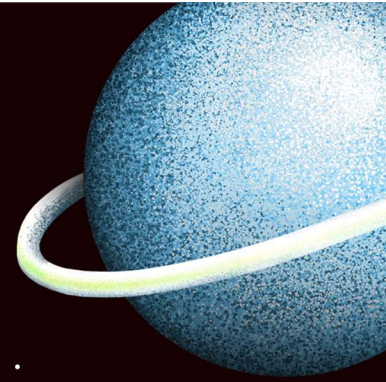
- Warrior: 5 wins
- Elite: 10 wins
- Master: 20 wins
- Grandmaster: 30 wins



- Epic: 40 wins
- Legend: ?
- Mythical: ?
- Godlike: ?



# 06 Upcoming features and Launches

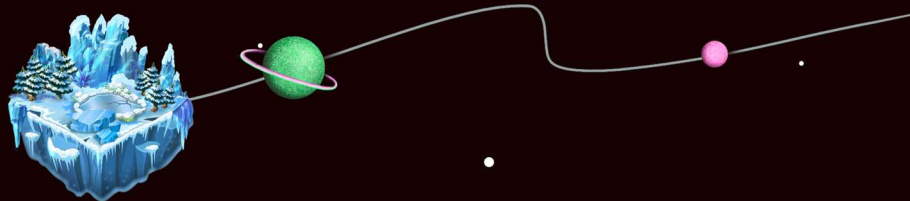


## II - Celestial Artefacts:

**Celestial-X Aretfact** is a collection of various items & resources which can be used in the Celestial-X universe! Upgrade your troops by equipping these crafted resources and send them to Glory!

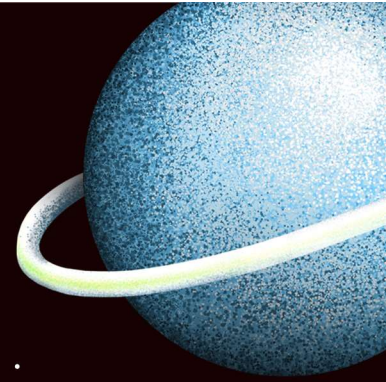
Buy, sell, trade & forge your own items!

- Attack: Can be upgraded by equipping **Weapons/ accessories etc.**
- Defense: Can be upgraded by equipping **Armors, helmets etc.**
- Magic Power: Can be upgraded by equipping **Magical potions/ spells etc.**










# # SPOILER



Here are a few insights on what's coming next in the near future:

-  Launch of P2 mint
-  Celestial-X Aretfact
-  Creature Hunting Quests
-  Land Renting and Crafting item hunt
-  Forge your own weapons



# Thankyou

