

CONFIDENTIAL



NON FUNGIBLE DRUGS

WHITEPAPER





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Intro

Non Fungible Drugs is a play-to-earn game based on the WAX blockchain.

Players will be able to **produce, collect** and **sell** Non Fungible Drugs in a world called **Pheebo**, where these activities are not just allowed and legal, but they represent the primary resource for the whole planet.

Pheebo is mainly divided into territories, each one it's about a specific type of NFD.

These territories are divided into cities and those in neighbourhoods, where players can produce and sell their NFDs.

The bottom line is quite simple: NFDs are divided by weight, rarity and type. They start from the micro-dose (MD) which is equal to 0.1 grams, going to the ounce (29 GR = 1 OZ) and the Kilo (1000 GR = 1 KG). rarity starts from Common, going up to Silver and Gold. Types are not fixed, as they may vary together with the type of NFD, and some examples are Sativa, Indica and Hybrid.

While the term NFD is used for the Non Fungible Drugs, in the game there will be several other kinds of NFT that are necessary to the game mechanics, such as henchmen, tools, weapons, vehicles and neighbourhoods.



Story

A long time ago the ghost of **Fibonacci** decided to run away from his monotonous after-life to create a Blockchain Planet where he could do whatever he wanted and where everything would have been linked to mathematical rules, especially the prices of items that could be bought and sold. After completing his world, which he named **Pheebo** after himself, he decided to leave **Lord Pablo**, a gangster who stood out among all the others, in charge of everything. At the same time he gave Pablo an important mission: recruit as many *goodfellas* as he could in order to find someone worthy to inherit Pheebo, the world that he created with so much passion.

The goal of Fibonacci was to finally defeat the boredom and offer to the Pheebo's residents a highly customizable experience where they can decide their own strategies in order to achieve the title of Drug Lord or Drug Lady.

Pablo's task

Once Pablo received his mission from Fibonacci, he gathered the Drug Lords he trusted most and together they founded the NFD - Syndicate, to make sure that Pheebo would offer to the residents an environment where they could cooperate and compete to become wealthy and feared.

This world has been developed on blockchain on purpose, so no one can get hurt or break real laws. At the same time, being on a blockchain system, the new players can become familiar with the world of cryptocurrencies and NFTs, and make real money through selling Non Fungible Drugs.

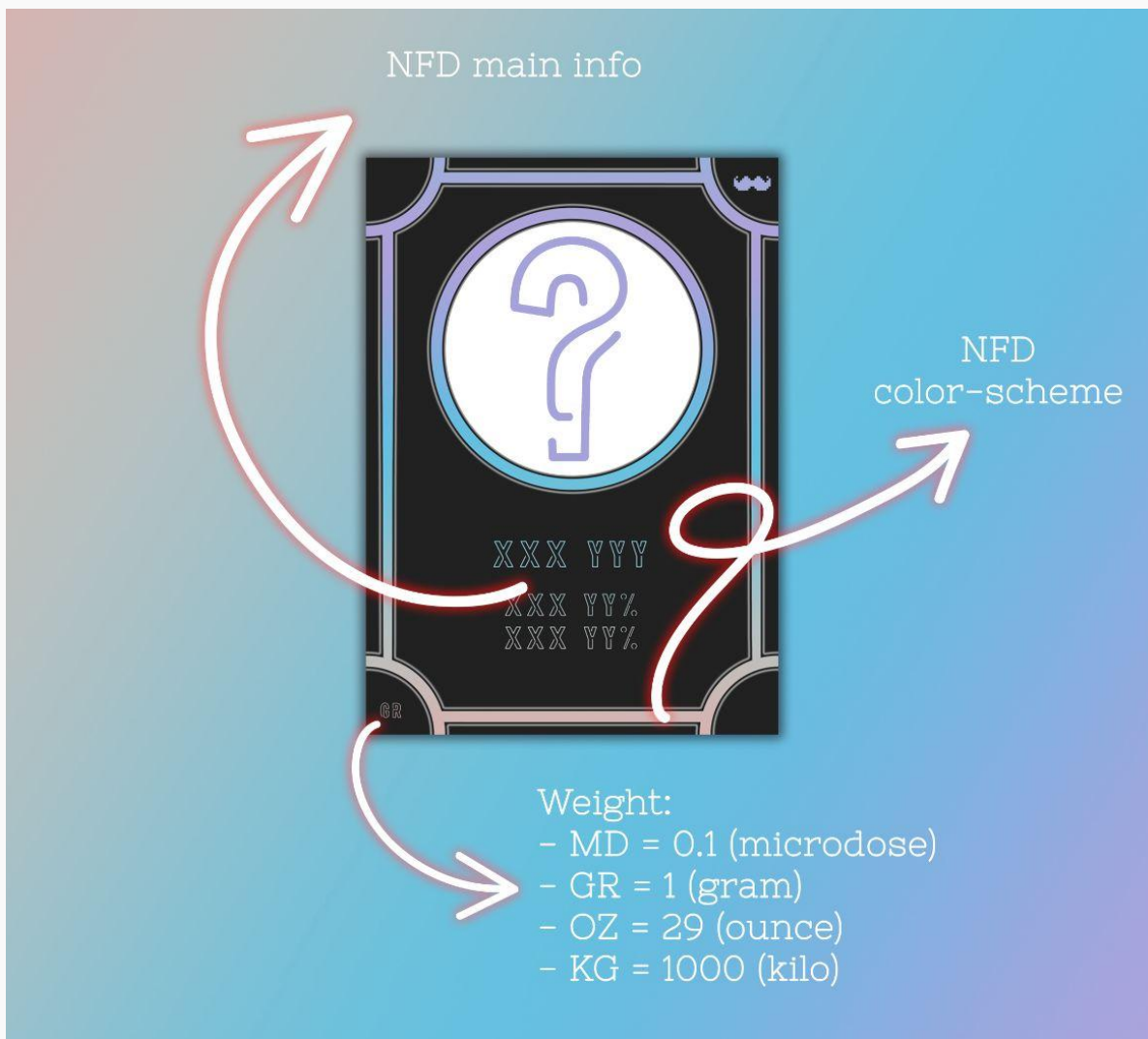
The community will always be the core of the project: Fibonacci, Pablo and the Syndicate strongly believe that the success of the game is strictly connected to the users' satisfaction, which is why their feedback is highly valued and Pheebo won't be built for them but with them.



Rarity and Weights

Both NFDs and NFTs will have three kinds of rarity at the beginning.

A **Gold** card will have better bonuses and stats than a **Silver** one, and a Silver would, in turn, be better than a **Common** one. These bonuses will be different depending on the type of the car: for example the same vehicle will be faster in its golden version, compared to the silver one.





Blends

The NFD - Syndicate will give the chance to blend together some of the NFDs or NFTs cards. This will be a feature that the user can use thanks to the NFD - Syndicate. At the moment, before the launch of the game itself, NFDs can already be blended on NeftyBlocks:

⇒ <https://neftyblocks.com/c/nonfungdrugs/blends> ⇐

Weight Blends

Here you can blend NFDs with smaller weight into bigger ones in order to keep your inventory neat and don't fill up your bag quickly.

- 10 MD ⇒ 1 GR
- 29 GR ⇒ 1 OZ
- 1000 GR ⇒ 1 KG (still not in place)
- 34 OZ + 14 GR ⇒ 1 KG (still not in place)

Weight Reverse-Blends

Here you can blend NFDs with smaller weight into bigger ones in order to keep your inventory neat and don't fill up your bag quickly.

- 1 GR ⇒ 10 MD
- 1 OZ ⇒ 29 GR
- 1 KG ⇒ 1000 GR (still not in place)

Rarity Blends

Here you can burn 4 Common NFDs for 1 Silver NFD, and 2 Silver NFDs for 1 Gold NFD. In the game mechanics this will be extremely helpful to reduce the time linked to operations you'd want to achieve. You can refer to the following example to understand how this will work:

- Transporting 1 Common NFD from WEED-Land to HASH-Land will take X minutes
- Transporting 1 Silver NFD from WEED-Land to HASH-Land will take X/4 minutes
- Transporting 1 Gold NFD from WEED-Land to HASH-Land will take X/8 minutes

[please note: the above examples are not taking into consideration which kind of transport is being used, but they are only showing how much a Silver/Gold NFD will reduce the transport time in the total equation used in the game mechanics for transport]



Token

Utility

[Redacted text block]

[Redacted text block]

Governance

[Redacted text block]

[Redacted text block]

Airdrop

[Redacted text block]



Alpha version

Vault

The Vault will be the first available feature of the game: it's a vault of the NFD - Syndicate that rewards early adopters and holders, allowing them to have an automatic reward from the NFDs that they collected through airdrops, campaigns and events.

The NFD - Syndicate offers very interesting plans to those who will join the Alpha version:

Classic staking

A simple function that will give a certain amount of NFDs as rewards to the players who hold in their wallets a specific quantity and type of NFD. The classic staking produces profits that will be automatically received after a due amount of time. Depending on the period, or the events, other cards like vouchers and stickers may or may not give rewards.

Lucky staking

[Redacted content]

Collection staking

[Redacted content]

Printers

Non Fungible Drugs aren't real drugs, and they don't grow like the ones on Earth, so you won't need seeds or water to produce them. NFDs are actually generated by some special NFTs, like 3D printers that will be available soon on Atomic Hub.

Each printer will be linked to a certain type (Sativa, Indica, Hybrid) and will produce just the cards that have that specific parameter. The printers will be available before the game beta and they'll produce a regular NFD income if allocated into the **Classic Staking**.



Territory pre-sale

The pre-sale will be reserved to early adopters and it's going to be splitted in two parts: Territories/neighbourhoods and Packs.

Territories/neighbourhoods

Pheebo is splitted into **9 Territories**, each one linked to a specific type of NFD.

The beta version of the game will start with the first two: WEED and HASH, and the governance is going to be sold in contracts.

Owning at least one contract of a territory will give the owners two main rights:

- To be part of the NFD - Syndicate and having the right to vote on some decisions about the game/territory.
- To get a share of the revenues coming from that territory.

Each territory, for example the WEED one, will have its own ranking that will determine who holds more than others, who sold more than others and so on. Also, in each territory there might be events specific to only that territory.

Those territories will be divided into a certain number of **Cities**. In each city there will be some key buildings such as: the Vault, the Market/Dock and the NFD - Syndicate office.

Just like territories, cities will have their own rankings too, rewarding the most valuable players.

The **Neighbourhoods** will be the core of each city and that's where the NFD production can take place. Those who own a neighbourhood can obtain a bonus production for every NFDs minted on their plot. neighbourhoods' sale will be different from the territories' one and those will be sold in preminted packs.





List of Territories

Territory	NFD	Variants	Color-scheme
WEED	Crypto Weed	<ul style="list-style-type: none"> • Outdoor Bio • Amnesia Haze • OG Kush • Purple Haze • TBA • TBA 	
HASH	Crypto Hashish	<ul style="list-style-type: none"> • Nepal Polm • Charas • Malana Cream • TBA • TBA • TBA 	
MUSH	Crypto Magic Mushrooms	<ul style="list-style-type: none"> • TBA • TBA 	
TBA	TBA	<ul style="list-style-type: none"> • TBA • TBA 	
TBA	TBA	<ul style="list-style-type: none"> • TBA • TBA 	
TBA	TBA	<ul style="list-style-type: none"> • TBA • TBA 	
TBA	TBA	<ul style="list-style-type: none"> • TBA • TBA 	
TBA	TBA	<ul style="list-style-type: none"> • TBA • TBA 	
TBA	TBA	<ul style="list-style-type: none"> • TBA • TBA 	



Packs

Other than territories' and neighbourhoods' packs (which are valuable NFTs but not necessary to play the game) there will be item-packs.

The game dynamics will be based on different NFTs and the users will use them to carry out their game strategy.

- **Henchmen** - Production and transport/sale
- **Printers** - Production
- **Weapons** - Defense
- **Vehicles** - Transport/sale

There will be several types of packs, starting from the simplest, basic pack, going to the advanced pack, and they will have their own specific rates of getting cards with different rarity.

Game mechanics

The ultimate goal is to maximise the profits from Non Fungible Drugs production and selling, and each player will have to rely on his gang members to become powerful: every Drug Lord has his goodfellas.

From the beginning the wannabe Drug Lord will be able to trace his own path and decide if it's better to focus more on producing, selling or both.

The production takes place in every cities' neighbourhood and there the player has to deploy at least one henchman and one printer to mint NFDs, and the type and weight will be determined by several factors of the land itself, other than the Stats of the henchman and the tool owned by the player.

Selling can happen in every city at the dock/market through other minions like transporters and sellers. The price of each NFD will depend on a few things including the fact that each NFD's price will be linked to cryptocurrencies [REDACTED]

The NFD - Syndicate will constantly monitor the activities to check which players are doing a great job and will organise rankings and events to reward the most valuable Lords and Ladies.