# MUSHROOM RACERS


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“Remember those times when you were struggling in a race in Mario Kart and a rocket catapulted you to 1st place? Or when you got hit by a blue shell and slipped from first to last place? Or how you watched your friends with excitement even if you didn't play yourself?”

### Our Vision.

Whether joy, fear or annoyance: Mushroom Racers connect NFTs with *emotions*. Follow races live in our Discord. Get angry when another racer shoots you down with a red shell and be happy when you make it into the top 10 in the last lap.

We combine these emotions with a structure that makes our NFT competitive in the current meta: *low supply*, elaborated *tokenomics*, passive income through race participation and with a *breeding* system.

## GENERAL FAQ

**What are the Mushroom Racers?**
The Mushroom Racers are not only a cool PFP, but also a working Discord Game. By holding an NFT you automatically join our races. Based on the attributes (such as the item in your hand) your Mushroom Racer performs better or worse in different maps. High placements pay off! Besides a big portion of fun, you will receive not only $SOL from the Community Wallet but also our token $VROOM.

**What is the supply and the mint price? And wen mint?**
The Mushroom Racers colletions contains 999 NFTs at a cost of 1 SOL each. We will announce the exact mint date very soon.

**Will there be a whitelist and what are the benefits?**
Yes, to prevent bots and reward active community members, we plan to mint a large part of the supply (maybe even all of it) via shroomlist mint. To increase fun and fairness, mini games are held where users can win WL spots.

**Can I trade my Mushroom Racers on a marketplace?**
Yes! We aim to get listed on a secondary marketplace as soon as possible after mint. As minters ourselves we know how important a fast marketplace listing is.

**Is a DAO planned?**
We plan to activate our Holder Verification within 24 hours after mint. The FungiDAO will play a central role in our project, as it alone decides the frequency of races as well as the rewards.

## ROADMAP

**Phase 1 Pre-Launch**
We officially launch and open Discord/Twitter. Because our idea is sometimes complicated, the team is permanently available for follow-up questions in the chat. To make all information accessible several info channels were created. Through various phases every user has the chance to become an OG/WL Racer.

**Phase 2 Mint**
MINT DATE! All members of the Mushroom Racers team are minters. And there is one thing we hate very much: Time rugs. Therefore we will try to prevent it as best we can. The mint will be announced in advance. After the mint we will be listed as soon as possible on a marketplace. We are aware that a fast secondary market is very important for every project!

**Phase 3 $VROOM**
We are aware that the Community Wallets balance might get lower due to decreasing volume. To compensate for this, we are introducing the $VROOM token. $VROOM will not only be a reward for participating and winning Fungi Grand Prixs, but also plays an important role for upcoming content like our breeding system for the next character.

**Phase 4 DAO**
A good community is the most important thing of any NFT project. That's why we plan to launch FungiDAO within 24 hours after mint. The DAO decides (using polls) how prize money for the Fungi Grand Prix should be distributed (from the community wallet). For any further decision, like number of races, change of rules etc. the Fungi DAO will decide alone!

**Phase 5 Fungi Grand Prix**
It's going to be exciting! The day after the mint the hyped and famous Fungi GP opening race will take place! Special prizes, giveaways and Discord quizzes will give us all a special evening at Discord.

**Phase 6 Tournament Variations (Team Races, 1 vs 1)**
No time to rest! Our Mushroom Racers want to drive again. The DAO decides the number of tournaments (for example every 2 days, every 3 days, every 4 days,...) and the type of races (solo races, group races). The Fungi GP will be held without any delay!

**Phase 7 Next Character (Breeding)**
The Mushroom Racers Ecosystem welcomes new family members! The following breeding system is planned: 2 Mushroom Racers + 300 $VROOM can be turned into our Gen2 NFT! This adds value to the Mushroom Racers OG NFTs, making races more exciting as we have the possibility of bringing in new rules and interactions, and also also adds more variety to the ecosystem in general.

**Phase 8 Guest Races**
Why shouldn't guests benefit from our cool algorithm? From time to time, so-called guest races will take place. We will take snapshots of famous blue chips (Fungi DAO decides) and send them into a competition! Will they be able to compete with our Mushroom Racers?!

## TOKENOMICS $VROOM

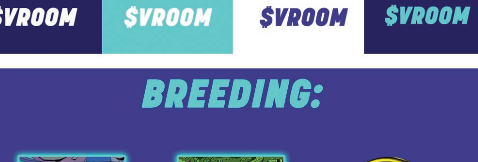
### TOTAL SUPPLY: 7,654,321

Almost every day, the Mushroom Racers get into their kart to take part in the famous Fungi Grand Prix. But not just for fun, in addition to the SOL income from royalties, there's a rumour among all the Shroomies. The rumour of the Golden $VROOM Coin. Will you be able to find it?

### RACE REWARDS:

| WINNER | TOP 10 | TOP 100 | TOP 500 |
|---|---|---|---|
| 100 $VROOM | 20 $VROOM | 6 $VROOM | 4 $VROOM |

## BREEDING:



= GEN 2 NFT

## GAME FAQ

**What is the Fungi Grand Prix and how does it work?**
FGP (Fungi Grand Prix) is a Kart Race Competition between Mushroom Racers. This takes place in our already finished and working Discord Game, which simulates a complete race of unlisted Mushroom Racers. Depending on the track and other random factors, each racer will perform differently depending on their traits. For example an NFT with a "Toxic Mushroomhead" will overperform on a jungle track. Additionally, rare traits (e.g. Diamond & Gold Skins, ...) will also provide additional boosts.

**Will the same NFT always win?**
No. To make sure the same Mushroom Racers don't always win and in order to make the FGP's as fair as possible, the base track time will be randomly generated for each racer, within a range. Matching attributes and a high rarity increase the chances, but do not guarantee success. There will always be surprise winners who have common NFTs.

**When and where will the Fungi Grand Prix take place?**
The first race will take place on the day after mint. The final decision about the regularity of the tournaments is made by the Fungi DAO. After mint the DAO votes how often races take place. This can be every day, but also every three days. The simulation can be viewed live in Discord.

**What are the prizes?**
70% of all royalties go into the Mushroom Racers Community Wallet (address to be made public). After the mint, verified holders will decide on the prize distribution.

Knowing that secondary marketplace volume will slow down, we introduce our own $VROOM token. This is not only a reward for participation and high rankings, but also an important part of the Mushroom Racers ecosystem.

## GAME RULES

Very simply explained, The game has 4 so-called check points. Each checkpoint has a function that will be explained to you in the next stages.

**Check Point 1**
- The race begins. Every unlisted Mushroom Racer automatically takes part in the race.
- A random map is generated from five available maps (Magma Mountain, Monke Maze, Turtle Island, Cloud Trails and Solana Road).

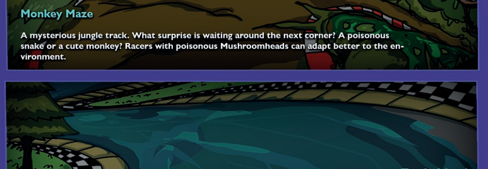
**Check Point 2**
- Hand items such as red shell, banana or rocket are activated and calculated.
- Example calculation of the bomb:
  - Affects drivers behind, adding 3s to their time if there is a hit.
  - 50% chance hit 1 target,
  - 30% hit 2 targets,
  - 15% hit 3 targets,
  - 5% hit 5 targets

**Check Point 3**
- The attribute boost is calculated. Simply explained: If an attribute of your NFT matches the track (e.g. Toxic Mushroom Head -> Jungle Map), an attribute boost can be activated with a certain chance.
- There are also map independent attribute boosts such as your athletic headband, which is stronger in races with several laps.

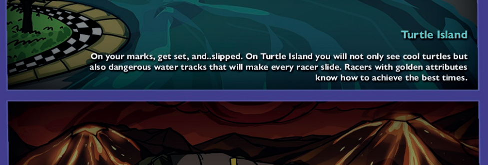
**Check Point 4**
- The Rarity Boost is calculated. If you have rare items (such as a golden mushroom head or rainbow goggles) your rarity boost can be activated with a certain chance.

**The End Of The Race**
- The final classification table is presented. According to the results, participants earn $VROOM. Top 3-10 will receive Solana from Community Wallet (Royalties share).

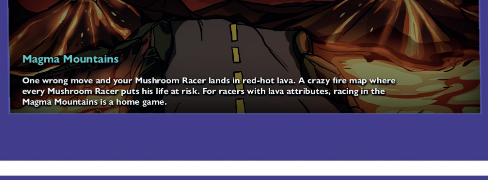
## RACETRACKS



**Solana Road**
A road in the middle of the blockchain. In a futuristic environment, the Mushroom Racers fight for a good ranking. Racers with Solana attributes have an advantage that no one should underestimate.



**Cloud Trails**
The Mushroom Racers are literally floating on a cloud. In a heavenly environment, the Mushroom Racers fight for honor and VROOM. Racers with Rainbow attributes are especially strong.



**Monkey Maze**
A mysterious jungle track. What surprise is waiting around the next corner? A poisonous snake or a cute monkey? Racers with poisonous Mushroomheads can adapt better to the environment.

**Turtle Island**
On your marks, get set, and..slipped. On Turtle Island you will not only see cool turtles but also dangerous water tracks that will make every racer slide. Racers with golden attributes know how to achieve the best times.

**Magma Mountains**
One wrong move and your Mushroom Racer lands in red-hot lava. A crazy fire map where every Mushroom Racer puts his life at risk. For racers with lava attributes, racing in the Magma Mountains is a home game.

## ITEMS

**Blue Shell**
Block one single negative effect and throw it back at your opponent instead

**Red Shell**
50% chance to shoot down a random enemy for 3 seconds

**Blue Shell**
30% chance to add 1 second to the entire top 10
5% chance to swap places with Rank 1

**Ghost**
50% chance of defending each of the negative effects taken during the race

**Rocket**
Calculated at the end. Anti-values with a 30% chance only for racers positioned 800-999th – is will catapult you to rank 1-100

**Fire Plant**
10x 5% chance to add 3 seconds to an enemy and trim 3 seconds from yourself

**Star**
50% chance to get a 10 second boost and add 1 second to each of 10 random enemies

**Thunder**
50% chance to take 1 second from all participants

**Bomb**
Affects drivers behind, adding 3s to their time if there is a hit. 50% chance hit 1 target, 30% hit 2 targets, 15% hit 3 targets

**Mushroom**
50% chance to get a 5 second boost

**Golden Mushroom**
50% chance to get a 10 second boost

**Banana**
70% chance to add 1 second of any random driver
30% chance of slipping on your own banana and lose 5 seconds

## ATTRIBUTES SHROOMHEADS

| TRACK BASED BOOST | RARITY BOOST (% CHANCE TO GET 3 SEC BOOST ON ANY MAP) |
|---|---|
| 25% CHANCE TO GET A 3 SEC BOOST ON ANY MAP | 30% |
| 40% CHANCE TO GET A 3 SEC BOOST | 30% |
| 40% CHANCE TO GET A 3 SEC BOOST | 30% |
| 40% CHANCE TO GET A 3 SEC BOOST | 30% |
| 40% CHANCE TO GET A 3 SEC BOOST | 30% |
| 40% CHANCE TO GET A 3 SEC BOOST | 30% |
| 30% CHANCE TO GET A 3 SEC BOOST | 10% |
| 30% CHANCE TO GET A 3 SEC BOOST | 10% |
| 30% CHANCE TO GET A 3 SEC BOOST | 10% |
| 10% CHANCE TO GET A 3 SEC BOOST | 10% |
| 10% CHANCE TO GET A 3 SEC BOOST | NONE |
| 10% CHANCE TO GET A 3 SEC BOOST | NONE |
| 10% CHANCE TO GET A 3 SEC BOOST | NONE |

## ATTRIBUTES SKINS

| TRACK BASED BOOST | RARITY BOOST (% CHANCE TO GET 3 SEC BOOST ON ANY MAP) |
|---|---|
| 50% CHANCE TO GET A 3 SEC BOOST | 50% |
| 40% CHANCE TO GET A 3 SEC BOOST | 40% |
| 10% CHANCE TO GET A 3 SEC BOOST | 10% |
| 10% CHANCE TO GET A 3 SEC BOOST | 10% |
| 10% CHANCE TO GET A 3 SEC BOOST | 10% |

## ATTRIBUTES KARTS

| TRACK BASED BOOST | RARITY BOOST |
|---|---|
| 50% CHANCE TO GET A 3 SEC BOOST | 50% |
| 40% CHANCE TO GET A 3 SEC BOOST | 40% |
| 40% CHANCE TO GET A 3 SEC BOOST | 40% |
| 30% CHANCE TO GET A 3 SEC BOOST | 30% |
| 30% CHANCE TO GET A 3 SEC BOOST | 30% |
| 10% CHANCE TO GET A 3 SEC BOOST | 10% |
| 10% CHANCE TO GET A 3 SEC BOOST | NONE |
| 10% CHANCE TO GET A 3 SEC BOOST | NONE |
| 10% CHANCE TO GET A 3 SEC BOOST | NONE |

## GOGGLES

| TRACK BASED BOOST | RARITY BOOST |
|---|---|
| 40% CHANCE TO GET A 3 SEC BOOST | 50% CHANCE TO GET A 3 SEC BOOST |
| 40% CHANCE TO GET A 3 SEC BOOST | 40% CHANCE TO GET A 3 SEC BOOST |
| 40% CHANCE TO GET A 3 SEC BOOST | NONE |
| 10% CHANCE TO GET A 3 SEC BOOST | NONE |
| 10% CHANCE TO GET A 3 SEC BOOST | NONE |
| 10% CHANCE TO GET A 3 SEC BOOST | NONE |
| Chance for a boost depends on track size. Factor = 10 | 50% CHANCE TO GET A 3 SEC BOOST |
| Chance for a boost depends on track size. Factor = 5 | 10% CHANCE TO GET A 3 SEC BOOST |
| Chance for a boost depends on track size. Factor = 5 | 10% CHANCE TO GET A 3 SEC BOOST |

* Probability % = Factor * number of track laps

## CLOUDS

| TRACK BASED BOOST | RARITY BOOST |
|---|---|
| 40% CHANCE TO GET A 3 SEC BOOST | 40% CHANCE TO GET A 3 SEC BOOST ON ANY MAP |
| 40% CHANCE TO GET A 3 SEC BOOST | 40% CHANCE TO GET A 3 SEC BOOST ON ANY MAP |
| 40% CHANCE TO GET A 3 SEC BOOST | 40% CHANCE TO GET A 3 SEC BOOST ON ANY MAP |
| 40% CHANCE TO GET A 3 SEC BOOST | 40% CHANCE TO GET A 3 SEC BOOST ON ANY MAP |

## TIRES

The tires are an invisible attribute. Depending on the quality of the tire and the number of corners generated before the race, you have between 0 and 10 seconds delay.

The following formula is used to calculate the delay: 2/quality * corners rounded

(examples in the table below):

| Quality | Corners | Delay(s) |
|---|---|---|
| 1-10 random integer | Corners | 2/quality * corners rounded |
| Quality = 10 | Corners = 10 | 2s Delay |
| Quality = 2 | Corners = 10 | 10s Delay |
| Quality = 10 | Corners = 2 | 0.2 -> 0s Delay |
| Quality = 1 | Corners = 2 | 4s Delay |