```
C:/> miningnetwork.io -start
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C:/>game -info
C:/>
C:/>
C:/>
C:/>
C:/>
C:/>lightpaper -read
C:/>loading . . . .
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LightPaper_console

C:/>Welcome to mining network console

C:/>history

C:/>Swedish teenager Yolo dreamed of becoming rich. The world of cryptocurrencies seemed very profitable to him. So he began to explore this area. Without rest and food, using marijuana, Yolo discovered all about mining. He first mined well-known cryptocurrencies using an old redesigned modem. But later, after learning all about blockchain and tokenomics, he managed to create his cryptocurrency, which he called BitCake.

The new cryptocurrency became popular. Its value grew every day. Yolo mined this crypto in large quantities, but the price did not fall but only increased. So yesterday's teenager turned into a multimillionaire. But other problems began. The hackers decided to use imperfect code and take over his entire cryptocurrency. So he had to use all his resources to protect his possessions.

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C:/>about_the_game

C:/>Mining network is a game on WAX blockchain. This is a new and unique model in the gaming sector, which will radically change the GameFee sector. It is a completely different tokenomics in a game built from scratch.

Mining Networks is a game with a revolutionary economic model that has never been used in the blockchain.
The point is that the amount of extracted game resources is not equal to the issued number of tokens.
The number of game resources will increase as the number of players increases and their game assets improve. The issue of game tokens will decrease constantly.

This solution will ensure a constant increase in the token's price and save the community from negative phenomena such as excessive inflation.
The essence of the Mining Networks is to get the maximum amount of game resources and at the best time to exchange it for a game token.

```
C:/>game_assets
```

C:/>To extract the game resource, players use homemade ASIC miners. Each miner consists of hardware (provided by the NFT card) and software. The player can improve the software during the game.

The software improves within the levels. So the higher the level, the higher the card's mining rate becomes.
Sometimes (once in a certain number of levels) player faces a hardware limitation. Proceeding this level costs more and takes more time than usual one.
The number of upgrade levels in each class and its cost are determined by the developer. The player should determine the highest level, taking into account economic feasibility.
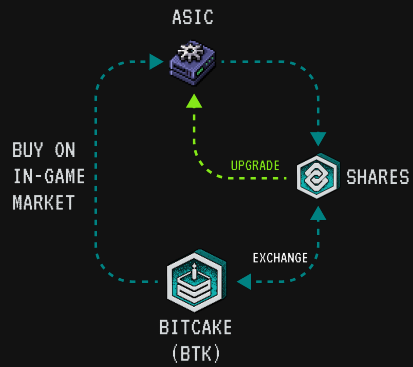.
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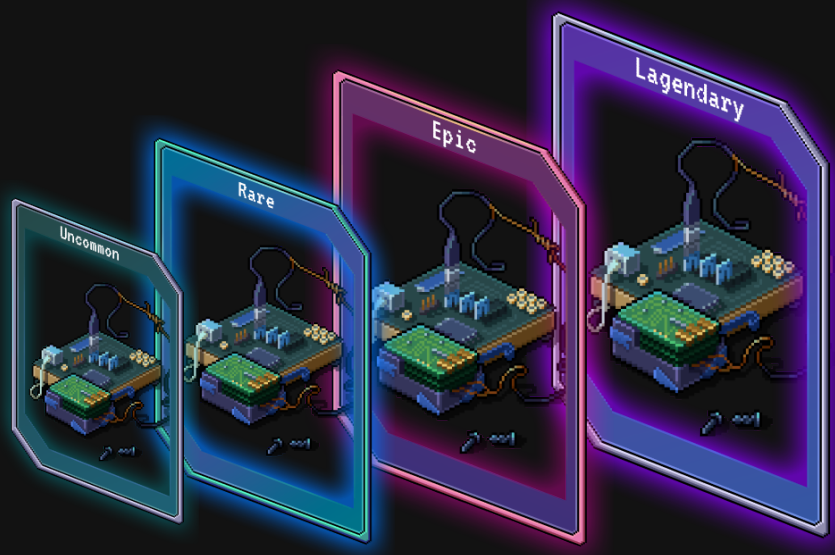
C:/>how_it_works

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C:/>

C:/>game_resource_&_game_token

C:/>**Shares** are the game resource. They are the results of computational operations obtained using mining equipment (NFT).

Bitcake is an eosio.token that a player receives for a game share. The exchange rate changes every second and is equal to the fraction between the game resource offered for exchange and the amount of token available in tokenPool.

The game algorithm is made in such a way that tokenPool replenishment will decrease with time (Halving).
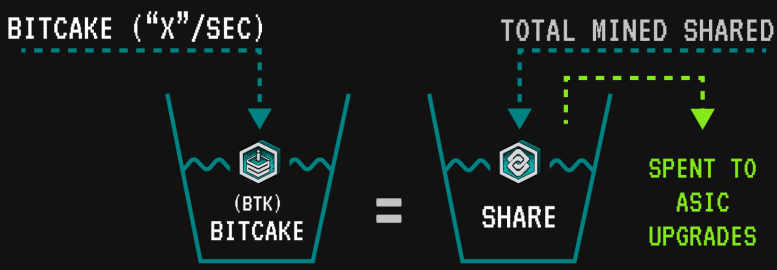
1 BITCAKE PRICE = (POOL "B" / POOL "A") SHARES

1 SHARES PRICE = (POOL "A" / POOL "B") BITCAKE

C:/>HACKER_assistance

C:/>These are NFTs that give the player temporary benefits:

1. Increasing mining rate for a while
2. Reducing update time
3. Reducing the cost of the update
4. Reducing the cost of speeding up the update

These NFTs can be single use *"Exploit"* (burn-in after use) and multiple *"Scripts"* (can be used an unlimited number of times within a certain period).
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C:/>Mining X-perts Council

C:/>The advisory board is created by the developers. Mining X-perts Council evaluates the team's actions and provides recommendations and suggestions for improving the project.

The Mining X-perts Council includes high-level specialists, economic experts, and opinion leaders.

The team will allocate a separate budget for the work of the advisory body.
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C:/>resource_exchange_for_token

C:/>Game tokens are added to the game token pool regularly.
The number of tokens added to the pool will decrease due to halving, which will occur repeatedly.

The game resource pool consists of the number of **SHARES** available on players' game balances.

The ratio of the number of tokens in the pool to the number of resources in the pool is the exchange rate. According to it, players will exchange the game resource for a token.

After the exchange, the related amount of the game token is credited to the player's wallet and can be used by him according to his wishes.
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C:/>

C:/>crypto_bank

C:/>Cryptobank is a gaming tool for the community to raise and distribute funds.
The funds received by the team (after the launch of the cryptobank) will be distributed in this way:

    60% of the commission received from the secondary market will be used to buy tokens from the market.
    30% of each micro drop will be used to buy game assets from the market.
    10% of the gaming resources obtained from the gaming market will be burned.

    The redeemed tokens and assets will be burned.
These rules and quantities may be changed, subject to the community making such a decision.
C:/>
C:/>

C:/>hardware_acceleration –smart_blending

C:/>In order for the cards of the previous levels not to lose their relevance, we undertake to create blends of several cards of the previous class and the corresponding level of pumping software per 1 card of the current level of ASICs. More details about the blends we will announce later.

C:/>staking

C:/>Our team has created a one-of-a-kind staking system that is based on a smart contract and does not rely on a backend. Staking is done to give users more chances to use the game token and to increase the mining rate.
When a token is staked in the game, the user receives the game's non-transportable token ETK, which can be used to purchase unique NFTs (assets and scripts) on the game market.

Unstaking assets from the game will take time, which will be determined by the development team.
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C:/roadmap —phase1

C:/>Phase 1:

   1. Launch of the project, project website, social media channels.
      Registration on the Atomic Hub.
   2. Testnet game launch. Error correction.
   3. Project whitelist. Presentation of the first-level Asics.
   4. Launch the game. The micro drops.
   5. Establishment of the Mining X-perts Council.
   6. Improving the process for the game. The presentation of the following
      Asics.
   7. HACKER Assistance
   8. Crypto bank.
   9. Hardware UPGRADE
C:/>Phase 2:
   1. Staking.
   2. New concept of microdrops.
   3. Creation of an internal game market.
   4. Hardware UPGRADE
   5. Miningpool membership.
   6. Establishment of the Mining X-perts Council.
C:/>
C:/>social —ls

/////////// MININGNETWORK.IO ///////////

/////////// TWITTER ///////////

/////////// DISCORD ///////////

/////////// TELEGRAM ///////////
C:/>
C:/>
C:/>
C:/>play_game —now
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!The plan presented here is being worked on, and subject to change. These
changes could involve sequencing, as in "when" something comes — e.g.,
before or after another feature — and could involve substance, as in "what"
actually comes. An entry on the roadmap may be removed very well or
postponed indefinitely.!
```