

# Welcome to Ballschain

## Game Guide v1.0

A blockchain-based arcade game built on Solana, focused on skill-based play-to-earn mechanics.

This is the Devnet version, intended for testing purposes only. Gameplay mechanics, progression rules and economic logic mirror the upcoming Mainnet release.

All player progress earned during the testing period is planned to be preserved and transferred to the release version. Token balances are planned to be preserved; however, economic parameters, limits, multipliers and conversion ratios may be adjusted before the Mainnet launch for balancing purposes.

Important:

- This is not a clicker or a farming game.
- Earnings depend on skill, focus and understanding of the mechanics.

### Game Basics

*Tokens & Naming:* Ballschain uses three in-game tokens:

- BCHScore (Score) — gameplay performance output, earned during rounds; used to measure skill and progression.
- BCHPay (Pay) — internal in-game unit used for sessions, actions and social mechanics; not withdrawable.
- BCHDex (Dex) — progression-gated utility token with limited external interaction; used for advanced systems and potential withdrawals when unlocked.

BCHScore, BCHPay and BCHDex are the official token names. Score, Pay and Dex are shorthand names used in the UI and formulas.

*Training Mode:* Simulates live gameplay conditions without progression or economic impact. Activity in Training Mode does not unlock levels, checkpoints, or economic features and is not recorded for rewards.

*Live Mode:* Active gameplay mode with progression and economic impact. Activity in Live Mode unlocks levels, checkpoints and economic features and is recorded for rewards, player actions and analytics.

*Game Session:* A game session is a time-limited play instance tied to a single active ball. A session may include an unlimited number of rounds and ends only when the session time expires.

*Round:* Each round uses one to six balls and always starts with 0 Score. Round duration is not limited by time and depends solely on player skill and ball control. A round ends when all balls allocated for the current side are used and new rounds can be started while session time remains.

*Score:* Score is converted into Pay in real time as it is earned during active play; Pay is finalized and credited to the balance at the end of the round.

*Checkpoints:* Each Game Session includes checkpoints. Checkpoints unlock the next levels and game features. See Checkpoints & Earnings for detailed rules.

**Score & Round Reset:** Score earned during a round is converted into Pay in real time. Pay and checkpoint results are finalized and credited/recorded when the round ends (when the last ball enters the drain). When a round ends, the round Score counter resets to 0 for the next round. This reset does not affect earned Score, Pay, or checkpoint results, which remain fully preserved.

**Playfield:** A network-based arena inspired by blockchain architecture. It consists of interconnected nodes and paths forming the active game space.

**Node:** (33 targets) Core interactive elements of the playfield. Each node changes its texture when hit by the ball. When all 33 nodes change their texture, a bonus is granted. Node collisions build score, trigger bonuses and advance progression.

**Zones:** Scoring areas with different reward values:

- Zone 1 — High score value
- Zone 2 — Medium score value
- Zone 3 — Low score value

**Ball:** The active game object with unique weight, gravity and physics behavior. Ball control directly affects accuracy, playtime and rewards.

**Flipper:** The primary control mechanism used to redirect the ball. Precise timing is required to maintain control and avoid the drain.

**Drain:** Is the exit point of the playfield. When a ball enters the drain:

- the ball is lost,
- if balls remain for the current side, the round continues with the next ball,
- if no balls remain, the round ends, the Score counter resets to 0 and round results are recorded.

Score and checkpoint progress are recorded only when the last ball of the round enters the drain. If a round is interrupted before all balls are used (network issues, errors, or interruptions), no Score or checkpoint results are recorded for that round.

## **Getting Started in Training Mode**

Start with training mode. It simulates high-level gameplay difficulty and real game conditions, without progression or economic impact.

This allows you to:

- understand ball physics and timing
- see how much reward you could earn at the highest level if you reach it
- prepare for live gameplay without risk

Conditions set in automatic training settings:

- 1 base ball + 5 extra balls
- Unlimited game time

Start and Practice!

Note: Progress and tokens earned in Training Mode do not transfer to Live Mode. Training Mode does not unlock levels, checkpoints, or economic features. It is strictly a training environment. Training Mode activity is not recorded for progression analytics, rewards, or economic eligibility.

## Getting Started in Live Mode

To start playing in Live Mode, open the Balls Store and select a ball. Your ball selection defines the current game session and determines the active game level.

Select a ball for the session.

You are provided with a base ball at a fixed cost, which is deducted from your BCHPay balance.

Each game session includes:

- 1 base ball
- Up to 5 extra balls (6 total including the base ball) per side (Left and/or Right), see Note\*
- Base session playtime
- Optional extra time (up to 2x the base limit), see Note\*\*

*Note\**: You may select a different number of balls for each side (Left / Right). This distribution is locked for the entire session and cannot be changed once the session starts.

*Note\*\**: Game Session (L01) includes 48 hours of base playtime. This time is included in the cost of the base ball and is provided at no extra charge. You may purchase extra time up to the base time limit of the level, subject to your BCHPay balance. Time costs vary by level. Extra time can be added up to a maximum of 2x the base time limit of the current level.

This design enforces strategic planning before each session and prevents mid-session optimization abuse. Once you confirm your selection and press Play, the session starts and you are transferred to the playfield.

*Important:*

- Session settings are locked until the session ends
- You cannot change your ball selection, number of balls, or playtime
- Training Mode is not available during an active Live Mode session

## Gameplay and Objectives

In Live Mode, your goal is to control the ball and reach score checkpoints during gameplay rounds on each side of the playfield. Each game session consists of multiple rounds.

At the start of each round:

- Select the active side (Left or Right)
- Tap once to activate the ball
- Tap again to launch the ball into the playfield
- Use the flippers to keep the ball in play and build score.

Each round always starts with 0 Score. Score earned during a round is added to your total session progress. You may freely switch sides (Left / Right) between rounds. However, checkpoints must be completed on both sides to unlock full rewards and economic features (see Checkpoints & Earnings).

If the ball enters the drain:

- If balls remain — the next ball is launched and the round continues
- If no balls remain: the current round ends, round Score is reset to 0, a new round begins and you may choose the side again

Game session time is limited by the selected session playtime. Session settings cannot be changed once the session has started.

## Checkpoints & Earnings

Each level has a required score target (checkpoint). A checkpoint represents the successful completion of a level score requirement on a specific side of the playfield. Reaching a checkpoint does not end the round. Gameplay continues until all allocated balls for the current round are used.

### Core Rules

- Reaching the first checkpoint on either side (Left or Right) advances you to the next level and grants a base checkpoint reward  $\times 2$ . Economic features remain locked at this stage.
- Reaching the checkpoint on the opposite side unlocks the full reward, applies the level multiplier and permanently unlocks economic features for that level.
- Any further checkpoint completions on already completed levels grant a base checkpoint reward  $\times 2$  without additional progression or economic unlocks
- All economic access is strictly tied to gameplay results

*Checkpoint completion rewards (independent of game progression):*

Level	Checkpoint Score	Checkpoint*2	Checkpoint*Multiplier	Total Rewards /Score	Total Rewards /Pay	Total Rewards /Dex	
L01	100000	200000	$\times 20$	2000000	2200000	220	0,22
L02	300000	600000	$\times 20$	6000000	6600000	660	0,66
L03	600000	1200000	$\times 20$	12000000	13200000	1320	1,32
L04	1000000	2000000	$\times 20$	20000000	22000000	2200	2,2
L05	3000000	6000000	$\times 25$	75000000	81000000	8100	8,1
L06	6000000	12000000	$\times 30$	180000000	192000000	19200	19,2
L07	10000000	20000000	$\times 35$	350000000	370000000	37000	37
L08	15000000	30000000	$\times 40$	600000000	630000000	63000	63
L09	30000000	60000000	$\times 45$	1350000000	1410000000	141000	141
L10	60000000	120000000	$\times 50$	3000000000	3120000000	312000	312

Rewards are granted upon successful checkpoint completion. Full economic access requires checkpoint completion on both sides of the playfield.

Conversion rates:

- 10000 Score = 1 Pay
- 1000 Pay = 1 Dex

Full completion of all levels on both sides (Left and Right) grants a one-time final bonus of 100000 Dex. This bonus is non-repeatable and limited to the first full completion per account.

## **Economic Opportunities & Level Limits**

Each level unlocks specific economic capabilities.

Progression determines:

- swap limits (Pay → Dex)
- gift limits and frequency
- staking availability
- withdrawal caps

Higher levels unlock higher limits and deeper access to the economy. Economic features (Swap, Gifts, Staking, Withdraw) are not time-based and cannot be purchased.

They unlock strictly through gameplay results and checkpoint completion on both sides.

## **Score Panel**

Displays checkpoint results recorded at the end of each completed round:

- Ball ID
- Date — calendar date of the checkpoint
- Time — remaining game time at the moment the checkpoint was reached
- Earned Score — Score tokens earned
- Earned Pay — Pay tokens earned

Each record represents a completed checkpoint result.

## **Balls Store Panel**

The Balls Store is used to configure a Live Mode game session.

Here you:

- select the ball for the session
- choose the number of extra balls per side
- add extra session playtime

All selections define the session parameters and are locked until the session ends.

## **NFT Store Panel (in development)**

The NFT Store allows you to browse available NFT Balls with unique mechanics and visuals. NFT Balls currently have no special gameplay features enabled. This panel is provided for preview purposes only.

## **Create Account Panel**

- Creates a Solana wallet and seed phrase.
- Set a password (minimum 8 characters).
- Save both — recovery is impossible.

Start bonus: +3600 Pay.

## **Restore Account Panel**

Restore an account created in the game using the original seed and password.

Optionally, connect an external Solana wallet (not created in the game). In this case, the start bonus is also granted.

## **Account & Wallet**

### **Wallet Panel**

This panel allows you to:

- View balances: Dex, Pay, SOL
- Convert Pay to Dex (after unlock)
- Send gifts to other players
- Access referrals, staking and advanced features

### **Gifts**

Send Pay to other players. Available after checkpoint completion on both sides of the playfield and subject to progression-based limits.

Each gift:

- helps other players progress
- follows daily limits and cooldowns
- is part of the play-to-earn economy

### **Swap**

Convert earned Pay into Dex. Available after checkpoint completion on both sides of the playfield and subject to progression-based limits.

Each swap:

- limited by level progression
- protected against abuse
- prepares assets for withdrawal

### **Withdraw**

Withdraw earned Dex to a Solana wallet. Available after checkpoint completion on both sides of the playfield and subject to progression-based limits.

Each withdrawal:

- uses Dex (the withdrawable token)
- follows progression-based limits
- just play and earn

### **Referral Panel**

Earn 3600 Pay for each referred player after they activate their account by creating a Solana wallet. Account activation means creating a Solana wallet inside the game or connecting an external Solana wallet.

Referred players receive:

- 3600 Pay welcome bonus
- 3600 Pay via referral link

Total: 7200 Pay.

Referral rewards do not unlock economic features by themselves. Referral rewards provide Pay only and cannot bypass gameplay progression.

### **Staking Panel (in development)**

- Stake Dex to earn rewards.
- Early exit cancels rewards.
- Full term yields Dex and Pay.
- Reinvest or convert.

Parameters may change before Mainnet

### **Tips & Best Practices**

- Start in Training Mode.
- Learn physics before using paid tokens.
- Checkpoints equal progress and payouts.
- More control beats more balls.

This is skill-based. Not a clicker!