User Manual & Rule Book

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GAME OVERVIEW

Bringing the fun back to crypto and NFTs, CryptoChronic is the free-to-earn and fun-to-learn Cannabis themed gaming metaverse that reinvents Pokémon as blockchain-based, digital pet Marijuana strain collectibles – Chronics - that you breed, nurture, and battle in Smoke-Offs against your friends! **(Click Here for Walk-Through Video):**

The core game experience is divided into three sections:

1) **Ganjenetics:** new Chronics can be obtained by breeding them.
2) **Cannagotchi**: players care for their Chronics restoring their energy and enhancing their statistics.
3) **Smoke-off**: players challenge each other in battle, where they will each present a selection of their chronics to satisfy a random judge.

The structure of the overall experience is exemplified in this graph:
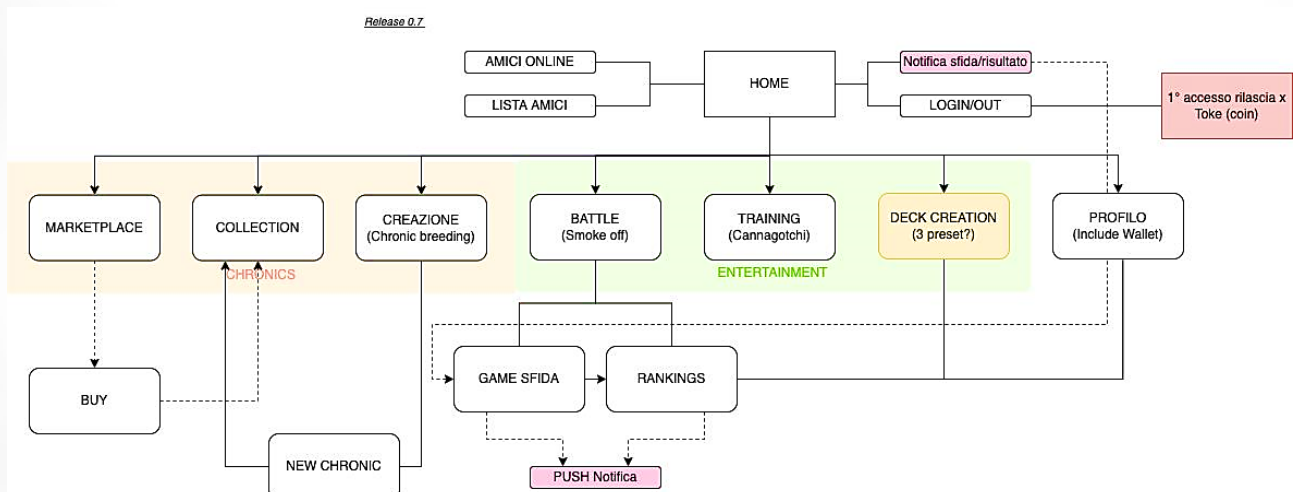
CHRONICS

- Chronics are NFTs, and the main gameplay elements. They take the shape of cartoonish cannabis plants.
- Each chronic has base stats which are determined by their genetics. Those base stats are in the form of a range of values, and the final value will be determined by how the plant must be cared for in the greenhouse/cannagotchi.
- Some stats (energy, fertility, happiness) change dynamically during the game.
- Chronics are built with a modular system: the body carries the main stats of the plant and the caring preferences while the other body parts can give modifiers to the plant stats ("empty" body parts that do not affect the stats can also be employed).

Stats (description):

- **THC**: increases judge's THC bar when smoked.
- **CBD**: increases judge's CBD bar when smoked.
- **AROMA** (speed): determines the order in which Chronics will be smoked.
- **ENERGY** (buds/harvest): determines how many times the Chronic can be smoked by a judge before the next harvest. It is consumed by the Chronics used in battle. It is restored by: Chronics being cared for in the greenhouse/Cannagotchi
- **FERTILITY**: determines the number of times the Chronic can be bred. It can be restored using in-game currency.
- **HAPPINESS**: increases by taking care of plants in the greenhouse/Cannagotchi, declines slowly over time, used to activate bonuses or maluses in battle and breeding.
  - Happiness above threshold: bonus in reward phase of battle.
  - Happiness below threshold: **CONFUSION** - the Chronic's THC, CBD and AROMA value becomes random inside their threshold.

Modular System (layers):

- **BODY**: is the base layer, gives base stats, caring preferences, and breed name
- Other layers can give special bonuses (uncommon to rare) or have no or very little effect (common):
  - **Vases**
  - **Arms**
  - **Leaves**
  - **Accessories/hat**
  - **Mouth**

- o **Eyes**
- For each layer there are multiple elements with different rarities in 4 tiers:
  - o **Common**
  - o **Uncommon**
  - o **Rare**
  - o **Legendary**.

Modular System (stats):

- **BASE THC AND BASE CBD**
  - o The possible values for THC and CBD have a predetermined range: if in the generation the sum of the base value and the modifier is higher or lower than the threshold values, it will be set to the min or the max.
  - o At least one of the values is higher than an x value (THCb ≥ x OR CBDb ≥ x) or lower than an y value (THCb ≤ y OR CBDb ≤ y).
  - o Range, x and y values are the same for THC and CBD.
  - o Values: range 1-30, x=10, y=20.

- **BASE AROMA**
  - o The possible values for AROMA have a predetermined range.
  - o Values: range 1 -10.

- **DELTAS (THC, CBD, AROMA)**
  - o Deltas represent the range around the base value that determines the possible values of THC, CBD, and AROMA of a specifc chronic.
  - o For each stat there is a Δ+ and Δ-.
  - o Separating Δ+ and Δ- produces asymmetrical ranges around a base value that gives more variety to Chronics.
  - o Both the base value and the delta values are visible in the description to give all the information they need to raise their Chronics in the greenhouse/Cannagotchi.

- **MAX ENERGY**
  - o The possible values for max ENERGY have a predetermined range.
  - o Values: range 3 - 5.

- **MAX FERTILITY**
  - o The value for max FERTILITY depends on how the Chronic was obtained (Chronics purchased collection have higher fertility values than common ones).
  - o Fertility should be attached to a separate, invisible layer, instead of having a base value attached to the body and modifers.
  - o Values: 10 for collection Chronics, 5 for minted Chronics, 2 for Chronics obtained from breeding.

- **BASE HAPPINESS**
    - Base HAPPINESS determines how easy or hard a plant is to raise.
    - Base HAPPINESS range is no more than 20% of min and max happiness.
    - Values: base HAPPINESS range 40 – 60; total range 0 - 100.
    - Happiness threshold: below 15 (unhappy) and more than 85 (happy).

Caring Preferences:

		temperature	water	light
BREED 1 - SCIENZs		low	avg	bright
BREED 2 - FASHIONSs		high	abundant	bright
BREED 3 - POPs		avg	abundant	avg
BREED 4 - PSHYXs		high	scarce	dim
BREED 5 - INTERESTEDs		low	abundant	avg
BREED 6 - REBELs		avg	scarce	dim
BREED 7 - FATEs		low	scarce	dim
BREED 8 - BIZZERs		high	avg	bright

JUDGES:

- 3 Judges are currently available to play with in the Beta version of our game, with the others expected to be added soon as additional content.
- Judges are the ones determining the outcome of the Smoke-Off.

- Each of them has a unique satisfaction range for THC and CBD.
- The upper value of the range will be called tolerance.
- Tolerance values will depend on the THC and CBD range for Chronics.
- Range of values for tolerance range between 50 and 100.
- Satisfaction ranges can vary greatly to create variety.
- These ranges are inhomogeneous between THC and CBD.
- Satisfaction range size: 5 - 20.
- Example of possible combinations of tolerance values (nine combinations):

JUDGE 1 (60 Cents)	THC 50	CBD 50	JUDGE 6	THC 75	CBD 100
JUDGE 2 (Likesh DaBlunt)	THC 75	CBD 75	JUDGE 7	THC 100	CBD 50
JUDGE 3 (Sista Ooma)	THC 75	CBD 50	JUDGE 8	THC 100	CBD 75
JUDGE 4	THC 50	CBD 75	JUDGE 9	THC 100	CBD 100
JUDGE 5	THC 50	CBD 100	-	-	-

Meet our Judges:

1. **60 Cents:** Rapper with a penchant for poetic heights, crafting verses that soar higher than clouds of cannabis smoke. Available in Beta.
2. **Likesh DaBlunt:** Cannapreneur rolling success into every joint, growing not just strains but a culture of innovation and entrepreneurship. Available in Beta.
3. **Sista Ooma:** Rasta Woman, weaves her spiritual journey with the sacred herb, spreading a message of unity, love, and the uplifting vibes of cannabis. Available in Beta.
4. **Philmore Pain:** MMA Athlete that in the octagon's electrifying embrace, found solace in the calming powers of cannabis, fuelling his relentless spirit.
5. **Vato Vic:** Gangster for whom cannabis is both currency and camaraderie, sealing deals with a handshake and a puff of the finest green.
6. **Chillum Charlie:** Hippie with a heart as mellow as his strains, spreading love, peace, and the aromatic haze of cannabis in a groovy celebration of unity.

7. **Jack:** Activist dedicates his life to breaking the stigma surrounding the plant, cultivating a world where its benefits are embraced, not misunderstood.
8. **Mr. Kind:** Smuggler navigates elusively an intricate web of secrecy and risk, ensuring the allure of the forbidden cargo thrives in the underground market.
9. **Zack Dahack:** Hacker coding in clouds of smoke, merged the digital realm with the herbal haze, leaving a scent of innovation in his wake.
10. **Axle Flip:** Skater carves through concrete waves with a joint in hand, creating a symphony of freedom on wheels.
11. **Dr. Delta:** Mad Scientist reaching new heights blurring the boundaries between science, cannabis, genius, and madness**.**

BONUSES

- Bonuses are used in battle to achieve special effects.
- They are consumed after use.
- Bonuses can modify the THC or CBD value of a Chronic
- They can also change the satisfaction range of a judge.
- Or reverse the order Chronics are played.
- Bonuses can be obtained after winning a battle and levelling up the player.
- They can also be purchased from the shop.

List of Bonuses:

- **SUB ZERO**: changes both the THC and CBD values of the active Chronic to zero if one or both the values would trigger a KO.
- **NO WOMAN NO CRY**: limits the increase on the judge THC bar to 100.
- **PARADISE NOW**: limits the increase on the judge CBD bar to 100.
- **WHITE RABBIT**: limits the increase on the judge THC bar to 75 for this turn.
- **OVER THE RAINBOW:** limits the increase on the judge CBD bar to 75 during this turn.
- **BAD DAY**: reduces the THC tolerance level of the judge to 50 (can be played only on the first turn slot and activates at the start of the game).
- **ADRENALINE**: reduces the CBD tolerance level of the judge to 50 (can be played only on the first turn slot and activates at the start of the game).
- **BAD SMELL:** Chronics with lowest aroma play first (can be played only on the first turn slot and activates at the start of the game).
- **THC BOOST**: doubles the THC value of the active Chronic.
- **CBD BOOST**: doubles the CBD value of the active Chronic.

GARDENING EQUIPMENT:

- The Greenhouse, Gardening Equipment and Growing Parameters are accessed on the Cannagotchi page of our game.

- Gardening Equipment resources, such as Greenhouse Upgrades and Consumable Items are available to be purchased on the Cannagotchi page. They are acquired with our off-chain in-game currency, Coins.
- Gardening equipment is divided into three categories:
  - **Greenhouse Settings**: allows players to control overall parameters (temperature, water, and light).
  - **Greenhouse Upgrades**: improve stat changes, reduce growth time, increase energy /harvest.
  - **Consumable Items** (soil, fertilizer, booster): increase or decrease the stats of the plant they are used on.

Greenhouse Settings:

Greenhouse settings affect the happiness of plants. If the current settings correspond to the plant's preferences, the plant will gain Happiness:

- **TEMPERATURE:**
  - Ideal temperature range for cannabis: **20ºC to 30ºC**.
  - Split into three ranges:
    - **Low**: 20ºC to 24ºC.
    - **Average**: 23ºC to 27ºC.
    - **High**: 27ºC to 30ºC.
- **HYDRATION (Watering):**
  - Three preferences for watering:
    - **Scarce**
    - **Average**
    - **Abundant**

- **LIGHT (UV):**
  - ○ Three preferences for light exposure:
    - ▪ **Dim**
    - ▪ **Average**
    - ▪ **Bright**

Consumable Items:

Consumable Items affect the stats of plants, determining THC and CBD levels, and the Aroma. They are also acquirable on the Cannagotchi page.

- **SOIL/ CULTIVATION TECHNIQUE**:
  - ○ Regular soil (infinite): no effect on stats.
  - ○ Radioactive soil: increases chance of mutation when breeding (rare soil).
  - ○ Hydroponic: +1 bonus energy/harvest (rare soil).
  - ○ Acidic soil: - 1 THC (common soil).
  - ○ Alkaline soil: -1 CBD (common soil).
  - ○ Clay soil: +1 THC (common soil).
  - ○ Coco fibre: +1 CBD (common soil).
  - ○ Organic soil: +1 THC, +1 CBD (uncommon soil).
  - ○ Cement: -1 THC, -1 CBD (uncommon soil).
- **FERTILIZER:**
  - ○ No fertilizer (infinite): no effect on stats.
  - ○ Regular fertilizer (infinite): gives a +1 or a -1 modifier to a random stat.
  - ○ Super fertilizer: +1 THC, +1 CBD (common fertilizer)
  - ○ Lab waste -1 THC, -1 CBD (common fertilizer)
  - ○ Organic fertilizer: +1 aroma (uncommon fertilizer)
  - ○ Fish bones: -1 aroma (uncommon fertilizer)
  - ○ Radioactive fluid: +2 or -2 modifier into a random stat, increases chance of mutation when breeding this chronic (rare fertilizer)
- **BOOSTER (OVERDRIVE, FINISHER):**
  - ○ No booster (infinite): no effect on stats.
  - ○ Fairy dust: instant growth (rare booster, only sold in shops or progression reward).
  - ○ Parasites (- 1 aroma, -1 energy/harvest) (common booster)
  - ○ Sewage water (-1 aroma) (uncommon booster)
  - ○ Overdrive (+1 aroma) (uncommon booster)
  - ○ Finisher (+1 aroma, -1 energy/harvest) (common booster)

Greenhouse Upgrades:

- **UVB-lamp**: increases THC variations by 1 (absolute value).
- **Soil warming cables**: increases CBD variations by 1 (absolute value).

- **Humidifier**: increase aroma variations by 1 (absolute value).
- **Air pump**: reduces growth time by 20%.
- **ScrOG technique**: 50% chance to obtain 1 bonus energy.

PLAYER PROFILE, PROGRESSION & RANKING (Click Here for Walk-Through Video):

- Each player has their own player profile, which will have these features:
  - Player name/nickname.
  - Profile picture (selected among pre-defined cannabis themed avatars).
  - Experience points.
  - Games played.
  - Wins/losses.
  - Friend list.
- Gaining experience points will level up the player: levelling up gives useful bonuses for battle and gardening items for Cannagotchi.
- Once reached a certain amount of EXP, the Chronics may be bridged to the Public Chain and monetized.
- Other rewards include one free random Chronic (for important level ups like level 50 or 100) and more cannabis themed avatars.
- At the end of each set period, the points accumulated by each gamer in Battle are summed and a ranking between players is formed, visible on the dedicated Rankings page.
- The rankings are:
  - **Weekly**
  - **Monthly**
  - **All-Time**

MARKETPLACE [(Click Here for Walk-Through Video):](#)

If gamers have more than 3 Chronics in their collection, they can sell the rest on the Private Chain Marketplace. Likewise, they can acquire other Private Chain NFTs. Here, in fact, players can trade their Chronics in a decentralised manner, on a peer-to-peer basis, for Cyb/Tokes, our on-chain in-game currency that is used for breeding. This latter currency, in addition to be earned, is also available to be purchased on the same Marketplace page, paying with credit card or PayPal.

IN-GAME CURRENCIES:

To fuel CryptoChronic's internal economy and its gameplay, there are two in-game currencies: a "soft" currency that you earn through playing, and a "hard" or "premium" currency that you can also acquire by purchasing it with real money. You can then use these currencies to buy new game content, improvements, or cosmetic upgrades. They offer players the opportunity to measure their progress, reward their achievements and customize their game characters or environments according to their individual ideas.

- **"Coins"**:
  - Our "soft" currency, Coins, is off-chain and runs basic internal functions. For example, they are used to purchase Gardening Equipment resources, such as Greenhouse Upgrades and Consumable Items.
  - They are earned in a variety of manners: caring for Chronics in the Cannagotchi, winning Battles, winning at the Slot-Machine minigame, or even just simply returning to the game on a regular basis and performing quests.
  - They can also be purchased with Cyb/Tokes, our "hard", on-chain currency. The exchange rate is 1 Coin = 0,10 Cyb/Tokes.

o In the Beta version, when registering for the first time, all gamers receive 300.000 Coins in any case. In the definitive version of the game we are launching, this is reduced to 30.000 Coins.

- **"CYB / Tokes":**
  o The other, CYB / Tokes, instead, is on-chain and is used to pay for breeding Chronics (in Beta 1.500 Cyb, in full release 5,000 Cyb).
  o They can also be used to acquire the off-chain currency. The exchange rate is 1 Cyb/Tokes = 10 Coins.
  o Currently, this currency has no monetary value, in the sense that it cannot be exchanged for Fiat or any liquid crypto.
  o However, they can be purchased with Fiat through Credit Card or Paypal on our Marketplace page. The exchange rate is 1 Cyb/Tokes = Euros 0,01
  o In the Beta version, when registering for the first time, all gamers receive 150.000 Cyb/Tokes in any case. In the definitive version of the game we are launching, this is reduced to 10.000 Cyb/Tokes.

GAMEPLAY LAYERS & LOOPS

NFT GENERATION:

To economise resources, we deployed our own proprietary and private blockchain based on Ethereum G.E.T.H. nodes that use Proof-of-Authority as a consensus method. Hence, we split the gameplay features on the private chain, and monetization on the public one, allowing to bridge back & forth between them. By doing so, we are able to freely mint, breed, nurture, battle, and level-up Chronics on our private chain at no cost. The gamer is then able to journey through multiple game loops before opting to bridge - for free - its Chronics on the public main-net, where it can monetise them. Hence, we are completely free-to-earn.

Minting on Public Chain:

- We periodically mint our NFTs on the Public Chain. Shortly, we will launch our Gen0 tokens with slightly improved stats with regard to rarity and fertility.
- Then, we expect to mint successive Generations (1, 2, N°…) every 3 months with Normal Stats.
- They are generated at random among over 4,2 billion possible variations.
- The expected amount of NFTs minted each time is approximately of 5000 unique tokens. These tokens will be minted and sold from our website, in the dedicated page, for a countervalue of approximately Euros 15,00.
- They can also be purchased from other collectors on our own Public Chain Market place (coming soon), or on Opensea and other 3rd party platforms at market value.
- These NFTs cannot be bred while on the Public Chain.
- But these tokens may be bridged to our Private Chain, where they are inserted within

our game loops and can be bred (with Private Chain offspring), nurtured, and battled.

- However, given they can be sold for Fiat and liquid Crypto, they have a monetary value and can be monetized.
- Other means of generating revenues on the public chain include participating in our official, exclusive Esports tournaments with real-world prizes, or siring the NFTs to other players in order to be bred – for a fee.

Minting on Private Chain:

- At the same time, we continuously mint NFTs on our Private Chain.
- Although again they are generated at random among over 4,2 billion possible variations, only 3 are minted ex-novo per gamer.
- They are made available 100% for free.
- Breeding is allowed but is limited by their fertility, and costly, as a fee will be paid for it in our on-chain in-game currency, CYB/Tokes, which are scarce, but can be purchased in the Marketplace.
- Fertility is limited, but gamers may pay to increase it.
- In addition, they may be purchased and sold on the internal Marketplace, peer-to-peer, for an amount set by the seller in the same CYB/Tokes, our on-chain in-game currency.
- They can be bridged onto the Public Chain where gamers may monetize them, nonetheless, a certain amount of EXP must be accrued in battle (see below) in order to do so.
- Moreover, players can bridge their NFTs only if they have more than 3 Chronics in their collection (the minimum amount to play the game). In other words, they need at least 4 to be able to transfer 1 NFT, 5 to transfer 2, and so on.
- Bridging, however, is currently also 100% free, with the exclusion of eventual 3rd party Gas fees due to the public chain on which we are bridging onto.
- Based on demand, to preserve the value of the public chain NFTs, and further encourage a deflationary economy, we reserve the right to modify this policy in the future.

COLLECTION (Click Here for Walk-Through Video):

The Collection page in our game is where our gamers can see and access all the Chronics in their collection that they have minted, bred, or purchased on the Private Chain. Pointing each token's thumbnail with your mouse cursor highlights all the Chronic's stats and characteristics.

Our battle mechanics and judging system encourage players to maintain a diverse collection of Chronics in order to be prepared for a wide-ranging array of potential battle parameters, and it does not simply favour the strongest, highest level Chronics and players.

Given that no Chronic is in absolute terms better than any other, and that each can be invaluable in a particular situation, the larger and the more diverse is your collection, the better chances you have of winning.

GANJENETICS [(Click Here for Walk-Through Video):](#)

Breeding two Chronics on the Private Chain produces a child whose genetics depend on the parents. In other words, gamers can mint new private chain NFTs by coupling two existing ones in their collection. Like a puzzle to solve, you can unlock with specific combinations scarce and therefore highly sought-after features.

This is permitted only on our private chain, and the bred tokens, provided the gamer has at least 4 in its collection, can be bridged to the Public Chain for monetization. This way, we generate earnings for our gamers by enabling them to sell them on the market once there. Moreover, conversely, Public Chain NFTs can be bridged, bred, grown, and enhanced on the Private Chain, and when the offspring has accrued sufficient EXP, it can again be put on the market once on the Public one.

- Breeding on the Private Chain is permitted, but it is limited by Fertility and has a price.
- Breeding Chronics in Beta costs 1.500 Cyb, while in full release it will be 5,000 Cyb.
- Traits have different rarities and different chances to be transmitted to the child, with 4 rarity tiers:
    - **Common** (60% chance of transmission).
    - **Uncommon** (30% chance of transmission).
    - **Rare** (10% chance of transmission).
    - **Legendary** (can't be transmitted).

- The genetics and stats are visible to the player by pointing the cursor on each Chronic in the Collection page, Marketplace, and Cannagotchi.
- **Mutation** allows the emergence of traits not present in parents (5% chance).
  - Radioactive soil increases mutation chance to 20%.

Fertility:

- Chronics can breed for a number of times equivalent to their Max Fertility.
  - Each time they breed both parents lose one Fertility.
- Max Fertility depends on the Chronic's origin:
  - Chronics purchased from collection: 10 max Fertility.
  - Chronics minted: 5 max Fertility
  - Chronics produced from breeding: 2 max Fertility.
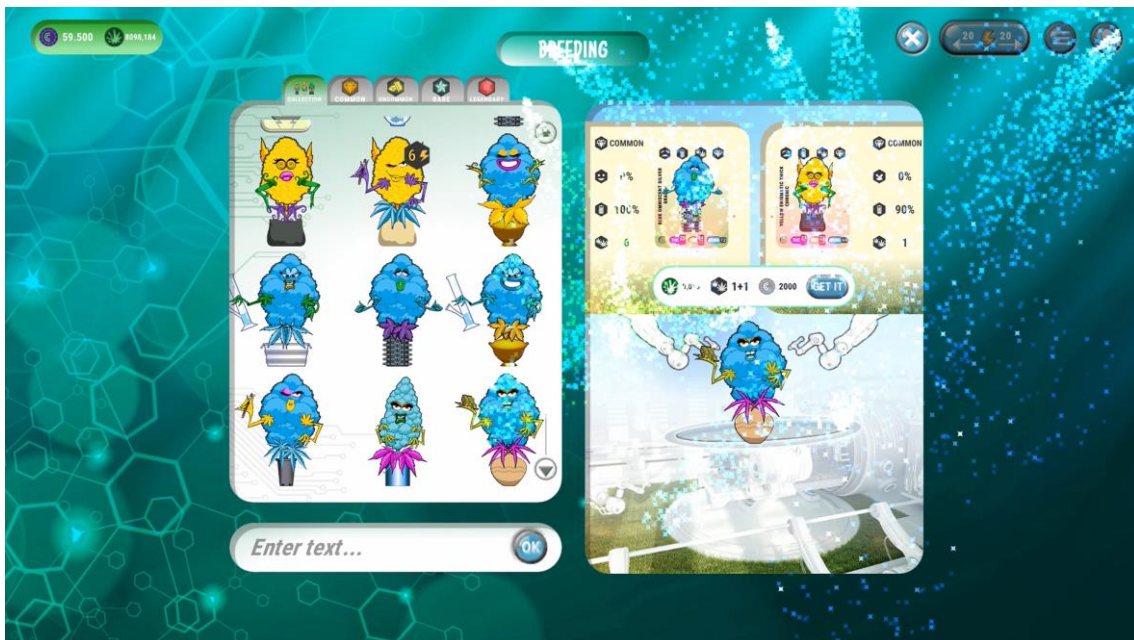
CANNAGOTCHI [(Click Here for Walk-Through Video):](#)

Cannagotchi is a super-casual freemium resource management gameplay that updates Tamagotchi with our own theme. Gamers are rewarded for taking care of their plants and returning repeatedly with our in-game currency and EXP. The greenhouse is the place where players can take care of their Chronics:

- The greenhouse has a finite number of slots and each chronic occupies one slot (total number of slots: 12).
- Chronics use Energy to fight and when they run out of Energy they need to be grown again in the greenhouse.
- Chronic's Happiness is determined by Water, Temperature and Lighting.

- Gardening equipment in the greenhouse can affect chronic stats, like THC, CBD, and Aroma.
- The equipment affects all Chronics in the greenhouse, and consumable items affect only the Chronic they are used on.
- Basic fertilizers are infinite and give random stat modifications.
- Consumable items can be obtained after battle, levelling up or can be purchased at the shop.
- Greenhouse upgrades can either be obtained levelling up or can be purchased at the shop.
- When a Chronic is placed into a slot in the greenhouse, players select gardening items for that specific plant (SOIL, FERTILIZER, BOOSTER).
- They have an effect on stats (THC, CBD, AROMA) that does not depend on the plant.
- When a Chronic is placed in the greenhouse to grow, the stat modifications will take the base stat as a starting point.
- When it is placed in the greenhouse the "current" stats of the Chronics are used as a starting point.
- Modifications can't go above or below the deltas for that stat.
- Temperature, Water, and Light parameters are set up for the whole greenhouse.
- The plant reaction to those parameters is determined by the breed (body type) - these parameters affect the happiness of the plant.
- Hence, the Chronic will go back into the collection.

BATTLE/SMOKE-OFF (Click Here for Walk-Through Video):

The battle mode "Smoke-Off" is an asynchronous multiplayer game for two players, in which they challenge each other to a "smoke off": the first player to satisfy the judge is the winner of the competition. However, if a gamer exceeds the judge's tolerance level, the judge is

KO, and that player loses the competition. The battle is divided in three phases: the active setup phase, in which players choose their team of Chronics, the automatic battle phase, in which they will see the outcome of the challenge, and the reward phase, in which they will earn experience points and bonus rewards.

Setup Phase: Battle & Battle Status

- o On the Battle page, one player (the challenger) starts a battle: they will be automatically matched to an opponent among the currently active players.
- o If no other player is available, the challenger will be paired with an AI bot.
- o A player will be considered active if the last log in was more recent than a specific number of days (one week).
- o The challenged player will then receive a notification and can decide to accept or decline the challenge.
- o Notifications regarding challenges are visible in the Battle Status page.

- ● **Deck Creation**
  - o Gamers combine in their decks the 3 Chronics in such a way as to maximize their battle stats in relation to the judge's ones.
  - o The gamers go on the Deck Creation page, where they can select 3 Chronics from their collection.
  - o The challenger and the challenged player will independently set up their Chronic lineup: the challenger will do it before launching the challenge, and the challenged player will have to set up the lineup in order to accept the challenge.
  - o Both players have the same user experience in the selection phase.
  - o No Chronic is in absolute terms better: each can be invaluable in a particular situation. We are not pay-to-win!

● **Selection flow:**
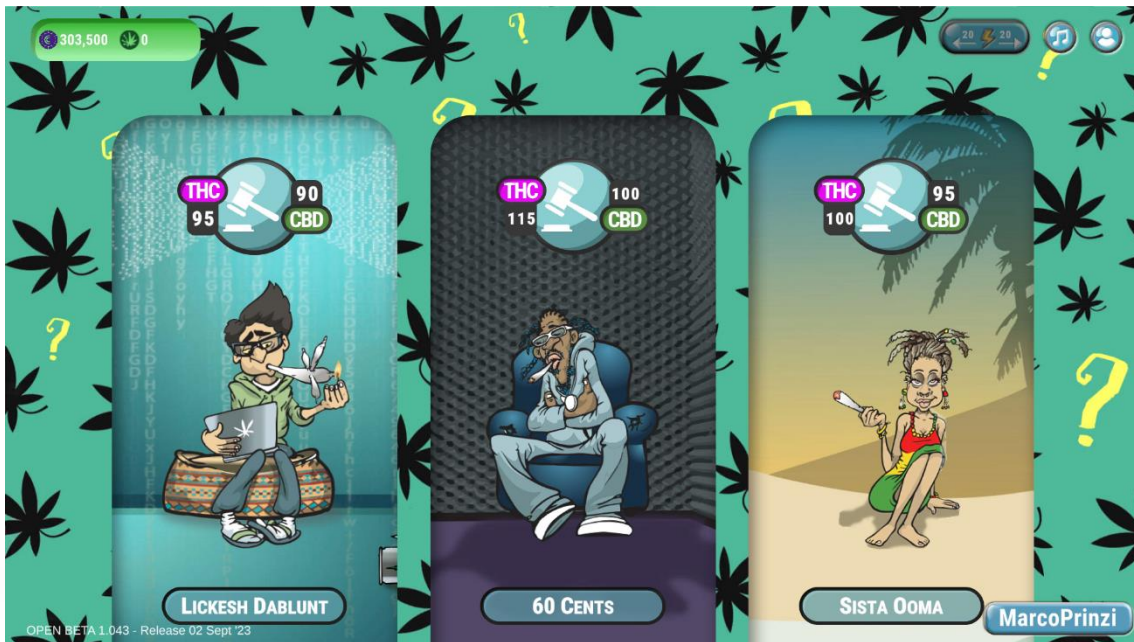
1. Both players see a list of three possible judges, among which one of them will be selected randomly and will be the one players have to face in the smoke off.
2. Both players choose 3 among their Chronics to bring into battle.
3. Both players select up to one bonus to bring into battle (they can choose not to select a bonus). A judge will be randomly selected among the three.
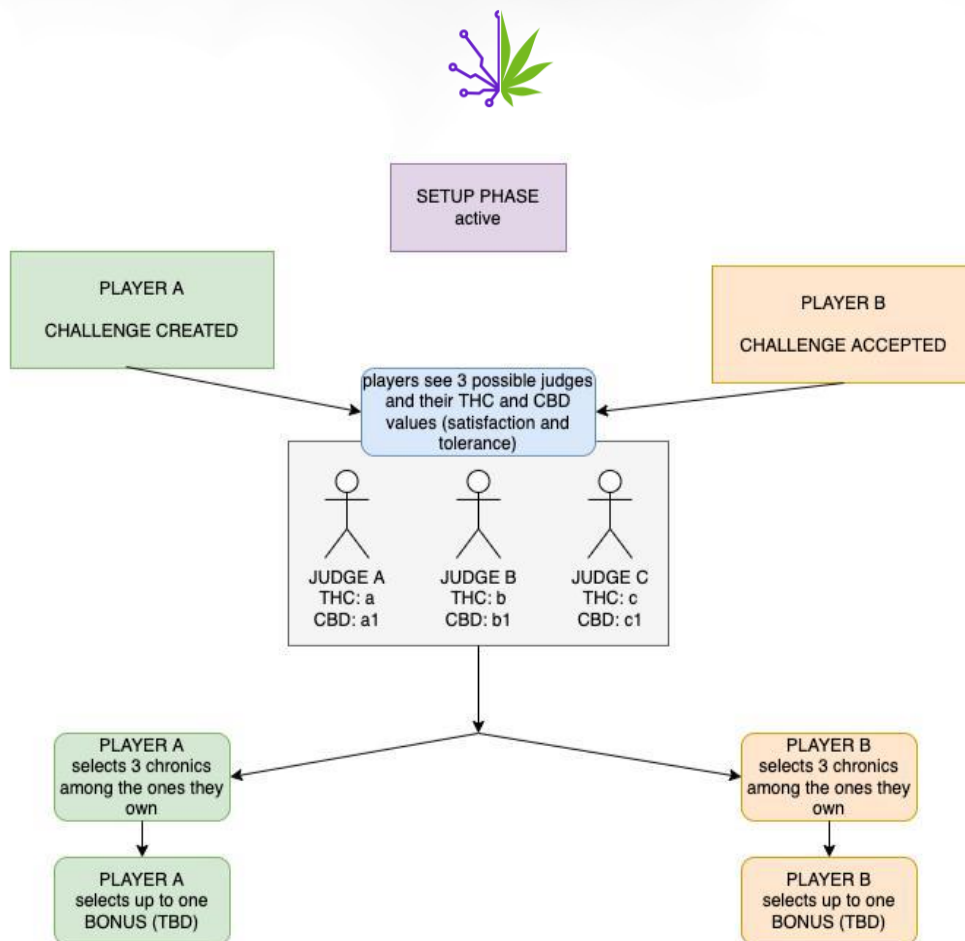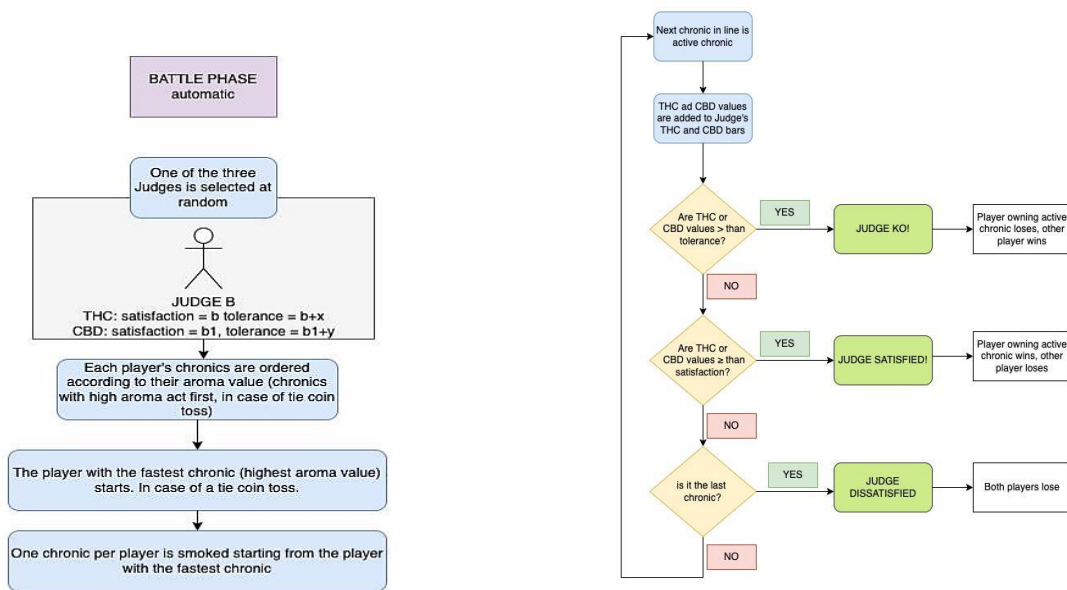
Battle:

- The selected Judge is displayed: its current THC and CBD levels are set to 0.
- Each player's Chronics are displayed ordered from the fastest (higher aroma) to the slowest (lowest aroma).
- The player with the fastest Chronic starts. In case of a tie, one of the players will randomly start.

Core Game Loop:

- The Chronic with the highest aroma value is smoked first. Its THC and CBD values are added to the judge THC and CBD bars.
- Then the Chronic of the highest aroma value of the other player is smoked. Its values are added to the judge THC and CBD bars.
- One chronic per player is smoked until win or lose conditions are met:
  - Win condition: smoking a Chronic changes the value of either THC or CBD to be in the satisfaction range.
  - Lose condition: smoking a Chronic causes the judge to exceed its tolerance of either THC or CBD (KO).
  - Lose condition for both players: neither player has reached the satisfaction level of one parameter of the judge.

Bonus (Click Here for Walk-Through Video):

- If players decide to play a bonus in the setup phase, they will choose a turn (1, 2 or 3) in which the bonus will activate.
- The bonus will be played even if it won't have a meaningful effect in that situation.
- Bonuses will be consumed even if their effect did not trigger.

Reward phase:

- Both players will see a summary of the battle outcome:
  - Winning or losing status
  - Chronics lineup.
  - Judge THC and CBD final values.
  - Players will both be awarded experience points. Winner receives more!

- Winning player has the chances to win a bonus.
- Players will both have a chance to win garden equipment (winners more so).
- The loser has the chance to receive one extra energy for the current lineup.
- Happiness increases the chance to receive bonuses, garden equipment and extra energy.

DAILY QUESTS
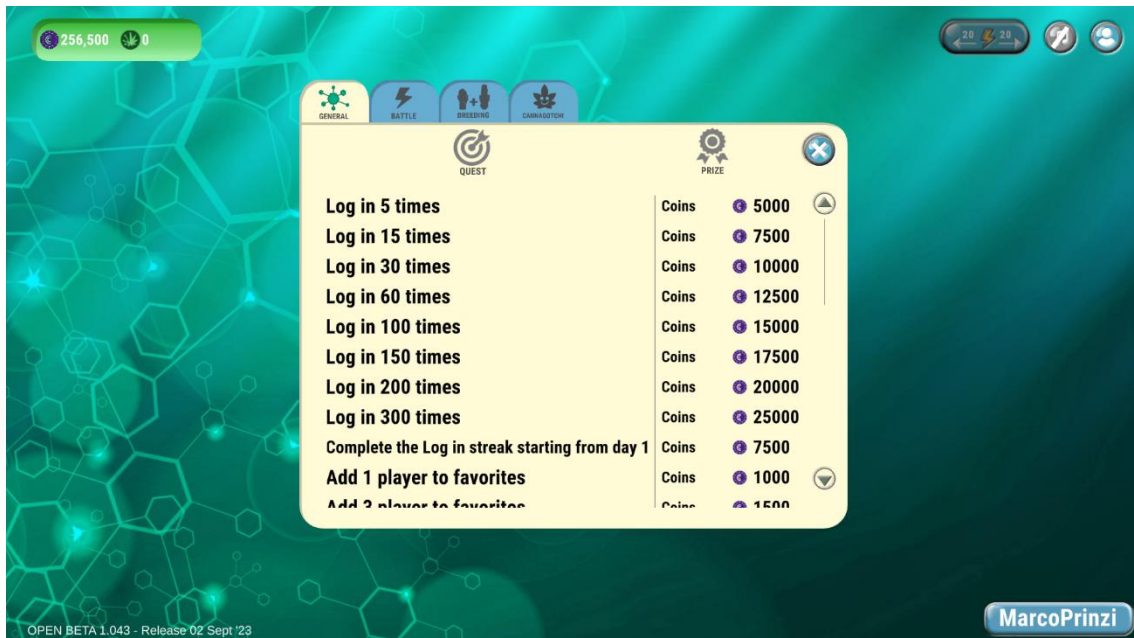
- Like with Idle Games, to increase player retention we reward them for returning to the game repeatedly, for interacting with it and playing the various loops as much as possible.

- We prize them with Coins, Bonuses, and Booster.
- We reward gamers for:
  - **General Quests**: logging in, initiating battles, sending, and accepting challenges, adding friends as favourites, buying and selling Chronics, and more.
  - **Battle Quests:** number of battles won, but also those won in less turns, without using bonuses, and more.
  - **Breeding Quests:** Number of times breeding has been completed.
  - **Cannagotchi Quests**: Reaching milestones such as resurrecting Chronics, equipping them with consumables, restoring energy, reaching 100% of Motivation, and more.

MINIGAME: SLOTMACHINE

The Slot-Machine is a Minigame we have installed to aid our gamers gain our off-chain in-game currency, Coins, to fuel their gameplay, further assuring the free-to-play model of our game.

- In Beta, at first, each gamer starting has 100 turns at attempting their chances at the machine.
- In the full release, these will be reduced to 10 turns for each gamer when they start.
- Then, once these are finished, each gamer has 5 turns each day.
- These are not accumulable.
- Prizes are paid out in Coins, Bonuses, and Booster.