
SML NFT World

SML is not only an NFT game, but also a pioneer to the Internet, refers to the "ultimate form" of the web. It describes a world in which people interact with software as avatars in three-dimensional space. SML has been entangled with Metaverse since its inception. Users in SML are not just passive players, but can play, create, and trade on their own terms, just like in real life.

After the outbreak of novel coronavirus, music artists and the industry chain of traditional music have been greatly affected. However, the rapid development of NFT music market has bred huge business opportunities. SML Music Metaverse integrates elements such as music, DeFi, cards, and Monopoly, and collaborates with many music artists and traditional music entertainment industry chains to create a complete Metaverse music scene, providing opportunities for extensive digital entertainment, social connections, and business development.

SML NFT World integrates elements such as music, DeFi, poker, and Monopoly. It is the primary form of Metaverse. All NFT cards contain both original elements of digital music and real music artists.

1. Blind box:

SML NFT World has a constant 1 million blind boxes. The blind boxes are divided into two levels: normal and advanced, and the price is different for different levels. Each blind box is designed in the form of poker with 4 suits of spades, hearts, clubs, and squares. Each suit has 13 cards from A to K, and 4 suits total 52 cards. The 4 colors represent 4 musical elements. Spades correspond to music artists, hearts correspond to performance scenes, clubs correspond to playing instruments, and squares correspond to music fans. Blind boxes need to be purchased using SML. The NFT card of each blind box is randomly selected from 52 cards. Each blind box can only be opened once, and the remaining 51 cards will be destroyed. Players can purchase 1 or more cards at a time. Blind boxes.

2. Cards:

Each NFT card has a specific music performance ticket income value. The basic ticket income of different numbers is different, divided into 5 levels. The larger the number, the greater the ticket income. NFT cards can be purchased, sold, placed, replaced, and removed, merge.

3. Card book:

NFT cards can be combined with card books to obtain SML tokens. The card books have a variety of specific combinations, and the basic ticket income of the combined card books NFT cards will take effect. Different numbers can also get different combination bonuses. Players with the card book can remove and replace the NFT cards in it. The replacement will change the total ticket income. If you don't want to continue to hold the card book, you can remove to dissolve the card book. Replaced and removed NFT cards The cards will be stored in the card pack.

A. Combination bonus:

Four: a collection of 4 identical numbers in a complete set

Straight: a collection of 4 consecutive numbers in a complete suit

One-stop: Collect all numbers in the same suit

B. Co-licensing bonus:

A single NFT card that is repeated in the card pack can be combined with the card in the card book. The combined NFT card will be destroyed. Each time an NFT card is destroyed, the combined position will receive a combined card bonus. .

C. Invitation bonus:

Inviting other players to join SML NFT World will get an invitation bonus.

D. Ticket income:

Total player ticket revenue = basic ticket revenue * (1 + combination bonus + combined card bonus) + invitation bonus

E. Total amount received:

There is a linear relationship between the total amount received today and the amount destroyed yesterday. $\text{Players can receive today} = \frac{\text{total personal ticket revenue}}{\text{weighted average of total network ticket revenue}} * \text{total amount received today}$

4. Transaction

NFT cards can be purchased or listed for sale in the trading market. The premise of listing is that the player has NFT card inventory in the card package. The premise of delisting purchase is that the player holds SML token inventory, and the selling fee is 5%. , Free of charge for purchase.

5. Card package

The card pack is a place to store NFT cards, which can be combined, combined, and sold.

6. Destroy

99% of all SML tokens consumed by buying blind boxes will be destroyed, the remaining 1% will be given to players as a reward, and 100% of the transaction fee SML will be destroyed.