

THE BETTYVERSE & BETTY'S ZOO WHITEPAPER



ABSTRACT

Taking inspiration from games like Animal Crossing and Stardew Valley, Betty's Zoo is a social simulation, world-building play-to-earn game on the Polygon blockchain.

Zookeepers are transported to one of five worlds in the Bettyverse, our own metaverse, where they are challenged to build a farm and zoo while expanding their collection of zoo creatures, breeding baby creatures, traveling to other worlds to collect rare creatures, and farming food to help feed their zoo animals.

As the game progresses, zookeepers and other professions we introduce into the Bettyverse will be able to participate in Live Quests in the game, which will reward users with ZOOBLE, the in-world currency.

Zookeepers will be able to stake their Zoo Creatures in a public, or private zoo to earn in-game rewards, as well as breed their zoo creatures to receive Baby Zoo creatures.

The Bettyverse is a metaverse built on top of the Polygon Blockchain. It consists of six (6) primary worlds. Land in the five (5) Primary Bettyverse worlds is owned by the community.

Community owned land is identified by World Name and Plot Number.

Land can be purchased by the community during the public sale for MATIC, or in the Bettyverse by spending an ERC-20 token on the Polygon chain called ZOOBLE.

The Bettyverse will be governed by the BettyDAO, a DAO we will introduce in Q1 of 2023. Zookeeper holders, Farmer holders and Free Betty holders will be airdropped governance tokens in Q4 of 2022.

FOUNDERS NOTE

As our founding team began to toss around ideas about a potential game in September of last year, two of us were addicted to playing Animal Crossing and Stardew Valley.

They were peaceful, mostly enjoyable ways to spend our time building a world that was our own.

We started to wonder what a world like that, a game like that could look like in a Web3 kind of world. And then, because of who we are, we started to build.

We started looking at ways we could bring a world-building, social simulation game to the blockchain. One that was focused not on fighting, but on building.

We started working out the story, the characters, the worlds and the economics of the new Metaverse we wanted to build in October of 2021.

Our team has been focused on building a metaverse that is kind and inclusive, with the operating principle of: What Would Betty White Do?

We felt like there was a need for a more developed P2E game that demonstrated the true power of in-game ownership. We felt there was a need for a P2E game that was active, and not just a passive staking game. We felt there was a need for a P2E game that wasn't about fighting, but about building. So, we started to build one.

We hope you enjoy taking this journey with us, it's gonna be **wild!**

- Rory, Josh, Ashley and Chris

THE BETTYVERSE

The Worlds

The Bettyverse consists of 6 primary worlds.

- *The Hollow*
- *The Oasis*
- *The Jungle*
- *The Rainforest*
- *Mars*
- *The Land Beyond*

Each world has different staking boosts, native plants and animals, and a unique location. While Zookeepers will need to purchase a private portal device, every world will have a Public Portal that will allow for Zookeepers to visit The Public Zoo on the Hollow, and the Public Garden on the Jungle for a small fee.

THE HOLLOW



The Hollow is the Bettys home world in the Bettyverse. Streams here run clear, the ground is fertile, and the air is clean. Bettys have taken good care of their home world, and it's up to you to help us keep it that way.

You will also find the Public Zoo on The Hollow. Here, zookeepers can stake their animals to get \$ZOOBLE, rarely, a \$ZWRLD token will be rewarded, which will allow you to transport your zoo to another world in The Bettyverse.

Special Features:

- *100% of the fees from the Public Portal to the Hollow will be allocated to landowners in The Hollow.*
- *Food grown on farms in The Hollow increases Animal Happiness by a factor of 3.*

Native Creatures:

Standard Monkey
Standard Koala
Teal Koala
Standard Lemur
Green Panda
Creamsicle Bird
Standard Penguin
Standard Elephant
Standard Rhino

THE JUNGLE



In the Jungle, you had better be careful.

The only place in the Bettyverse where the Tiger roams, it's also the only place you can grow a Bird of Paradise flower — only 500 of these can be grown, ever. You can only get them by finding the Paradise Seed (\$PSD), and planting it in the Public Garden, found in The Jungle.

The marketplace in the Jungle is the only one that will provide access to seasonal starters (STRTS) which grow at 2 times the speed of Seeds (SEDZ).

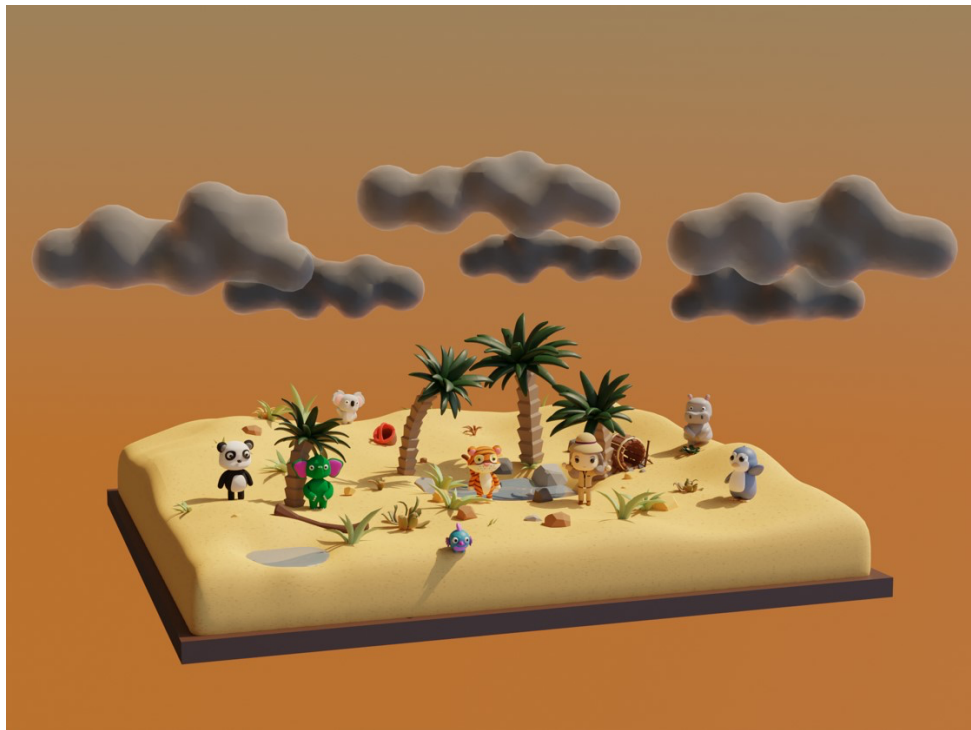
Special Features:

- *100% of the fees from the Public Portal to the Public Garden will be allocated to landowners in The Jungle.*
- *Zoos here occasionally provide \$PSD seeds as a staking reward. Only 500 of these will exist ever. Birds of Paradise flowers provide their owners a 5% boost on staking rewards when they are staked in the Public Garden.*

Native Creatures:

Blue Monkey
Red Koala
Standard Cheetah
Green Lion
Blue Panda
Cotton Candy Bird
Standard Tiger
Blue Tiger
Green Tiger

THE OASIS



The Oasis is a world full of sweeping sand dunes, lush watering holes and some very interesting Monkeys. It's also the home world of the majestic Lion. On the Oasis, you can find the Bazaar, a Bettyversewide marketplace allowing you to buy, sell and trade for off-world creatures and one of a kind zoo enclosure décor.

Special Features:

- *3% of the fees from the Bazaar will be distributed to Zookeepers who hold land in the Oasis*
- *Food grown on the Oasis takes 1.5 times longer to grow but increases animal happiness by a factor of 5.*

Native Creatures:

Purple Cheetah

Standard Hippo

Standard Lion

Red Lion

Standard Panda

Purple Panda

Pink Penguin

THE RAINFOREST



At first glance The Rainforest seems a lot like The Jungle. Don't be mistaken. Here, water flows freely, legendary snakes and birds traverse the ground and sky, and Zoos built here have a 20% increased likelihood of producing rare and special baby zoo creatures.

Special Features:

- *Zoos have a 20% likelihood of producing rare and special baby zoo creatures.*
- *Aviaries here increase zoo visitor fee caps by 30%*

Native Creatures:

Pink Koala

Green Cheetah

Standard Giraffe

Pink Snake

Green Snake

Orange Panda

Blue Raspberry Bird

MARS



Strangely, a planet from our own universe has found its way transported to the BettyVerse. The newest and harshest of worlds has brought with it a strange group of creatures. Only found on Mars, their unique markings grant any zookeeper who has them in their possession double \$ZOOBLE rewards for zoo visitors.

Zookeepers on Mars are granted **Space Suits** which allow them to travel outside of their zoo to explore and discover the **Crystal Mines**, where zookeepers from Mars will be able to stake their Party Cheetahs to earn **Portal Crystals** (\$PCRY5), which are a requirement to mint a personal portal device.

Special Features

- *Zookeepers who have zoos on Mars will be the only players able to stake a Party Cheetah in the Crystal Mines to earn Portal Crystals, which they will be able to use themselves to mint a personal portal device or sell on the secondary market.*
- *Animals native to Mars double the \$ZOOBLE rewards for zoo visitors.*

Native Creatures:

Pink Monkey
Purple Monkey
Green Party Cheetah
Purple Party Cheetah^
Pink Hippo
Bluebert Hippo
Purple Giraffe
Blue Snake
Watermelon Lion
Bluebert Lion
Red Panda
Party Panda
Party Penguin
Watermelephant
Bluebert Elephant
Bluebert Rhino
Watermelon Rhino

THE LAND BEYOND



The Land Beyond is a world that exists apart from the rest. Quests are live in-game challenges that are rewarded with \$ZOOBLE, rare mythical creatures, and some more fun perks. Here, land cannot be owned, and legendary quests are completed. By completing quests, Bettyverse residents unlock mythical creatures for their zoos. When every gold level quest has been completed in The Land Beyond, it will unlock the expansion worlds in the Bettyverse.

Native Creatures:

Golden Hippo
UK Giraffe (Blue/Yellow – UK)
Pink Giraffe
Party Giraffe
Golden Lemur
Midnight Dragon
Dusk Dragon
Dawn Dragon
Goldwing Dragon
Arctyx Dragon
Diamondwing Dragon
Amethyst Dragon
Turquoise Dragon
Pearl Dragon
Midnight Bird
Lemon-Lime Bird
Rainbow Tiger
Party Tiger
Golden Elephant
White Rhino

LEGENDARY LOCATIONS

In each world of the Bettyverse, 10% of the ownable land is classified as Legendary.

Legendary Locations are home zones of specific breeds of our Zoo Creatures, and owners of those Legendary Locations receive 5% of the revenue received from that breed.

Zoos built on Legendary Locations never have to worry about their enclosure's cleanliness, as sprites from The Land Beyond make daily trips to visit your zoo and ensure the creatures there are clean, healthy and happy.

Legendary Locations start with the maximum base/cap fees for Zoo Admission fees.

There will only ever be 10,000 Legendary Locations in the entirety of the Bettyverse.

COMMON LOCATIONS

While each world will be unique, there are some common places you'll be able to find in each. Those are:

The Market

- Buy, sell and trade zoo creatures that are native to this world.
- Buy, sell and trade seeds and starters that are native to this world.
- Monthly themed creatures and plants
- Buy Your Portal, a device that allows you to transport easily between worlds.

Bettys Builders

- Bettys Builders is BorealisCorps construction team. When you're ready to design and build a new enclosure, they'll be there to assist.

LAND

OWNERSHIP

Each of the Five (5) habitable worlds in the Bettyverse contain 20,000 plots of ownable land, putting the total plots of ownable land in the Bettyverse at 100,000.

10% (10,000) plots of land will be distributed to holders of the Genesis Zookeeper as an airdrop during Phase 2 of our roadmap.

20% (20,000) plots of land will be distributed to holders of the Zookeeper Family collection.

1% (1,000) plots of land that are categorized as Legendary Locations will be awarded in a free mint.

That leaves 69,000 plots of ownable land available.

60,000 plots of land will be locked in our Gnosis Safe for later professions in the Bettyverse, and in game sales.

9,000 plots of land classified as Legendary Locations will be offered in a public sale immediately prior to the game launch in Phase 3.

TOKENOMICS

The primary currency of the Bettyverse is a fungible ERC-20 token on the Polygon network called **\$ZOOBLE**.

There will be an initial supply of 100,000,000 \$ZOOBLE.

40,000,000 will be airdropped to Zookeeper holders, Free Betty holders and our community leaders. Of that, **35,500,000** will be airdropped to holders of Zookeepers and Free Betty. **4,500,000** will be distributed between our community leaders (mods, founders and the devs).

60,000,000 of the initial 100,000,000 \$ZOOBLE that are minted **will be locked in a Liquidity Pool on Uniswap**.

No additional \$ZOOBLE will be minted in the first year of the Bettyverse. Any additional minting will have to be approved by the BettyDAO. We will reveal more on this piece later this year.

Liquidity & Staking Rewards

Liquidity will be provided to The Bettyverse in four different ways.

1. Preliminary Sales

We define preliminary sales as any Public Mint that we use to introduce larger pieces of the game. Preliminary sales will always take place outside of the Bettyverse (i.e. the public sale of Zookeepers, the public sale of land).

2. Primary Sales

We define Primary Sales as the first sale of an item created by the Bettyverse design and development team that happens within the Bettyverse (i.e. new animals, seeds, starters and more – a simple way of putting this is anything you buy directly from the Bettyverse team inside of the Bettyverse).

3. Secondary Sales

We define Secondary sales as any sale of an item created, mined, minted, or already owned by a citizen of the Bettyverse on a secondary market (either OpenSea or the Public Marketplace).

4. Outside Investment

We define outside investment as any investment made directly by the Founding Team into the Bettyverse.

Liquidity Apportionment:

Preliminary Sales

20% of gross sales will be apportioned to the Liquidity Pool
(Uniswap/Zooble)

Primary Sales (Monthly)

10% of gross sales will be apportioned to the Liquidity Pool
(Uniswap/Zooble)

Secondary Sales (Monthly) (7% royalties on Secondary Market)

10% of gross revenue will be apportioned to the Liquidity Pool
(Uniswap/Zooble)

Staking Reward Apportionment

Primary Sales

20% of gross sales will be apportioned to Staking Rewards

Secondary Sales

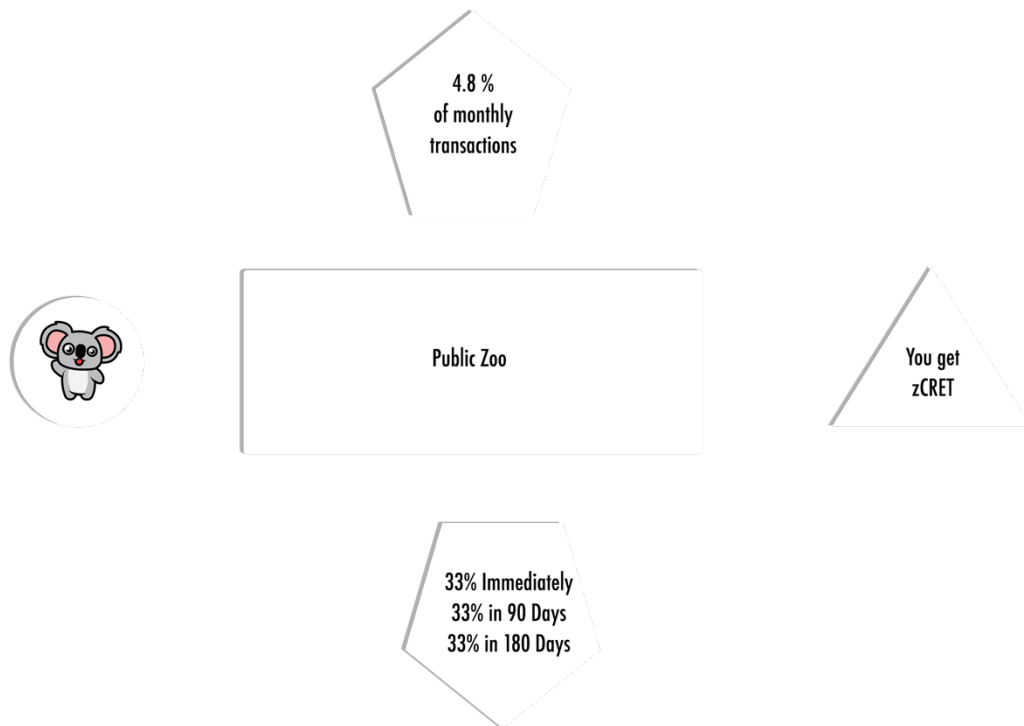
20% of gross sales will be apportioned to Staking Rewards

STAKING REWARDS

Public Zoo

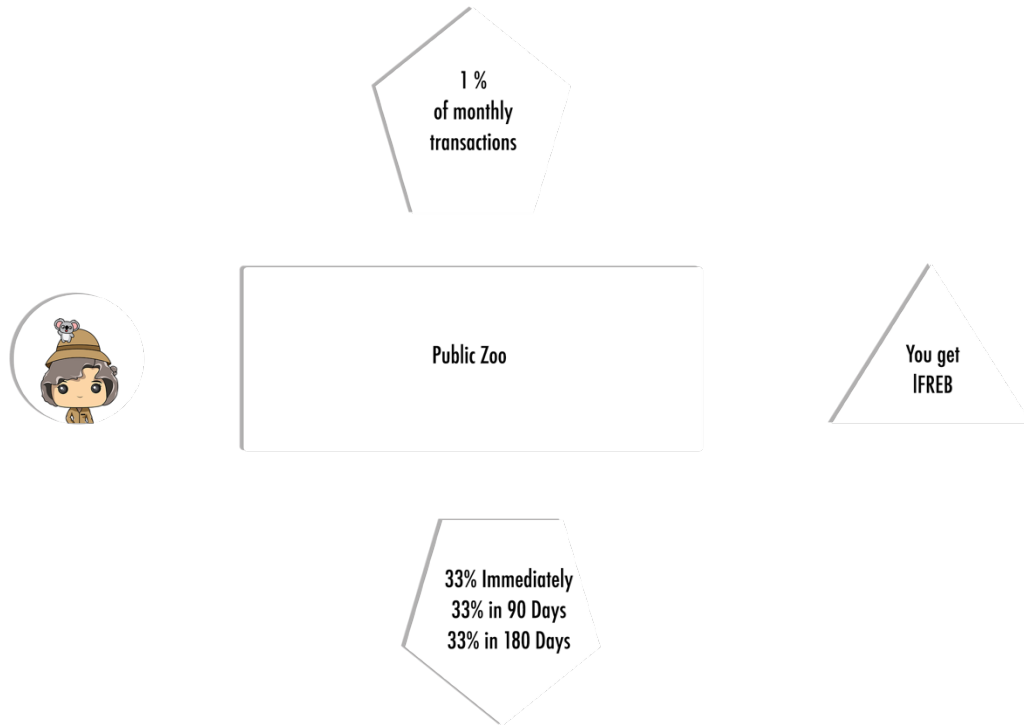
Zoo Creatures can be staked in the public zoo on the Hollow by residents from any world.

4.8% of all monthly transactions are distributed to zCRET holders who are part of the Public Zoo pool*.



Free Betty can be staked in the public zoo, regardless of Zookeeper ownership.

1% of all monthly transactions are distributed to IFREB holders*.



100% of fees collected from the public portal to The Public Zoo will be distributed to Zookeepers who own land in the Hollow.

*33% will be available to withdraw immediately after distribution, an additional 33% will remain time-locked for 90 days, with the final 33% time-locked for an additional 90 days (180 days total).

Public Garden

Additional staking rewards will be announced for the Public Garden prior to the launch of the Bettyverse.

100% of fees collected from the public portal to the Public Garden will be distributed to Zookeepers who own land in the Jungle.

The Bazaar

3% of gross revenue from the Bazaar will be distributed to Zookeepers who own land in the Oasis.

The Crystal Mines

Zookeepers who own land on Mars can stake their Party Cheetahs in the Crystal Mine to earn Portal Crystals \$PCRY5, 1,000 \$PCRY5 will be minted each month and distributed to cCHET holders.

Legendary Locations

Owners of Legendary Locations in the Bettyverse receive 5% of the revenue from primary and secondary sales of their assigned species.

Private Zoo

Zookeepers are able to charge an entrance fee to their zoo, 97% of that fee is distributed to the owner of the private zoo.

Fees are built on a base/cap model. Your fee cap and base will differ based on the rating of your zoo.

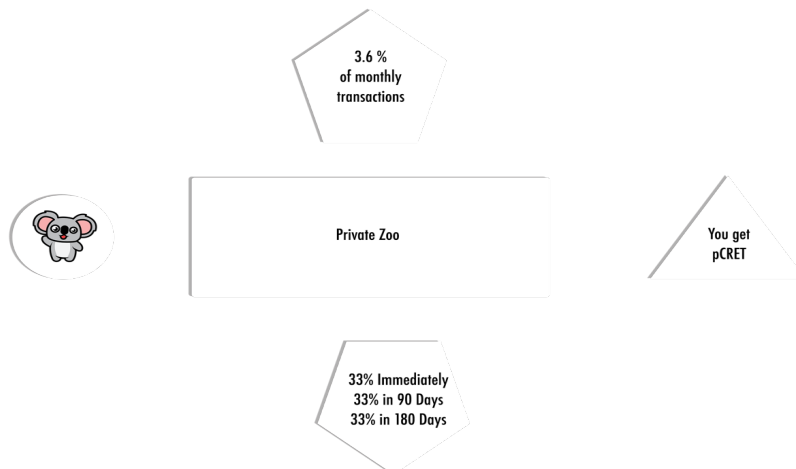
Zoo ratings are determined by the following factors:

Animal Hunger: Hungry animals aren't Happy Animals. You need to make sure your animals are happy, not hungry.

Animal Rarity: Each Zoo Creature is assigned a specific rarity percentage which are combined to form 1 point in the zoo rating system.

Enclosure Cleanliness: Animals can make a mess. Make sure you're keeping those enclosures clean to keep those Animals Happy.

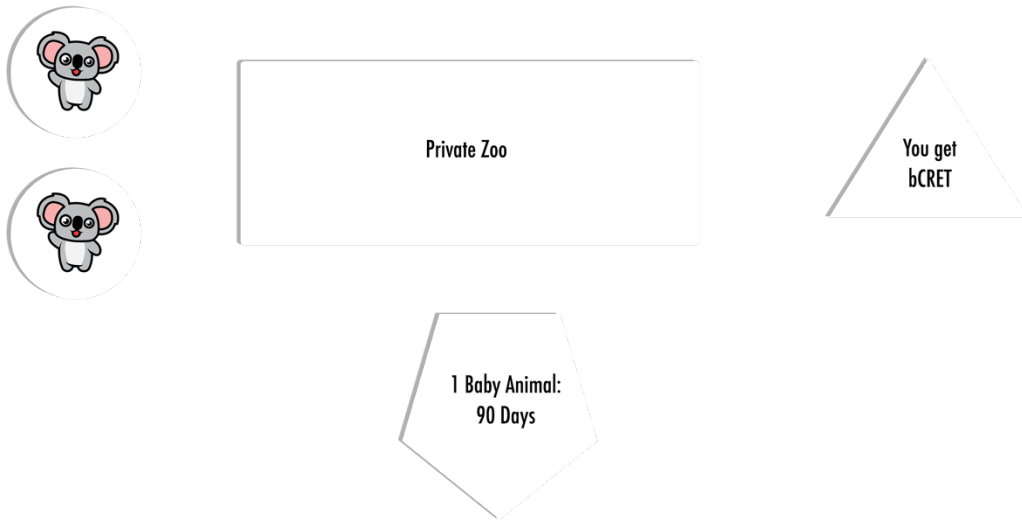
3.6% of all monthly transactions are distributed to pCRET holders.



Breeding

2 Zoo Creatures of the same species can be staked together in your private zoo for a bCRET token.

bCRET holders will receive 1 baby animal generated from the traits of the two staked creatures every 90 days.



WELCOME TO YOUR ZOO: GAMEPLAY

Zookeepers are transported to one of five worlds in the Bettyverse, our own metaverse, where they are challenged to build a farm and zoo while expanding their collection of zoo creatures, traveling to other worlds to collect rare creatures, and farming food to help feed their zoo animals.

Welcome to your Zoo

When the game opens, zookeepers will find themselves waking in their home in the Bettyverse. A rustic, simple one-bedroom abode. When they venture outside they will find 10 pre-built basic enclosures to house a variety of creatures. Each enclosure can host 15 animals.

ZOOS

Zoos in the game have 4 separate levels. Advancing in the game will allow you to upgrade your enclosures and increase your breeding slots. Enclosure upgrades will be unlocked after the first *Campaign* is completed.

Level	Animals Per Enclosure	Maximum Enclosures	Breeding Slots
Basic	15	15	2
Advanced	25	20	6
Epic	50	50	10
Custom	100	100	unlimited

Animals staked in an enclosure are visible and require feeding and cleaning daily to increase animal happiness.

Animals that are staked for breeding are not visible and require no upkeep.

An always up to date sheet with creature, variant and homeworld can be found at: bit.ly/bvcreatures

FARMS

Each Zoo in the initial wave of Zookeepers will also contain a farm. Farms, like zoos have separate levels, levels can be increased by completing **Campaigns** and **Quests**

Starter Farms will be available for purchase in future waves, or zookeepers can purchase food and supplies from secondary market sales.

Farms levels directly relate to the maximum yield and plant type you can grow.

Level	Maximum Yield	Plant Type
1	1000/day	Basic
2	5000/day	Basic +
3	20000/day	Advanced
4	25000/day	Elite
5	50000/day	Ultimate
6	100000/day	Enchanted

Seeds and starters* will be available for purchase from your local market in each game for ZOUBLE. ¹

¹ Starters can only be purchased at the Market in the Jungle or on secondary markets

THE HAPPINESS ALGORITHM (HA)

The Happiness Algorithm is a world-specific algorithm that takes into account a variety of factors:

- **Frequency of Feeding**
- **Cleanliness of Enclosures**
- **Specific Animals Happiness Factors**
- **Environmental Factors**
- **Zookeeper Kindness**

Each world has a different weight for each in the algorithm. Those weights will be revealed after the game enters Beta.

CAMPAIGNS, MICRO-QUESTS AND LIVE QUESTS

Micro-Quests are individual tasks assigned to players in the game to help build and grow the Bettyverse. These Micro-Quests can consist of such banal tasks as growing 10 ears-of-corn adventures to explore other worlds and acquire rare creatures in their home world.

Campaigns are individual story-based gameplay sequences made up of a series of **micro-quests** that players must undertake to level up their zoos and farms while earning ZOOBLE and advancing their own progression in the Bettyverse.

Live Quests are **interactive quests** that require teams of players to come together at specific times to achieve something together. Live Quests will **always** offer large purses for the team that succeeds. Everyone in the game will be able to benefit from participating **in Live Quests**. Live Quests will **always** unlock something new in the game, whether it's a new creature, new structures, new enclosures or a new world. The top 500 participants in the **Live Quest** will receive the item

that is unlocked, or a rare creature airdropped to them for participating in the **quests**.

Your First Campaign

The first campaign in the Bettyverse will find Zookeepers tasked with achieving four micro-quests. Each zookeeper will find their own way to achieve these tasks.

1. Bringing at least 25% of your enclosures to 85% occupancy
2. Achieving a Happiness Score of 3 or more for each enclosure that contains creatures
3. Harvesting 100 Ears of Corn, 5 Apples and one regional plant species.
4. Traveling to at least one other world using the public portals.

Finishing this first Campaign will reward Zookeepers with:

1. 150 \$ZOOBLE
2. Unlocks basic visitor fees for your zoo
3. Farm will advance to level 2
4. An airdrop of Basic+ Starter Seeds

The First Live Quest

One week after Zookeepers have found themselves transported to the Bettyverse, a strange rock falls to each world. Upon examination, zookeepers will discover that these rocks are no rock at all, they are in fact one of the rarest artifacts in this world, something thought lost to the ages.

Dragon Eggs

Millenia ago, dragons ruled the known universe, gifting the worlds that housed them with inexplicable magic. Worlds that held Dragons never faced famine or natural disasters, and most of all it gifted creatures throughout the Bettyverse with special abilities.

To this day, we thought there was only one left. A Baby midnight dragon, discovered by a Zookeeper when they awoke in the Bettyverse.



Thought lost to us, these eggs unlock a once hidden gate in each world that will allow zookeepers to travel to The Land Beyond, where they

will be tasked with working together to find and free the 3 Dragon Queens, held captive by the mysterious being known only as Morg.

Midnight, Dusk and Dawn

The minimum size for each team is 5 Zookeepers

One team will be able to free one dragon queen

Three teams minimum will be required to complete the first Live Quest.

IDENTITY MANAGEMENT

In order to facilitate ownership, shared reward split and enforcement of social agreements we have developed an **Identity Management** system in the Bettyverse.

Zookeepers are assigned a random **DNA** sequence. The correlating DNA sequence is linked to the 3-D Bettyverse Avatar. **Zookeeper DNA sequences will be assigned a unique identity in the Bettyverse.** This sequence will be appended to a user record on the blockchain upon game initiation. Allowing each Zookeeper the ability to name their character and to access our **P2P Social System.**

If Zookeeper ownership ever changes wallets, the associated **DNA sequence** will be assigned a new owner record on the blockchain. This allows us to separate Zookeeper ownership from ownership of other assets in the game. It also means you will be able to transfer your Zookeeper without transferring your land, goods or Zooble to the new player. This will also allow new players to name their character something that will live on the blockchain forever.

SOCIAL P2P

Utilizing the identity management system, Zookeepers will be able to connect to a server that enables user-to-user connections, coordinates positions and postures and enables multi-modal communication within the game itself. An essential layer for a cooperative game.

THE FUTURE OF THE BETTYVERSE

This is just the beginning of The Bettyverse story. To ensure the future of the Bettyverse, 80% of all Preliminary Sales and 70% of all primary and secondary sales for the first year will be allocated to a multisignature Developer and Administrator wallet managed by Borealis 6 LLC.

Much like our own universe, the Bettyverse is always expanding. As citizens of the Bettyverse complete quests in The Land Beyond, they will unlock new worlds, professions, creatures, and plants.

These funds will allow us to pay for development, marketing, and administrative costs. This includes providing quest rewards.

What's Next?

After launching the Bettyverse and the Bettys Zoo game, we will begin development of the DAO – an integral part of ensuring the future of the Bettyverse is decided by the community.

We will be dropping 5 new animals every month and will be carrying our Free Mint process forward with Seasonal Creature collections, limited (3,333 each) seasonal creatures will be dropped 4 times a year as a free mint to the Bettyverse community.

Our team has already begun working on the second chapter and the seventh world in the Bettyverse.

Atlantis.