



Littlebits World
Litepaper

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Littlebits is here to fulfill an NFT demand for cheerful and lighthearted avatars, where the expected diversity coincides with the number of unique characters generated. While our team has been working tirelessly to provide a close representation of every kind of investor in each blockchain ecosystem, we also believe in the future of NFT's utility in the form of gamification and metaverse exposure and we are dedicated to growing the project in that direction.

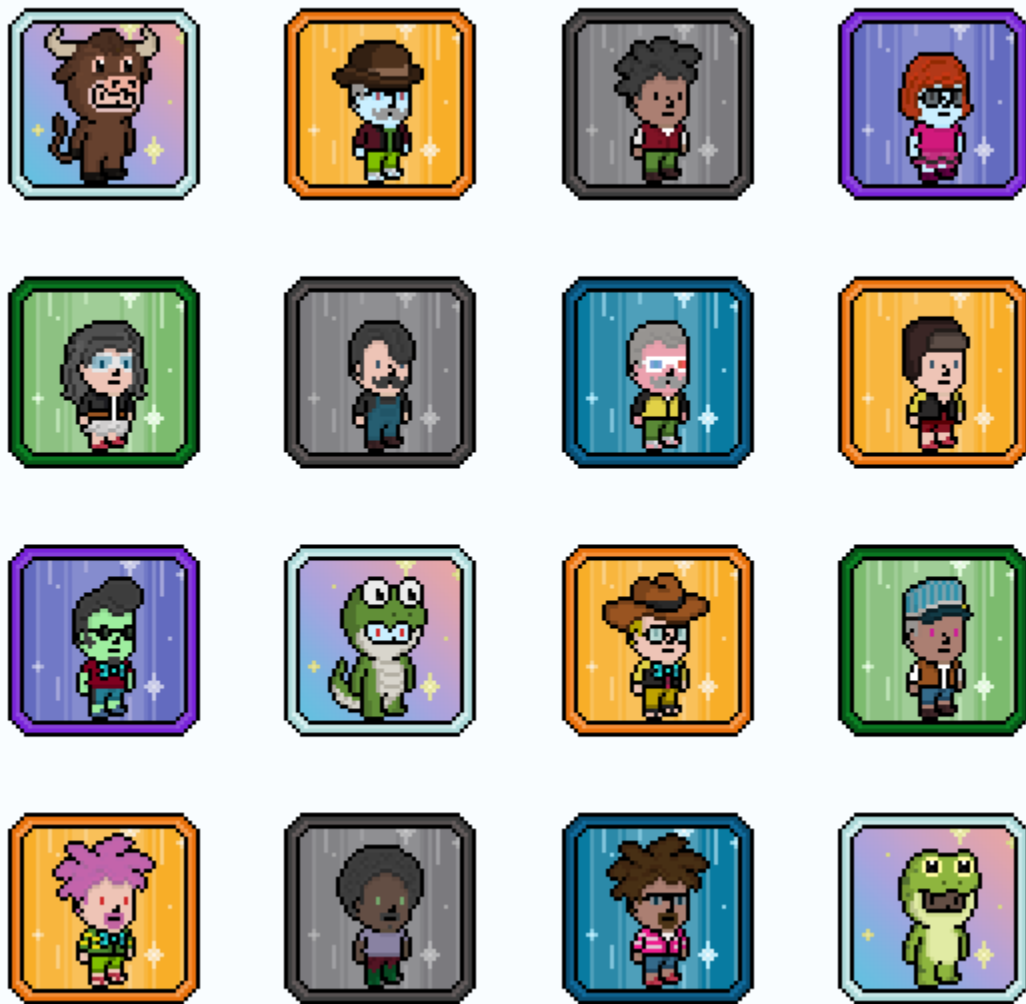


Figure 1 - Example of Littlebits NFTs of different rarities.

The Team



@gore



@Cal



@gifMaker

We are three individuals with a passion for NFTs and the blockchain space. Our core team composition includes Gore, a designer, video editor, and content creator; gifMaker, a programmer and engineer who used to create robots before discovering cryptocurrencies; and Cal, a pixel artist well-known during the Tumblr era renowned for his creativity and skills. We also collaborate with external contractors to ensure high-quality content is delivered on time. We all share a passion for gaming NFTs and the blockchain space and firmly trust in the real potential of these technologies to benefit our users.

Tokenomics



The total supply of Littlebits is 10,000 for each blockchain, where 80-85% is for sale and 15-20% is reserved for community airdrops. No tokens are held back for the team or any other reserve. The minting price is decided based on the current blockchain economy and will be announced on our social media. We also offer bundle options of minting 1, 3, and 10 NFTs at a time, with progressive discounts.



There will be up to 1931 airdropped Littlebits, divided into two parts. The first part will be an airdrop to our home community where we started the Littlebits World project. This airdrop will be for active accounts only and must be claimed through the game/website. Up to 1431 Littlebits will be distributed in this way.

The second part of the airdrop will consist of 500 Littlebits destined for promotional airdrops to the Polygon Community and partner project members.

On subsequent airdrops, when we expand to other blockchains, the distribution will be fixed at 15%. These airdrops will be open to a wider audience and will help us bring in more users and increase the adoption of our project.





In the Littlebits project, a total of 10,000 randomly generated characters are created using an attribute drop table. These characters consist of various attribute slots, with 12 slots for male characters and 11 for female characters. The attributes for each slot are determined through a random roll, and some slots may end up empty. There are more than 500 possible attributes that can be generated in this way.

Slots		
Male	Female	# of attributes
Costume*	Costume*	20
Hat*	Hat*	64
Hair	Hair	102
Glasses*	Glasses*	34
Eyes	Eyes	5
Nose	Nose	3
Bowtie*	x	4
Beard*	x	61
Shoes	Shoes	45
x	Jacket*	39
Torso	Torso	105
Legs	Legs	45
Skin	Skin	6

Table 1 - Character slots. *These slots have a chance to roll empty.

Some slots have an additional set of rules to avoid conflicts and overlaps. The image below shows the complete flowchart for the character creation with all possible adjustments and exceptions. Costumes are very rare, rolled beforehand, and treated separately.

Male Diagram

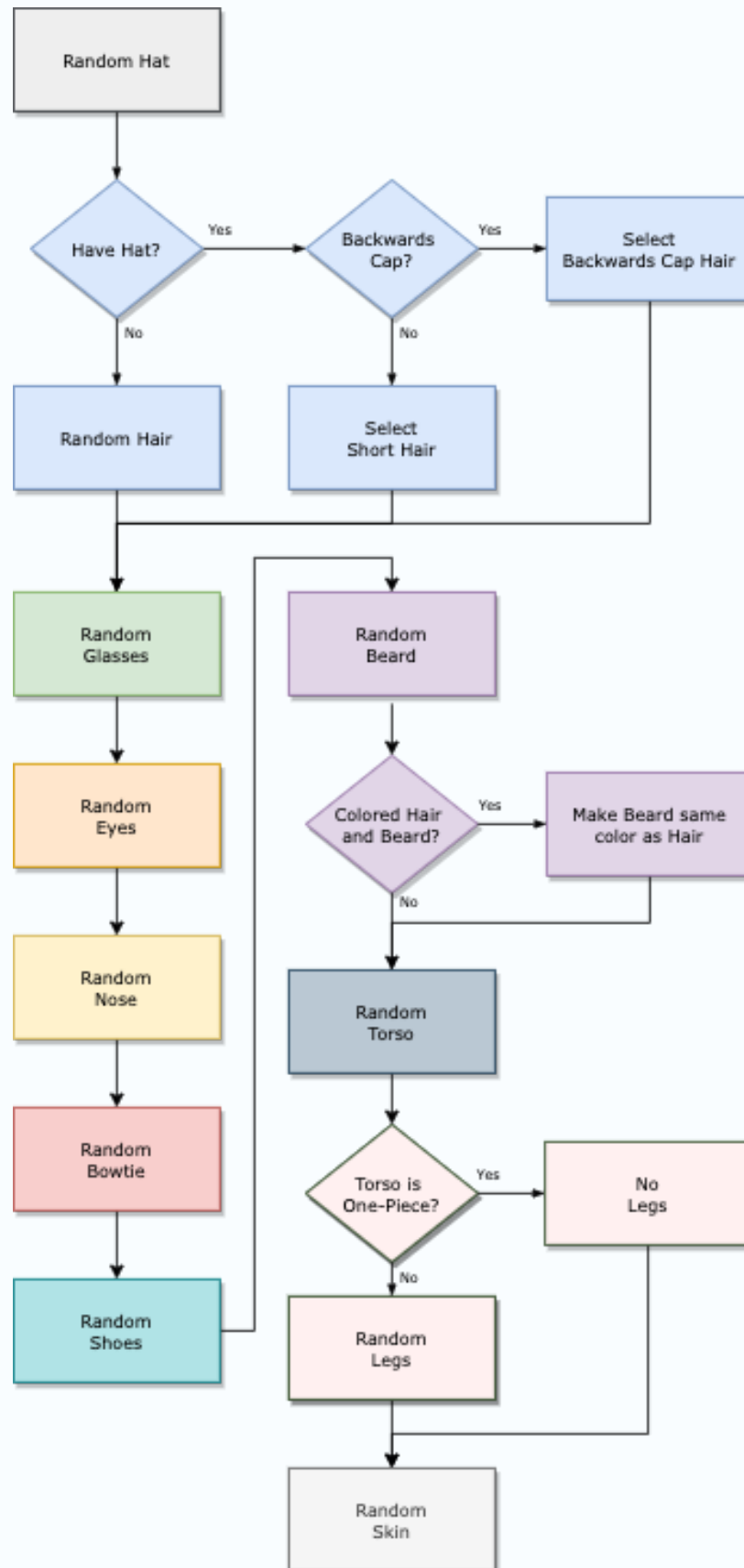


Figure 2 - Male character-building flowchart.

Female Diagram

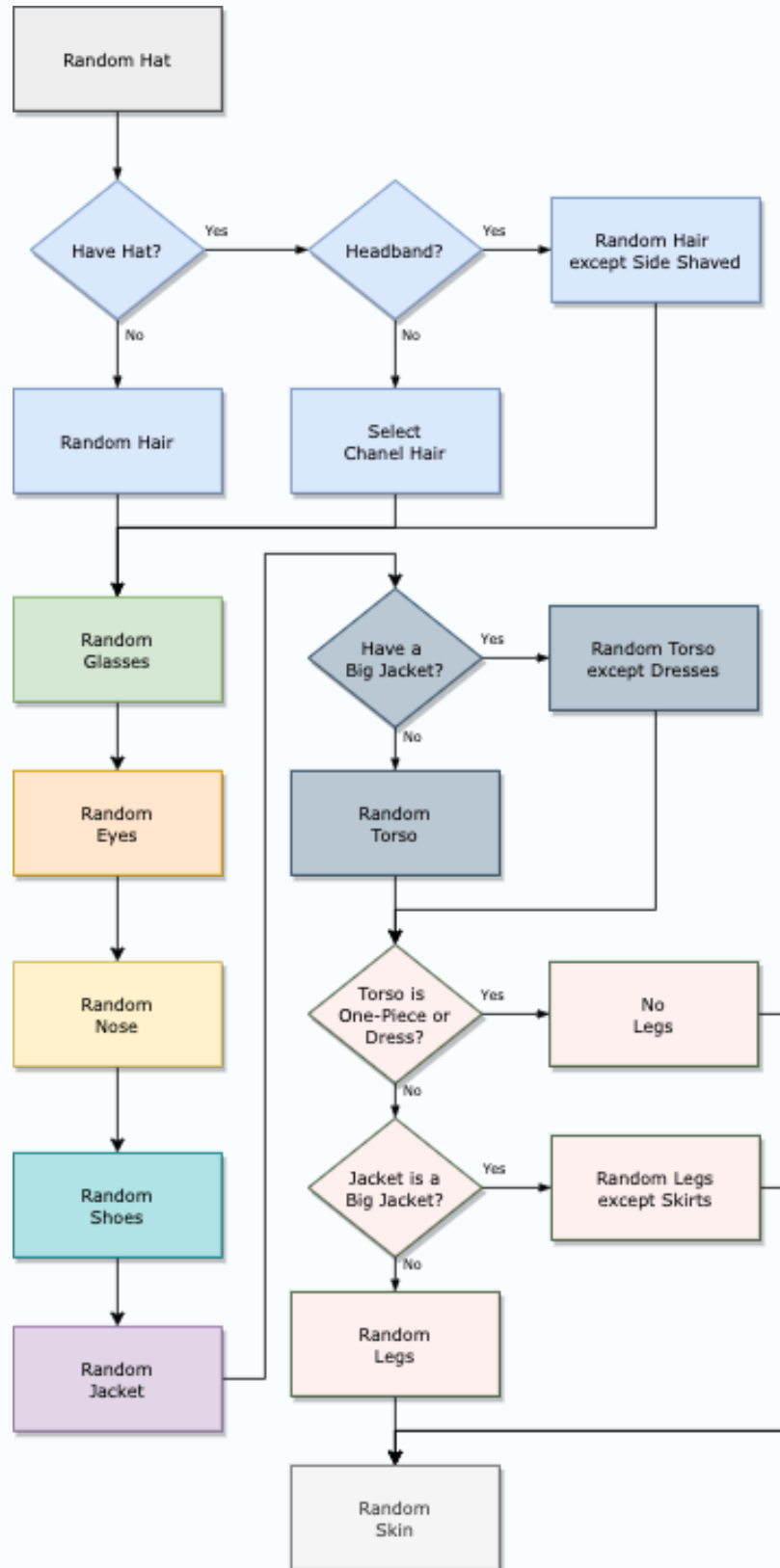


Figure 3 - Female character-building flowchart.

Slots that may roll empty are Costume, Hat, Glasses, Beard (male), Bowtie (male), and Jacket (female). Additional enforced rules are as follows:

Rule	Additional Information
If the character gets a costume, it will roll only for skin, eyes, and glasses (if astronaut) and nothing else. The combination is guaranteed to be unique.	Getting a costume overlaps every other attribute except for those cited and automatically makes the character Iridescent, the utmost quality.
If the character (male) gets a Backwards Cap, its hair will be a Backwards Cap Hair of random color.	This type of hat has custom-made hair. It's the only option.
If the character (female) gets a Headband, it will roll for every hair except for the Side Shaved Hair.	The Side Shaved hairstyle overlaps with the Headband and does not fit properly.
If the character gets any other hat, the hair will be Short Hair (male) or Chanel Hair (female).	That happens to avoid conflict with our hairstyles and fashionable hats.
If the character (male) gets a beard, it will follow the same color as the hair.	There's only one beard without color, the Stubble Beard, where this rule won't apply.
If the character (female) gets a Big Jacket, it won't roll for dresses on the torso slot.	These two types of attributes don't fit together.
If the character gets a One-Piece Torso or Dress Torso (female), it won't roll for the legs slot.	These kinds of torsos take two slots and their rarity will expand to both.
If the character (female) has a Big Jacket, it won't roll for skirts on the legs slot.	These two types of attributes don't fit together.

Table 2 - Character-building supplementary rules.

There are six different rarities: common, uncommon, rare, epic, legendary, and iridescent (for costumes only). Each one of them has distinct attribute points. Empty slots can be considered as having different rarities according to their spot.

Attribute Rarity	Points
Common	3
Uncommon	4
Rare	5
Epic	7
Legendary	9
Iridescent*	∞

Table 3 - Attribute rarity points. *Iridescent is a special rarity for costume characters only.

After completion, the sum of the attribute's rarity points is compared to every other character of the same gender to account for different slots and assets. The whole character receives a rarity classification depending on its relative strength. That information will be used to attach the background and finish the process.

% of Characters	Character Rarity
35%	Common
30%	Uncommon
20%	Rare
10%	Epic
5%	Legendary
~1%*	Iridescent

Table 4 - Character rarity distribution. *Costume characters are very rare and not accounted for in the final distribution.

The exported result is a final image composed of characters, a background, and a list of attributes. This process will repeat until 10.000 Littlebits are created to complete the Littlebits set of NFTs.



Figure 4 - Game showcase for both PC and Mobile.

All owners of Littlebits are invited to join the exciting Littlebits World, a blockchain-powered game and metaverse with wallet login and registered assets. There you can showcase your NFTs, put your Littlebits to work, gain Littlebucks (our ERC-20 game token), interact with fellow owners, buy flairs, participate in the lottery, register in the city hall, develop skills, achieve trophies, and more. The game is currently in open beta and is expected to launch in 2023. It is available for both PC and mobile. Check our game wiki for further information about existing and future systems.

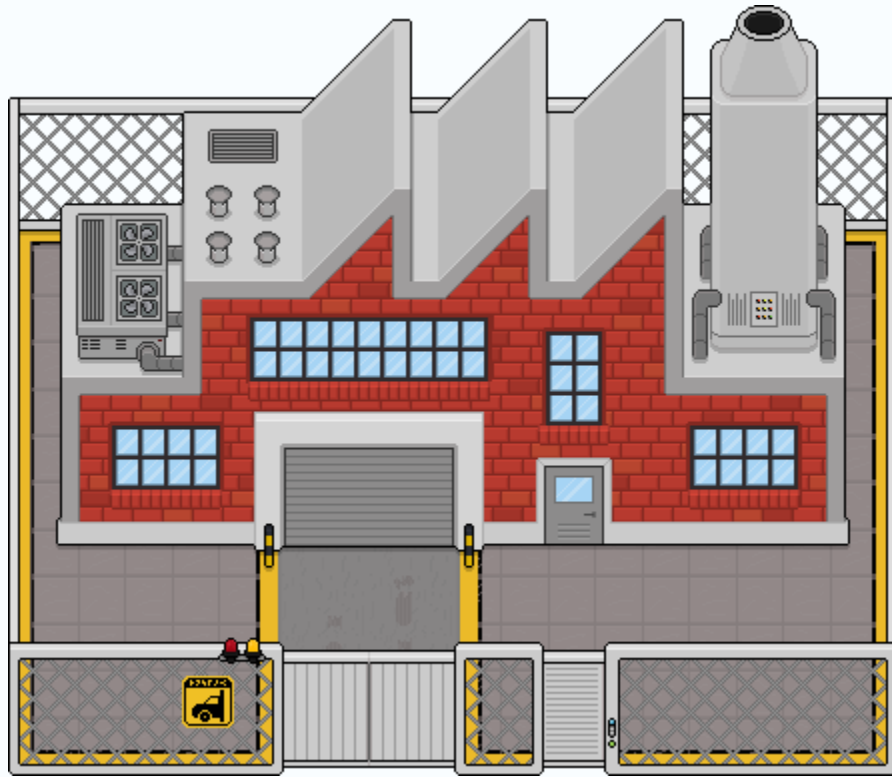


Figure 5 - Factory building.

The Factory is a vital component of the Littlebits World, providing players with a way to earn Littlebucks and improve their skills. Every Littlebit can start to work in the factory and collect Littlebucks, our game currency. The rarer the Littlebit, the higher the bonus he will receive.

While working in the factory, you cannot engage in other job-related activities, like gathering. Therefore, you must decide if you want to spend your time collecting crafting materials or working for Littlebucks.



Figure 6 - Bank building.

At the Bank, players can check their expenses, see how much they have spent and earned in the game, and get a better understanding of their overall financial situation. This is an excellent tool for players who want to stay on top of their spending and make sure they make the most of their resources.

In addition to checking expenses, players can also invest and buy Littlebucks at the Bank. Littlebucks is a virtual currency that can be used to purchase items and resources in the game and unlock special features and bonuses. By investing in Littlebucks, players can grow their wealth and unlock new opportunities within the game.



Figure 7 - Casino building.

The Casino is a popular destination in the Littlebits World, where players can test their luck and try their hand at a variety of games. Currently, the Casino offers a lottery game where players can purchase tickets and potentially win big prizes. In the near future, we will be releasing two new games: Bingo and the Slot Machine.

The Bingo game will allow players to mark off numbers on their cards as they are called, with the goal of being the first to complete a row, column, or pattern.

The Slot Machine will give players the chance to spin the reels and see if they can hit the jackpot. With its bright lights and flashy graphics, the Slot Machine is sure to be a highlight of the Casino.

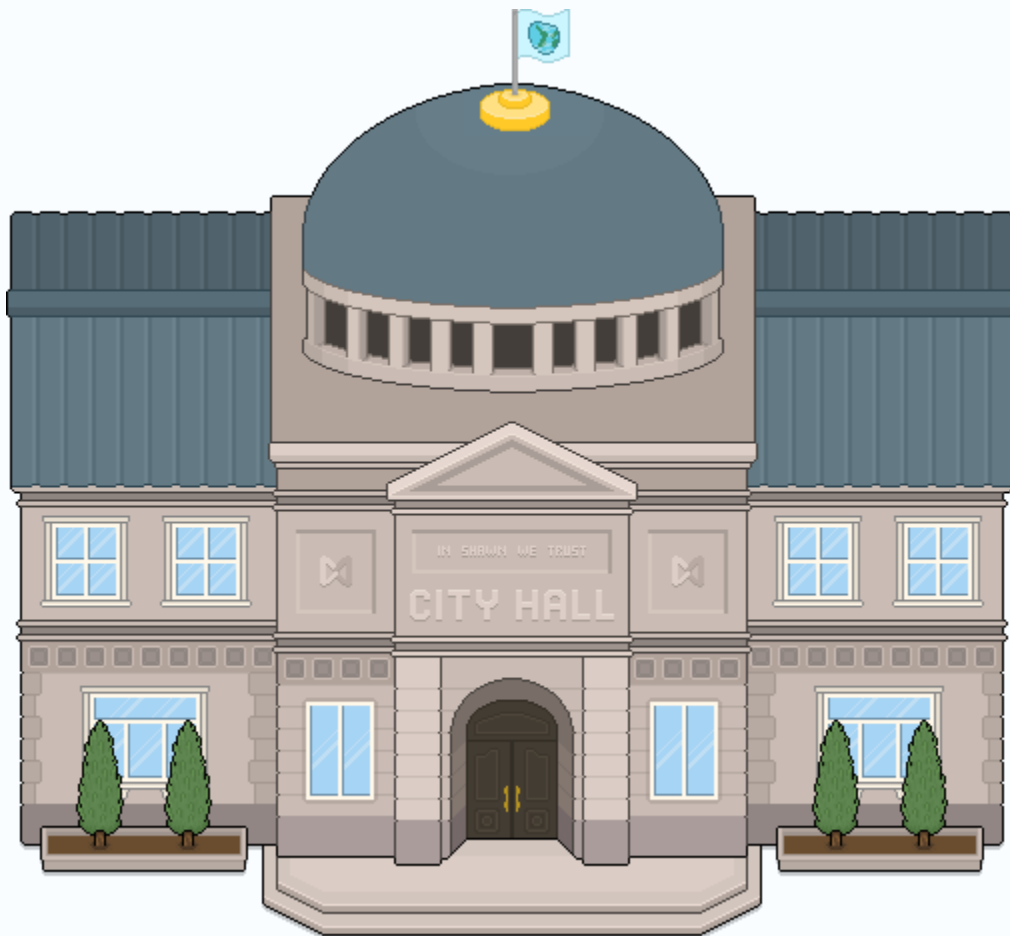


Figure 8 - City Hall building.

The City Hall serves an important role in the game of Littlebits by being a hub of information about the city and managing the data associated with it. One of its main functions is generating unique name IDs for each Littlebit. These IDs make it simpler to locate specific Littlebits in the game and add a cool look when displaying them in the world.

In addition to ID creation, the City Hall will also provide a range of other services such as managing land properties and granting access to public records regarding other NFTs and accounts.



Figure 9 - Littlebits appearing in the world with different flairs.

Introducing Showtime, the ultimate platform for self-expression on Littlebits Worlds! With Showtime, you can showcase your personality and creativity to the entire community in a fun and interactive way.

The system includes a wide range of effects and customizations to help you create a unique and eye-catching show. From flashy lights and sparkles to colorful backgrounds and special animations, you can let your imagination run wild and put on a performance that's truly one-of-a-kind.



Figure 10 - Game Trophies window.

With Trophies, you can see exactly how far you've come in the game and what you've accomplished. It's a great way to stay motivated and keep pushing yourself to do your best.

Trophies keep track of all your progress while interacting with many different systems. It's a comprehensive and easy-to-use feature that helps you stay on top of your game.



Figure 11 - Showcase of different resources.

Littlebits can embark on exciting adventures to gather valuable resources through the gathering system. This system allows players to explore different biomes, each with its own unique difficulty level and resources to offer.

Players can choose to venture into lush forests to gather herbs and plants, or brave mountains in search of rare minerals. No matter which biome they choose, players will need to be prepared for the challenges that lay ahead.

These resources can then be used to craft a wide variety of items like consumables, flairs, house upgrades, decorations, and more. The crafting system is a vital part of the Littlebits World, as it allows players to turn the resources they gather into useful items.



Figure 12 - DIY Store building.

At the DIY Store, players can purchase a wide range of materials, from basic building blocks to rare and exotic resources. With available items changed every week, you'll always find something fresh for sale. The store also enables you to craft useful items out of the materials you have. Moreover, the store has many finished products ready for purchase. By shopping at the DIY Store, you'll have all the supplies you need to improve your crafting skills and progress in the game.



Figure 13 - Showcase of different houses.

With Housing, you can purchase plots of land and build the house of your dreams. Whether you want a cozy cottage, a grand mansion, or anything in between, the possibilities are endless.

The system includes a wide range of customizations, from the exterior of your home to the furniture and decorations, you can mix and match a variety of items and themes to make your house truly unique and reflect your own personal style.

But Housing isn't just about building and decorating. It's also about community and collaboration. You can show off your Littlebits in your own home or visit your friends, trade items, and even negotiate deals on land. With Housing, you can be a part of a vibrant and dynamic real estate market and truly make the Littlebits World your home.



Figure 14 - Showcase of different Littlemons hanging in the woods.

In the Littlebits World, players can collect and train their very own Littlemons. These adorable creatures come in all shapes and sizes, each with its own unique abilities and characteristics.

Just like in other popular monster-collecting games, players can capture Littlemons in the wild and add them to their collection. Once caught, players can train their Littlemons to become stronger and more powerful.

Littlemons can be leveled up and then used for battle, either in friendly matches or competitive tournaments. As they gain experience and grow in strength, Littlemons can evolve to new forms, learning new moves and abilities, making them formidable opponents on the battlefield and faithful companions.



The roadmap will provide a schedule for the future of the Littlebits project for the year 2023. We will provide constant updates about news and future announcements.



- Littlebits World Expansion to Polygon
 - Littlebits Mint on Polygon
- Littlebits Airdrop Polygon/MultiVAC
- Synchronized Blockchain Database



- Littlebits World Beta (Polygon)
 - **Gathering/Inventory Patch**
- Land Sales (Polygon/MultiVAC)
 - **Crafting/Housing Patch**



- Upgraded Dashboard (*Trophies, Skills, Badges, Earnings, Inventory*)
 - **Littlemons Patch**



- Mainstream Media Marketing
 - **Official Game Launch**