

# BNB Miner FOMO - Litepaper

## IMPORTANT SAFETY NOTICE

Legitimate community members, admins, creators, and/or builders of any project will never cold call or contact you personally. Beware of impersonators. Never share your seed phrases or private keys with anyone. Avoid unfamiliar links and contracts. If you're unsure, consult the official Telegram chat: <https://t.me/bnbminer>

## What is BNB Miner FOMO?

BNB Miner FOMO is an on-chain, round-based game in the BNB Miner ecosystem. Players compete for three prizes — 1st, 2nd, and Last Entry — in 12-hour rounds divided into four quarters.

FOMO - BSC Contract: [0x364F7a2BD832947B442F8A891b0fF7641D1eae5b](https://bscscan.com/tx/0x364F7a2BD832947B442F8A891b0fF7641D1eae5b)

## Round Structure & Entries

- Rounds are 12 hours split into 4 quarters.
- Each entry is 0.03 BNB and goes 100% to the prize pool.
- Entries require “new miners” since your last entry in the Original BNB Miner.
- Eligibility is verified on-chain by comparing your current miner count to your last recorded count.

## Entry Eligibility (New Miners)

The FOMO contract computes the miners equivalent of an entry via the core miner’s pricing and requires your current miner count to exceed your last recorded count by at least that amount. You can satisfy this by hiring miners with BNB or compounding enough rewards to increase your miner count in the Original BNB Miner.

Original BNB Miner (eligibility source): 0xce93F9827813761665CE348e33768Cb1875a9704

## Scoring & Cooldowns

- Points per entry decline by quarter (100 / 80 / 70 / 50).
- First-entry bonus applies once per round if your first entry is in a later quarter (+100 / +180 / +250).
- When an address reaches 1st place, a cooldown starts (Q1 45m, Q2 35m, Q3 15m, Q4 5m). You cannot enter again during your cooldown.

## Positions & Ties (1st & 2nd)

1st and 2nd places are determined by total points. If you tie the current leader’s score, the position does not change (ties remain with the current holder). You must exceed the points to overtake.

## Round End Logic

- If the 4th-quarter timer reaches zero and total entries  $\geq 30$ , anyone can distribute prizes and start the next round.
- If total entries  $< 30$ , the round timer and quarters reset while preserving all entries and points.
- Entries in the final 5 minutes extend the timer back to 5 minutes.

## Prizes, Claims, & Reallocation

- Prize split: 25% to 1st, 15% to 2nd, 10% to Last Entry (50% total).
- The remaining 50% of the prize pool rolls into the next round.
- Winners claim directly from the contract (24-hour window).
- Unclaimed prizes may be reallocated back to the pool after the deadline.

## Donations & XBOT Allocations

- Donations increase the prize pool, capped at 0.5 BNB per round per address.
- Each valid entry credits a free 0.03 BNB early allocation to XBOT.
- Donations credit early allocations 1:1. Allocation programs may change at the official XBOT launch.
- Donations do not earn entries or points.

## On-Chain Mechanics

- All logic is on-chain; timing is block-based.
- Directly sending BNB to the contract does not record an entry; use the Enter method.
- Smart contracts (and EOAs) may participate; no EOA-only guard.

## Last Entry Selection

“Last Entry” is tracked via an internal rolling list of recent entries and is set to the most recent qualifying address that is not in 1st or 2nd at round end.

## Key Parameters (at publish time)

- Entry fee: 0.03 BNB; 100% goes to prize pool.
- Minimum total entries to distribute: 30 (otherwise the round resets and continues).
- Final entry period (timer extension window): 5 minutes.
- Donation cap: 0.5 BNB per round per address.
- Cooldowns: Q1 45m, Q2 35m, Q3 15m, Q4 5m.
- Rollover: 50% of prize pool rolls to the next round.

## Gas & Timing Notes

- Distribute reverts if the round has not ended; call it only when the timer has reached zero.
- If the round ended with < 30 total entries, distribute does not revert; it resets timer/quarters preserving all entries and points.
- During network congestion, consider adjusting gas price for time-sensitive actions (e.g., entries near the end).

## Adjustable Parameters (Owner functions)

- Economic: preAllocationPerEntry, entryBNBAmount (eligibility calc), entryFee, maxDonation.
- Scoring: thresholds and points (first/second/third/final; first-entry bonuses).
- Timing: roundDuration, finalEntryPeriod, quarter durations and cooldowns.

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