



## 👋 Welcome to Big Time Wiki!

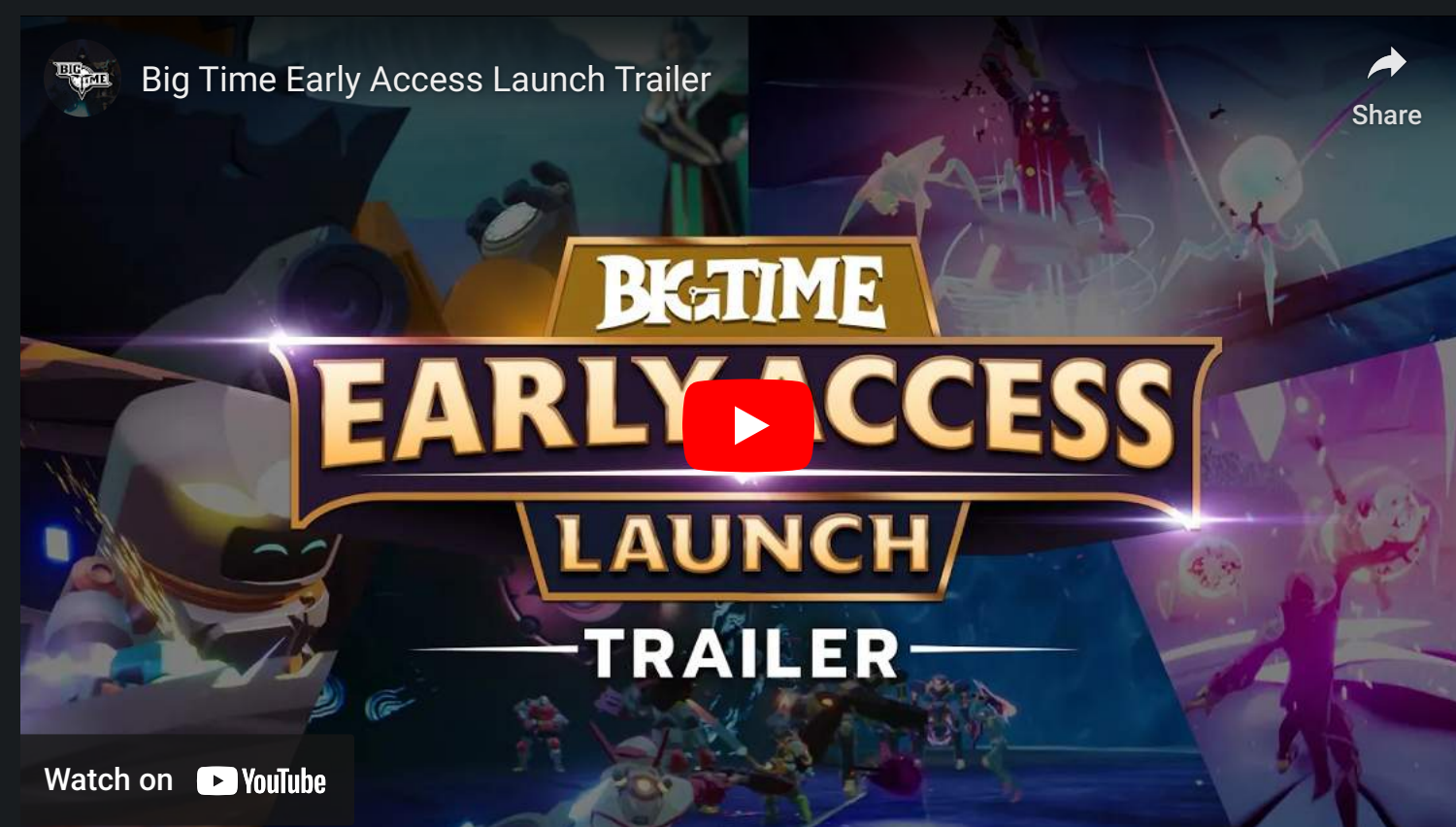
Please note that our wiki is still under development as the game continues to evolve.

[i](#) If on mobile, click on the line menu icon in the upper left to access the navigation.

Welcome Adventurer, here you'll find some useful information about Big Time, the free-to-play multiplayer action RPG game that combines fast-action combat and adventure.

Whether you're a seasoned player or a new adventurer, our wiki is the perfect place to start learning more about the game's mechanics and ecosystems.

### First -what is Big Time?



Big Time is a free-to-play, **multiplayer action RPG** game that combines fast-action combat and an adventure through time and space.

**Explore** ancient mysteries and futuristic civilizations as you **battle** your way through history. Pick up rare collectibles Loot, Cosmetics and Tokens as you fight and defeat enemies. **Collect and trade** your **Collectibles** to **decorate your avatar and personal metaverse**, where you can hang out with your friends.

Expand your personal metaverse and production capabilities with SPACE to **join our in-game creator economy**.

**Play for free**, collect in-game items and tokens, produce Collectibles, or hang out with friends... **Limitless environments** and Adventure Instances give you INFINITE possibilities. The gameplay options are endless.

### What else can I find on this wiki

Here are some of the key features of our wiki:

- **New player quick Start:** Our wiki includes a Fast Start section where you can quickly get up to speed on the basics of the game. Beyond that point you can check our [community driven wikis](#).
- **Economy:** We've provided an extensive explanation of our ecosystem economy, so you can better understand how it works and how to make the most of it.
- **Useful Links:** We've compiled a list of useful links to our support sites, including the Bigtime game support site and the Open Loot Marketplace support sites.

We hope you find our wiki helpful and informative. If you have any questions or feedback, please don't hesitate to contact us. Enjoy your Big Time adventure!

🔪 Welcome to Big Time! 🔪



# New Player Quick Start

Welcome to Big Time Early Access! Here is a quick guide to help you get started!

Head on over to our official [Discord](#) and join the #big-time-general channel if you have any questions.

## Simple steps to get started

### Step 1 - Account creation

The first thing you need, to play Big Time, is to have an active account on Open Loot. You can read more about creating your account on the following article: [Account creation](#).

### Step 2 - EA Pass

During [Early Access](#), every users needs an active special VIP pass in order to experience the gameplay ahead of the public release, you can read more about our passes here: [Accessing the game on EA](#), or in the [Early Access Passes Section](#). In order to activate your pass just follow this [instructions](#).

### Step 3 - Game installation

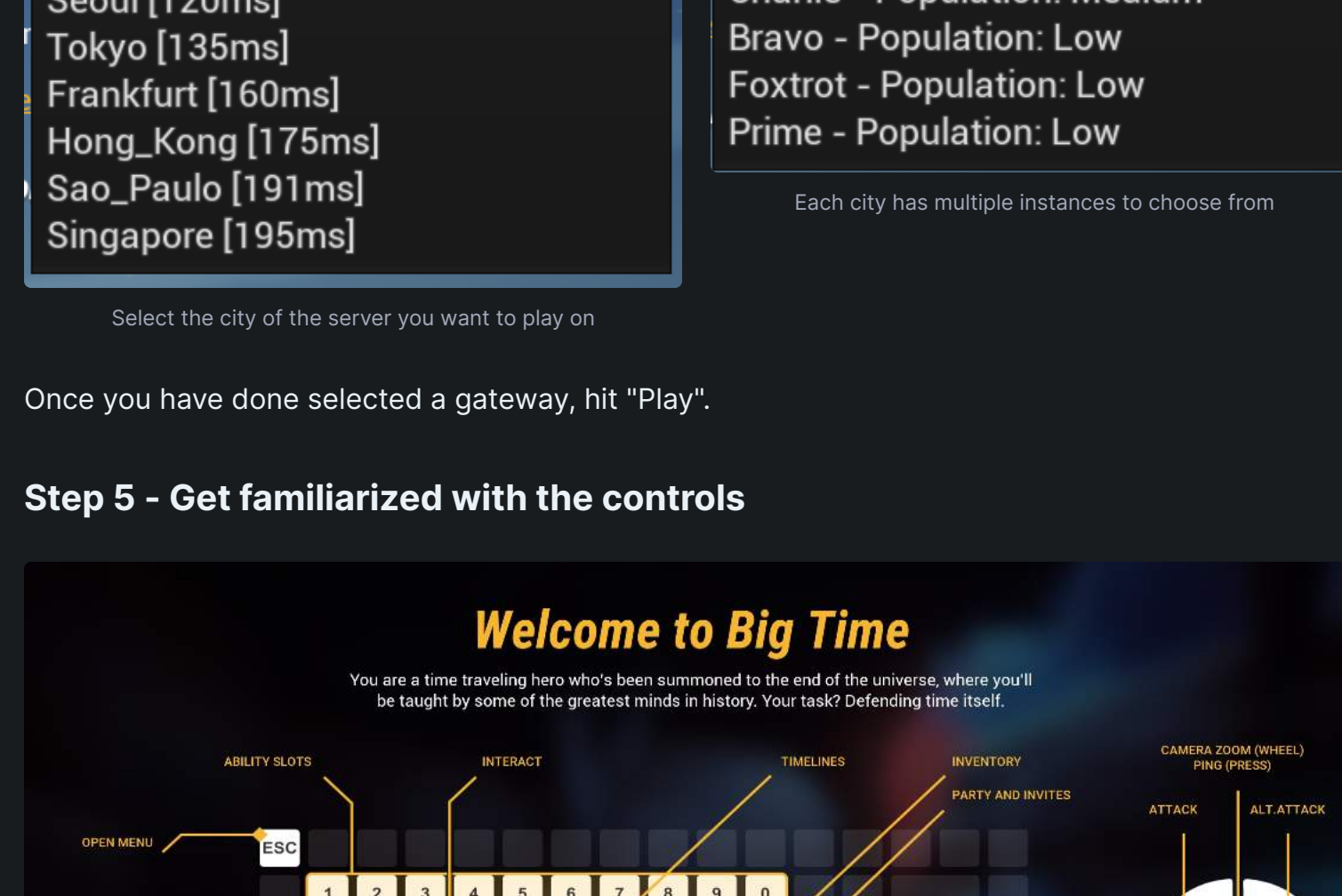
After you activate your Pass, you will get a link to [download Open Loot Games launcher](#). Please follow this [instructions](#) to install Big Time on your computer.

### Step 4 - Choose where you're going to play

Each City represents a server, and the numbers that follow represents the "ping" you have to said server. The lower the number is, the faster the connection will be, therefore we recommend you to choose the lowest one available for you.

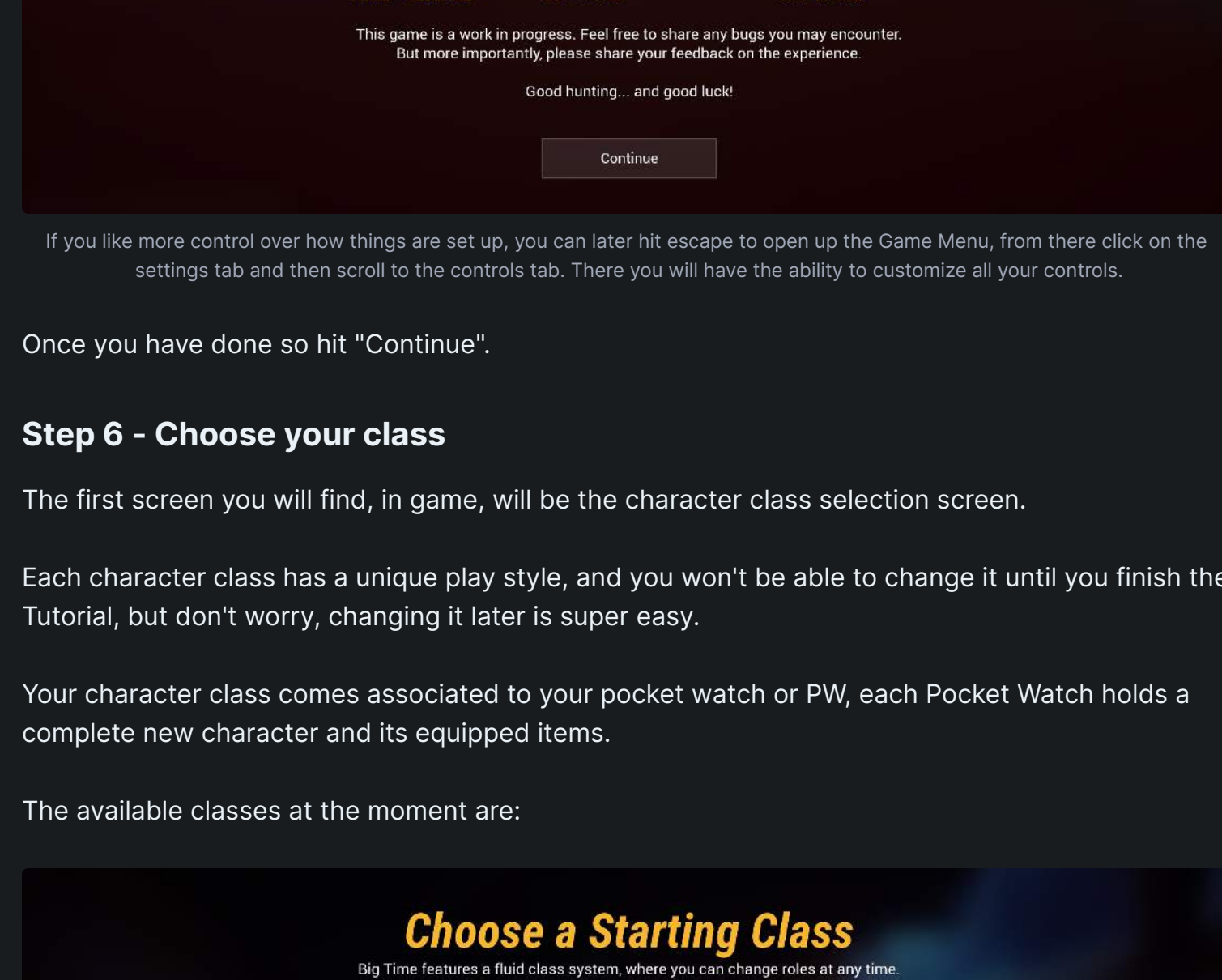
Keep in mind that to play with friends you will have to choose the same server and instance. Instances are subdivisions of said server and have indicators of how many players are currently logged into.

See our [guide here](#) - Select your server



Once you have done selected a gateway, hit "Play".

### Step 5 - Get familiarized with the controls



If you like more control over how things are set up, you can later hit escape to open up the Game Menu, from there click on the settings tab and then scroll to the controls tab. There you will have the ability to customize all your controls.

### Step 6 - Choose your class

The first screen you will find, in game, will be the character class selection screen.

Each character class has a unique play style, and you won't be able to change it until you finish the Tutorial, but don't worry, changing it later is super easy.

Your character class comes associated to your pocket watch or PW, each Pocket Watch holds a complete new character and its equipped items.

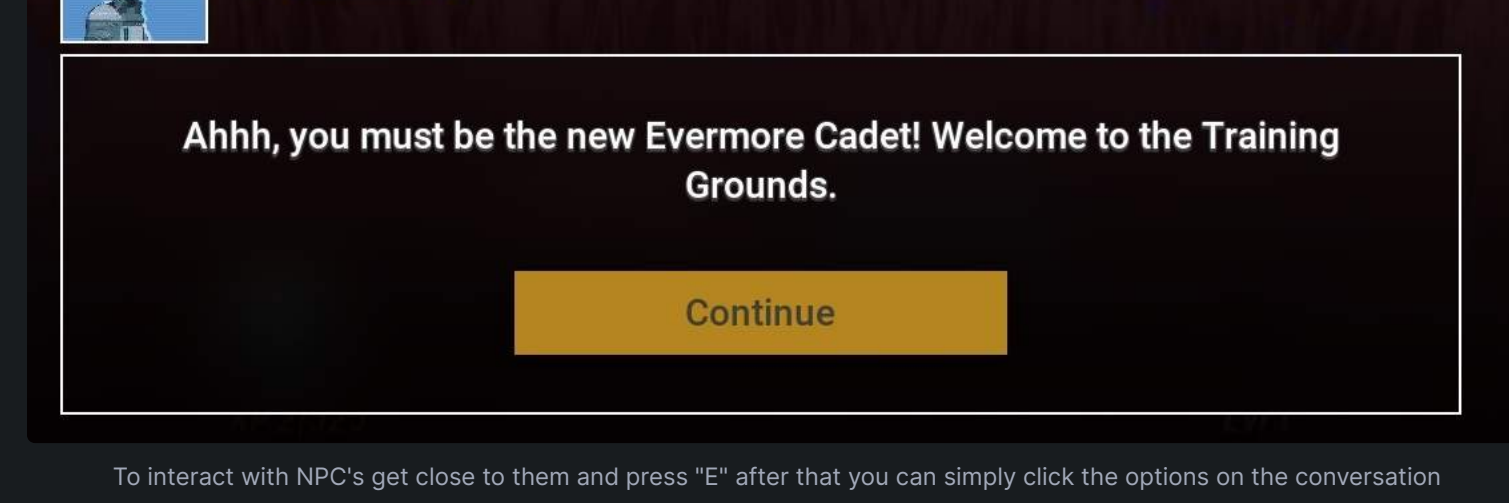
The available classes at the moment are:



Once you choose one (by clicking on it), click "Confirm"

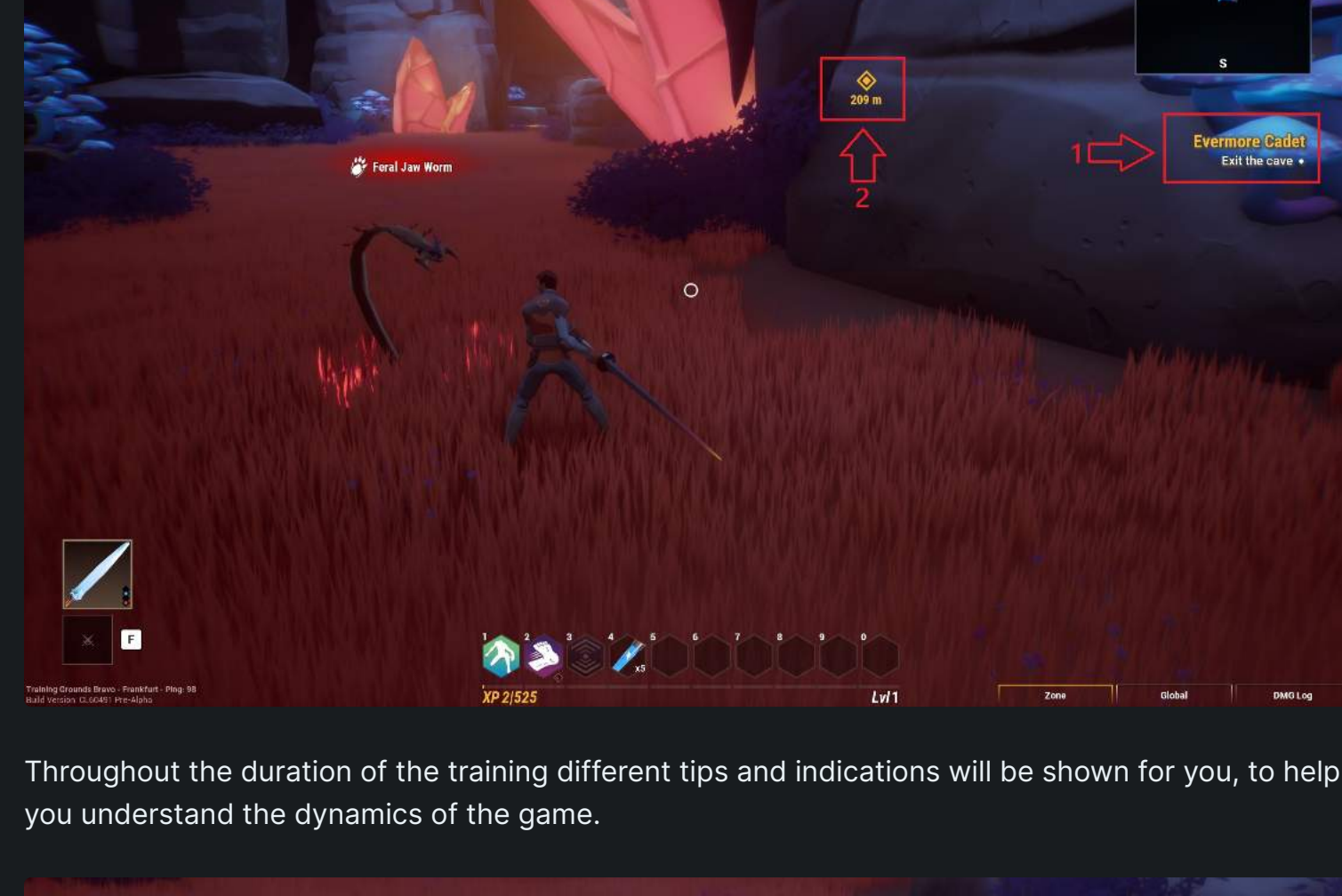
### Step 7 - Follow the quest prompts

After choosing your class you will be spawn on a cave and starter gear will be given to you. You will also be able to see a Welcome bot, get close to him and he will give you your first quest.

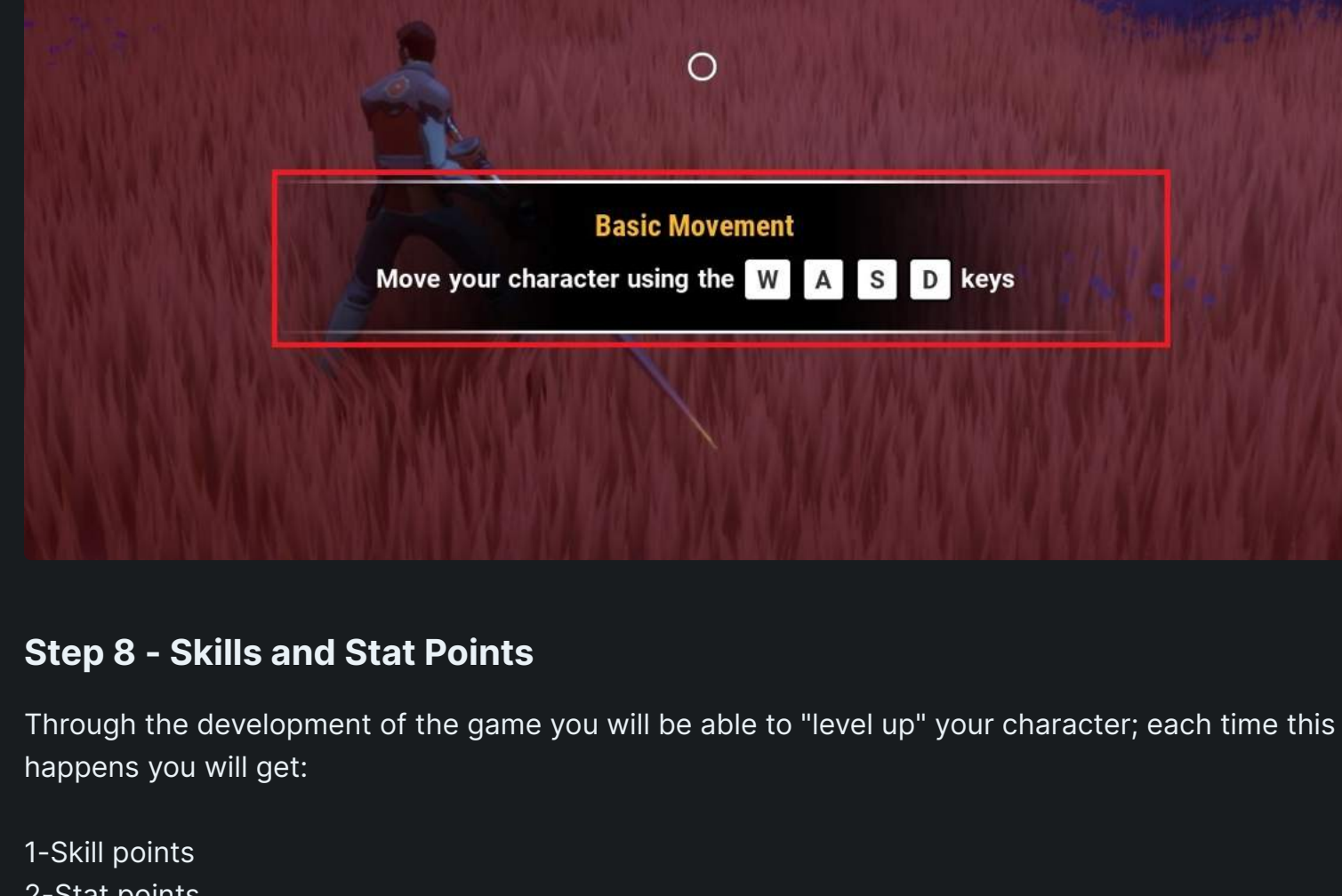


To interact with NPCs get close to them and press "I" after that you can simply click the options on the conversation.

Your active quests will be shown below the minimap (1), and if they have an available target, on screen to (2):



Throughout the duration of the training different tips and indications will be shown for you, to help you understand the dynamics of the game.



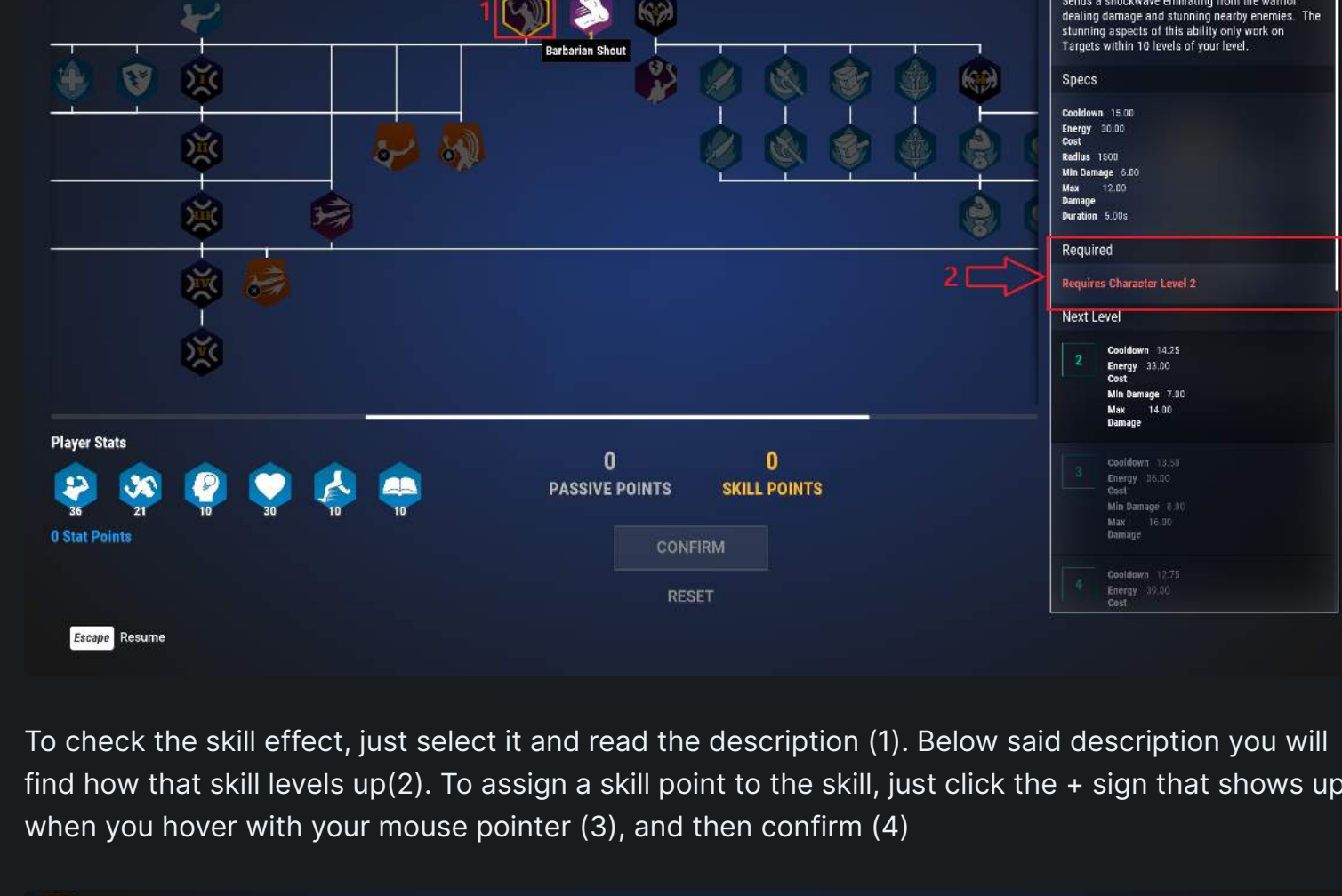
### Step 8 - Skills and Stat Points

Through the development of the game you will be able to "level up" your character, each time this happens you will get:

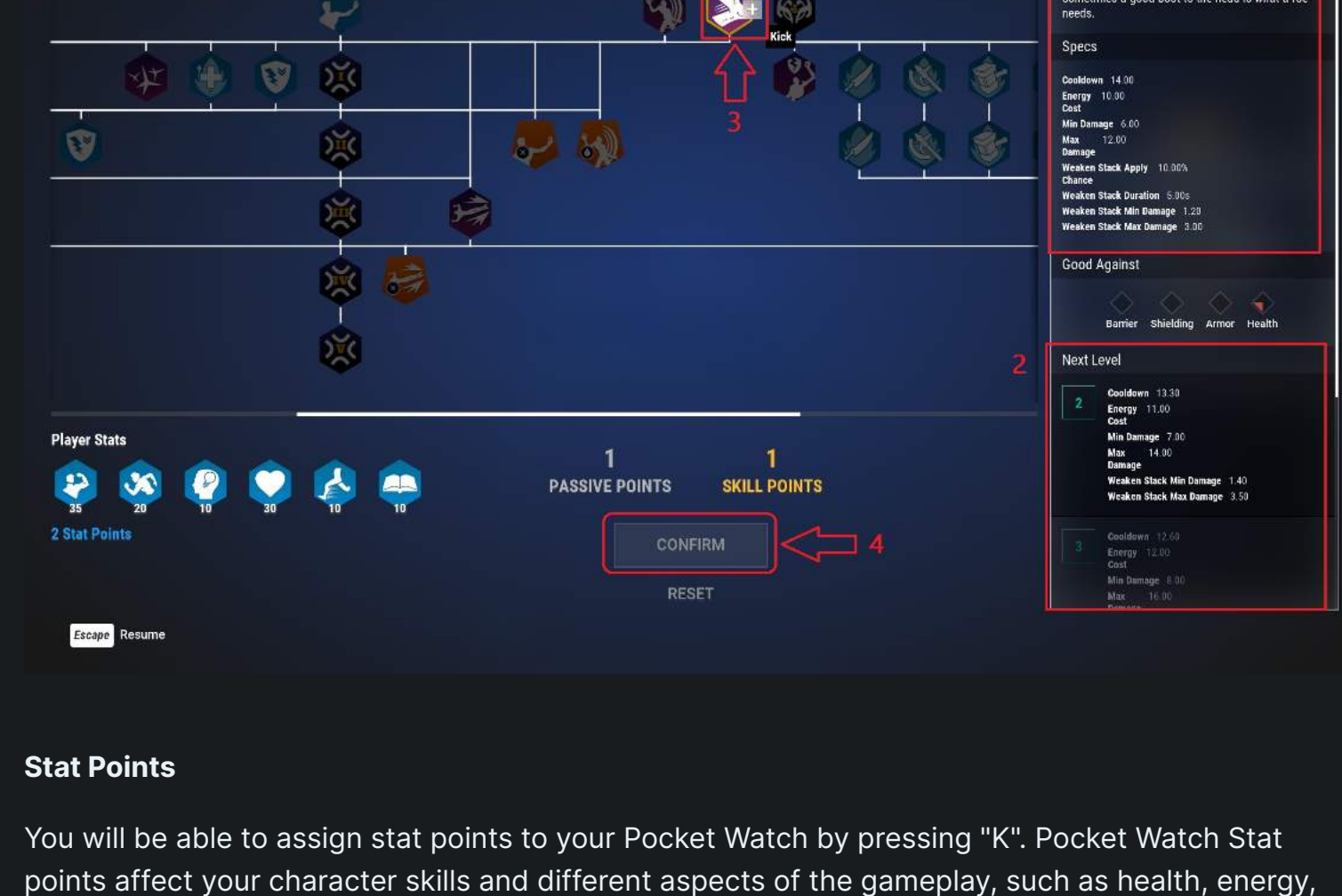
- 1-Skill points
- 2-Stat points
- 3-Passive points

#### Skill points

You will be able to assign skill points, to get new abilities or to improve the ones you already have on your Pocket Watch, by pressing "K". When you do so your Pocket Watch skill tree will show up. Available skills will be highlighted and unavailable skills will be grayed out. If a skill is grayed out, it means that you currently don't meet the proper requirements to level it up. To check which requirements you are missing you can select skill (1) and then check on the bottom right (2) Some skills might require a certain level, a previous skill or a trainer to unlock.

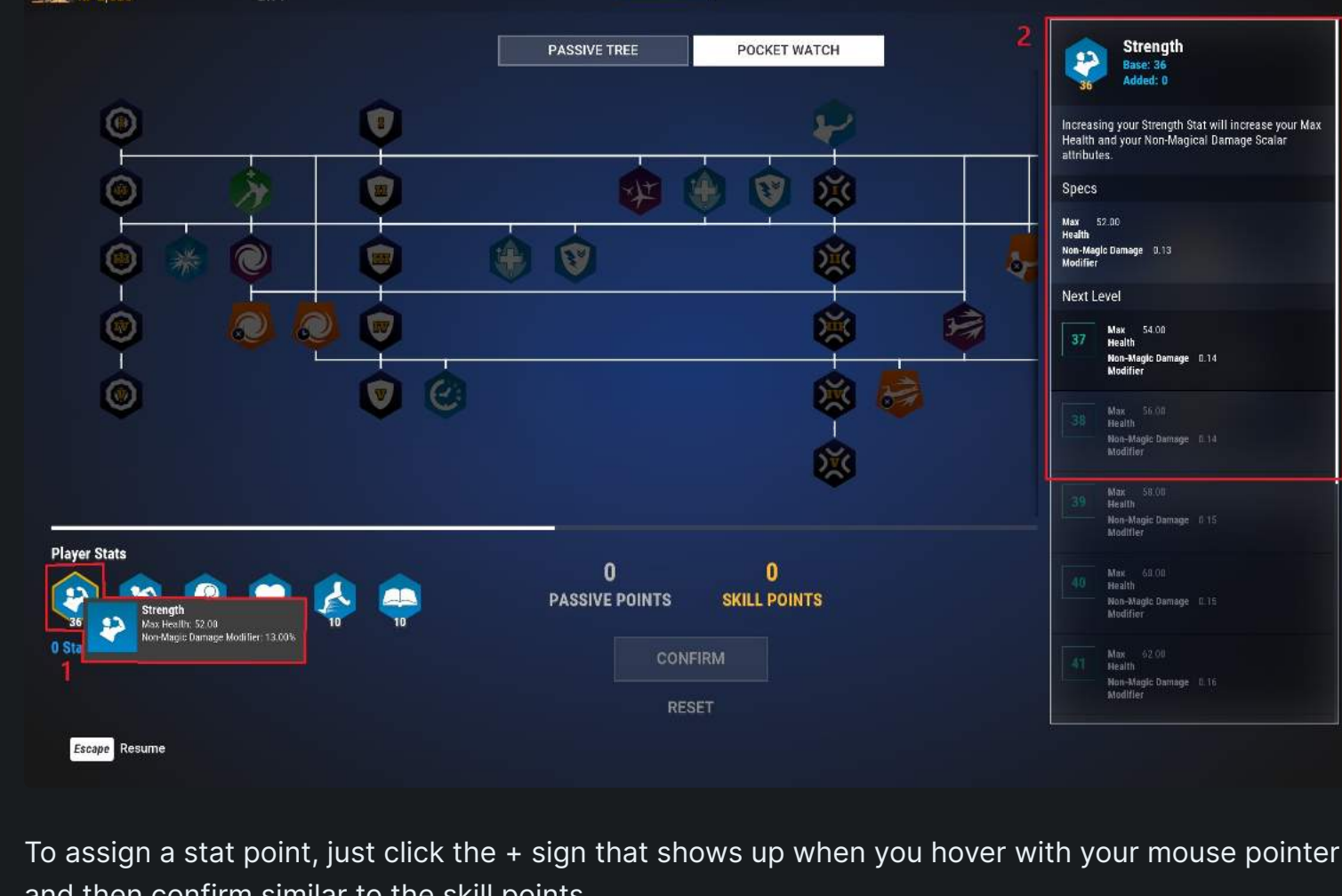


To check the skill effect, just select it and read the description (1). Below said description you will find how that skill levels up(2). To assign a skill point to the skill, just click the + sign that shows up when you hover with your mouse pointer (3), and then confirm (4)



#### Stat Points

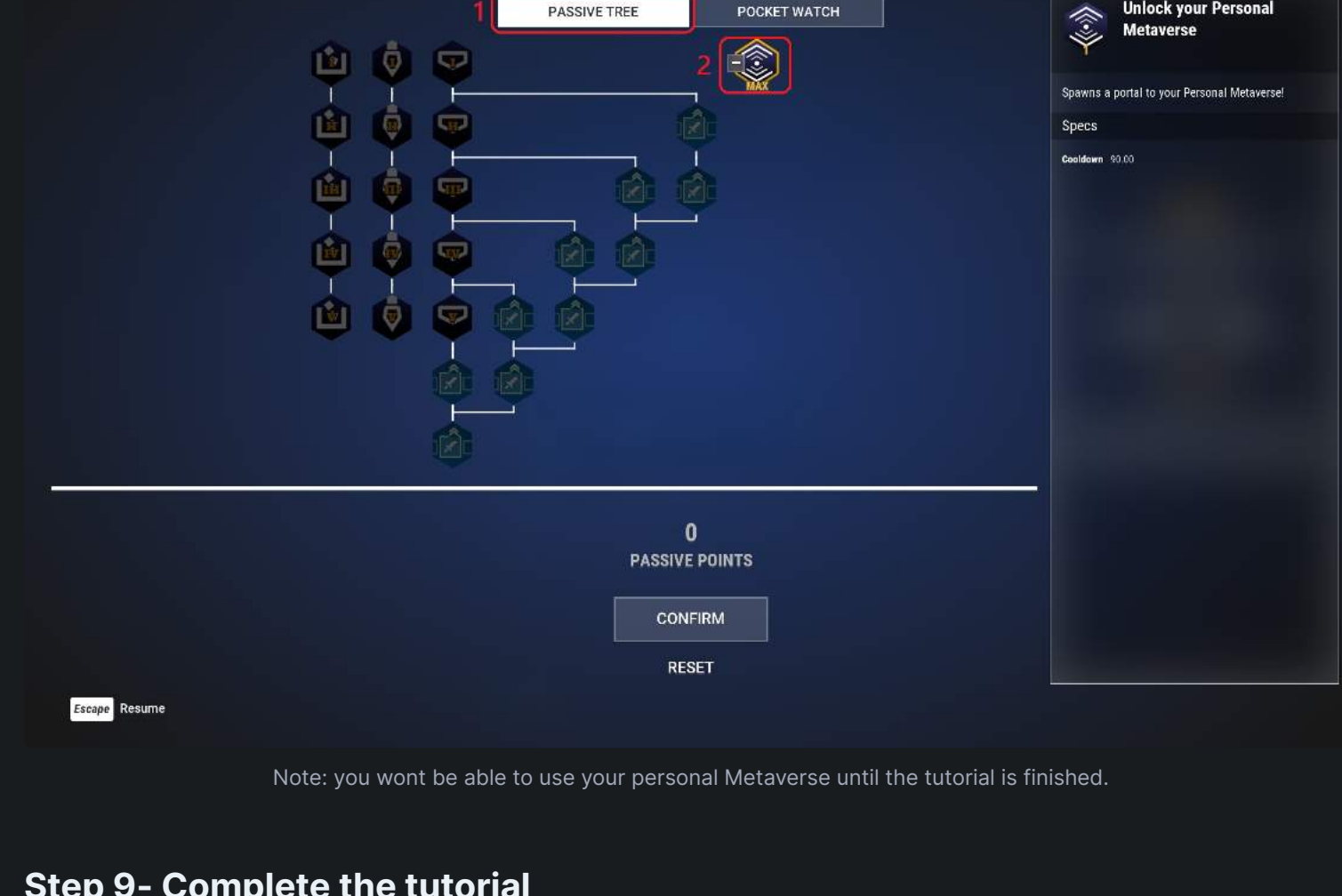
You will be able to assign stat points to your Pocket Watch by pressing "K". Pocket Watch Stat points affect your character skills and different aspects of the gameplay, such as health, energy, melee damage, and magic damage between others. To see the effect of each stat point, you can hover the mouse over it and a small description will show up (1). Also on the right part of your screen (2) you will get a detailed explanation and can foresee how additional stat points will affect your pocket watch.



To assign a stat point, just click the + sign that shows up when you hover with your mouse pointer and then confirm similar to the skill points.

#### Passive Points

These are the only points that are independent from your pocket watch. To assign them you have to press "K" then select the "Passive Tree" option (1), select the skill you want to level (2) up and then "confirm".



Note: you won't be able to use your personal Metaverse until the tutorial is finished.

### Step 9 - Complete the tutorial

Continue to follow the quest until you get transported to Times End.

Once you reach times end, you will spawn on a dock full of helpful bots full of tips and information. Finally you will have to clear on more dungeon in order to complete your training, to do so we recommend to form a party!

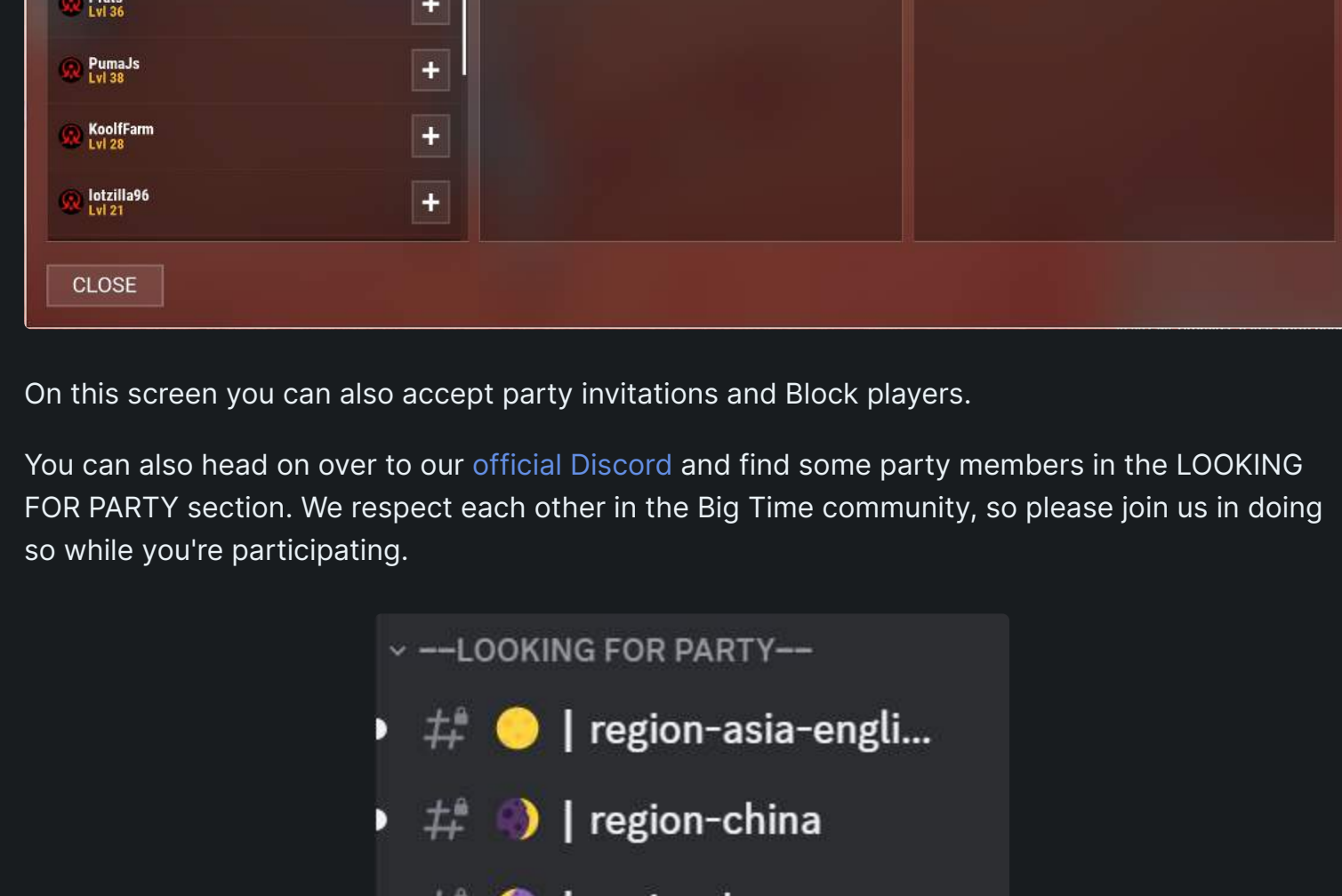
After completing your training you will be able to use your personal pocket metaverse, if you assigned the proper passive point to it.

### Step 10 - Find a party/group!

The game is tuned for group-based play right now. A full party of 6 will give you larger amounts of everything! It is possible to solo play, but we won't be tuning for that until later in the year.

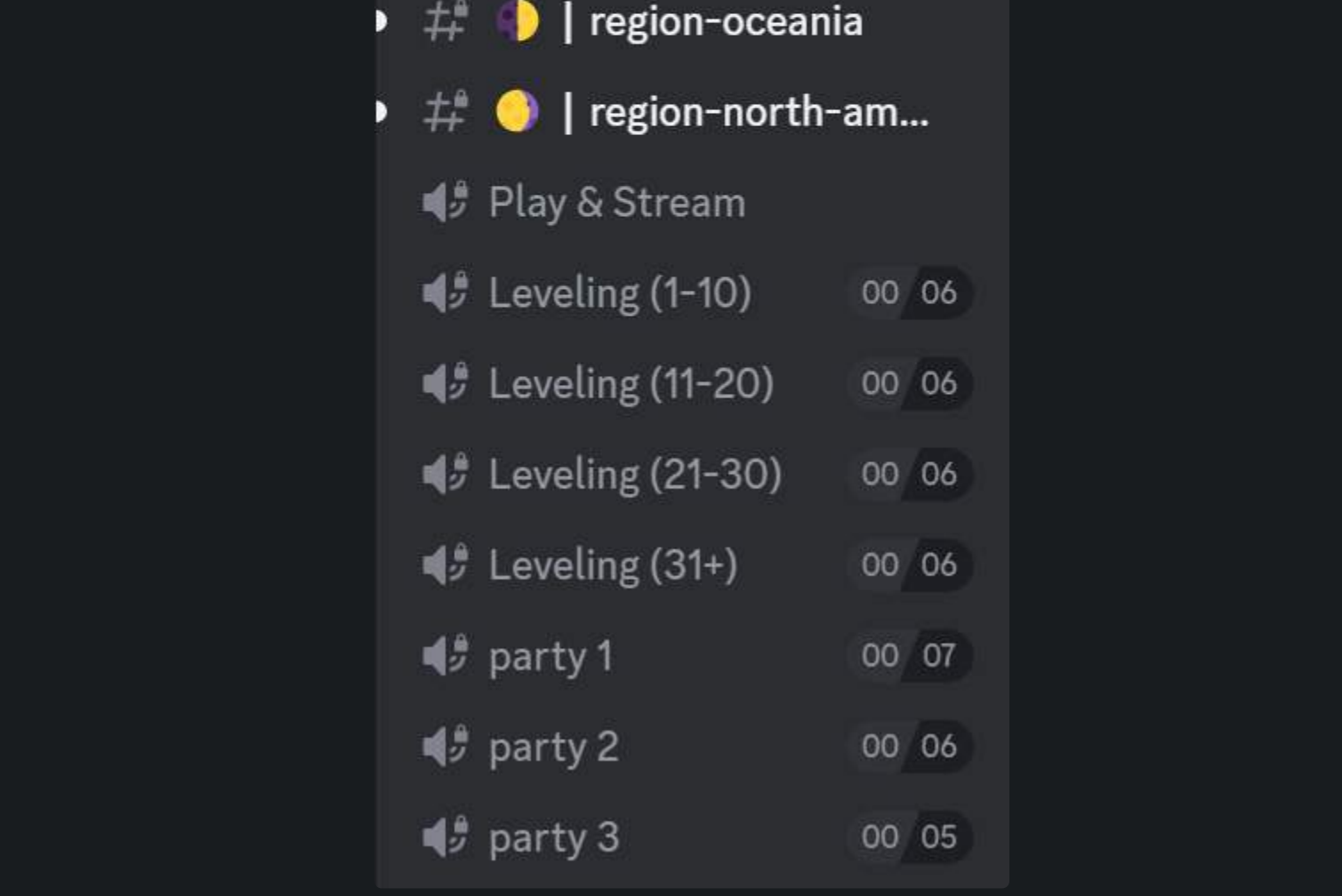
#### Ways to find a party

To do so press "P" to pull up the party window. Make sure your "looking for group" is on (as pictured), and if you don't want to wait for someone to invite you, fire up your own party by inviting others, to do so just click on the "+" sign.



On this screen you can also accept party invitations and Block players.

You can also head on over to our official [Discord](#) and find some party members in the LOOKING FOR PARTY section. We respect each other in the Big Time community, so please join us in doing so while you're participating.



Finally you can use our Zone or Global chat, by pressing the enter key, selecting the proper channel and sending a message.



If you are already on a party, a party section will show up on the chat.

### Step 10- Off to the races!

Now that you have your party, find portals that are in your level range and have fun.

For the best possible experience, we suggest you "play the game right"

- Full party if possible
- Make sure you're playing content around your level range
- Stay within 200 meters of your party members so you all get credit for enemy kills which give experience and can potentially give pocket watches, gold, accessories, weapons, bags, armor, Artifact Fragments, and even collectibles!
- Keep in mind that rushing the boss room doesn't necessarily benefit you
- Enjoy yourself and find people you enjoy playing with

### Step 11- Switching classes/Pocket Watches

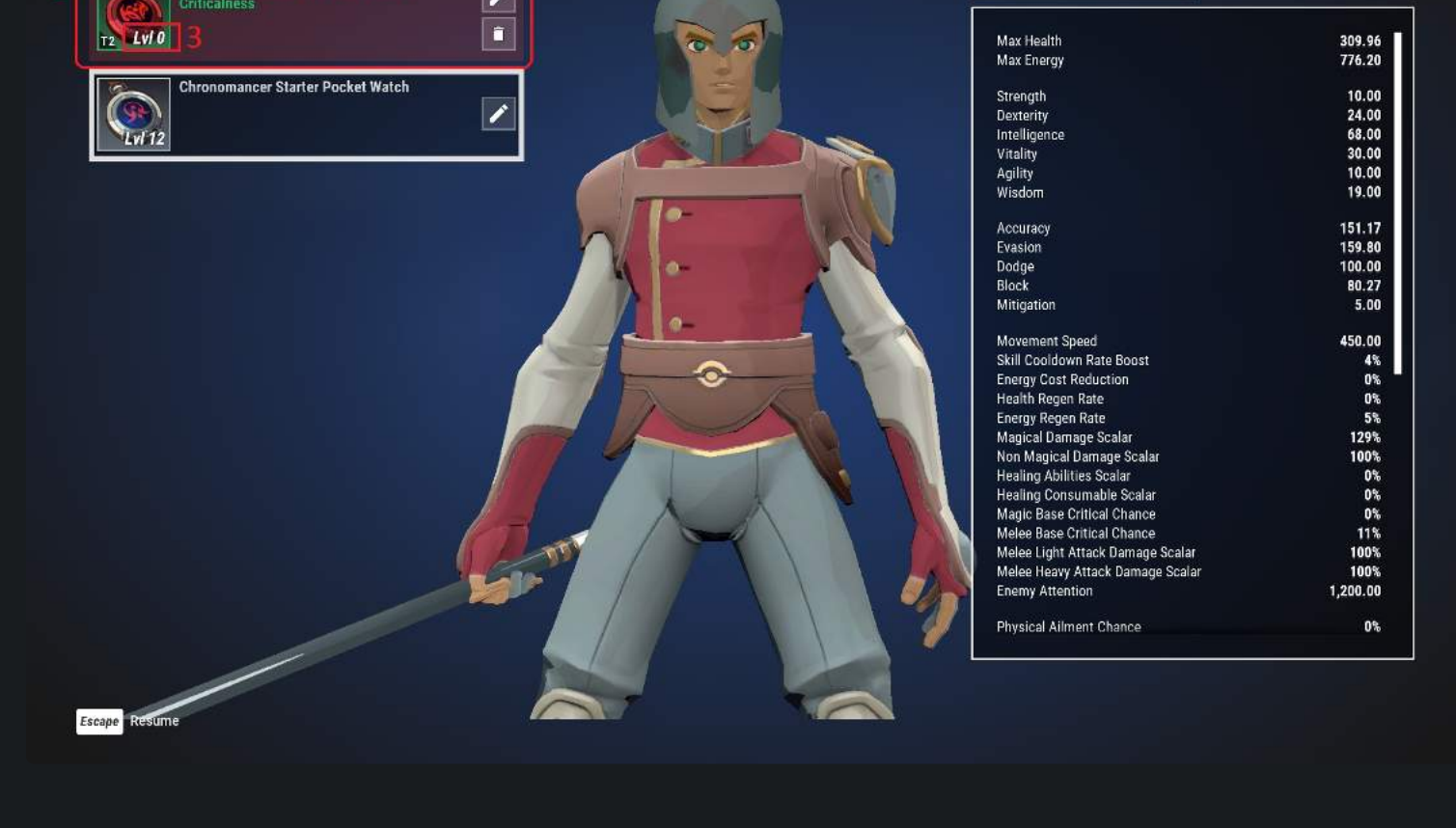
To switch classes, or to start a new character, the first thing you need is to find a new Pocket Watch. You can do this by either going through Portals/Dungeons, or by heading over to the class trainer vendor bots, to get a new starter pocket watches for any class.



Once you acquire a new pocket watch, you can press the letter "I" and select "Change Timeline" (1)



To switch to your alternative pocket watch just click on it (2); the pocketwatch lv will be shown on the bottom right (3)



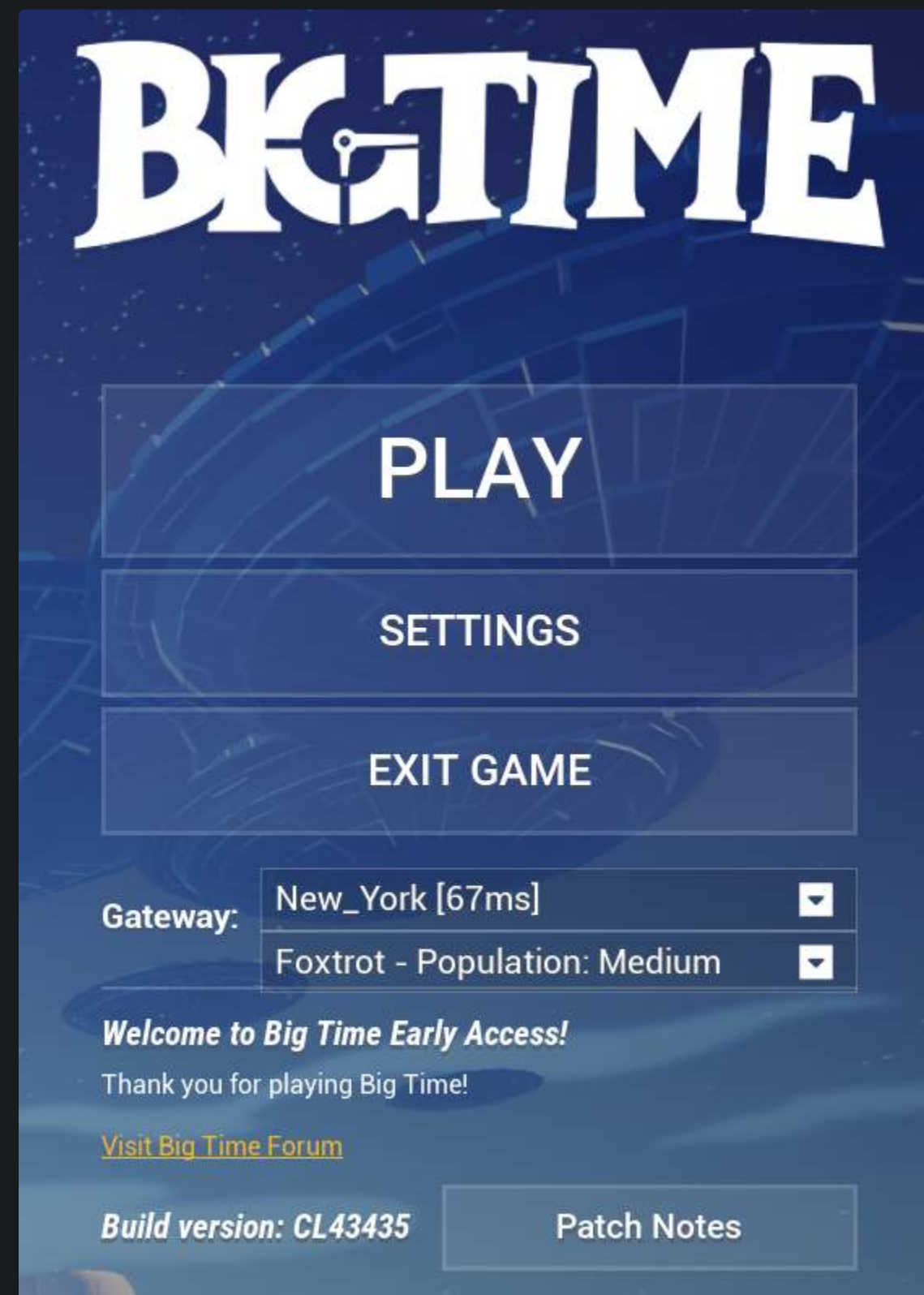


# Select your server

:

This isn't like normal server selection. Your characters exist everywhere. In fact, people often switch regions to join parties, play with friends, or because they're superstitious about how NFTs drop

The lobby screen



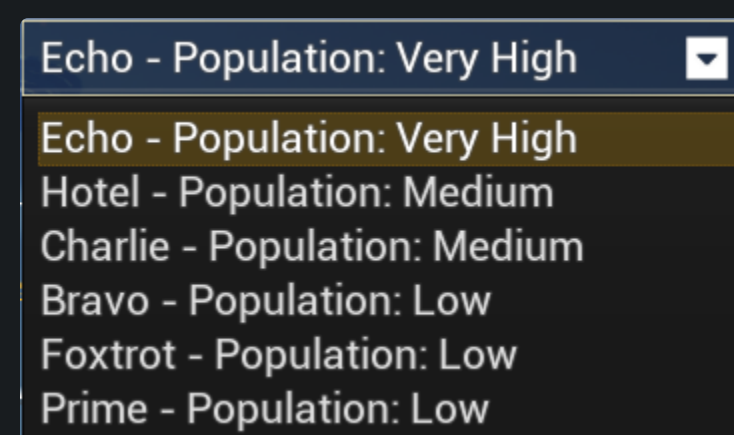
Welcome to the lobby!

Select the Server that you want to play in. Keep in mind that the lowest amount of (ms) next to the server's name will probably give you the better ingame performance.



Cities around the world

Now Choose which instance for that city, or just let it auto select for you. Instances with higher populations will have more players; Instances with lower populations will run smoother on public areas.



# Do you want to find out more?



If you still need more game information you can check our Bigtime help-center:



Big Time Studios

Alternatively, check out the community's wikis



Community Wikis



# Early Access Passes

## What are Early Access Passes?

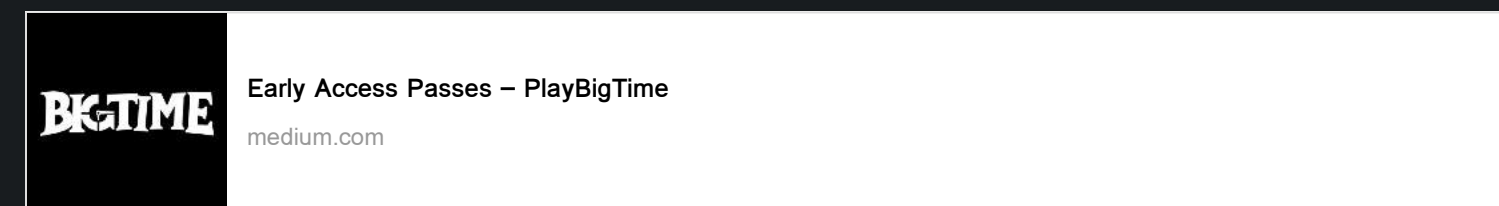
Big Time offers Early Access to the game via VIP Pass NFTs. These passes allow players to play the game before the free-to-play global launch. There are Gold, Silver, Jade, and Ruby passes available for Early Access. During Early Access, players can collect rare NFTs and experience the game first.

Ruby passes will be assigned to each player's account once earned after a short period of time. The redemption process will be the same as Gold, Silver and Jade pass tiers. We are currently in the Ruby Pass access.

Join our [discord](#) in the #player-support channel for help with redeeming your Ruby pass.

- Gold, Silver, and Jade passes are available for purchase on [Big Time Marketplace](#)
- Ruby passes are passes designated for the community. They can be earned by being active in the community and in select giveaways.

Learn more about Early Access Passes on our Medium below. 📌



## Benefits of Early Access

Players with Early Access had additional time in-game before the global free-to-play launch. During the period, players collected rare utility and cosmetic NFTs at a higher drop rate than found in-game for the worldwide launch.



## Where can I purchase it?

Early Access Passes have sold out. We recommend purchasing via the open market on the [official Big Time secondary marketplace](#).

## Verified Secondary Marketplaces

### Big Time:

[Official Big Time Marketplace](#)

### OpenSea:

[Big Time Founders Collection](#)

[Big Time Early Access Launch Collection](#)

### Binance:

[Big Time Studios](#)

- Be aware of scams! Only use the verified Marketplaces noted above.



# Early Access Pass Redemption

Everything you need to know about redeeming your Early Access Pass



All Early Access Pass holders now have access to BigTime as of July 14th!



Early Access Passes: How to Redeem

Medium



# 🕒 Road map

Current and upcoming features for Big Time



We are currently in the "Ruby Pass Holder's" period on the Timeline

## Early Access

- Four character [classes](#) are available:
  - Chronomancer
  - Quantum Fixer
  - Shadowblade
  - Time Warrior
- Use [Pocketwatches](#) to change your Timeline (character class).
- Customize your Skill Tree to create a character build that matches *your* play style.
- Master action-based combat with per Weapon Finishers!
- Party with up to 6 other people.
- Explore a continent and seek out Time Tears (Portals) to adventure within.
- Procedural Generated Dungeons give you infinite replayability.
- Help the CommBots solve their Cryptographs.
- Hundreds of unique cosmetic [NFTs](#)!
  - Weapon NFT Cosmetics .
  - Armor NFT Cosmetics.
  - Title NFT Cosmetics.
- In-game [SPACE](#) NFT drops.
- Weapon Gem Slotting.
- Public Quests (up to 30 players).
- Personal Metaverse:
  - Decorative NFTs to personalize your SPACE.

## Coming Soon

- New NFT types.
- SPACE Upgrade Features:
  - Time Wardens .
  - Forges.
  - Armories.
  - Ability to hunt for Tokens.
- Story Missions: Epoch City; ability to unlock story missions and travel to different Time Collisions



# Minimum Game Specs



Minimum Computer Requirements (PC Only)

GeForce GTX 1060 or better / Radeon Rx 580 or better

8GB RAM

DirectX 11 or above

Intel core i5 4430/ AMD FX 6300

23GB available drive space



Big Time Launcher is compatible with Windows 10 & 11



## **Official links**




list of links to some of our official sites:

### **Bigtime**

Our Website: <https://bigtime.gg/>

Our Help-center: <https://bigtimestudios.zendesk.com/hc/en-us>

Our Discord:  [Discord](#)

### **Open Loot**

Open Loot marketplace: <https://openloot.com/>

Open Loot Help-center: <https://openloot.zendesk.com/hc/en-us>



# Items & Equipment ⋮

Equipment is how you increase your survivability and battle effectiveness

NOTE: Big Time is in the Pre-Alpha stage of development (very early). The information below will evolve as the systems and mechanics evolve and expand.

This is a work in progress. You can ask on discord if you'd like more info.

- [Rarity](#)
- [Pocket Watches](#)
- [Gears](#)
- [Weapons](#)
- [Armor](#)
- [Bags](#)
- [Consumables](#)





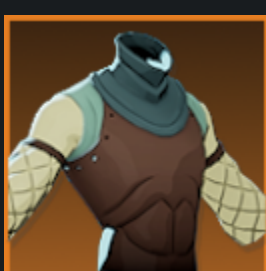
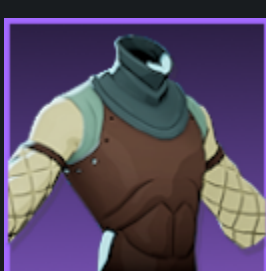
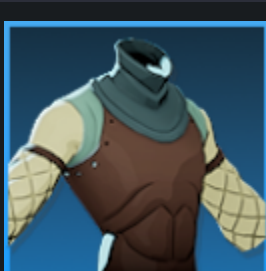
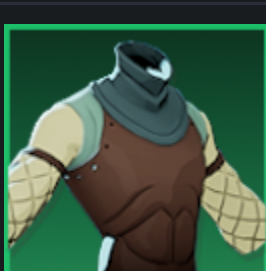
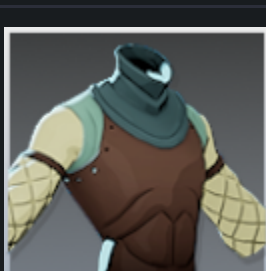
## ◆ Item Rarity

Items have an attribute called rarity. As it implies, some items are more rare. The more rare (or items that have "higher" rarity are much more likely to be better than their lower rarity counterparts

**NOTE:** Big Time is in the Pre-Alpha stage of development (very early). The information below will evolve as the systems and mechanics evolve and expand.

Rarity names, colors and icons from highest rarity to lowest.

Rarity applies to pocket watches, gears, armor, weapons, bags

Rarity Name	Icons and Colors
Unique (These items have additional skills)	
Transcendent	
Exotic	
Exalted	
Mythic	
Legendary	
Epic	
Rare	
Uncommon	
Common	
Junk (Typically starter gear, cannot be sold)	



## ◆ Item tire level and requirements

Items have different Tires, levels and requirements. Here is a small explanation on what those mean.

In Big Time, players can equip various items to their character to enhance their stats and combat abilities. These items can be obtained by defeating enemies or by purchasing them from vendors. Each item has a level, a tier, and might have requirements that must be met before a player can use them.

Item levels is usually related to the strength of an item. The higher the item level, the stronger it is, and the more stats it provides to the player. You can see

Item tiers is also related up to a point with the item level. The higher the tier, the stronger it is. Higher-tier items usually have higher stats than lower-tier items, but they may also have additional requirements to use them. Players can obtain higher-tier items by defeating stronger enemies or completing special quests.

Item requirements refer to the specific conditions that must be met before a player can use an item. These requirements can include minimum levels, certain stats or abilities, or even class-specific requirements. For example, a powerful sword may require the player to have a certain strength stat before they can use it. Some items may also have class-specific requirements, meaning only certain classes can use them. The stats requirements will always be shown at the bottom of the item description; if any of the requirements is not met it will appear in a red color; and the whole item will be died on said color.



The screenshot shows an item description for 'Pupil-esque Brutish Gold Ring of Ire'. The item is RARE. It has a tier of T2 and a level of 11. The stats are as follows:

Stat	Value	Range
Strength	+11.00	Brutish (8.00 - 12.00)
Intelligence	+11.00	Pupil-esque (8.00 - 12.00)
Base Magic Critical Chance	+0.08	Ire (0.08 - 0.11)
Max Health	+12.54	(11.00 - 14.00)
Accuracy	+36.95	(30.00 - 50.00)
Max Energy	+13.66	(11.00 - 14.00)

The requirements section is highlighted with a red box and contains the following text:

Requirements

Pocket Watch Level of at least 10 (Current: 10)  
Intelligence of at least 8 (Current: 86)

By standing with your cursor on top of the item you can check:  
1-Tear (top left)  
2-level (top Right)  
3-Requirements (bottom)

In summary, item levels, item tiers, and item requirements are important factors to consider when equipping items in Big Time. By understanding these concepts, players can optimize their character's abilities and combat potential.



# 🕒 Pocket Watches and Character Classes

Pocket Watches are self contained characters and inventory. Character let you select the style of play you most enjoy or gives you the flexibility to play the class your party needs most.

**NOTE:** Big Time is in the Pre-Alpha stage of development (very early). The information below will evolve as the systems and mechanics evolve and expand.



Your class is determined by your Pocket Watch. The available characters at the beginning are:

Pocket Watch	Class Name	Style of Play	Description
	<b>Time Warrior</b>	Barbarian	Brute Force, Close Range, Tanking
	<b>Chronomancer</b>	Mage	Magic, Ranged, Projectiles, AOE-Damage
	<b>Quantum Fixer</b>	Healer / Support	Heal, Buffs, De-buffs, Turrets
	<b>Shadowblade</b>	Ninja / Trapper	Stealth, Speed, Traps, Damage

Pocket Watches can drop with varying levels of Rarity. Learn more about Item Rarity.



Rarities: Common, Uncommon, Rare, Epic, Legendary, Mythic, Exalted, Exotic, Transcendent.

See class videos below and blog article links below.

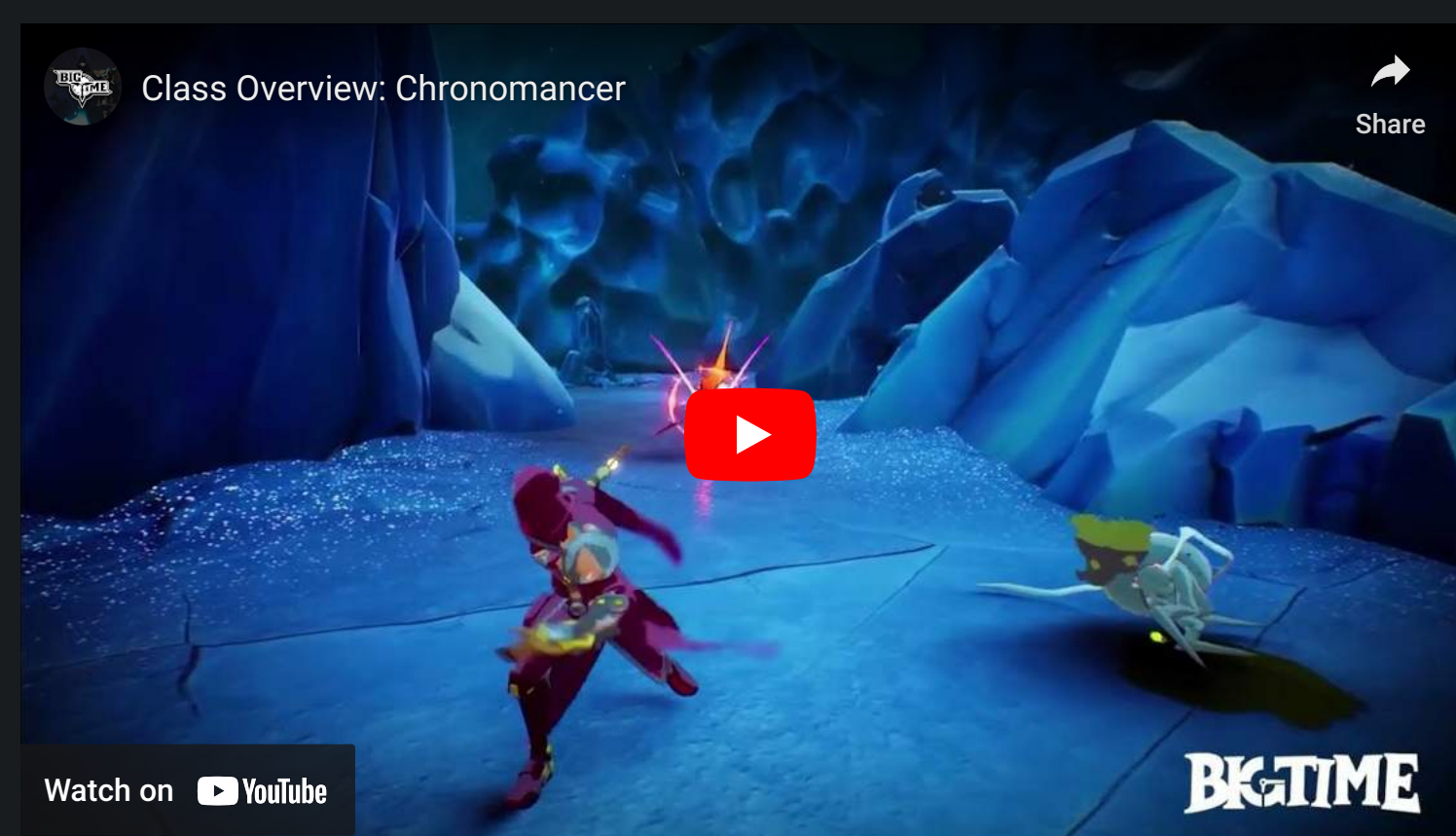
## 🔪 Time Warrior (Barbarian)

Aggression. Brute force. Close-up carnage.



## 🔮 Chronomancer (Mage)

Magic. Precision. Ranged destruction.



Class Spotlight: The Chronomancer  
Medium

## 🗡️ Shadowblade (Ninja)

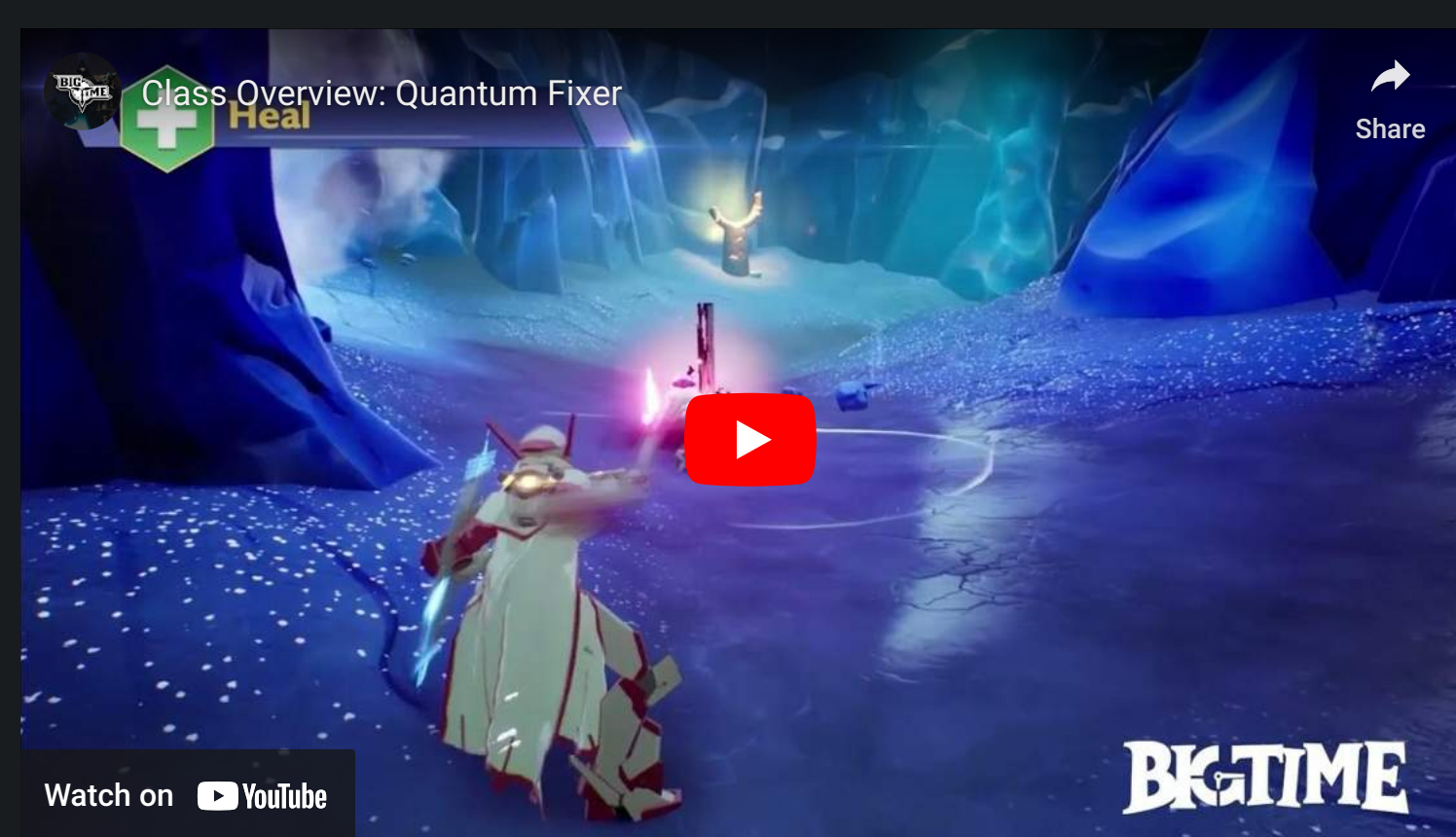
Stealth. Speed. A cunning death-dealer.



Announcing our third playable class: The Shadowblade  
Medium

## 🩺 Quantum Fixer (Medic)

Heal your friends, bring misery to your foes.



Announcing our fourth playable class: the Quantum Fixer  
Medium



# ✕ Weapons

Powerful items that help you in battle

**NOTE:** Big Time is in the Pre-Alpha stage of development (very early). The information below will evolve as the systems and mechanics evolve and expand.

Weapons will have various stats and will be more or less effective against various types of defenses (currently Barrier, Shielding, Armor, Health)

Each weapon type also has a combo system that is a combination of LMB (Left mouse buttons) and RMB (Right mouse button) clicks. See the image below.



Weapon Type	Good Against	Combo Preview
2-Handed Axe	Barrier Shielding Armor Health	
1-Handed Hammer (used in combination with a shield)	Barrier Shielding Armor Health	
2-Handed Hammer	Barrier Shielding Armor Health	
1-Handed Sword (used in combination with a shield)	Barrier Shielding Armor Health	
2-Handed Great Sword	Barrier Shielding Armor Health	
Dual Swords	Barrier Shielding Armor Health	
2-Handed Staff (Fireballs pew pew)	Barrier Shielding Armor Health	

Big Time: Weapon Showcase

## Choose Your Weapon

Share

**Battle Axe** Dual Blades

Watch on YouTube





# ⚙️ Gears



NOTE: Big Time is in the Pre-Alpha stage of development (very early). The information below will evolve as the systems and mechanics evolve and expand.

A Scintillating gear that fits within a [pocket watch](#)! Some grant additional abilities and/or stat bonuses. some are just rusted gears with no magical properties.

Gears can be found in portals or purchased from vendroids. They are available for all classes and can be found as any rarity, See [Item Rarity](#) for details.

Class	Icons
Time Warrior	
Shadowblade	
Chronomancer	
Quantum Fixer	








# Armor



NOTE: Big Time is in the Pre-Alpha stage of development (very early). The information below will evolve as the systems and mechanics evolve and expand.

Armor has Various Stats and bonuses given when equipped. Armor can be found throughout the world of bigtime or purchased from a vendroid as well. Higher Rarity armor will grant higher stat bonuses as well as maybe even a unique skill! See [Item Rarity](#) for details. Some of the armor you will find in-game are:

Name	Description	Icons
Helmet	Armor that protects the wearers head	
Shoulders	Armor that is that protects your shoulders and is adjoined to the chestplate	
Chest	Armor that protects the wearers entire torso	
Gloves	Armor that protects the wearers hands and wrists	
Leggings	Armor that protects the wearers legs & feet	



# 👛 Bags



NOTE: Big Time is in the Pre-Alpha stage of development (very early). The information below will evolve as the systems and mechanics evolve and expand.

Bags are Items that give you additional inventory slots & stat bonuses depending on the *Tier* & Rarity of the bag.

Bags can be found in portals dropped by enemies when defeated, And come in many colors and sizes. See [Item Rarity](#) for details.

Bags	Description	Rarity	Icons
Red Velvet Pouch	3 additional inventory slots when equipped.	Common	
Leather Pouch	4 additional inventory slots when equipped.	Common	
More bags	Up to 25 additional slots	Legendary	






# Consumables



"One time use items"

NOTE: Big Time is in the Pre-Alpha stage of development (very early). The information below will evolve as the systems and mechanics evolve and expand.

Consumables can be found throughout the world of BigTime or purchased from a venvroid.

Name	Description	Icons & Rarity
Energy Potion	Restores Energy.	
Health Potion	Restores Health.	
Summon Party Potion	Opens a portal next to each party member, allowing them to step through and arrive near you.	
One Way Ticket To Town	Opens a portal that will take you back to town.	
Tree Of Life	Can be placed in the world, Being within the Tree's Aura will regenerate both your health and energy.	



## ■ The Story



Set in the distant future at the very end of time... All stars in the universe are blinking out of existence as massive black holes slowly swallow them up.

“Big Time” is the street slang for “Paradox Corporate,” the company that owns time. Paradox sells “Time Collisions” which act as lifeboats for the survivors looking to escape the depressing existence at the end of the universe. Time Collisions allow survivors to live in the past where they can come and go as quickly as walking through a doorway.

Something has gone very wrong with the alien technology that powers the Time Collisions. All of the Time Collisions have started to crash into each other, accelerating the end of the universe as the walls of time and space collapse.

The greatest minds from history have been summoned to Evermore Academy at Time's End to teach a new generation of heroes how to solve the crisis. Join teachers like Albert Einstein and Merlin as you learn tools to battle against Paradox Corporate to save the universe.

## ⌚ Time's End

The last remaining land at the end of time and space



Time's End is a land at the end of space and time, converted into a refuge center for those fleeing the collapse of the universe. Once the greatest combo university, museum and library ever built... Time's End holds the repository of all collected knowledge of the universe.

The ancient alien race of Time Weavers created "The Paradox Engine" also known as a Dyson Sphere. A Dyson sphere is a megastructure that completely encompasses a star or black hole and captures a large percentage of its energy power output. These spheres act as the power source for alien race time travel and generate parallel universes and timelines. The Paradox Engine is believed to have been created to study the collapse as well as halt its destruction.

It falls on Evermore Academy and the greatest minds across history to teach a new generation of heroes to save time. Although doing so could paradoxically undo the creation of Time's End itself.





# Choose your Fate



## Learning the ropes

When you start playing Big Time, you will be asked to choose a starting class. You will not be able to change classes until you find a **pocketwatch** by defeating enemies. Pocketwatches allow players to switch between different classes. As you progress through the game, you will be able to collect pocketwatches for each class, allowing you to save your progress as you level up.

⚔️ Way of the Time Warrior (Barbarian) - Taught by the legendary Genghis Khan.

🧙‍♂️ Way of the Chronomancer (Mage) - Taught by the fabled Merlin the magician.

🥷 Way of the Shadowblade (Ninja) - Taught by the spymaster Mochi Chiyome

🩺 Way of the Quantum Fixer (Medic) - Taught by the Founding Father Ben Franklin.

As our heroes level up and overcome many ordeals, their outward appearance and demeanor grow to reflect their newfound confidence and inner strength. They gain new abilities and can wield more powerful armor, items and artifacts.



# Time Collisions



## Game Expansions

Time Collisions are portals sold by "Paradox Corporate," also known as "Big Time," allowing survivors to live in the past. The alien technology powering Paradox's Time Collisions is misfiring, causing time and space walls to collapse.

Once Big Time has been released, additional Time Collisions(expansions) will be available to explore new worlds and timelines.



# Enemies



## The Blight



Enemy Spotlight: The Blight

Medium

## The Underlings



Enemy Spotlight: Behold the Underlings

Medium

## The Guardian XL



Enemy Spotlight: Guardian XL

Medium

## Broken Clockies





Enemy Spotlight: Beware of the Broken Clockies!

Medium

# Community Wikis



Learn more gameplay insights and strategies from wikis created by our community.

Logo	Wiki	Description
	<b>Evermore Wardens</b>	A wiki developed by experienced Big Time players, dedicated to providing the community with valuable insights and strategies
	<b>BTUG Wiki</b>	Bigtime wiki with plenty of pages, information, guides and help to guide you through playing bigtime! Wiki is maintained by Big Time Community.



# ? FAQs



## Frequently Asked Questions

### Is there a Big Time token?

There will be a Big Time token which can only be earned by playing the game and defeating enemies. The token will never be assigned to any employees, sold to investors, or offered through any pre-sales. The token will be available after the global game launch, as an in-game resource.

### How do I download the game and start playing?

The game is currently only available for Early Access Pass holders. Read more on how to [redeem your pass and download the game here](#).

### What is the difference between the various Early Access Passes?

Read more about the [differences and benefits of Early Access Passes here](#).

### What blockchain is Big Time built on?

Big Time is built on the Ethereum blockchain. However, we use our proprietary "Vault" technology to circumvent the lackluster user experience and high costs of Ethereum.

### When is the global free-to-play launch of Big Time?

This info has not been released yet. Stay tuned for more information.

### How do I prepare for Early Access Launch if I have an Early Access Pass?

Read our [recent Medium post](#) for more information on Early Access Pass redemption.

### How can I buy SPACE and other NFTs?

Read more about how to purchase NFTs in our "[Buying Big Time NFTs](#)" article.

### How do I deposit funds into the Big Time Marketplace and complete my KYC?

Read more about depositing and our KYC process in our article "[Deposits & KYC](#)"

### Why has my Marketplace account been suspended?

Please open a ticket on customer support <https://nft.bigtime.gg/explore>

### How long do withdrawals from the Marketplace take?

If there are no KYC issues, the recommended waiting time for withdrawal is 7 days. Keeping our user's funds safe is our top priority. We are working on different strategies that will allow us to keep the same level of security while decreasing the wait time for withdrawals.

### Do I need SPACE to play the game?

Big Time is a free-to-play game. No specific items are needed to enjoy the game, and NFTs do not provide a combat advantage.

### Can we trade SPACE and NFTs in-game?

SPACE and other NFTs can't be Traded at this time, however they can be bought and sold on the [Big Time Marketplace](#).

### Are there any guilds participating in Big Time?

Over a dozen major guilds have joined the Big Time economy. Some notable examples include Yield Guild Games, Merit Circle, Avocado Guild, Loudgg, Neo Tokyo, OpenDAO, among many others.

Join our [Discord](#) and go to the #Guild-Recruitment Channel to find a Guild that suits your playstyle!

Read more of our FAQs in our [Medium article below](#) 🖱️



Big Time Marketplace FAQ  
Medium

# Controls



## Welcome to Big Time

You are a time traveling hero who's been summoned to the end of the universe, where you'll be taught by some of the greatest minds in history. Your task? Defending time itself.

- OPEN MENU: ESC
- ABILITY SLOTS: 1, 2, 3, 4, 5, 6, 7, 8, 9, 0
- INVENTORY: TAB
- SHIELD BLOCK: Q
- MOVE (DOUBLE TAP TO DASH / ROLL): W
- SPRINT (HOLD): E
- EMOTES: A, S, D, F
- JUMP: H
- NOTIFICATIONS: Z
- LAUNCH FLARE: X
- INVENTORY: I
- PARTY AND INVITES: C, V, B, N
- CHAT: Enter
- ATTACK: Left Mouse Button
- CAMERA ZOOM: Middle Mouse Button
- ALT. ATTACK: Right Mouse Button





## Walkthrough



YouTube video with timestamps for every aspect of gameplay



**Video unavailable**

This video is not available





# Guilds



Guilds are an important part of the Big Time Community. Big Time plans on supporting Guilds via rentals and sharing of SPACE as well as special in-game permissions. These features will not be available during Early Access, however, are planned for full worldwide release.


Join our [Discord](#) and go to the #Guild-Recruitment Channel to find a Guild that suits your playstyle!



# ✕ Big Time Collectibles



Big Time offers two types of Collectibles in-game: cosmetic and utility Collectibles. The latter gives you the ability to produce, upgrade, and repair in-game items such as rare weapons, armor skins, and the Hourglass, which unlocks token loot. Collectibles can be obtained in-game by defeating enemies and bought/sold in the Big Time Marketplace.

 SPACE Collectibles features are coming soon but are unavailable for now. more Space features will be released with the space holder's and invite only beta Periods. check the [Timeline](#) for reference

## Cosmetic Collectibles

Cosmetic Collectibles can be found in-game by defeating enemies or purchased from other players in the Marketplace. These Collectibles enhance the appearance of your weapons and armor with additional flairs such as particle effects and sounds. They do not affect in-game stats such as strength or dexterity; in that sense, Big Time is not a pay-to-win game. Cosmetic Collectibles are produced primarily by Armories and Forges, which are player-operated.

 Examples include weapon and armor cosmetic skins.

## Utility Collectibles


SPACE Collectibles are used in-game to expand your Time Machine. Time Wardens, Forgers, and Armories are installed onto your SPACE to let you engage in the in game creator economy. For example, Time Wardens produce Hourglass Collectibles, which can be equipped to unlock token loot.


 Examples include SPACE, Time Wardens, Forges, Armories, and Hourglasses.

## Binance Collectible Collectibles

Big Time released four sets of collectible postcards on Binance via Mystery Boxes. Each collection has a total of six postcards. Collect all six postcards from any collection below to get an exclusive wearable inside the game after the game launch. These animated postcards feature stunning vistas from four different locations in Big Time:

- Time's End - the last planet at the end of the universe.
- The Syphon - where ancient technology draws power from a collapsing star.
- The Paradox Forge - where alien craftsmen harness cosmic power for their dark purpose.
- The Infinity Vault - what terrible secrets are held within its walls?

 You must collect all six postcards from within any one of the collections above to redeem your exclusive in-game wearable.


 More information on redeeming your complete collection set for an in-game wearable is coming soon.

# Buying Collectibles

Learn how to purchase Collectibles and use them on Big Time

To buy a collectible you need to interact with our partnered marketplace: [Open Loot](#)

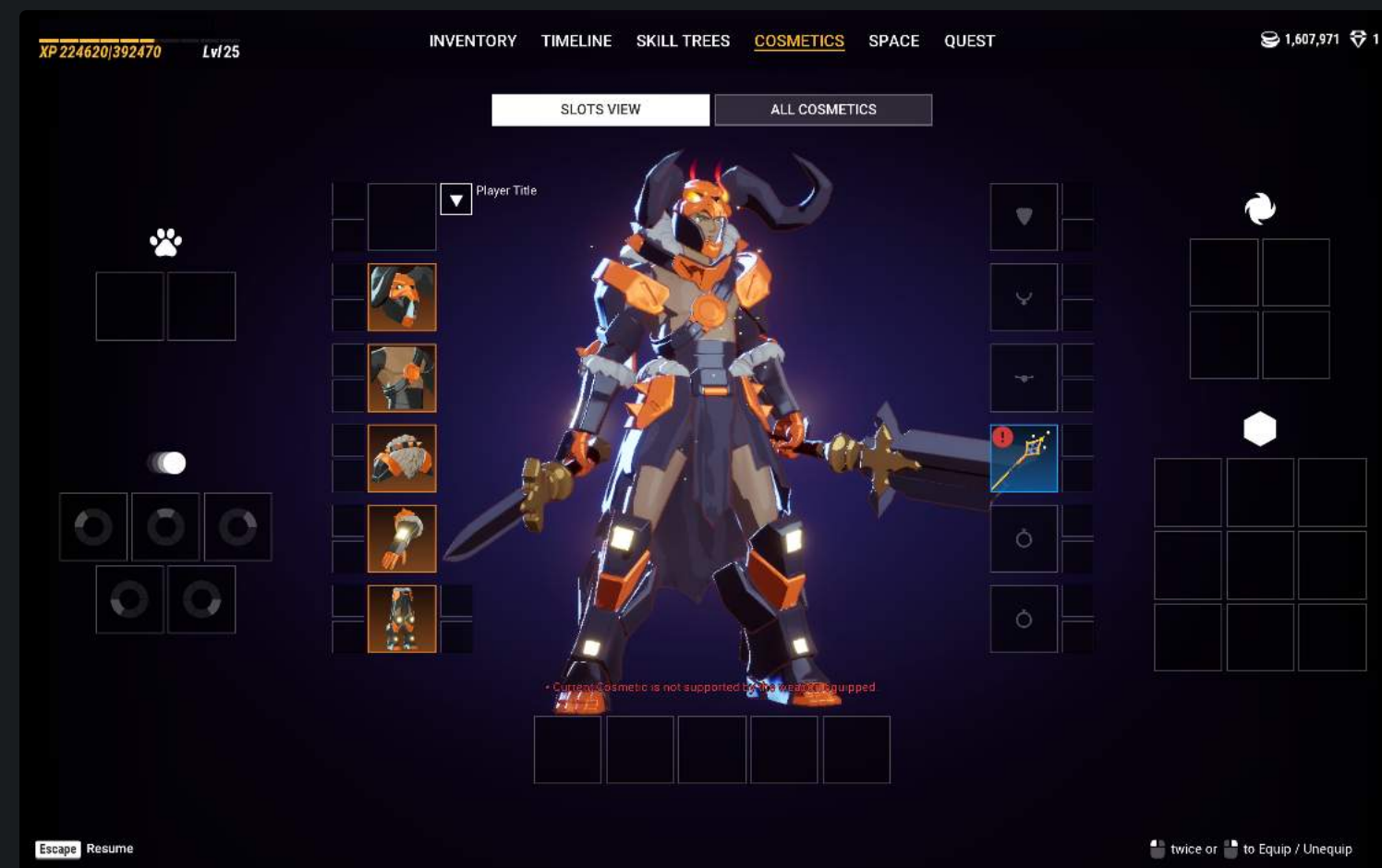
You can follow the instructions posted on the following help center article to purchase your next collectible!

 **How to make a purchase**  
Open Loot

Once your transaction has been completed, the items will show on your account on your collection under "Items to sell". To be able to use your collectibles in game you have to move them to "in game". You can read more about your collection on the following link: [My collection](#).

Once your items are "in-game", you can equip them by pressing I and going to the "cosmetics" section.

Please do notice that, to use Space/utilities/decorations, you need to be on your Personal Metaverse (check **# Step 8 - Skills and Stat Points**) and after that use the key binding B, to use decorations. You can read more about using space here: [What is space and how to use it](#).



Cosmetics view; you can look at your character with all the slots view; or all the cosmetics you have in game by clicking "All Cosmetics". To equip them just drag them to the proper slot or double click on them



## **Selling Collectibles**

Learn how to remove your Collectibles from your in-game inventory to sell on the Marketplace.

You can check how to sell Collectibles on the following link:



**How to sell a collectible**  
Open Loot

## Deposits & KYC



Read below to learn more about how to deposit funds into the Marketplace. Also learn about how to complete the Know Your Customer (KYC) process, as well as resolutions to common issues:



Security – Open Loot





# Withdrawals



You can read the following article to learn more about Withdraws



**How to Withdraw Funds from Account Balance**

Open Loot



# Economy Overview



Welcome to Big Time's Economy Overview.

## Our Cosmetic Based Economy



Free-to-Play cosmetic based economy compared to Big Time's Economy Structure.

At Big Time, one of our main design pillars is fair play, which is why we built our economy to be a "Cosmetic Based Economy"

For comparison, in a typical free-to-play cosmetic economy, something such as League of Legends, Fortnite, or Valorant, the game studio would sell skins directly to the players.

At Big Time, instead, we empower our players by giving them the ability to craft cosmetics and letting them control the creation and selling of cosmetics in the game. By enabling them to do that, we are inviting them to be deeply rooted within our business model.

The way it works is that we create the 3d models, then list the recipes for players to craft.

## Our Special Cosmetic Collectibles



Special perks about our Cosmetic Collectibles.

Our Cosmetics look awesome and they convey status and uniqueness. Our game is a multiplayer Action-RPG which makes it an excellent canvas to show off your unique Possessions.

All our Cosmetics are **Digital Collectibles** with a limited and immutable supply, meaning any given line of cosmetics will have a fixed number of copies, and that number will never change.

Our **Cosmetic Collectibles** will also be player-owned, meaning that players will always have the ability to trade or sell them whether on **Open Loot** or outside our platforms.

Lastly, Owning **Cosmetic Collectibles** would give players access to exclusive areas in the game, that could take form in an exclusive lounge or a portal that has different non-power related loot tables.

## Crafting Collectibles



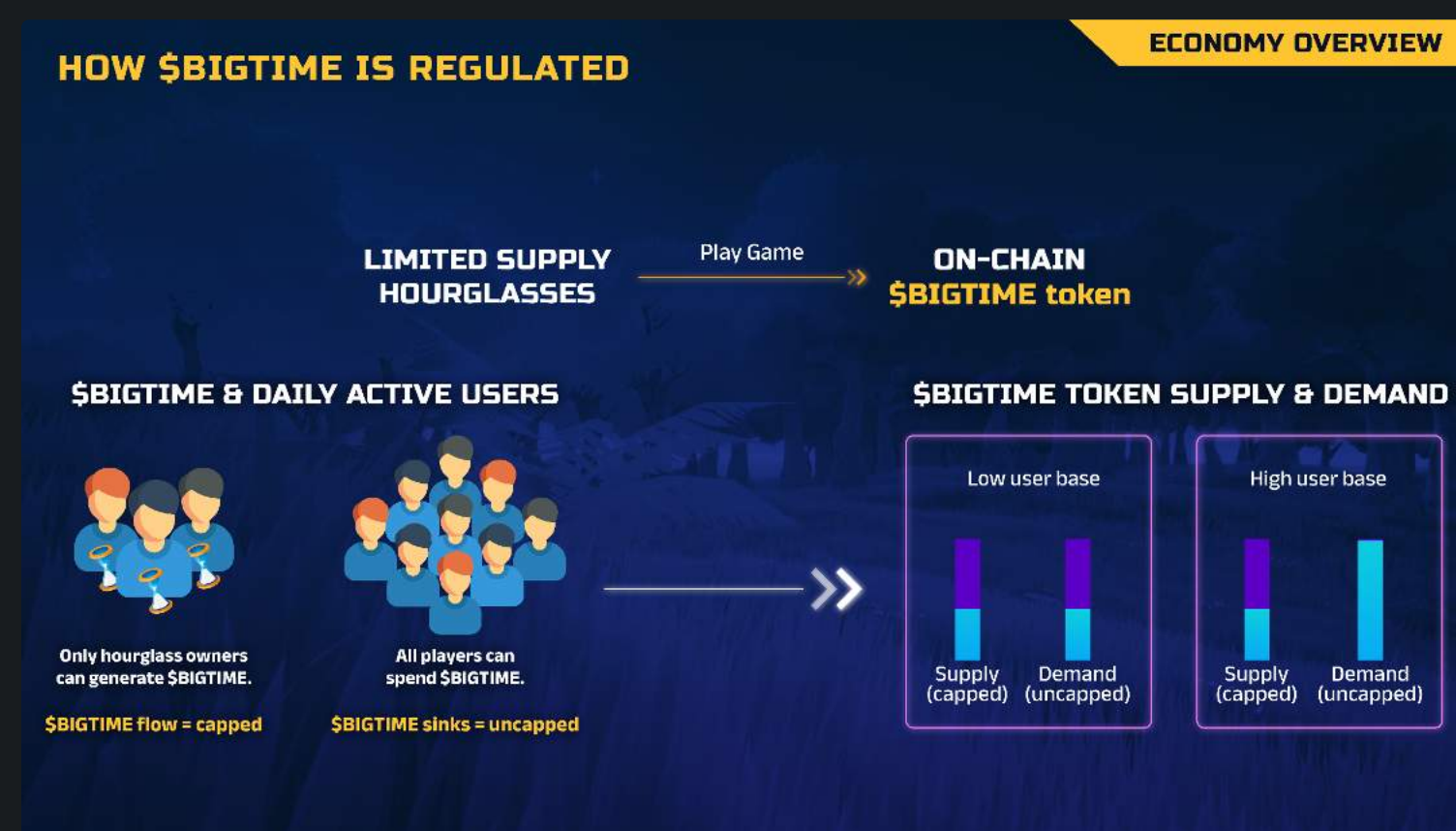
SPACE, Utility NFTs and Crafting.

Players can participate in the crafting economy by acquiring **SPACE** and a **Utility Collectible** such as an **Armory**, **Forge**, or **Time Warden**.

**SPACE** is Big Time's version of digital land, and **Utility Collectibles** are the factories that enable the crafting of **Cosmetic Collectibles** and **Hourglasses**.

## \$BIGTIME Token Design

**Hourglasses** are **limited supply** artifacts that, once equipped, would allow the player to start generating **\$BIGTIME Tokens** while playing the game.



Supply & Demand Dynamics of \$BIGTIME Token depending on our player base.

**\$BIGTIME** is a cryptocurrency that acts as the glue of our economy. Since **Hourglasses** are limited in supply, only a **fixed number** of players can equip them at any given moment, regardless of the number of active players.

On the other hand, **\$BIGTIME tokens** can be spent by any player, meaning the potential sinks for **\$BIGTIME** in the economy are **limited only by the number of players in our game**.

The dynamic that emerges from these two systems is that if the **player base grows**, the supply of **\$BIGTIME tokens** is **capped** and won't ever change, but the **sinks of \$BIGTIME will keep growing** as the player base grows.

## The Value Chain of Big Time's Economy

To summarize it all, Big Time's Economy Value Chain in Action looks like this:



Big Time's Value Chain In Action.

Now to bring it all together, our value chain would look something like this:

1. **Time wardens** would craft **Hourglasses**.
2. **Hourglasses** are required by our **\$BIGTIME** suppliers who would equip them and start generating **\$BIGTIME tokens**.
3. **\$BIGTIME tokens** are required by our **Armory** and **Forge** owners, who need them to craft **Cosmetic Collectibles**.
4. **Cosmetic Collectibles** then would be listed on our marketplace for all our non-Utility **Collectible** owners to buy.

And in a nutshell, that's how our game economy would work.



## ? FAQ



? How Do I Obtain Digital Collectibles?

? How Is Big Time Different From Other Web3 Games?

? How is Early Access Launch Different From the Final Economy?

? How Do Cosmetic Collectible Crafters Participate In The Economy?



# ? How Do I Obtain Digital Collectibles?

There are different types of **Digital Collectibles** in Big Time and here is how to obtain each of them:

## How to Acquire **SPACE**

- Purchase from the **Open Loot Marketplace**
- Acquired as a very rare random drop in-game for performing game actions (e.g. killing enemies, completing quests, beating dungeons, etc.)

## How To Acquire **Utility Collectibles**

- Purchase from the **Open Loot Marketplace**
- Acquired as a very rare random drop in-game for performing game actions (e.g. killing enemies, completing quests, beating dungeons, etc.)
- Opening **Utility Collectible Mystery Boxes**

## How to Acquire **Hourglasses**

- Purchase from the **Open Loot Marketplace**
- Crafting them through a **Time Warden**.

## How to Acquire **Craftable Cosmetic Collectibles**

- Purchase from the **Open Loot Marketplace**.
- Crafted from a **Forge** or **Armory**.

## How to Acquire **Non-Craftable Cosmetic Collectibles**

- Purchase from the **Open Loot Marketplace**.
- Random drop in-game for performing game actions (e.g. killing enemies, completing quests, beating dungeons, etc.)

# ? How Is Big Time Different From Other Web3 Games?

Unlike other Web3 games, Big Time's primary goal is to create the most enjoyable game possible, resulting in:

## True AAA Gaming Experience

Big Time is built with the intention to **compete with the top games** out there, **not only web3**. Our team consists of **gaming veterans** from top **gaming companies**.

## Highly Accessible

Big Time is **Free-to-Play** and requires **No Collectibles** to be played. We are also using **Open Loot**, a platform that breaks all the **complexity hurdles of web3** when it comes to onboarding, buying, and selling Collectibles.

## Durable Game Economy

Our Game Economy is **Transparent, Simple, and Realistic**. We carefully constructed Big Time's Economy to be **Sustainable** and **Durable**. That can be seen in our tokenomics and economy systems designs, which are explained in depth within this Wiki.



# ? How is Early Access Launch Different From the Final Economy?

Big Time is currently in Early Access Launch. It is important to note that the current economy is not representative of Big Time's final form.

The table below highlights the planned differences between Big Time's Early Access Launch economy and what will be Big Time's final economy.



## WHAT YOU CAN EXPECT IN...

BIG TIME: EARLY ACCESS LAUNCH	BIG TIME: OPEN INVITE BETA
✗ No cosmetic shards	✓ Cosmetic shards
✗ No Craftable Cosmetic collectibles	✓ Craftable Cosmetic collectibles
✗ No \$TIME tokens	✓ \$TIME tokens
✗ No personal metaverse access	✓ Personal metaverse access
✗ No crafting or upgrading collectibles	✓ Crafting and upgrading collectibles

Early Access vs. Open Beta.

**Note:** Players will have access to their Personal Metaverse before the open invite beta is live.

In addition, the **Non-Craftable Cosmetic Collectibles** currently dropping in the Early Access Launch will not drop after the conclusion of the Early Access Period. These particular **Non-Craftable Cosmetic Collectibles** will have unique "Fashion" tags, which will never drop again. In the Open Invite Beta and beyond, the only source of these collectibles will be from Early Access players.

## ? How Do Cosmetic Collectible Crafters Participate In The Economy?



Big Time's Economy Value Chain.

To become a **Cosmetic Collectible** crafter, a player must acquire **SPACE** and either an **Armory** or a **Forge**.

After connecting their **Armory** or **Forge** to their **SPACE**, the player can craft and upgrade **Cosmetic Collectibles** by using the required crafting materials.

Once a player finishes crafting their collectible, they can list it for sale on the **Open Loot Marketplace**.

## Personal Metaverse

Each player will have access to their own **Personal Metaverse**. It is accessible anytime, anywhere, and comes with a **Starter Area**. Inside the **Personal Metaverse**, players can decorate, host friends, and augment their metaverse by attaching **SPACE**.



Personal Metaverse accessibility.



## 🚩 Starter Area

**Starter Areas** are the first point of connection in players' **Personal Metaverse**. All players will have access to these starter areas, and they would be able to decorate them as well as place vendors and storage units within them.



Every player will have a Starter Area within their Personal Metaverse.



# SPACE

SPACES are Big Time's version of **Virtual Land**. **SPACE** enables players to expand their **Personal Metaverse** and connect **Workshops**.

## What SPACE Is Used For

- Expanding the **Personal Metaverse**
- Connecting **Workshops** (Forges, Armories & Time Wardens)
- Placing **Decoration Collectibles**
- Hosting friends
- Acquiring **Cracked Hourglasses**

## How to Acquire SPACE

- Purchase from the **Open Loot Marketplace**
- Acquired as a very rare random drop in-game for performing game actions (e.g. killing enemies, completing quests, beating dungeons, etc.)

## SPACE Maximum Issuance

The issuance amounts in the table below are **immutable** and **will never change**.

RARITY/SIZE	TOTAL SUPPLY		
	SMALL	MEDIUM	LARGE
● RARE	168,000	64,800	7,200
● EPIC	108,000	63,000	8,000
● LEGENDARY	72,000	36,000	12,000
● MYTHIC	26,400	16,800	4,800
● EXALTED	6,000	3,600	2,400

\*Supply is immutable and will never change.

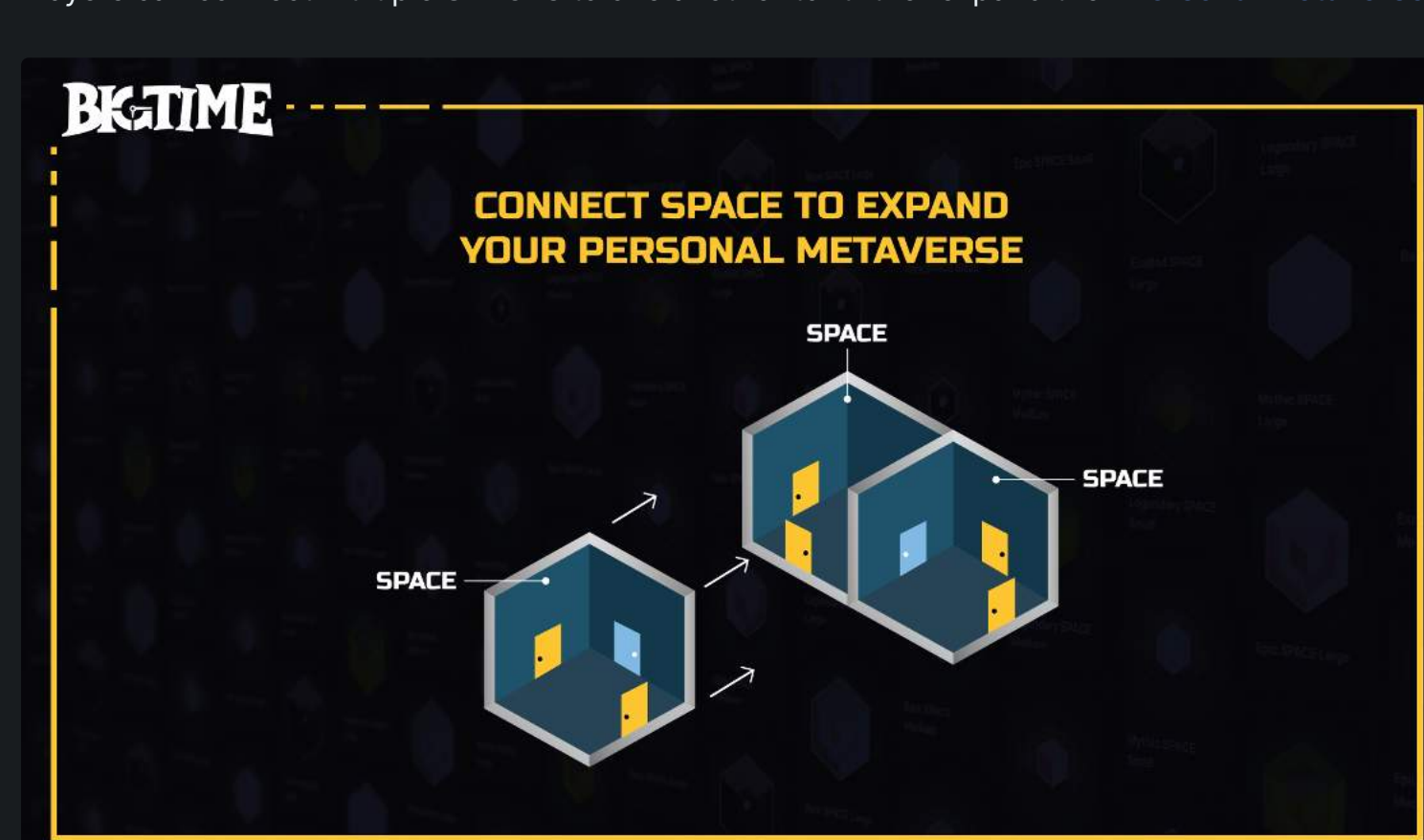
SPACE Max Issuance by Rarity and Size.

## SPACE Entrances and Exits

Within each **SPACE**, there is a **Single Entrance** and **Multiple Exits**. For players who want to connect their **SPACE** to their **Personal Metaverse** they will need to use that **SPACE's Entrance**.



Players can connect multiple **SPACES** to one another to further expand their **Personal Metaverse**.



To connect two **SPACES**, an **Entrance** needs to be attached to an **Exit**.



Exits are also used to connect **Workshops** to the **SPACE**.



Number of **Exits** depends on the **SPACE** Rarity & Size.



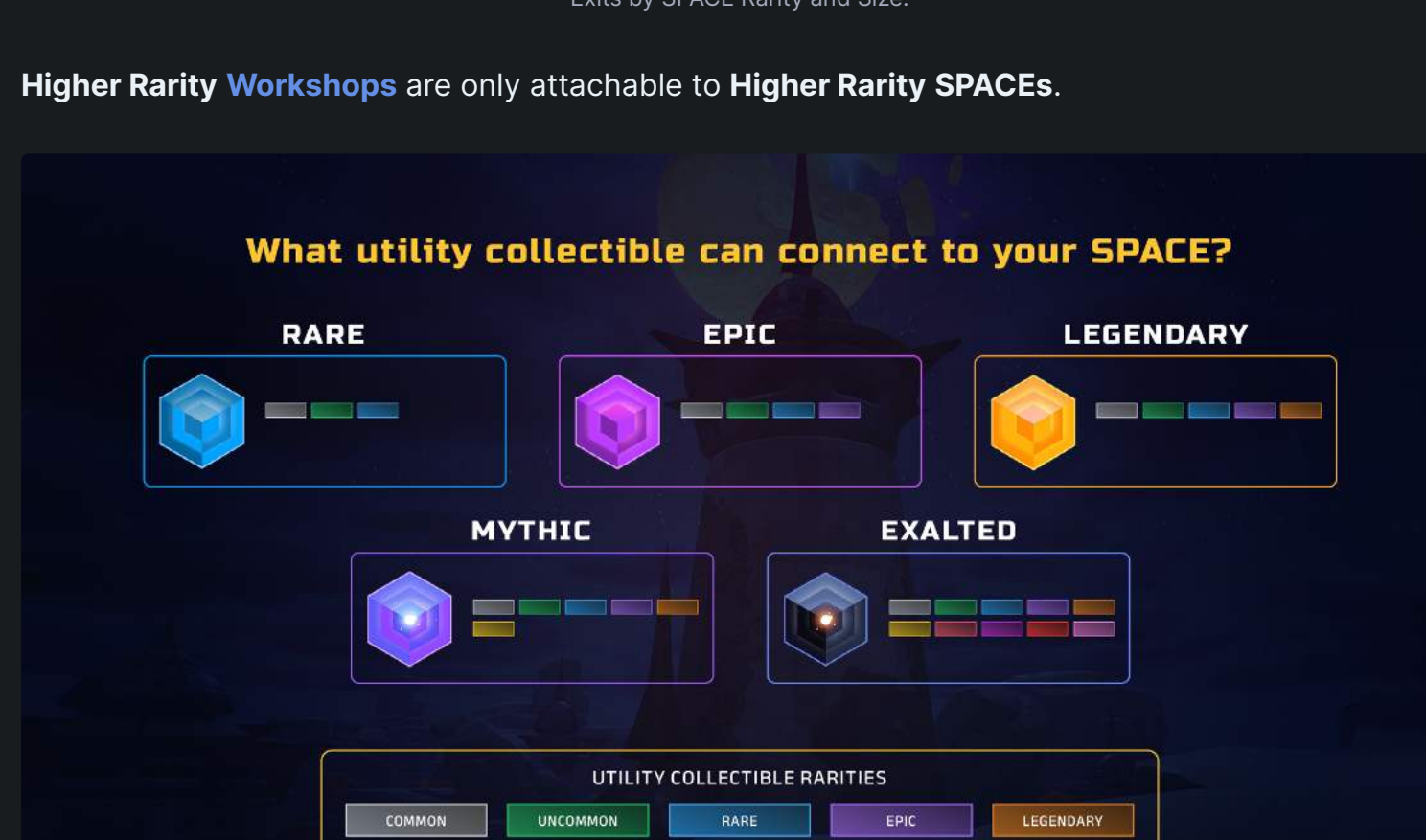
## SPACE Size and Rarity Benefits

**SPACE** comes in various **Rarities** and **Sizes**. Larger **SPACE** will allow players to connect more **Workshops**, place more **Decoration Collectibles** and host more friends in their **SPACE**.

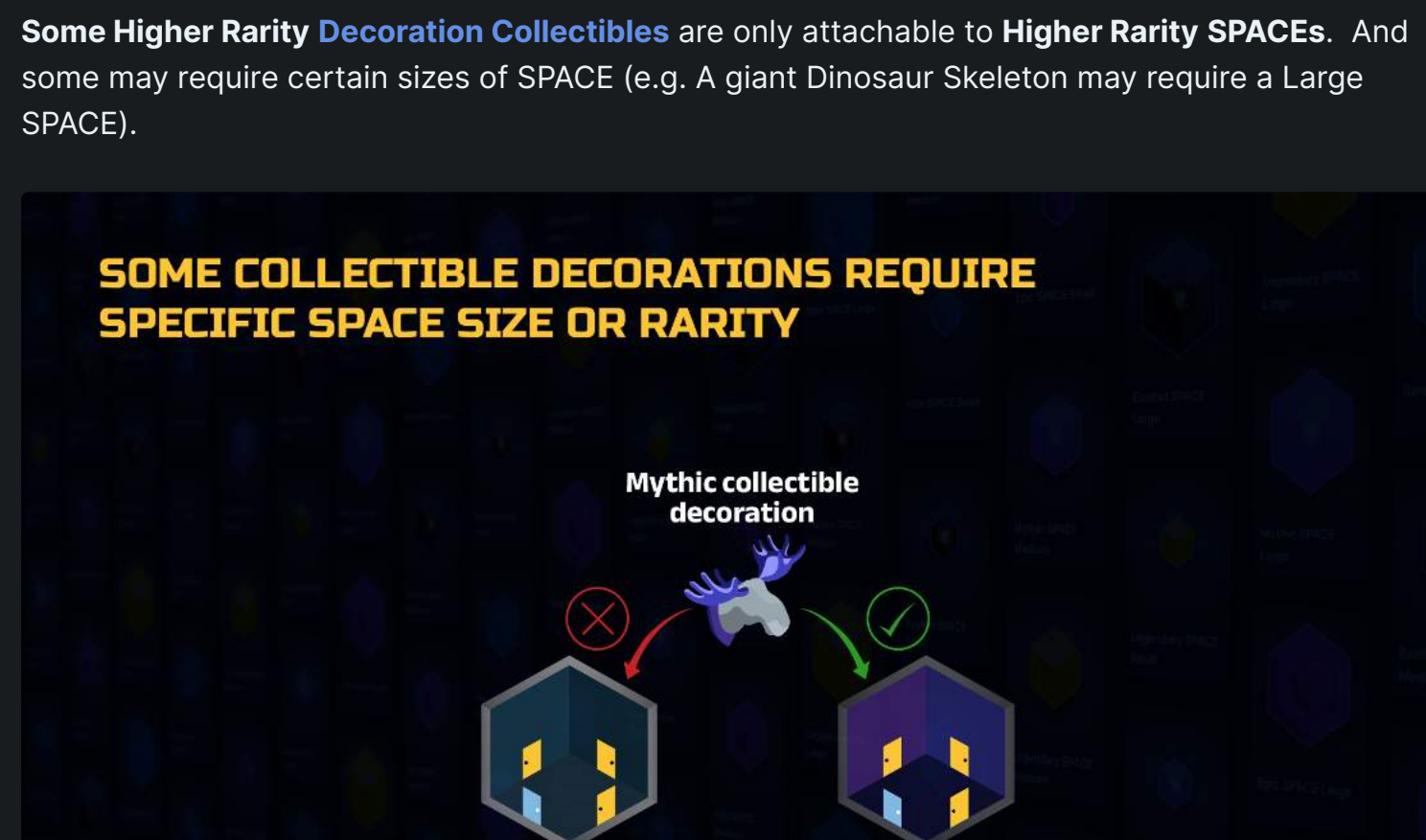
Rarity/Size	# of Exits		
	Small	Medium	Large
● Rare	2	3	5
● Epic	2	3	5
● Legendary	2	3	5
● Mythic	2	3	5
● Exalted	3	4	6

Exits by SPACE Rarity and Size.

Higher **Rarity Workshops** are only attachable to **Higher Rarity SPACES**.

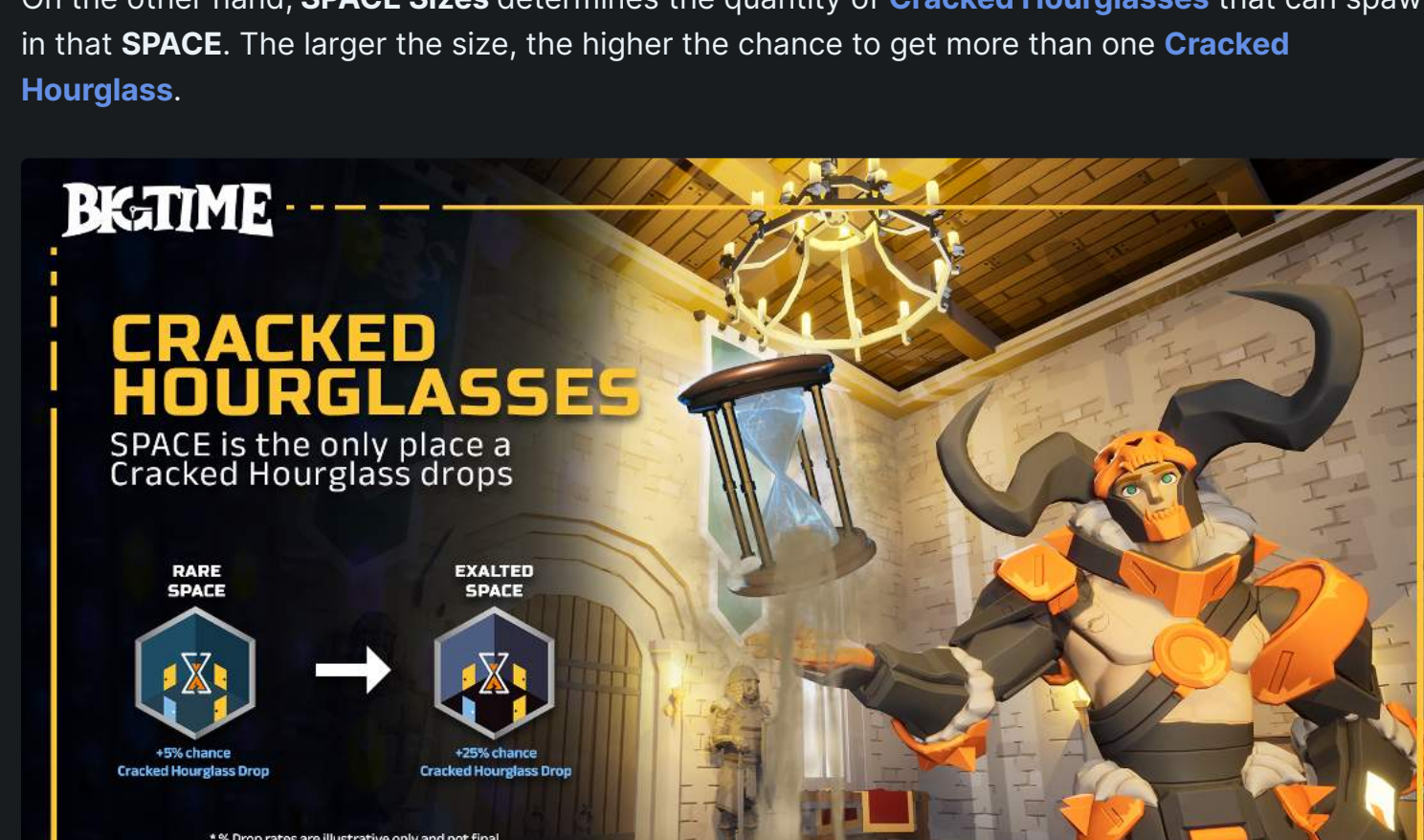


Some **Higher Rarity Decoration Collectibles** are only attachable to **Higher Rarity SPACES**. And some may require certain sizes of **SPACE** (e.g. A giant Dinosaur Skeleton may require a Large **SPACE**).



**Higher Rarity SPACES** have a higher chance of dropping a **Higher Quality Cracked Hourglass** in them.

On the other hand, **SPACE** **Sizes** determines the quantity of **Cracked Hourglasses** that can spawn in that **SPACE**. The larger the size, the higher the chance to get more than one **Cracked Hourglass**.



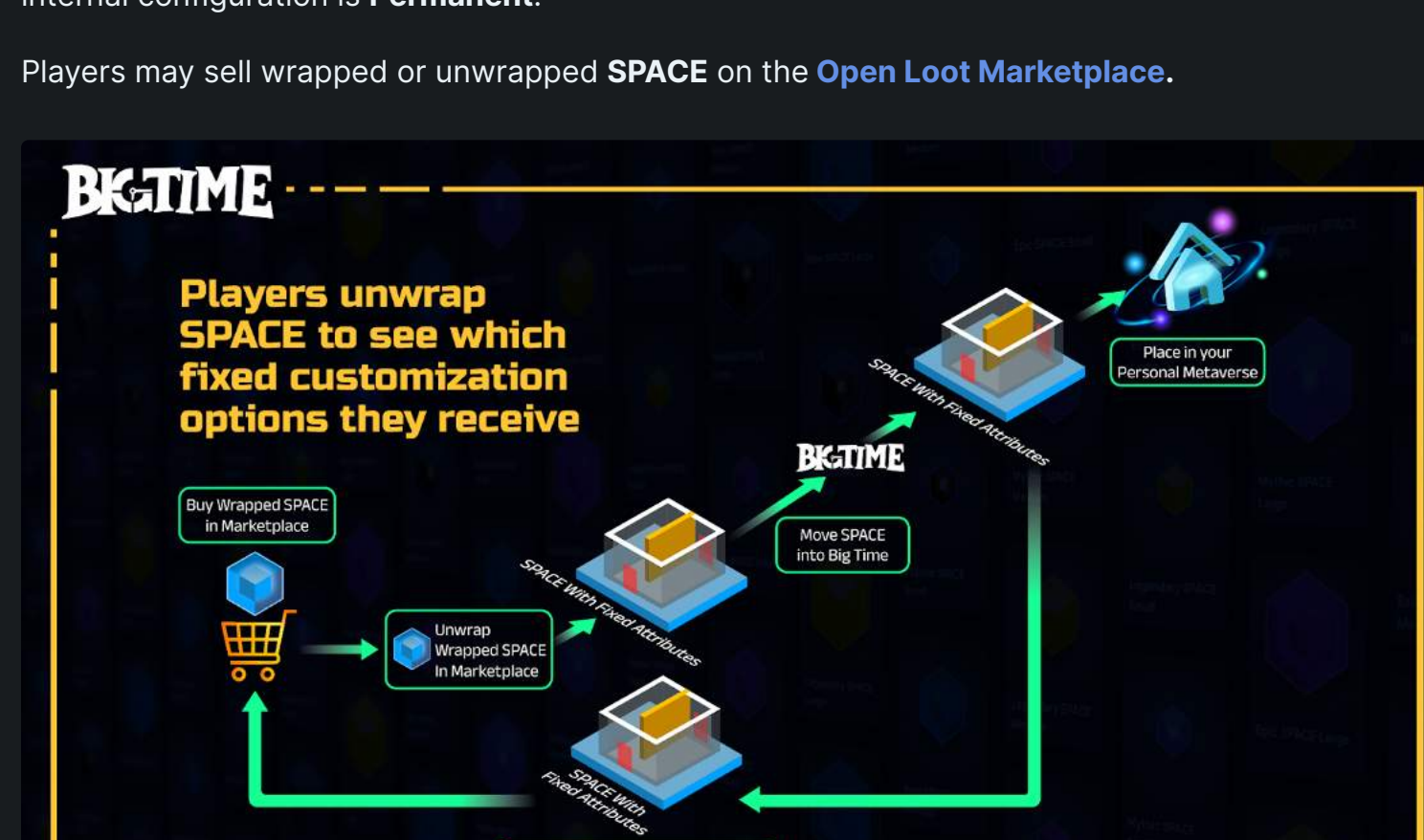
## "Unwrapping" SPACE

**SPACE** comes with a different internal configuration that determines:

- The placement of area-specific features
- The locations of Exits
- The theme of each **SPACE** (e.g. Egyptian, Arthurian etc.)

**SPACE** comes "**Wrapped**". Players know the rarity and size of their wrapped **SPACE**, but do not know the internal configuration nor theme until it is "**Unwrapped**". Once a **SPACE** is unwrapped the internal configuration is **Permanent**.

Players may sell wrapped or unwrapped **SPACE** on the **Open Loot Marketplace**.



## SPACE Renting

Renting is an important part of the Big Time economy, and we will release more information on Renting in the future.

Key things we want to achieve with the Renting System:

- Players with many **SPACES** & **Workshops** should have the option to lend their assets to other players.
- Players who do not own **SPACES** or **Workshops** and want to participate in the crafting systems, should be able to.



# Workshops



**Workshops** connect to **SPACE**, enabling players to craft and upgrade **Cosmetic Collectibles** and **Hourglasses**.



The three types of Utility Collectibles.

## Types Of Workshops

- **The Forge:** Craft and upgrade Weapon Cosmetic Collectibles as well as refine Cosmetic Shards.
- **The Armory:** Craft and upgrade Armor Cosmetic Collectibles as well as refine Cosmetic Shards.
- **The Time Warden:** Craft, upgrade, and recharge Hourglasses as well as Dismantle Cracked Hourglasses.

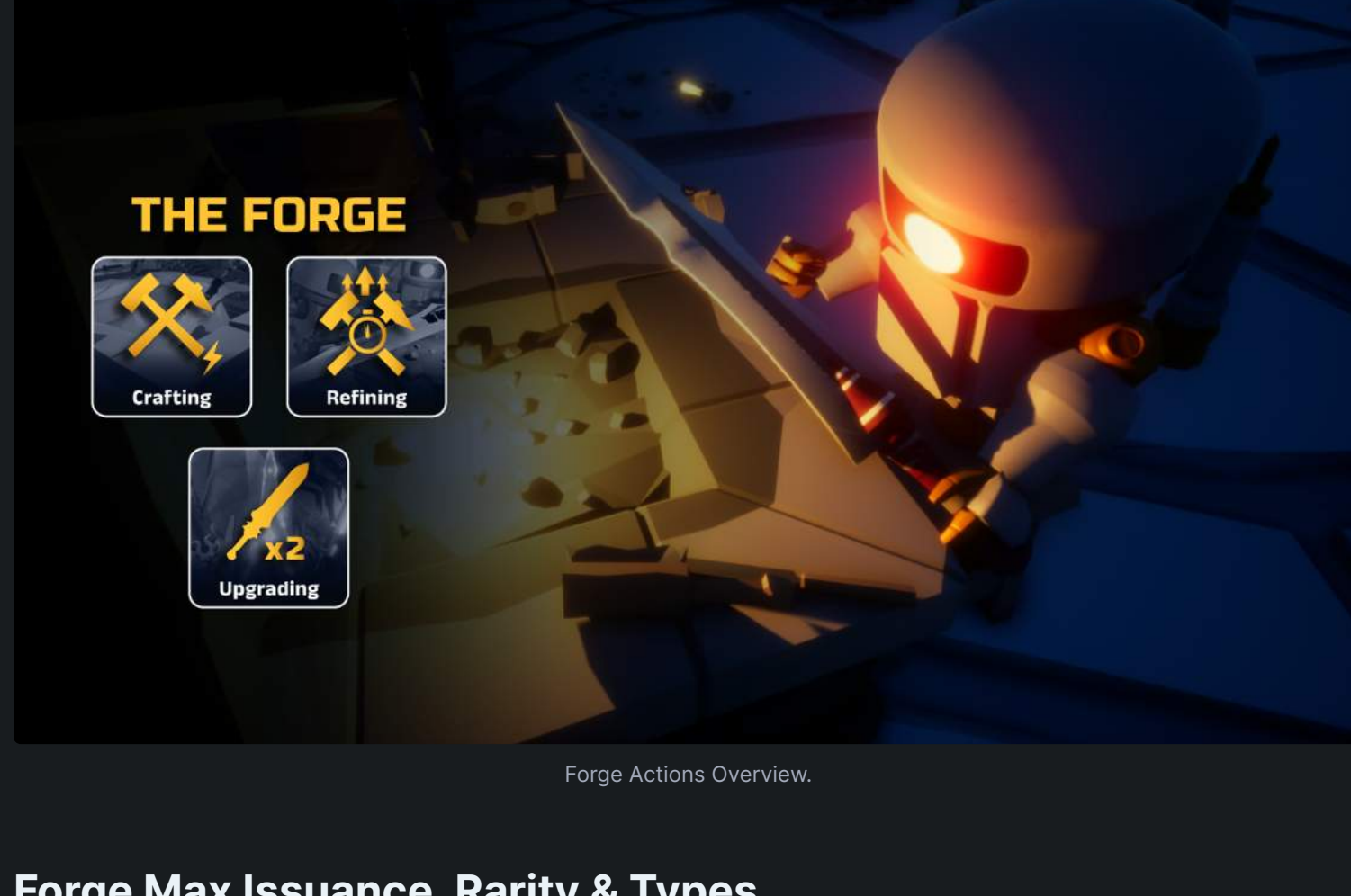
## How to Acquire Workshops

- Purchase on the **Open Loot Marketplace**
- Acquired as a very rare random drop in-game for performing game actions (e.g. killing enemies, completing quests, beating dungeons, etc.)
- Opening **Workshop Mystery Boxes**



# Forges

**Forges** are Workshops that focus mostly on crafting and upgrading **Weapon Cosmetic Collectibles** as well as refining **Cosmetic Shards** into **Refined Cosmetic Shards**.



Forge Actions Overview

## Forge Max Issuance, Rarity & Types

RARIETY	Quantity	RED				BLUE				GREEN				RANDOM
		Type	Type	Type	Type	Type	Type	Type	Type	Type	Type	Type	Type	
COMMON	461,000	72,000	44,000	26,000	26,000	44,000	22,000	22,000	22,000	22,000	44,000	36,000	36,000	0
UNCOMMON	161,500	84,000	38,750	22,000	22,000	84,000	38,750	22,000	22,000	38,750	84,000	21,000	21,000	0
RARE	248,000	200,000	200,000	200,000	200,000	200,000	200,000	200,000	200,000	200,000	200,000	200,000	200,000	0
EPIC	380,000	28,000	16,000	10,000	10,000	28,000	16,000	10,000	10,000	16,000	28,000	16,000	16,000	0
LEGENDARY	191,200	18,000	11,500	6,500	6,500	18,000	11,500	6,500	6,500	11,500	18,000	6,500	6,500	0
MYTHIC	48,000	3,200	4,900	8,000	7,300	4,900	3,200	4,900	3,200	4,900	8,000	3,200	3,200	0
EXALTED	3,000	1,400	500	200	1,400	500	200	1,400	500	200	1,400	500	200	0
EXOTIC	3,200	0	0	0	0	0	0	0	0	0	0	0	0	2,200
TRANSCENDENT	400	0	0	0	0	0	0	0	0	0	0	0	0	400
UNIQUE	1	0	0	0	0	0	0	0	0	0	0	0	0	1
	1,308,401	221,400	138,375	100,700	211,400	108,375	81,025	221,400	138,375	100,700	211,400	81,025	211,400	2,701

Forges Max Issuance by Rarity and Type

## Max Issuances

The issuance amounts in the table above are **immutable and will never change**.

## Rarity

**Forges** have ten rarity tiers: **Common** through **Unique**. A **Forge** can only Craft or Upgrade **Cosmetic Collectibles** equal to its rarity tier but with **Bonus Rolls**, they can craft up to two rarity tiers higher.

## Types

There are ten types of **Forges**, each type has a **Specialization Bonus** and a **Collective**.

Forge Type	Collective	Specialization
Forge of Quickness	Light Hammer	2-Hand Axe
Forge of Rapidness	Light Hammer	2-Hand Sword
Forge of Swiftiness	Light Hammer	Staves + Dual Wield
Forge of Decisiveness	Steady Anvil	2-Hand Hammer
Forge of Diligence	Steady Anvil	1-Hand Weapons
Forge of Acuity	Steady Anvil	2-Hand Axes + 2-Hand Swords
Forge of Chance	Four-leaf Clover	Staves
Forge of Luck	Four-leaf Clover	Dual Wield
Forge of Fortune	Four-leaf Clover	2-Hand Hammer + 1-Hand Weapons
Forge of Triumph	Prismatic Radiance	All of the above

Note: Weapons assigned to specialization are subject to change and are not finalized.

**New Weapons**

Every time we introduce new weapon types to the game, we'll assign a specialization bonus to one of the existing Forge Types to incorporate them.

## Specialization

Each **Specialization** increases the **Crafting Speed** of a particular weapon piece. The **Specialization** extra speed depends on the rarity, and generally single specializations would have faster speed compared to multiple specializations with the exception of the Rainbow colors.

## Collective

Each **Collective** will have a specific group bonus plus it would be used to unlock the **Workshop Collective Set Bonus** which looks into the **Workshops** that are set up within one **SPACE**.

Note that the **Prismatic Radiance** collective would allow players to select between the three basic collectives and only the selected color would be active.

Collective	Group Type Bonus
Light Hammer: <b>Speed</b>	Faster Crafting & Refining.
Steady Anvil: <b>Efficiency</b>	Less \$BIGTIME needed when Crafting & Refining.
Four-leaf Clover: <b>Luck</b>	Extra Bonus Roll Slot.
Prismatic Radiance: <b>Everything!</b>	All of the above

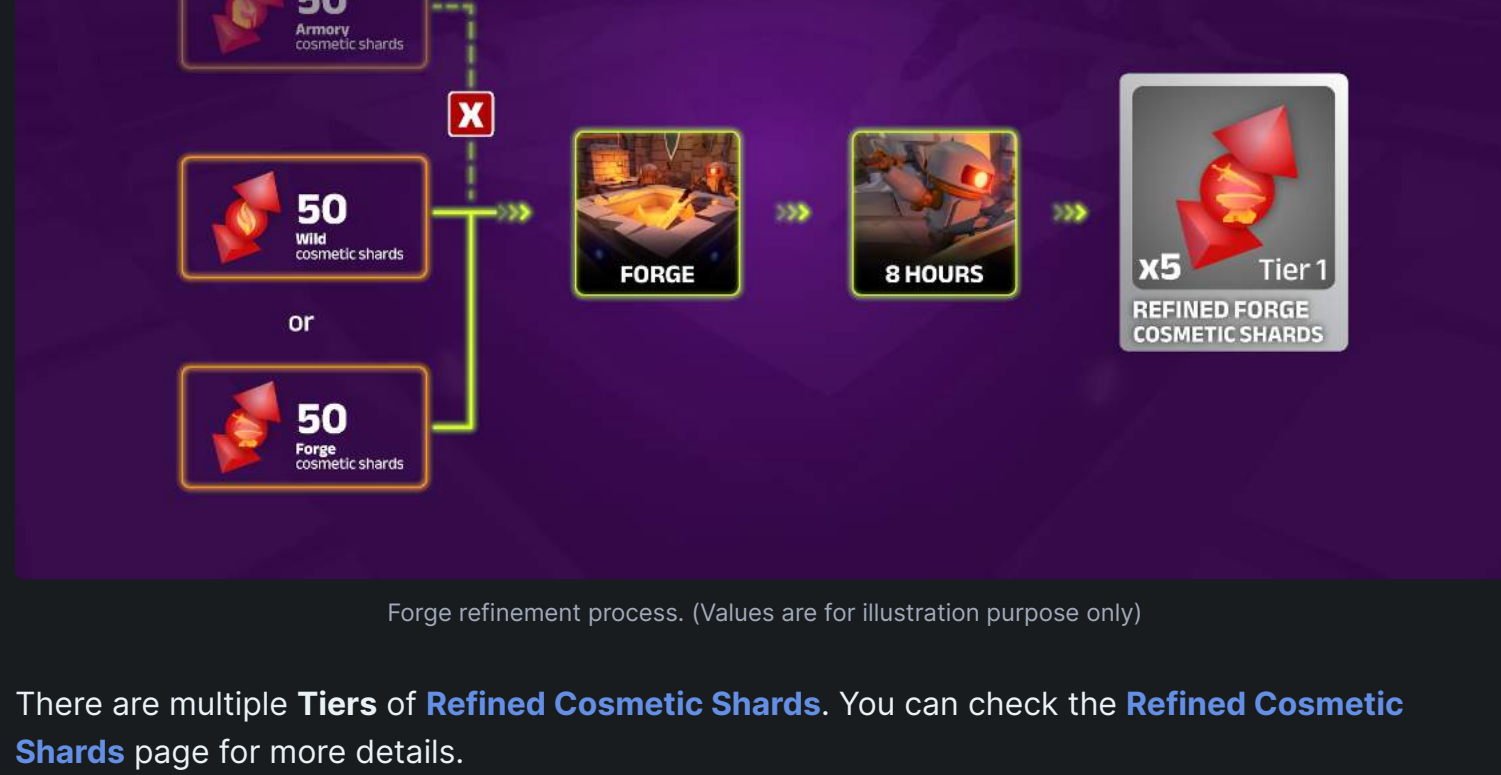
Note: Group Type Bonuses are subject to change for balancing reasons.

## Refining, Crafting, and Upgrading

### Refining

**Forges** can refine **Cosmetic Shards** into **Refined Cosmetic Shards** which are then used for crafting.

Only **Wild** or **Forge** type **Cosmetic Shards** can be refined using a **Forge**, and the output will be **Refined Forge Cosmetic Shards**, which is used for crafting with a **Forge**.



Forge Refinement process. (Values are for illustration purpose only)

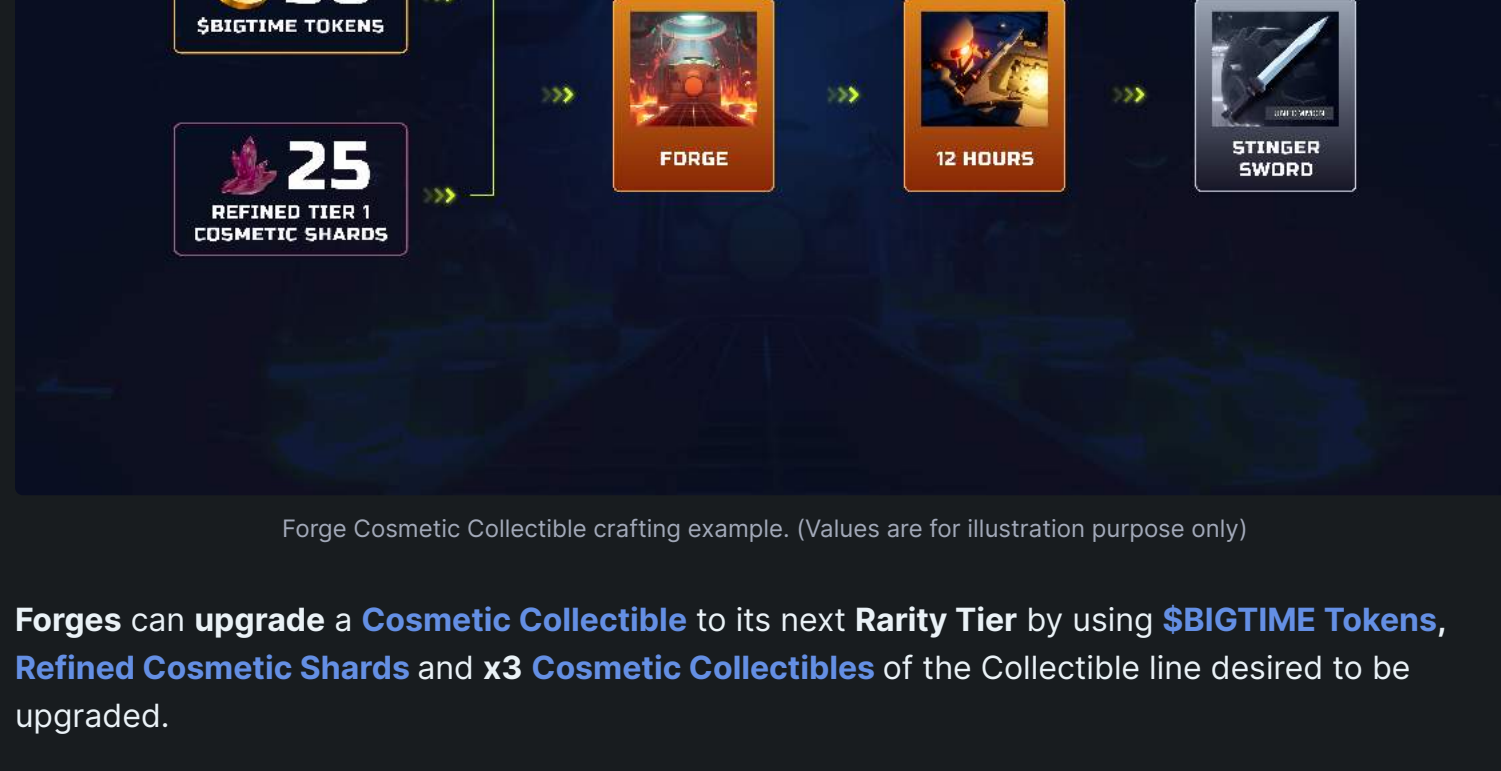
There are multiple **Tiers** of **Refined Cosmetic Shards**. You can check the **Refined Cosmetic Shards** page for more details.

Recipe Output	\$BIGTIME	Requirement	Duration (D)
Tier 1 Refined Cosmetic Shards x5	15	Cosmetic Shards x15	0.3
Tier 2 Refined Cosmetic Shards x5	45	Tier 1 Refined Cosmetic Shards x15	1
Tier 3 Refined Cosmetic Shards x5	135	Tier 2 Refined Cosmetic Shards x15	3

Note: Values in the table above are subject to change for balancing reasons.

### Crafting

**Forges** can craft **Cosmetic Collectibles** by using **\$BIGTIME Tokens** and **Refined Cosmetic Shards**.



Forge Cosmetic Collectible crafting example. (Values are for illustration purpose only)

**Forges** can upgrade a **Cosmetic Collectible** to its next **Rarity Tier** by using **\$BIGTIME Tokens**, **Refined Cosmetic Shards** and **x3 Cosmetic Collectibles** of the Collectible line desired to be upgraded.



Forge Cosmetic Collectible upgrading example. (Values are for illustration purpose only)

Rarity	Prev Rarity	\$BIGTIME	Tier 1 Shards	Tier 2 Shards	Tier 3 Shards	Duration (D)
Common	0	50	25	0	0	1.0
Uncommon	3	100	50	0	0	1.5
Rare	3	200	100	0	0	2.0
EPIC	3	300	0	25	0	2.5
Legendary	3	500	0	50	0	3.0
Mythic	3	1,000	0	100	0	3.5
Exalted	3	2,000	0	0	25	4.0
Exotic	3	5,000	0	0	50	5.0
Transcendent	3	15,000	0	0	100	6.0
Unique	3	30,000	0	0	200	7.0

Note: Values in the table above are subject to change for balancing reasons.



Crafting Screen Example

**Refining, Crafting, and Upgrading** actions will almost always have duration to be completed and players can always **Speed up** the process by spending **\$BIGTIME** tokens.

## Leveling up a Forge

A **Forge** can **Level Up** to gain better **Crafting Stats**.



Steps to Level up a Utility Collectibles. (Values are for illustration purpose only)

### Forge EXP

To level up a **Forge**, a player needs to earn the required amount of **Forge EXP**, which is earned through actions such as **Refining, Crafting, and Upgrading**.

### Spend Time Crystals to Level Up

Once the **Forge** has the required amount of **EXP**, players can spend **Time Crystals** to level it up, which happens instantly.

### Crafting Benefits for Leveling Up

- Increases the **Crafting and Upgrading** efficiency depending on the type of **Forge** (**Boosts Specialization Bonus**)
- Unlocks additional **Bonus Roll** slots
- Unlocks special **Bonus Roll** benefits

### Forge Max Level By Rarity

A **Forge's** Max Level depends on its **Rarity**, the more **Rare** it is, the higher its **Max Level**. Here is an example chart of **Rarity** and the **Max Level** allowed:

Rarity	Max Level
Common	10
Uncommon	15
Rare	20
EPIC	25
Legendary	30
Mythic	35
Exalted	40
Exotic	45
Transcendent	50
Unique	60

### Bonus Rolls

**Bonus Rolls** are optional actions the player can take to increase the output of their **Crafting Action**.



Bonus Roll Example. (Values are for illustration purpose only)

### Steps When Bonus Rolling:

- Whenever a player initiates a **Crafting Action** in the **Forge**, they will have the option to **Bonus Roll**.
- Players spend **Workshop Mod Chips** to **Bonus Roll**.
- Then they can decide on which of the **Crafting Bonuses** they want to **"Lock In"** before they roll again. The goal, of course, is to fill all the slots with the perfect set of **Crafting Bonuses**.
- Each **Locked** slot, will increase the cost of the **subsequent roll**.



Before and After Bonus roll Example

The **Number of Slots** depends on the **Forge Level** and the chances for better **Crafting Bonuses** depends on the **Forge Rarity**.

Utility Collectible Level	Slots Available
1	2
10	3
20	4
30	5
40	6
50	7
60	8

Note: Values in the table above are subject to change for balancing reasons.

Here are some examples of the **Crafting Bonuses**:

- Extra output:** Increase the number of output by 1. (Get 2 Cosmetic Collectibles instead of 1)
- Skip Rarity Tier:** Increase the rarity of the Cosmetic Collectible output by 1 tier. (ex: common > uncommon)
- 25% faster:** Decrease the duration of the crafting action by 25%.
- Quad Right:** Boosts the effect of the bonus slot to the right by 4 times.

And many more...

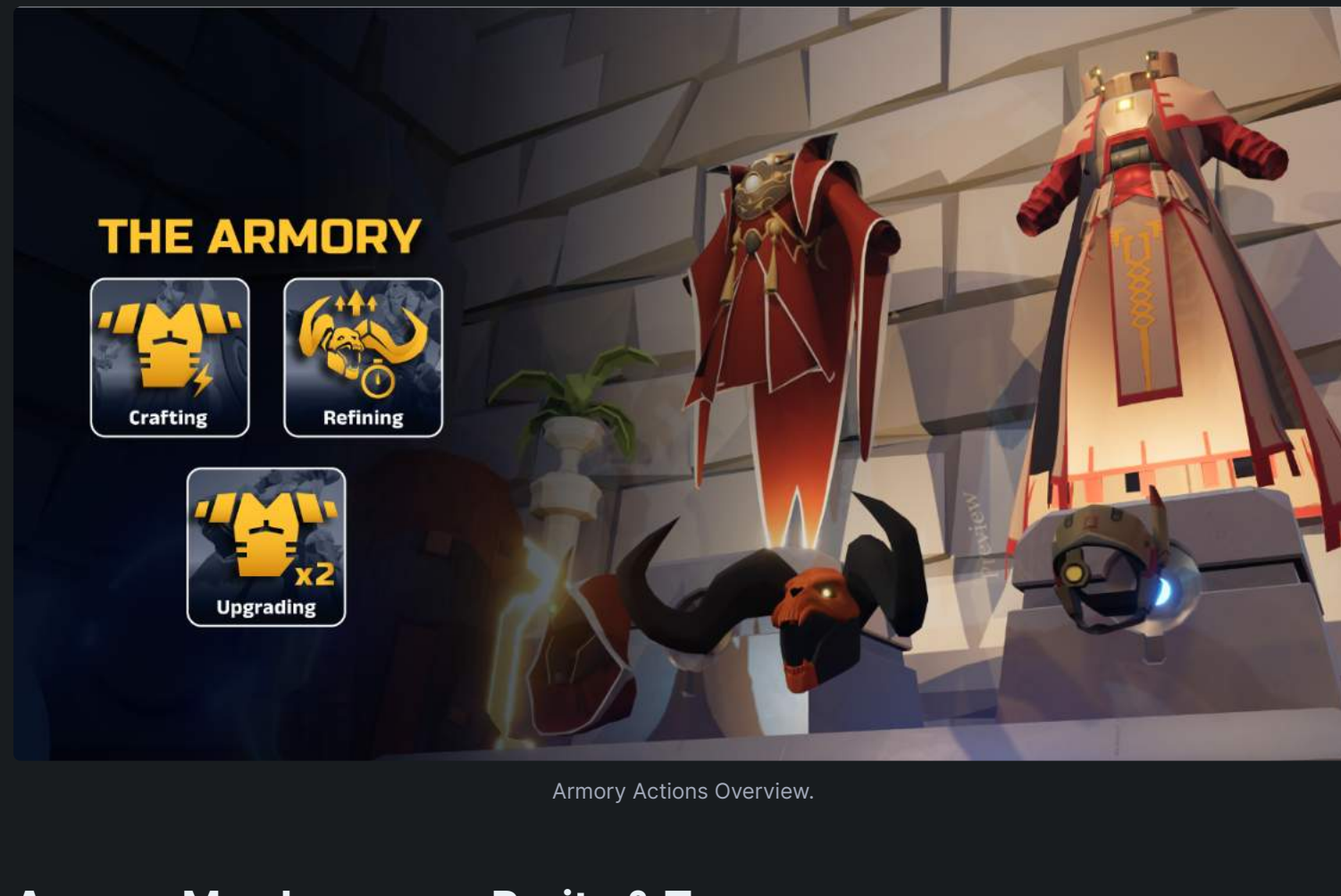
**Bonus Type Pool**

Not all bonuses are available for all the crafting recipes, for example skip a transcendent rarity collectible.

The pool of possible bonuses is dependent on the recipe being crafted as well as the rarity of the Utility Collectible (Forge, Armory, Time Warden)



Armories are Workshops that focus mostly on crafting and upgrading **Armor Cosmetic Collectibles** as well as refining **Cosmetic Shards** into **Refined Cosmetic Shards**.



Armory Actions Overview.

## Armory Max Issuance, Rarity & Types

RARITY	Quantity	RED				BLUE				GREEN				MAXIMUM
		Type 1	Type 2	Type 3	Type 4	Type 1	Type 2	Type 3	Type 4	Type 1	Type 2	Type 3	Type 4	
COMMON	400,000	75,000	45,000	36,000	75,000	45,000	36,000	75,000	45,000	36,000	75,000	45,000	36,000	0
UNCOMMON	200,000	54,000	38,700	21,000	54,000	38,700	21,000	54,000	38,700	21,000	54,000	38,700	21,000	0
RARE	100,000	32,000	22,000	14,000	32,000	22,000	14,000	32,000	22,000	14,000	32,000	22,000	14,000	0
EPIC	50,000	20,000	15,000	9,000	20,000	15,000	9,000	20,000	15,000	9,000	20,000	15,000	9,000	0
LEGENDARY	10,000	6,000	4,000	2,500	6,000	4,000	2,500	6,000	4,000	2,500	6,000	4,000	2,500	0
MYTHIC	25,000	1,000	4,000	8,000	7,500	4,500	1,000	1,000	1,000	1,000	1,000	1,000	1,000	0
EXALTED	5,000	1,400	500	700	1,400	500	700	1,400	500	700	1,400	500	700	0
EXOTIC	2,000	0	0	0	0	0	0	0	0	0	0	0	0	1,000
TRANSCENDENT	400	0	0	0	0	0	0	0	0	0	0	0	0	400
UNIQUE	1	0	0	0	0	0	0	0	0	0	0	0	0	1
	1,000,000	221,400	158,700	105,700	221,400	158,700	105,700	221,400	158,700	105,700	221,400	158,700	105,700	2,700

Armory Max Issuance by Rarity and Type.

## Max Issuances

The issuance amounts in the table above are **Immutable and will never change**.

## Rarity

Armories have ten rarity tiers: **Common** through **Unique**. An **Armory** can only Craft or Upgrade **Cosmetic Collectibles** equal to its rarity tier but with **Bonus Rolls**, they can craft up to two rarity tiers higher.

## Types

There are ten types of **Armories**, each type has a **Special Bonus** and a **Color**.

Armory Type	Collective	Specialization
Armory of Quickness	Light Hammer	Gloves
Armory of Rapidness	Light Hammer	Helmets
Armory of Swiftiness	Light Hammer	Legs + Shields
Armory of Decisiveness	Steady Anvil	Shoulders
Armory of Diligence	Steady Anvil	Chest
Armory of Acuity	Steady Anvil	Gloves + Helmet
Armory of Chance	Four-leaf Clover	Legs
Armory of Luck	Four-leaf Clover	Shields
Armory of Fortune	Four-leaf Clover	Shoulders + Chest
Armory of Triumph	Prismatic Radiance	All of the above

Note: Armors assigned to specialization are subject to change and are not finalized.

**New Armors**

Every time we introduce new armor types to the game, we'll assign a specialization bonus to one of the existing Armory Types to incorporate them.

## Specialization

Each **Specialization** increases the **Crafting Speed** of a particular Armor piece. The **Specialization** extra speed depends on the rarity, and generally single specializations would have faster speed compared to multiple specializations with the exception of the Rainbow colors.

## Collectives

Each **Collective** will have a specific group bonus plus it would be used to unlock the **Workshop Collective Set Bonus** which looks into the **Workshops** that are set up within one **SPACE**.

Note that the **Prismatic Radiance** collective would allow players to select between the three basic collectives and only the selected color would be active.

Collective	Group Type Bonus
Light Hammer: <b>Speed</b>	Faster Crafting & Refining.
Steady Anvil: <b>Efficiency</b>	less SBIGTIME needed when Crafting & Refining.
Four-leaf Clover: <b>Luck</b>	Extra Bonus Roll Slot.
Prismatic Radiance: <b>Everything!</b>	All of the above

Note: Group Type Bonuses are subject to change for balancing reasons.

## Refining, Crafting, and Upgrading

### Refining

Armories can refine **Cosmetic Shards** into **Refined Cosmetic Shards** which are then used for crafting.

Only **Wild** or **Armory** **Cosmetic Shards** can be refined using an **Armory**, and the output would be **Refined Armory Cosmetic Shards**, which is usable for crafting using an **Armory**.



Refinement process for Armories. (Values are for illustration purpose only)

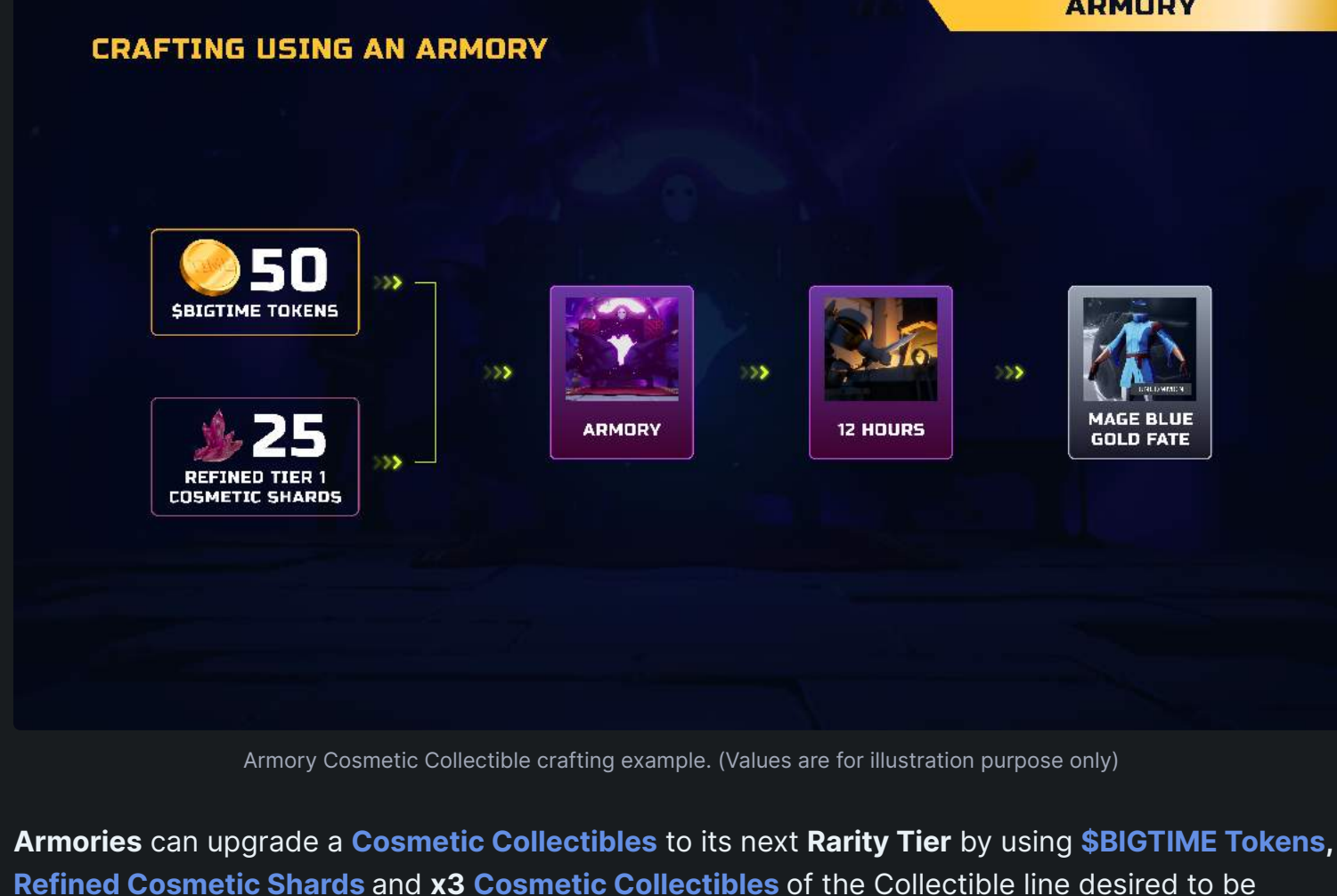
There are multiple **Tiers** of **Refined Cosmetic Shards**. You can check the **Refined Cosmetic Shards** page for more details.

Recipe Output	SBIGTIME	Requirement	Duration (D)
Tier 1 Refined Cosmetic Shards x5	15	Cosmetic Shards x15	0.3
Tier 2 Refined Cosmetic Shards x5	45	Tier 1 Refined Cosmetic Shards x15	1
Tier 3 Refined Cosmetic Shards x5	135	Tier 2 Refined Cosmetic Shards x15	3

Note: Values in the table above are subject to change for balancing reasons.

### Crafting

Armories can craft **Cosmetic Collectibles** by using **SBIGTIME Tokens** and **Refined Cosmetic Shards**.



Armory Cosmetic Collectible crafting example. (Values are for illustration purpose only)

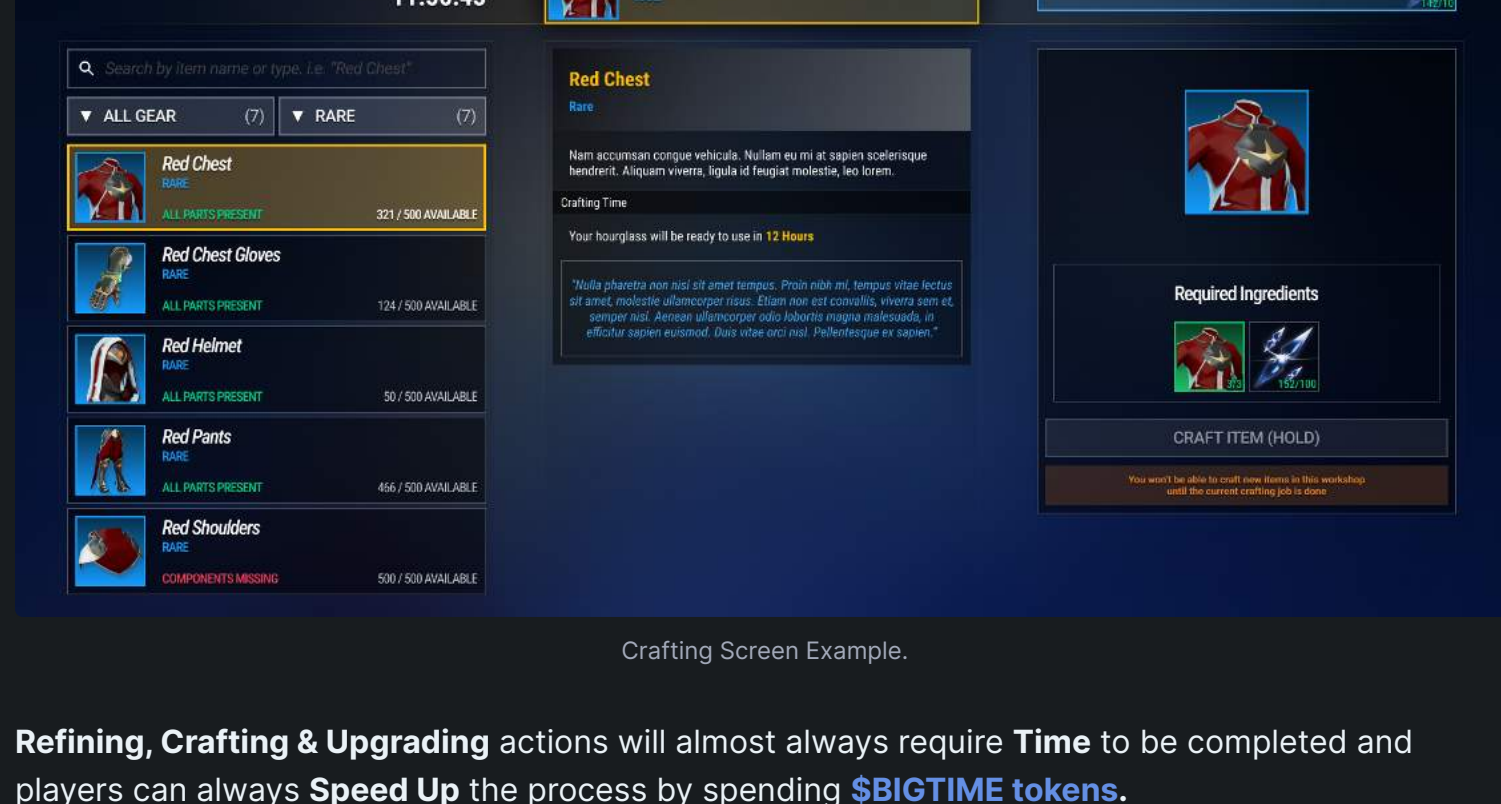
Armories can upgrade a **Cosmetic Collectible** to its next **Rarity Tier** by using **SBIGTIME Tokens**, **Refined Cosmetic Shards** and **x3** **Cosmetic Collectibles** of the Collectible line desired to be upgraded.



Armory Cosmetic Collectible upgrading example. (Values are for illustration purpose only)

Rarity	Prev Rarity	SBIGTIME	Tier 1 Shards	Tier 2 Shards	Tier 3 Shards	Duration (D)
Common	0	50	25	0	0	1.0
Uncommon	3	100	50	0	0	1.5
Rare	3	200	100	0	0	2.0
Epic	3	300	0	25	0	2.5
Legendary	3	500	0	50	0	3.0
Mythic	3	1,000	0	100	0	3.5
Exalted	3	2,000	0	0	25	4.0
Exotic	3	5,000	0	0	50	5.0
Transcendent	3	15,000	0	0	100	6.0
Unique	3	30,000	0	0	200	7.0

Note: Values in the table above are subject to change for balancing reasons.



Crafting Screen Example.

Refining, Crafting & Upgrading actions will almost always require **Time** to be completed and players can always **Speed Up** the process by spending **SBIGTIME Tokens**.

## Leveling Up an Armory

An **Armory** can **Level Up** to gain better **Crafting Stats**.



Steps to Level Up a Utility Collectible. (Values are for illustration purpose only)

### Armory EXP

To level up an **Armory**, a player needs to earn the required amount of **Armory EXP**, which is earned through actions such as **Refining, Crafting & Upgrading**.

### Spend Time Crystals to Level Up

Once the **Armory** has the required amount of **EXP**, players can spend **Time Crystals** to level it up, which happens instantly.

### Crafting Benefits for Leveling Up

- Increases the **Crafting & Upgrading** efficiency depending on the type of **Armory**
- Unlocks additional **Bonus Roll** slots
- Unlocks special **Bonus Roll** benefits

### Armory Max Level by Rarity

An **Armory's** Max Level depends on its **Rarity**, the more **Rare** it is, the higher its **Max Level**.

Rarity	Max Level
Common	10
Uncommon	15
Rare	20
Epic	25
Legendary	30
Mythic	35
Exalted	40
Exotic	45
Transcendent	50
Unique	60

## Bonus Rolls

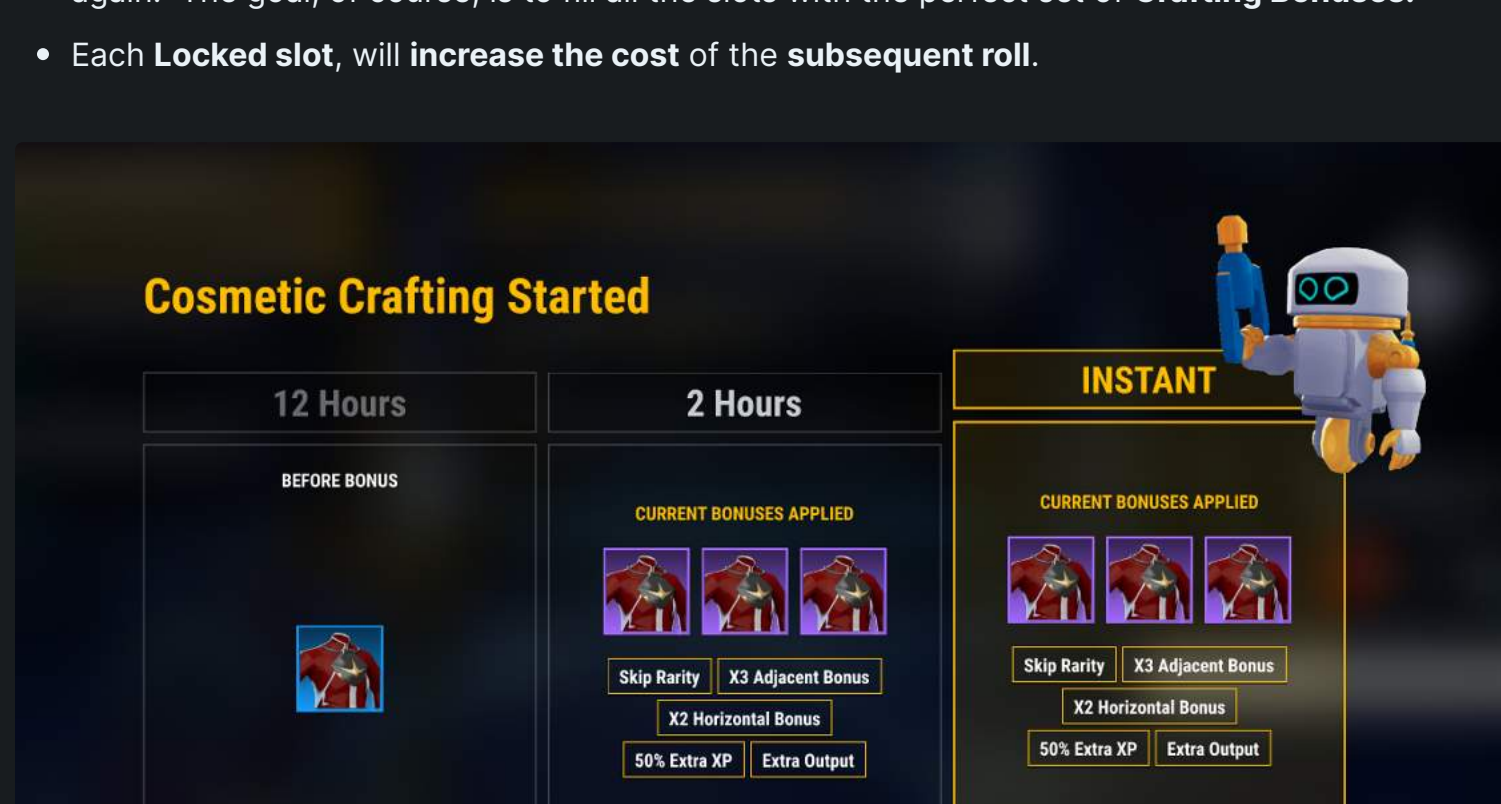
**Bonus Rolls** are optional actions the player can take to increase the output of their **Crafting Action**.



Bonus Roll Example. (Values are for illustration purpose only)

### Steps When Bonus Rolling:

- Whenever a player initiates a **Crafting Action** in the **Forge**, they will have the option to **Bonus Roll**.
- Players spend **Workshop Mod Chips** to **Bonus Roll**.
- Then they can decide on which of the **Crafting Bonuses** they want to "Lock in" before they roll again. The goal, of course, is to fill all the slots with the perfect set of **Crafting Bonuses**.
- Each **Locked slot**, will increase the cost of the **subsequent roll**.



Before and After Bonus roll Example.

The **Number of Slots** depends on the **Armory Level** and the chances for better **Crafting Bonuses** depends on the **Armory Rarity**.

Utility Collectible Level	Slots Available
1	2
10	3
20	4
30	5
40	6
50	7
60	8

Note: Values in the table above are subject to change for balancing reasons.

Here are some examples of the **Crafting** benefits:

- Extra output:** Increase the number of output by 1. (Get 2 Cosmetic Collectibles instead of 1)
- Skip Rarity Tier:** Increase the rarity of the Cosmetic Collectible output by 1 tier. (ex: common > uncommon)
- 25% faster:** Decrease the duration of the crafting action by 25%.
- Quad Right:** Boosts the effect of the bonus slot to the right by 4 times.

And many more...

**Bonus Type Pool**

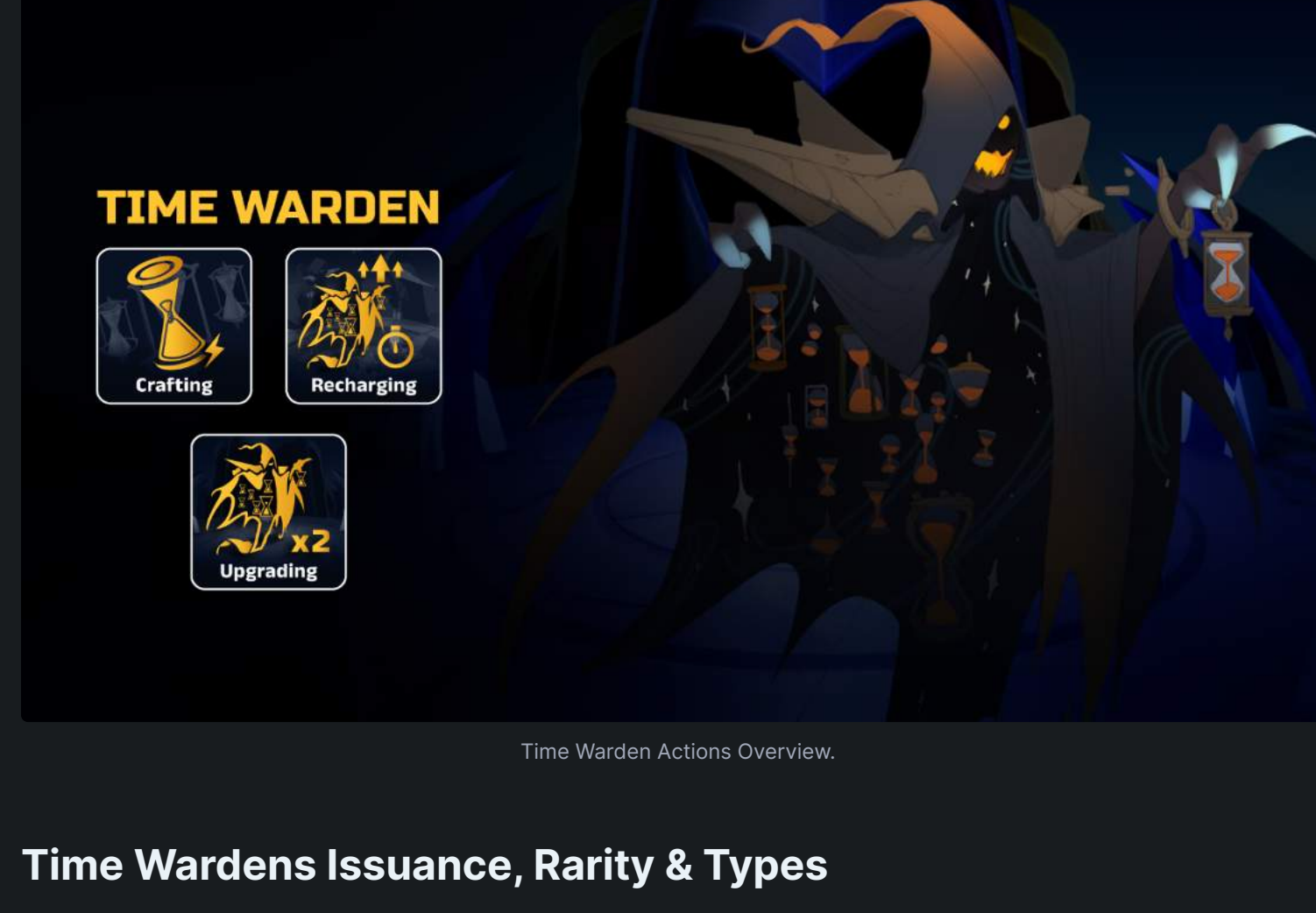
Not all bonuses are available for all the crafting recipes, for example skip a transcendent rarity collectible.

The pool of possible bonuses is dependent on the recipe being crafted as well as the rarity of the Utility Collectible (Forge, Armory, Time Warden)



# Time Wardens

Time Wardens are Workshops that focus mostly on crafting, upgrading & Recharging Hourglasses.



Time Warden Actions Overview

## Time Wardens Issuance, Rarity & Types

Rarity	Quantity	RECHARGE		UPGRADE		CRAFTING	
		Time Crystals	Time Crystals	Time Crystals	Time Crystals	Time Crystals	Time Crystals
COMMON	100,000	10,000	10,000	10,000	10,000	10,000	10,000
UNCOMMON	20,000	20,000	20,000	20,000	20,000	20,000	20,000
RARE	10,000	10,000	10,000	10,000	10,000	10,000	10,000
EPIC	5,000	5,000	5,000	5,000	5,000	5,000	5,000
LEGENDARY	2,000	2,000	2,000	2,000	2,000	2,000	2,000
MYTHIC	1,000	1,000	1,000	1,000	1,000	1,000	1,000
EXALTED	500	500	500	500	500	500	500
EXOTIC	100	100	100	100	100	100	100
TRANSCENDENT	50	50	50	50	50	50	50
UNIQUE	10	10	10	10	10	10	10
TOTAL	146,000	146,000	146,000	146,000	146,000	146,000	146,000

Time Wardens Max Issuance by Rarity and Type.

### Max Issuances

The issuance amounts in the table above are **immutable and will never change**.

### Rarity

Time Wardens have ten rarity tiers: **Common** through **Unique**. A **Time Warden** can only Craft, Upgrade or Recharge Hourglasses equal to its rarity tier but with **Bonus Rolls**, they can craft up to two rarity tiers higher.

For example, a **Legendary Time Warden** will be able to craft a Common, Uncommon, Rare, Epic and Legendary Hourglasses.

### Types

There are four types of **Time Wardens**, each type has a **Special Bonus** and a **Collective**.

Time Warden Type	Collective	Specialization
Time Warden of Brilliance	Light Hammer / Steady Anvil	Recharging Hourglass
Time Warden of Prosperity	Steady Anvil / Four-leaf Clover	Crafting Hourglass
Time Warden of Expedience	Four-leaf Clover / Light Hammer	Recharging Hourglass + Crafting Hourglass (50%)
Time Warden of Ascendancy	Prismatic Radiance	Recharging Hourglass + Crafting Hourglass (100%)

Note: Assigned to specialization are subject to change and are not finalized.

### Specialization

Each **Specialization** increases the **Speed** of a particular **Crafting Action**. The **Specialization** extra speed depends on the rarity, and generally single specializations would have faster speed compared to multiple specializations with the exception of the Rainbow colors.

### Collectives

Each **Collective** will have a specific group bonus plus it would be used to unlock the Workshop Collective Set Bonus which locks into the Workshops that are set up within one SPACE.

Note that the **Prismatic Radiance** collective would allow players to select between the three basic collectives and only the selected color would be active.

**Time Wardens** are special since beside the **Prismatic Radiance** collective, the other types have **Dual Collectives**, which allows the player to select one out of those two collectives.

Collective	Group Type Bonus
Light Hammer / Steady Anvil	5% Faster Crafting & Recharging 5% Less Time Crystals Cost
Steady Anvil / Four-leaf Clover	Get 1 Extra Bonus Roll Slot 5% Less Time Crystals Cost
Four-leaf Clover / Light Hammer	5% Faster Crafting & Recharging Get 1 Extra Bonus Roll Slot
Prismatic Radiance	All of the above

Note: Group Type Bonuses are subject to change for balancing reasons.

## Crafting, Upgrading & Recharging Hourglasses

### Crafting

Time Wardens can craft Hourglasses by using Time Crystals.



Time Warden Hourglass Crafting example. (Values are for illustration purpose only)

Time Wardens can upgrade an Hourglass to its next **Rarity Tier** by using **Time Crystals** and **x3** Hourglasses of the **Rarity** to be upgraded.

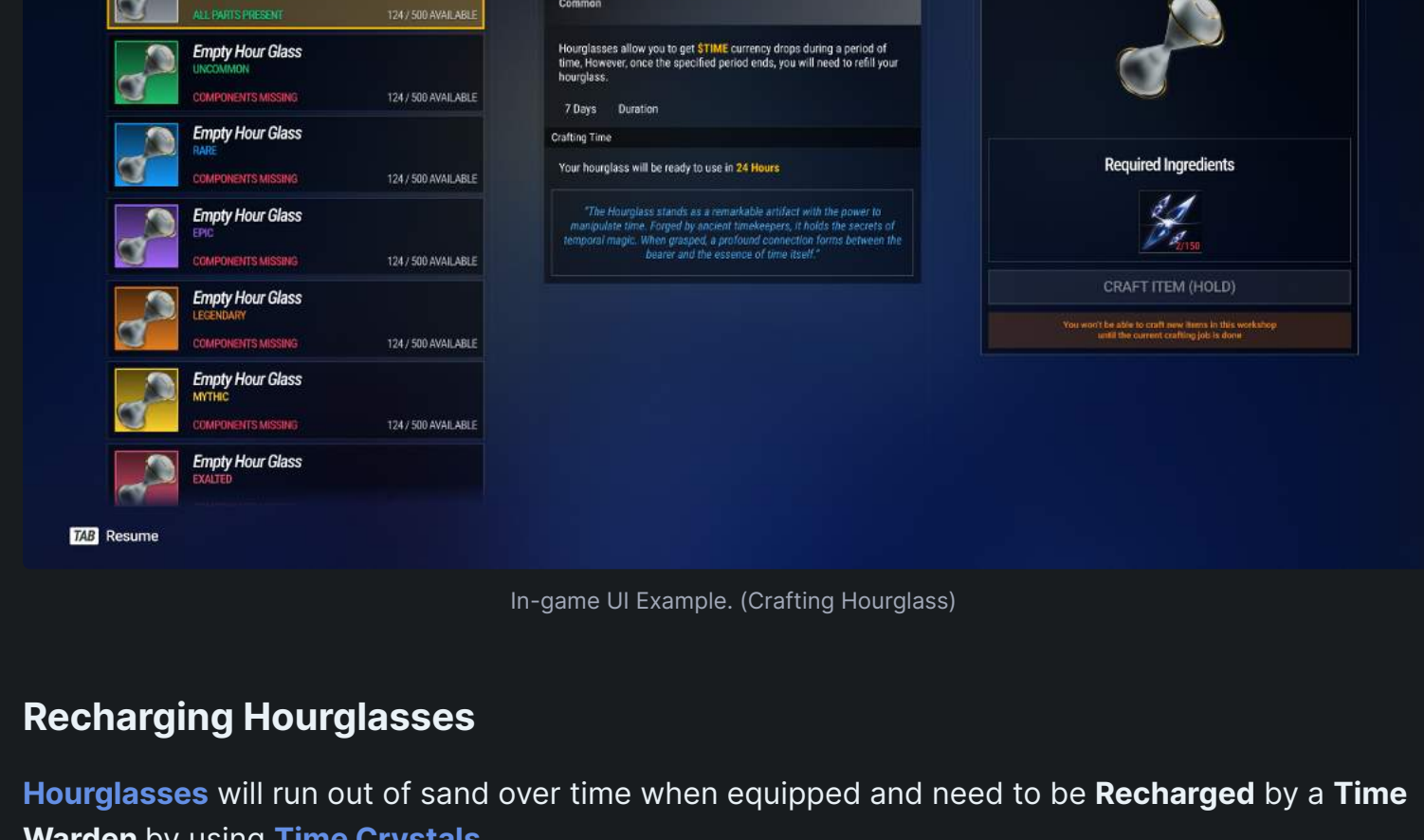


Time Warden Hourglass Upgrading example. (Values are for illustration purpose only)

Note that the crafted hourglass would be empty and will need to be recharged before it can be equipped to generate **SBIGTIME** Tokens.

Rarity	Previous Rarity	Time Crystals	Duration (D)
Common	0	150	1.0
Uncommon	3	300	1.5
Rare	3	600	2.0
Epic	3	900	2.5
Legendary	3	1,500	3.0
Mythic	3	3,000	3.5
Exalted	3	6,000	4.0
Exotic	3	15,000	5.0
Transcendent	3	45,000	6.0
Unique	3	100,000	7.0

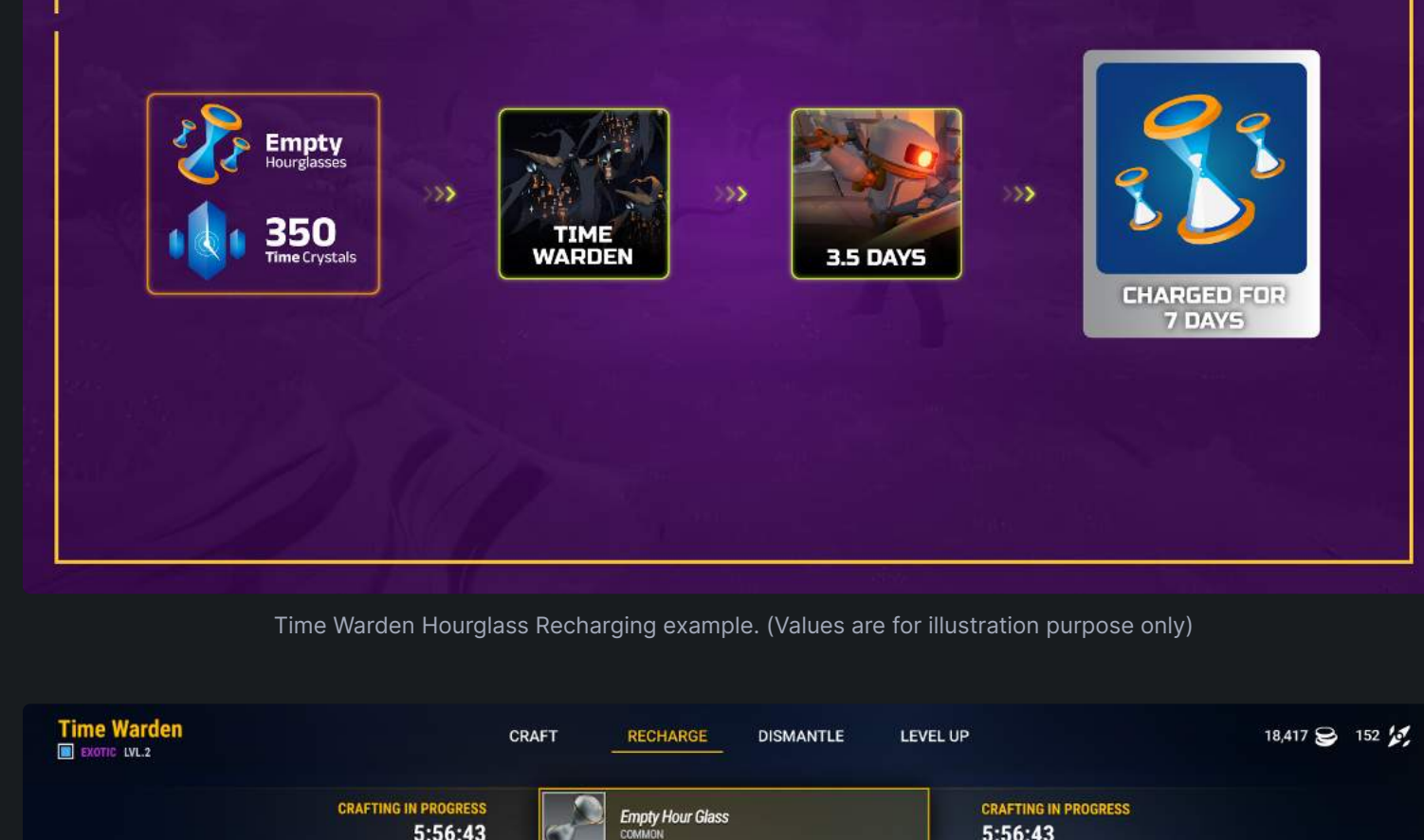
Note: Values in the table above are subject to change for balancing reasons.



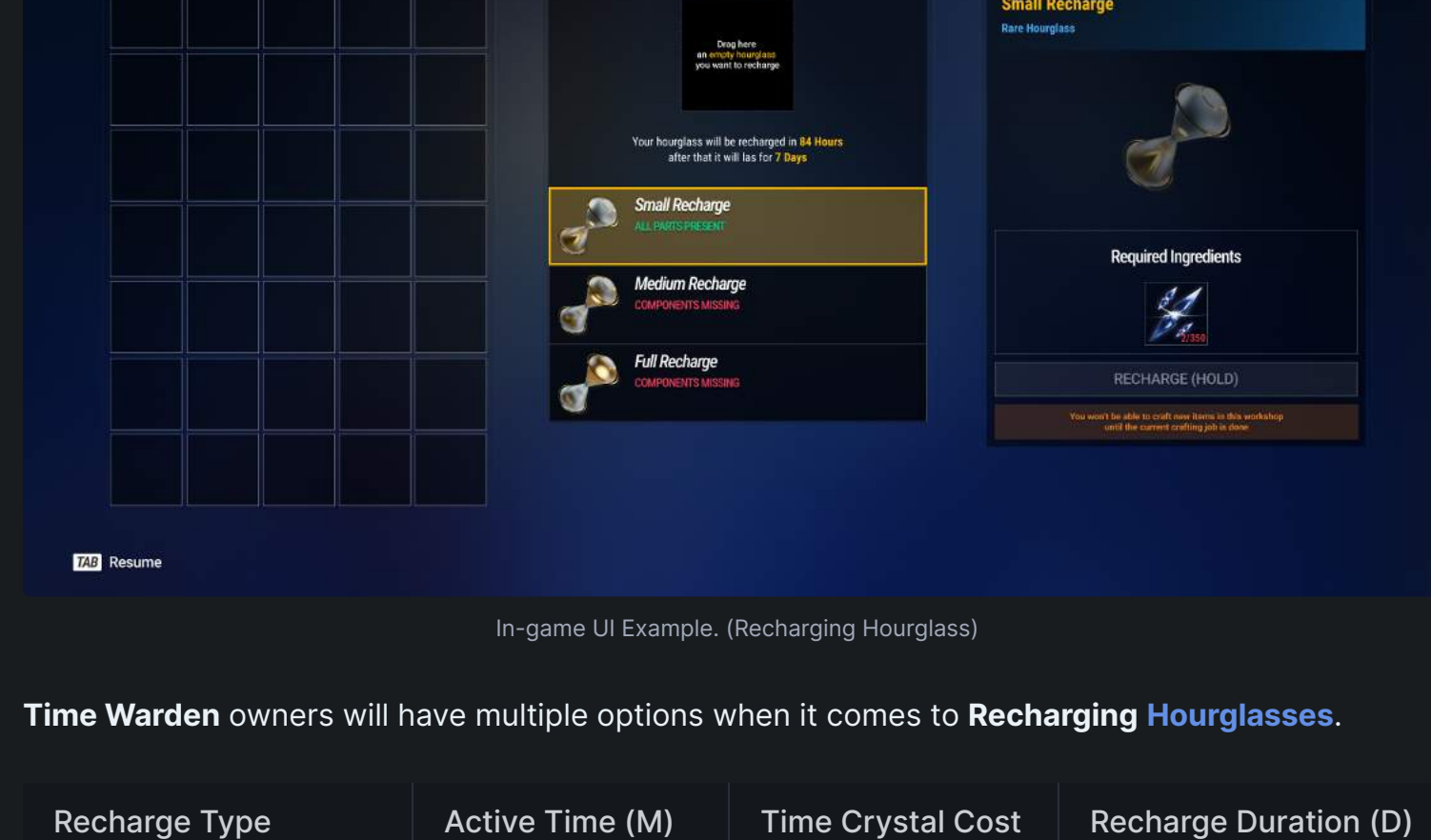
In-game UI Example. (Crafting Hourglass)

### Recharging Hourglasses

Hourglasses will run out of sand over time when equipped and need to be **Recharged** by a **Time Warden** by using **Time Crystals**.



Time Warden Hourglass Recharging example. (Values are for illustration purpose only)



In-game UI Example. (Recharging Hourglass)

**Time Warden** owners will have multiple options when it comes to **Recharging** Hourglasses.

Recharge Type	Active Time (M)	Time Crystal Cost	Recharge Duration (D)
Short Recharge	120	50	0.5
Medium Recharge	720	250	2.5
Long Recharge	2880	800	8

Note: Values in the table above are subject to change for balancing reasons.

**Recharging, Crafting & Upgrading** actions will almost always require **Time** to be completed and unlike the Forge and Armory Crafting Actions, players won't be able to Speed Up any Hourglass **Crafting**, but will be able to speed up **Recharging** and **Dismantling** Crafting Action with **Time Crystals**.

### Dismantling Cracked Hourglasses

Players who have a surplus of **Cracked Hourglasses** will have the option to **Dismantle** them and get a portion of the **SBIGTIME** tokens they could have gotten if they used up their active time with killing monsters.

This action is specifically designed for players who either have a lot of **SPACE** and there for a lot of **Cracked Hourglasses** or for players who already have a full rotation of high rarity Hourglasses and there for don't have the time to play out the **Cracked Hourglasses**.

Dismantle will cost a small amount of **Time Crystals** and will take 3 hour to be completed. The amount of **SBIGTIME** gained depends on the quality of the **Cracked Hourglass**.

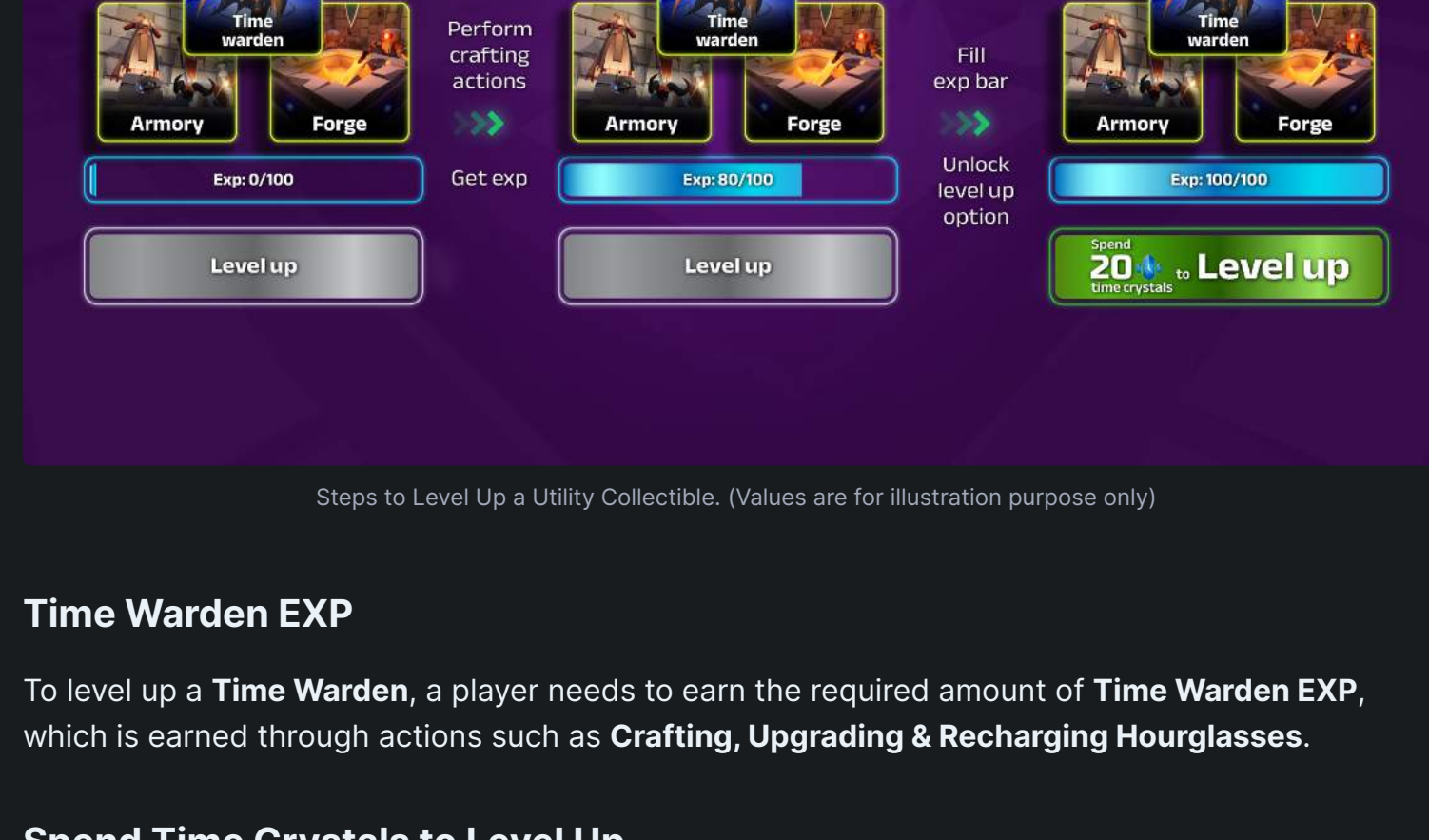
**Cracked Hourglass Rarity**

The rarity of the Time Warden will not have a restriction on which cracked hourglass can be dismantled, meaning any Time Warden rarity can dismantle all cracked hourglasses.

Note: This feature is still under development and is subject to significant changes.

### Leveling Up a Time Warden

A **Time Warden** can **Level Up** to gain better **Crafting Stats**.



Steps to Level Up a Utility Collectible. (Values are for illustration purpose only)

### Time Warden EXP

To level up a **Time Warden**, a player needs to earn the required amount of **Time Warden EXP**, which is earned through actions such as **Crafting, Upgrading & Recharging** Hourglasses.

### Spending Time Crystals to Level Up

Once the **Time Warden** has the required amount of **EXP**, players can spend **Time Crystals** to level it up, which happens instantly.

### Crafting Benefits for Leveling Up

- Increases the **Crafting, Upgrading & Recharging** efficiency depending on the type of **Time Warden**.
- Unlocks additional **Bonus Roll** slots.
- Unlocks special **Bonus Roll** benefits.

### Time Warden Max Level By Rarity

A **Time Warden's** Max Level depends on its **Rarity**, the more **Rare** it is, the higher its **Max Level**.

Rarity	Max Level
Common	10
Uncommon	15
Rare	20
Epic	25
Legendary	30
Mythic	35
Exalted	40
Exotic	45
Transcendent	50
Unique	60

### Bonus Rolls

**Bonus Rolls** are optional actions the player can take to increase the output of their **Crafting Action**.



Bonus Roll example. (Values are for illustration purpose only)

### Steps when Bonus Rolling:

- Whenever a player initiates a **Crafting Action** with the **Time Warden**, they will have the option to **Bonus Roll**.
- Players spend **Time Crystals** to **Bonus Roll**.
- Then they can decide on which of the **Crafting Bonuses** they want to "Lock in" before the roll again, hoping to fill all the slots with the perfect set of **Crafting Bonuses** in all of the slots.



Before and After Bonus Roll Example.

The **Number of Slots** depends on the **Time Warden Level** and the chances for better **Crafting Bonuses** depends on the **Time Warden Rarity**.

Utility Collectible Level	Slots Available
1	2
10	3
20	4
30	5
40	6
50	7
60	8

Here are some examples of the **Crafting Bonuses**:

- Extra output:** Increase the number of output by 1. (Get 2 Cosmetic Collectibles instead of 1)
- Skip Rarity Tier:** Increase the rarity of the Cosmetic Collectible output by 1 tier. (ex: common > uncommon)
- 25% faster:** Decrease the duration of the crafting action by 25%.
- And many more:** Boosts the effect of the bonus slot to the right by 4 times.

Note: This feature is still under development and is subject to significant changes.

**Bonus Type Pool**

Not all bonuses are available for all the crafting recipes, for example skip a rarity bonus would not be in the pool of possible bonuses when crafting a transcendent rarity collectible.

The pool of possible bonuses is dependent on the recipe being crafted as well as the rarity of the Utility Collectible (Forge, Armory, Time Warden)



# Workshop Collective Set Bonus



This is a mechanic that gives players additional bonuses for their **Workshops** within a single **SPACE** depending on the **Collective** they got.

## Collectives

Each **Workshops** can have a Collective. These **Collectives** are used to unlock **Workshop Set Bonuses** that give Crafting Perks.

Collective	General Benefit Type
● Light Hammer	<b>Speed</b>
● Steady Anvil	<b>Efficiency</b>
● Four-leaf Clover	<b>Luck</b>
● Prismatic Radiance	<b>Everything!</b>

## Set Bonuses

These are the Crafting perks players can achieve by having a set of colors. Note that these bonuses affect only one **SPACE** and not the entire **Personal Metaverse**.

Bonus Name	Bonus Effect
<b>Efficiency</b>	Reduce the cost of \$BIGTIME and Time Crystals for all crafting and Upgrading actions. ●● (2 Blue) <b>10%</b> less \$BIGTIME & Time Crystals. ●●● (3 Blue) <b>15%</b> less \$BIGTIME & Time Crystals. ●●●● (4 Blue) <b>20%</b> less \$BIGTIME & Time Crystals.
<b>Quickness</b>	Reduce the duration for all crafting, refining, recharging and upgrading actions. ●● (2 Red) <b>15%</b> less Duration. ●●● (3 Red) <b>25%</b> less Duration. ●●●● (4 Red) <b>35%</b> less Duration.
<b>Fortunate</b>	Reduce the cost of the first Bonus Roll. ●● (2 Green) <b>1</b> Chip less. ●●● (3 Green) <b>2</b> Chip less. ●●●● (4 Green) <b>3</b> Chip less.
<b>Industrious</b>	Get better output from refining and Hourglass Recharging. ●●● (2 Blue & 3 Red) <b>25%</b> more Shards & Hourglass Charges.
<b>Calculated Risk</b>	Reduce the cost of the first Bonus Roll Lock. ●●● (2 Green & 3 Blue) <b>0</b> additional cost for First Lock.
<b>Quick Rolls</b>	Reduce the duration of the workshop action when at least one Bonus roll is applied. ●●● (2 Red & 3 Green) <b>15%</b> less Duration.

*Note: Values in the table above are subject to change for balancing reasons.*

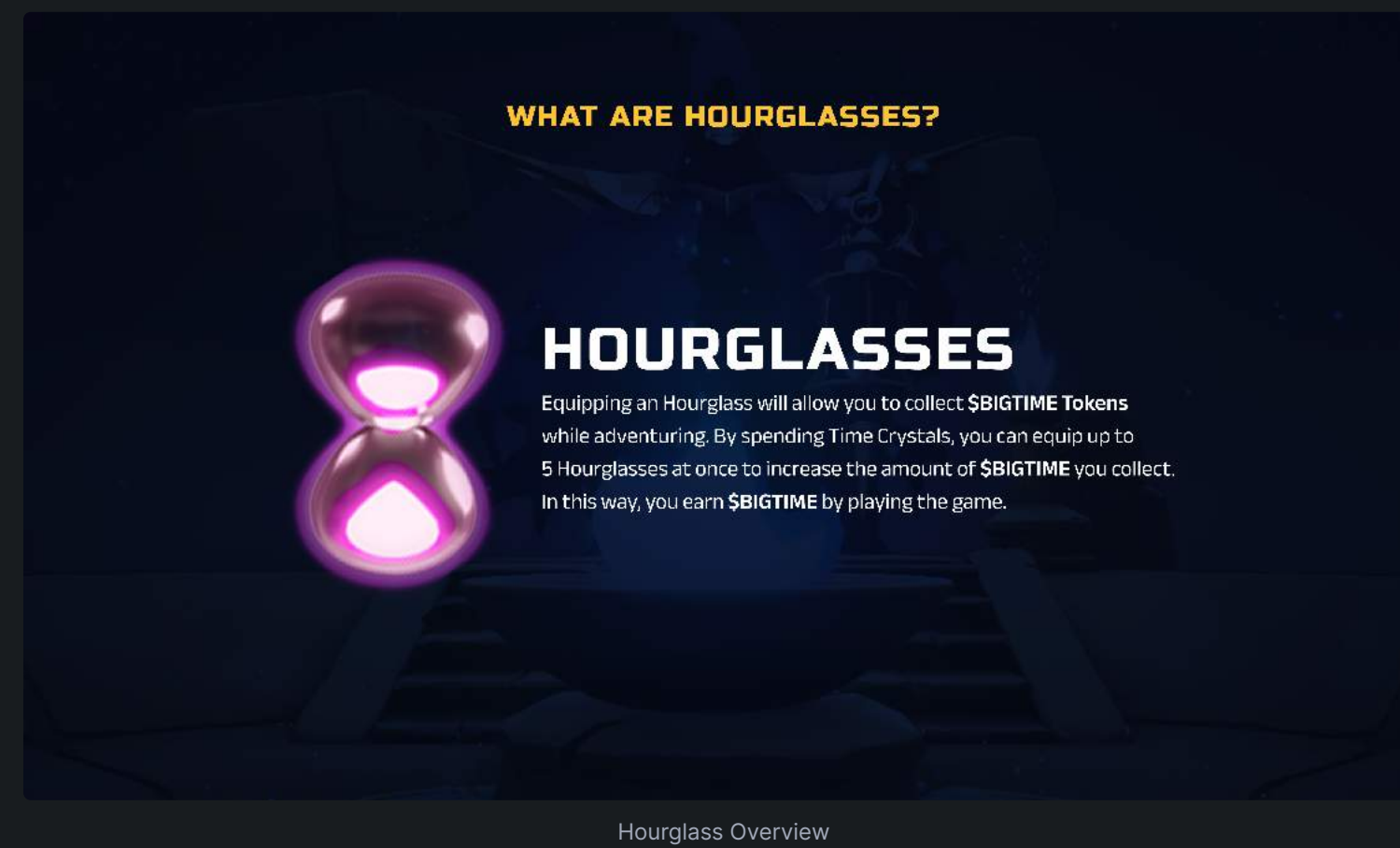
### Set Bonus Rotations

Each season, there will be changes to the selection of set bonuses, particularly those that involve multiple colors.



# Hourglasses

Hourglasses are Collectibles crafted by the **Time Warden** and they serve as the main way to acquire **\$BIGTIME Tokens**.



## How to Acquire Hourglasses

- Purchase on the [Open Loot Marketplace](#)
- Crafting them via the [Time Warden](#).

## Hourglass Max Issuance & Rarity

### HOURGLASS MAXIMUM ISSUANCE

HOURGLASS RARITY	MAX SUPPLY
COMMON	600,000
UNCOMMON	200,000
RARE	100,000
EPIC	50,000
LEGENDARY	30,000
MYTHIC	20,000
EXALTED	5,000
EXOTIC	1,000
TRANSCENDENT	100
UNIQUE	1

\*Supply is immutable and will never change.

Hourglass Max Issuance by Rarity.

## Max Issuances

The issuance amounts in the table above are **immutable and will never change**.

## Rarity

Hourglasses have ten rarity tiers: **Common** through **Unique**. The higher the rarity tier, the more **\$BIGTIME Tokens** they can generate.

## Acquiring \$BIGTIME With Hourglasses

When equipped, **Hourglasses** allow players to acquire **\$BIGTIME Tokens** while adventuring. The amount of **\$BIGTIME Tokens** acquired increases depending on the number of equipped **Hourglasses** and their rarity.

**\$BIGTIME Token** generation not only depends on the Rarity, but also on a player's skill and efficiency at playing the game — the harder the content, the more **\$BIGTIME Tokens** they will collect.

## Equipping Multiple Hourglasses

Players can spend **Time Crystals** to increase the number of **Hourglasses** equipped. Players can equip up to 5 **Hourglasses** at once.

Slot number	Time Crystal Cost
1	0
2	1,250
3	2,500
4	5,000
5	10,000

Note: Values in the table above are subject to change for balancing reasons.

### Hourglass Equip Slot Cost

To unlock all 5 equip slots, you will need a total of **18,750 Time Crystals** (the sum of all 4 extra equip slots), once the slots are unlocked, they will be available for all pocket watches since this is a one time purchase.

## Hourglass Active Time



**Hourglass** have a limited **Active Time** and players will be able to generate **\$BIGTIME** if the Hourglass is equipped and it has an **Active Time**. Once the **Hourglass** is depleted, players can recharge it via the [Time Warden](#) by using the **Recharge Hourglass** action.



# ⌚ Cracked Hourglasses

**Cracked Hourglasses** are in-game consumables that can generate **\$BIGTIME Tokens** when equipped but will vanish from the player's inventory once their sand is depleted. They are soul bound and cannot be traded.



Cracked Hourglass overview

## How to Acquire Cracked Hourglasses

**SPACE** randomly spawns **Cracked Hourglasses**, and **Larger** or **Higher rarity SPACES** have **Higher drop rates**.



Cracked Hourglass drop rate by SPACE Rarity.

## Types of Cracked Hourglasses

There are multiple types of Cracked Hourglass that have different rarity tiers, from **Common** up to **Legendary**.

## SPACE Spawning

Each **SPACE** that is connected and is a part of the **Personal Metaverse**, will have a chance to spawn a **Cracked Hourglass** depending on the **Rarity and Size** of the **SPACE**.

The **Size** of the **SPACE** determines the **Quantity** spawned. While the **Rarity** of the **SPACE**, determines the **Quality** of the **Cracked Hourglass**.

## Acquiring \$BIGTIME With Cracked Hourglasses

**Cracked Hourglasses** enable players to collect **\$BIGTIME Tokens**, and they will vanish from the inventory after their **sand or active time runs out**.

**Cracked Hourglasses** have a lower **\$BIGTIME Token** generation rate compared to **Hourglasses** and are the only way a players without an **Hourglass** can generate **\$BIGTIME Tokens**.



# ◆ Time Crystals



**Time Crystals** are a non-crypto currency and is Big Time's premium currency which can be purchased directly from Big Time.

## How To Acquire Time Crystals

- Purchased directly from Big Time.
- Rare random drop in-game.

## What Time Crystals Are Used For

- Required to buy **Bonus Roll Chips** perform Bonus Rolls for **Utility Collectibles** or **Prestige Portals**.
- Required to perform **Hourglass** crafting, upgrading and recharging at the **Time Warden**.
- Required to buy additional **Hourglass** equip slots.
- Required to access some **Prestige Portals**.

## Trading Time Crystals

**Time Crystals** are bound to your account and can not be traded.

## Time Crystals Packs

**Time Crystals** are purchasable from Open Loot, this is the current pricing:

Package	Time Crystals	USD Price
1	500	\$4.99
2	1,200	\$9.99
3	2,500	\$19.99
4	6,500	\$49.99
5	13,500	\$99.99

*Note: Values in the table above are subject to change for balancing reasons.*

# ● \$BIGTIME Tokens

\$BIGTIME Token is the main cryptocurrency that drives Big Time's economy.



## Max Issuance & Allocation

The maximum issuance of \$BIGTIME Tokens is **5,000,000,000** and the majority of it would be generated by playing the game with an [Hourglass](#) equipped.

## How To Acquire \$BIGTIME Tokens

- Random drop in game for performing game actions with at least one [Hourglass](#) or [Cracked Hourglass](#) equipped (e.g. killing enemies, completing quests, beating dungeons, etc.).
- Imported into the game through a player's crypto wallet.

## What \$BIGTIME Tokens Are Used For

- Required to perform **Refining, Crafting, and Upgrading** at the [Forge](#) and [Armory](#).
- Required to speed up crafting timers at a [Forge](#) or [Armory](#).
- Required to access [Prestige Portals](#).

## Trading \$BIGTIME Tokens

\$BIGTIME Tokens are non-tradable within the game or via our marketplace. However, as \$BIGTIME is a cryptocurrency, players can export it from Open Loot to their individual crypto wallets. Once transferred, players gain the capacity to execute all standard cryptocurrency operations, including trading or transferring it as they see fit.



# Cosmetic Shards

**Cosmetic Shards** are in-game resource that can be acquired by all players and it's main usage is to be turned into **Refined Cosmetic Shards**.

## Types of Cosmetic Shards

**Cosmetic Shards** are classified by their **Function** and **Season**.

### Type By Function

We have 3 types of **Cosmetic Shards**, sorted by function:

- **Forge Cosmetic Shards**: Can be used in the Forge to create Forge Refined Cosmetic Shards.
- **Armory Cosmetic Shards**: Can be used in the Armory to create Armory Refined Cosmetic Shards.
- **Wild Cosmetic Shards**: Can either be used in the Forge or Armory to create Forge/Armory Refined Cosmetic Shards.



Forge & Wild Cosmetic Shards example. (Values are for illustration purpose only)



Armory & Wild Cosmetic Shards example. (Values are for illustration purpose only)

### Type By Season

**Cosmetic Shards** are Seasonal and Each **Season**, new sets of **Cosmetic Shards** will be released and will be the main type used for that Season's **Craftable Cosmetic Collectibles**.



Seasonal Cosmetic Shards Conversion Season-to-Season. (Values are for illustration purpose only)

Previous **Season's Cosmetic Shards** can be converted into the current **Season's Cosmetic Shards** via an in-game vendor, the conversion rate will vary depending on multiple game economic factors. Previous **Season's Cosmetic Shards** may also be usable for some recipes during the current **Season**. (e.g. Previous season Cosmetic Shards could count twice for certain recipes.)

## How To Acquire Cosmetic Shards

- Purchase on the **Open Loot Marketplace**.
- Random drop in game for killing enemies.

## What Cosmetic Shards Are Used For

- Required to be refined into **Refined Cosmetic Shards** by **Armories** and **Forges**.

## Trading Cosmetic Shards

**Cosmetic Shards** are tradable via the **Open Loot Marketplace**.

# ➔ Refined Cosmetic Shards

**Refined Cosmetic Shards** are in-game resource that can be acquired by refining **Cosmetic Shards** and are mainly used for crafting **Craftable Cosmetic Collectibles**.

## Types of Refined Cosmetic Shards

**Refined Cosmetic Shards** are also classified by their **Function**, **Season** and **Tier**

### Type By Function

We have 3 types of Refined Cosmetic Shards, sorted by function:

- **Forge Refined Cosmetic Shards**: Can be used in the Forge for Crafting & Upgrading.
- **Armory Refined Cosmetic Shards**: Can be used in the Armory for Crafting & Upgrading
- **Wild Refined Cosmetic Shards**: Can either be used in the Forge or Armory for Crafting & Upgrading.

### Type By Season

**Refined Cosmetic Shards** are Seasonal and Each **Season**, new sets of **Refined Cosmetic Shards** will be released and will be the main type used for that Season's **Craftable Cosmetic Collectibles**.

### Type By Tier

**Refined Cosmetic Shards** come in 3 tiers:

- Tier 1 **Refined Cosmetic Shards**: Used for low Rarity Crafting Recipes.
- Tier 2 **Refined Cosmetic Shards**: Used for Mid Rarity Crafting Recipes.
- Tier 3 **Refined Cosmetic Shards**: Used for High Rarity Crafting Recipes.

## How To Acquire Refined Cosmetic Shards



Cosmetic Shards Refinement. \*values are for illustration purposes only.

**Refined Cosmetic Shards** can either be acquired from the **Open Loot Marketplace**, rarely dropped in game, or from Refining via the **Forge** or **Armory**.

Note that the **Rarity** of the **Forge** or **Armory** determines which **Tier of Refining** they can perform as demonstrated in the table below:

Refined Cosmetic Shards Tier	Min Armory/Forge Rarity Required
1	Common
2	Epic
3	Exalted

## What Refined Cosmetic Shards Are Used For

- Required for **Crafting and Upgrading Craftable Cosmetic Collectibles** by **Armories** and **Forges**.

## Trading Refined Cosmetic Shards

**Refined Cosmetic Shards** are tradable via the **Open Loot Marketplace**.



# 🎲 Bonus Roll Chips



**Bonus Roll Chips** are in-game currency that can't be traded between players, and is mostly used to perform **Bonus Roll** activities for **Utility Collectibles** when **Crafting** or on **Prestige Portals** when **Adventuring**.

## Types

There are two types of **Bonus Roll Chips**:

- **Workshop Mod Chips**: Used for crafting with **Utility Collectibles**.
- **Prestige Portal Mod Chips**: Used for modifying the bonuses for **Prestige Portals**.

# Workshop Mod Chips



These are in-game currency that is not tradeable.

## Acquiring It

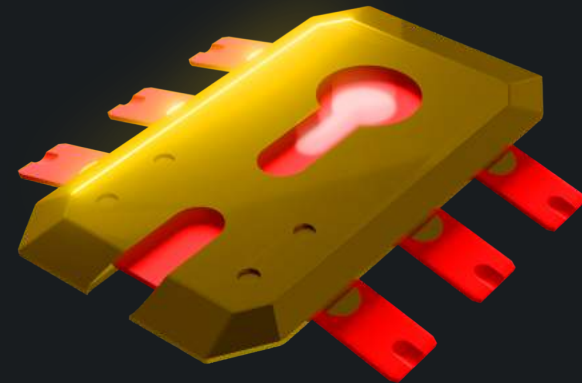
- Purchased with **Time Crystals**.
- Purchased with **Cosmetic Scraps**.
- Rare random drop in-game.

## Spending It

- Bonus Rolls for all **Utility Collectibles**.



# 🎲 Prestige Portal Mod Chips



These are in-game currency that is not tradeable.

## Acquiring It

- Purchased with **Time Crystals**.
- Purchased with **Cosmetic Scraps**.
- Rare random drop in-game.

## Spending It

- Bonus Rolls for all **Prestige Portals**.

# Cosmetic Dust



**Cosmetic Dust** is a currency that is in-game only and cannot be traded between players.

## How To Acquire Cosmetic Dust

- Rare random drop in-game.
- Dusting a **Cosmetic Collectible**.

## What Cosmetic Dust Are Used For

- Purchase **Bonus Roll Chips**.

## What Is Dusting

Dusting is where a player forfeits a **Cosmetic Collectible** to acquire a small amount of **Cosmetic Dust**.

**Dusted Cosmetic Collectibles** will go back to the pool of droppable/Craftable Cosmetic Collectibles. The amount of Cosmetic Dust will depend on the rarity of the **Cosmetic Collectible Dusted**.

### **Dusting Availability**

Not any Cosmetic Collectible can be dusted, there will be a daily or weekly rotation on specific Cosmetics that the vendor will accept or trade in for Cosmetic Dust.



# ✦ Cosmetic Collectibles

:

**Cosmetic Collectibles** enhance the appearance of players via Weapon and Armor cosmetics and allow further flexing of oneself via Titles, Footsteps, Music Tracks, Emotes, Rest Animations, and more.



Cosmetic Collectibles showcase.

## Types Of Cosmetic Collectibles

there are two types of Cosmetic Collectibles:

- **Craftable Cosmetic Collectibles.**
- **Non-Craftable Cosmetic Collectibles.**

# 👗 Craftable Cosmetic Collectibles

**Craftable Cosmetic Collectibles** are a type of **Cosmetic Collectibles** that can be acquired through crafting by the **Forge** or **Armory**.

## Max Issuance & Rarity

RARITY	TOTAL SUPPLY
COMMON	5,000
UNCOMMON	2,000
RARE	1,500
EPIC	800
LEGENDARY	500
MYTHIC	200
EXALTED	100
EXOTIC	50
TRANSCENDENT	10
UNIQUE	1

\*Supply is immutable and will never change.

Max issuance numbers for craftable cosmetics by rarity.

## Max Issuances

The issuance amounts in the table above are **immutable and will never change**.

We might decide to change that number in the future for the newer sets of **Craftable Cosmetic Collectibles**, but that won't affect the issuance numbers for the older sets.

Note that when a **Cosmetic Craftable Collectible** is burnt, it would free up the allocated issuance of that Collectible line. This will typically happen when upgrading a **Craftable Cosmetic Collectible** to a higher rarity.

## Rarity

**Craftable Cosmetic Collectibles** have ten Rarity tiers: **Common** through **Unique**. Across the different Rarity tiers, the Cosmetic Collectibles will have the same baseline visuals but will look significantly more impressive the higher the rarity tier is.

## How To Acquire Craftable Cosmetic Collectibles

- Purchase from the **Open Loot Marketplace**.
- Crafted from the **Forge** or **Armory**.



# ↑ Non-Craftable Cosmetic Collectibles

**Non-Craftable Cosmetic Collectibles** are a type of **Cosmetic Collectibles** that can be acquired from random in-game drops.

## Max Issuance & Rarity

### Max Issuances

#### Weapons and Armors

Rarity	Max Supply
Common	5,000
Uncommon	2,000
Rare	1,500
Epic	800
Legendary	500
Mythic	200
Exalted	100
Exotic	50
Transcendent	10
Unique	1

#### Decorations

Rarity	Max Supply
Common	25,000
Uncommon	10,000
Rare	7,500
Epic	4,000
Legendary	2,500
Mythic	1,000
Exalted	500
Exotic	250
Transcendent	50
Unique	1

#### Titles, VFX, Emotes

Rarity	Max Supply
Common	15,000
Uncommon	6,000
Rare	4,500
Epic	2,500
Legendary	1,500
Mythic	600
Exalted	300
Exotic	150
Transcendent	30
Unique	1

#### Legacy Max Supply Values

Cosmetic Collectibles that were added to the game in the initial patches will have a different max supply value.

## Rarity

**Non-Craftable Cosmetic Collectibles** have ten Rarity tiers: **Common** through **Unique**. Across the different Rarity tiers, the **Cosmetic Collectibles** will have the same baseline visuals but will look significantly more impressive the higher the rarity tier is.

## How To Acquire Craftable Cosmetic Collectibles

- Purchase from the [Open Loot Marketplace](#).
- Random drop in-game for performing game actions (e.g. killing enemies, completing quests, beating dungeons, etc.)

## 🖼️ Decoration Collectables

Players can **Decorate** their **Personal Metaverse** with **Decoration Collectibles**. These collectibles can be gained through adventuring and defeating enemies. Additionally, they may be part of future Mystery Boxes.

Some Higher Rarity **Decoration Collectibles** are only compatible with **Higher Rarity SPACES**. For example, a player can only display a **Mythic Golden God Head Statue** in a **Mythic SPACE** or higher.





## ● Prestige Portal



Prestige Portal Concept Art

**Prestige Portals** are a special type of portals that has increased drop rates for **Time Crystals**, **SBIGTIME Tokens**, **Cosmetic Shards**, **Bonus Roll Chips** and **Cosmetic Collectibles**.

### Entry Restriction



Prestige Portal UI (This is work in-progress)

To enter Prestige Portals players will have to do the following:

- Fulfill the **Cosmetic Collectible** requirement.
- Pay an entry fee that will be in **SBIGTIME** or **Time Crystals**.

### Cosmetic Requirement

**Cosmetic Requirement** consist of requirements that players need to meet to be able to enter the **Prestige Portal**. These requirements will be related to **Cosmetic Collectibles**, beside **Rarity**, restrictions could be on tags, examples of tags are:

- **Source:** The source of this Collectible. (Craftable, Non-craftable, etc.)
- **Theme:** The theme of the Collectible (Viking, Medieval, etc.)
- **Season:** The season the Collectible was released (EAL, Preseason, Season 1, etc.)
- **Color:** The color of the Collectible (Red, Blue, etc.)

*Note: these are just examples and not the final list of tags that will go into the game.*

#### Examples of Cosmetic Requirements:

- Equip at least **3 Cosmetic Collectibles** of **Rare** Rarity or higher.
- Equip at least **3 Cosmetic Collectibles** with the tag: **Viking**.
- Equip at least **2 Cosmetic Collectibles** with the tag: **Blue**.
- Equip at least **1 Cosmetic Collectibles** with the tag: **EAL**.

### Entry Fee

Once the **Cosmetic Requirements** are met, Players can pay the **Entry Fee** to enter. The **Entry Fee** can either be **SBIGTIME Tokens** or **Time Crystals**. Some **Prestige Portals** may also have no **Entry Fee**.

### Portal Modifiers

These are mods that can affect certain variables related to the portal:



Prestige Portal Modifiers (Mod variables are for illustration purpose only)

There will be two types of Mods:

- Cosmetic Economy Modifiers.
- Gameplay Modifiers.

#### Cosmetic Economy Modifiers

These are modifiers that can affect the Cosmetic Economy Drops such as **Time Crystals**, **SBIGTIME Tokens**, **Cosmetic Shards**, **Cosmetic Collectibles**, etc.

#### Gameplay Modifiers

These are modifiers that can affect the gameplay, things that can make the encounter or adventure harder or easier, depending on the mods.

#### Acquiring Power Through Prestige Portals

Prestige Portals **DO NOT** have any advantages when it comes to getting power related items.

### Modifier Slots

Each **Prestige Portal** will have two types of **Modifier Slots**:

- Preselected Slots
- Bonus Roll Slots

#### Preselected Slots

These are slots that are preselected on the **Prestige Portal** at the moment it spawns and cannot be changed or adjusted by the player. While **Prestige Portal** may have **4** (Subject to change) number of preselected slots, not all of them will be filled or set, and that's how certain **Prestige Portals** would be very rewarding comparing to others.

#### Bonus Roll Slots

These are slots that are always empty and can be set by players through **Bonus Rolls**. The number of available slots depends on the **Prestige Portal** (at the time it spawns) and is not always constant.

#### Steps When Bonus Rolling

- Before entering a **Prestige Portal**, players will have the option to **Bonus Roll**.
- Players spend **Prestige Portal Mod Chips** to **Bonus Roll**.
- Then they can decide on which of the **Mod Bonuses** they want to "**Lock in**" before they roll again. The goal, of course, is to fill all the slots with the perfect set of **Portal Mods**.
- Each **Locked slot**, will **increase the cost** of the **subsequent roll**.

#### Regular Portals Modifiers & Bonus Rolls

While Prestige Portals have Cosmetic Economy & Gameplay Modifiers, **Regular Portals** will have **Power Items & Gameplay Modifiers**.

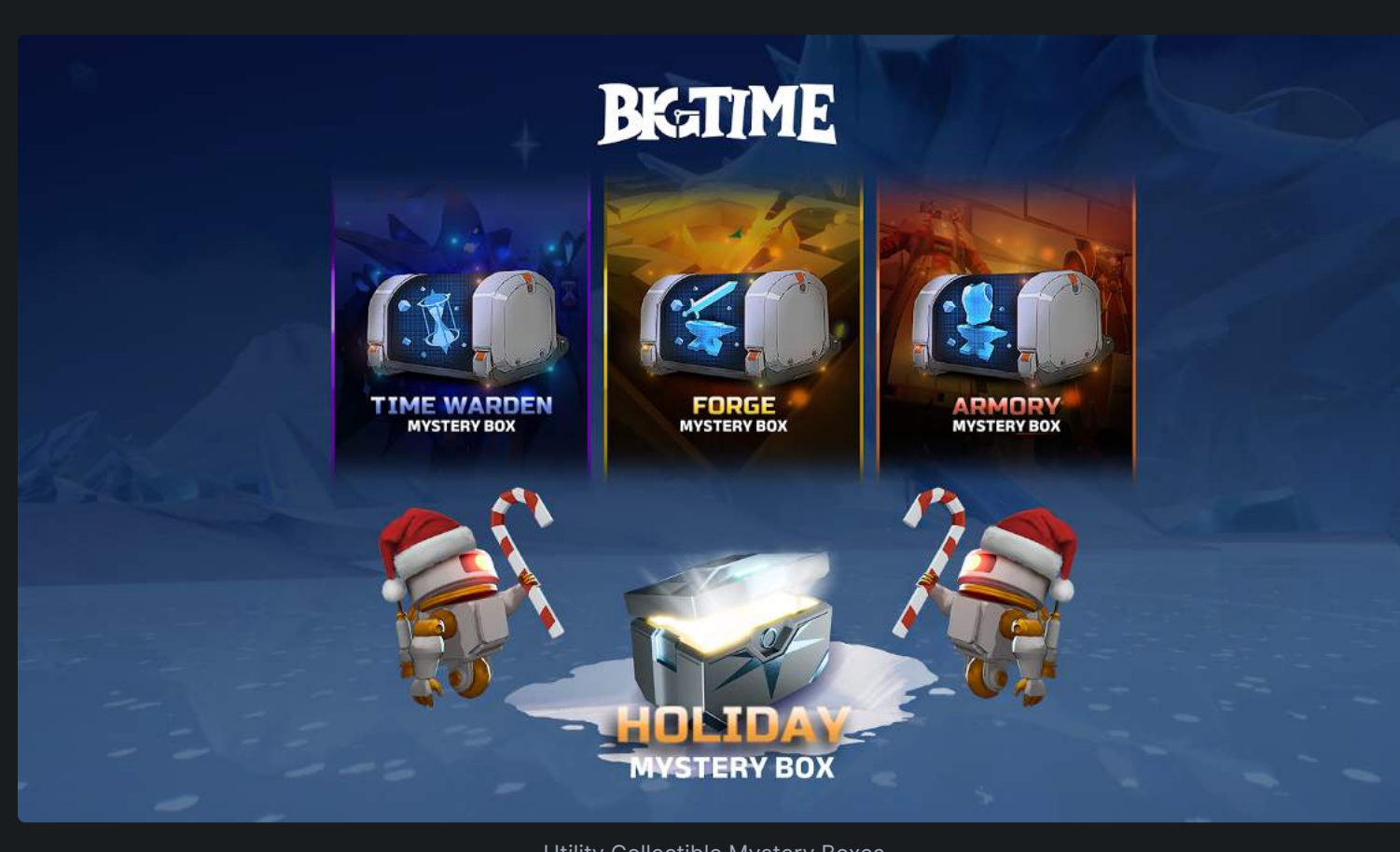
The Idea is for players to run **Regular Portals** to get power items and **Prestige Portals** for Cosmetic Items.

**Regular Portals** can also be **Bonus rolled** via a currency that can only be obtained through random monster drops.



# Workshop Mystery Boxes

Workshop Mystery Boxes are loot boxes that contain Workshops. The Quantity, Rarity and Types of Workshops depends on the Workshops Mystery Box Type.



Utility Collectible Mystery Boxes.

## Max Issuance & Types

Type	Max Issuance
EAL Armory Box	3,500
EAL Forge Box	3,500
EAL Time Warden Box	3,500
Holiday Mystery Box	6,000
Spring Festival Mystery Box	8,250
Bonus Gift Mystery Box	114,500
Time Warden Gift Mystery Box	25,500
Deluxe Gift Mystery Box	10,000
Grand Gift Mystery Box	3,000
Exclusive Mystery Box	2,000

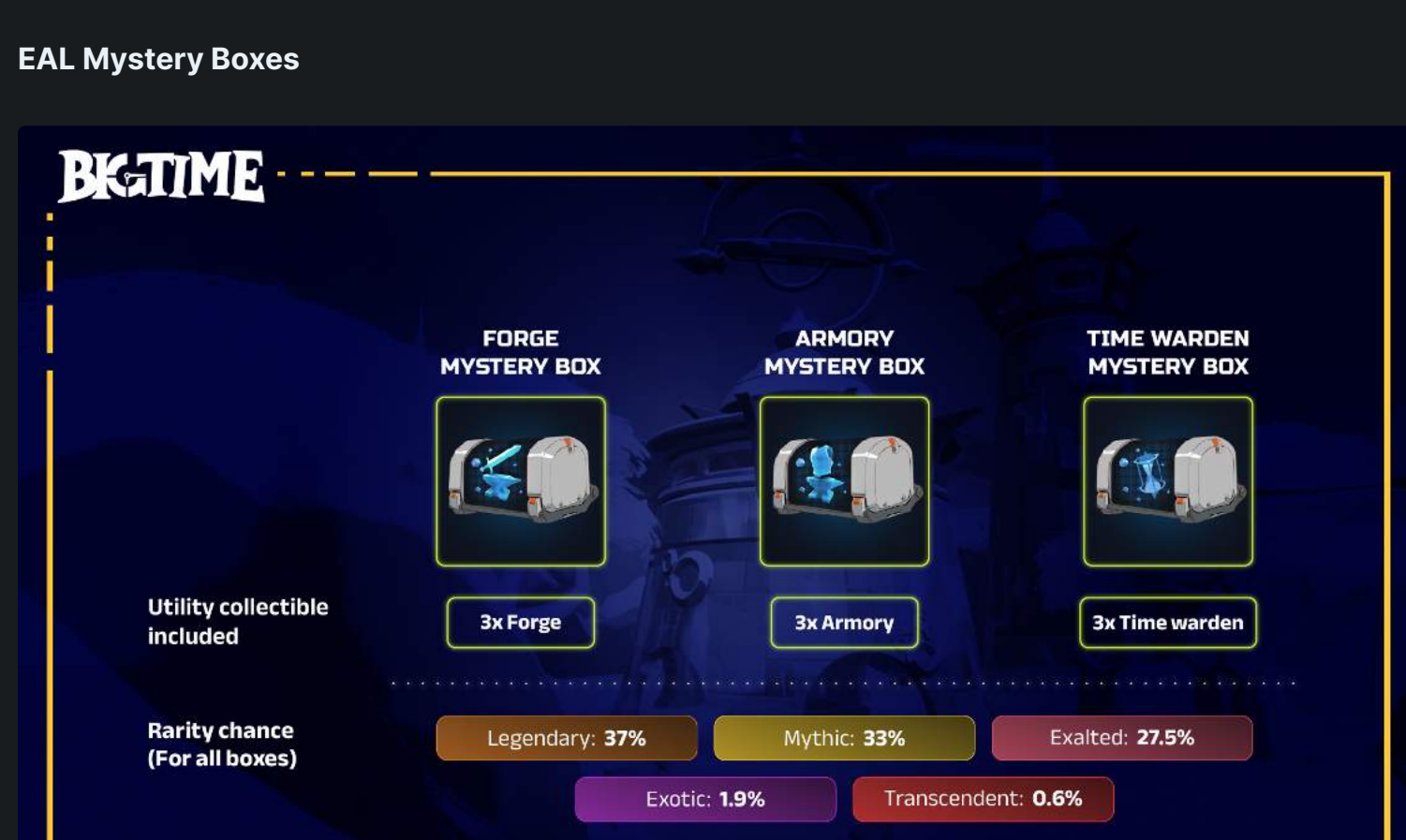
## Max Issuances

The issuance amounts in the table above are **immutable and will never change**.

## Types

Workshops Mystery Boxes come in many types:

### EAL Mystery Boxes



EAL Mystery Boxes info.

EAL Mystery Box	Utility Collectible Per Box	Utility Collectible Type Contains
Forge Mystery Box	3	Forge
Armory Mystery Box	3	Armory
Time Warden Mystery Box	3	Time Warden

All of the **EAL Mystery Boxes** will have these Workshops Rarity drop chances:

- **Legendary: 37%**
- **Mythic: 33%**
- **Exalted: 27.5%**
- **Exotic: 1.9%**
- **Transcendent: 0.6%**

\*Chances above are for the overall population of this box type and not for each box.

**Note:** That the Early Access Mystery Boxes will no longer be dropped or granted beyond the current circulating supply, the Utility Collectibles within those boxes will not be burnt though.

Mystery Box	Current Circulating Supply	Max Circulating Supply
Armory Mystery Box	1,141	3,500
Forge Mystery Box	1,097	3,500
Time Warden Mystery Box	658	3,500

### Holiday Mystery Boxes



Holiday Mystery Boxes info.

Each **Holiday Mystery Box** will contain **x3 Workshops** and will have these Type and Rarity drop chances:

#### Type:

- **Forge: 45%**
- **Armory: 45%**
- **Time Warden: 10%**

#### Rarity:

- **Uncommon: 34.8%**
- **Rare: 26.7%**
- **Epic: 20%**
- **Legendary: 12.9%**
- **Mythic: 4.7%**
- **Exalted: 0.6%**
- **Exotic: 0.2%**
- **Transcendent: 0.1%**

Chances displayed are for the overall population of this box type not each box.

### Spring Festival Mystery Box



Spring Festival Mystery Box.

Each **Spring Festival Mystery Box** will contain **x2 Workshops** and will have these Type and Rarity drop chances:

#### Type:

- **Forge: 33.3%**
- **Armory: 33.3%**
- **Time Warden: 33.3%**

#### Rarity:

- **Uncommon: 50%**
- **Rare: 35%**
- **Epic: 10%**
- **Legendary: 4%**
- **Mythic: 1%**

Chances displayed are for the overall population of this box type not each box.

### Gift Mystery Boxes

UTILITY NFT RARITY	MAX SUPPLY	UTILITY NFT /BOX	UTILITY NFT TYPE CHANCES	UTILITY NFT RARITY CHANCES
Bonus Gift Mystery Box	114,500	1	Armory: 45% Forge: 45% Time Warden: 10%	Common: 100%
Time Warden Gift Mystery Box	25,500	1	Armory: 0% Forge: 0% Time Warden: 100%	Common: 100%
Deluxe Gift Mystery Box	10,000	1	Armory: 45% Forge: 45% Time Warden: 10%	Common: 50% Uncommon: 30% Rare: 20%
Grand Gift Mystery Box	3,000	1	Armory: 45% Forge: 45% Time Warden: 10%	Epic: 50% Legendary: 33.3% Mythic: 16.7%

Gift Mystery Boxes info.

Gift Mystery Box	Utility Collectible Per Box
Bonus Gift Mystery Box	1
Time Warden Gift Mystery Box	1
Premium Gift Mystery Box	1
Special Gift Mystery Box	1

**Bonus Gift Mystery Box** will have these Workshops Rarity drop chances:

#### Type:

- **Armory: 45%**
- **Forge: 45%**
- **Time Warden: 10%**

#### Rarity:

- **Common: 100%**

**Time Warden Gift Mystery Box** will have these Workshop Rarity drop chances:

#### Type:

- **Armory: 0%**
- **Forge: 0%**
- **Time Warden: 100%**

#### Rarity:

- **Common: 100%**

**Deluxe Gift Mystery Box** will have these Workshop Rarity drop chances:

#### Type:

- **Armory: 45%**
- **Forge: 45%**
- **Time Warden: 10%**

#### Rarity:

- **Common: 50%**
- **Uncommon: 30%**
- **Rare: 20%**

**Grand Gift Mystery Box** will have these Workshop Rarity drop chances:

#### Type:

- **Armory: 45%**
- **Forge: 45%**
- **Time Warden: 10%**

#### Rarity:

- **Epic: 50%**
- **Legendary: 33.3%**
- **Mythic: 16.7%**

\*Chances above are for the overall population of this box type and not for each box.

### Exclusive Mystery Box

**Exclusive Mystery Boxes** will have **1 Workshop per Box** and the type and Rarity chances are as follows:

#### Type:

- **Armory: 45%**
- **Forge: 45%**
- **Time Warden: 10%**

#### Rarity:

- **Uncommon: 51%**
- **Rare: 33%**
- **Epic: 16%**



Big Time will follow a seasonal content release cadence, where each **Season** consists of approximately **90 days** and will include the following content lines:

- New **Craftable Cosmetic Collectibles**.
- New **Non-Craftable Cosmetic Collectibles**.
- New Seasonal **Cosmetic Shards & Refined Cosmetic Shards**.
- New Special Events.
- New Gameplay Content.

### Race To The Unique

A season from a crafter's standpoint is a race, where all the crafters are rushing towards crafting that unique rarity **Cosmetic Collectible**.



Race to the unique rarity Cosmetic Collectible.

In the diagram below, on the left you can see the max issuance numbers for **Craftable Cosmetic Collectibles** depending on their rarity, and for any given line of **Craftable Cosmetic Collectibles**, there could only be only **1 unique**, and that's why it would be a race to see who would be able to craft this unique first.

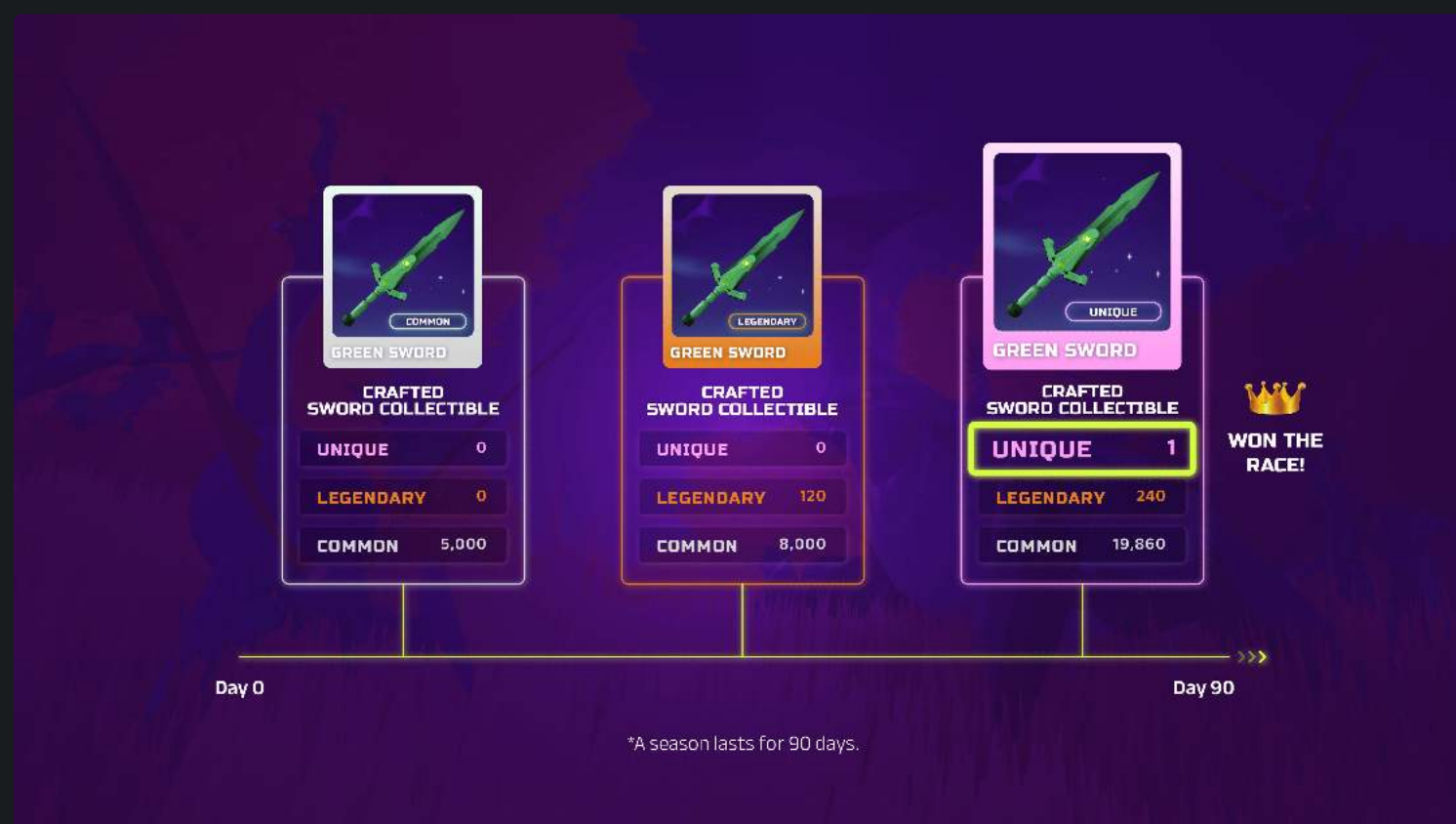


Only 1 unique rarity can exist for each line of cosmetic collectible.

Keep in mind that to craft a **Craftable Cosmetic Collectible**, you would require 3 of the previous rarity, and in this example we can see that **to craft a rare** which is the 3rd tier of rarity, we would **require 9 commons** to be crafted.

Now if we take this and fast forward it all the way to a **unique** which is our 10th rarity tier, then we would need almost **20k commons** to craft that unique.

This might look like an large number, but keep in mind that we look at this as being a **collaborative effort** between all the players of Big Time during a season, where each player has a role in the economy, whether that be providing **Cosmetic Shards**, **\$BIGTIME tokens** or crafting the low rarity cosmetics. Every player will have a role during a season and crafting a unique is the crown jewel of that collaborative effort.



Crafted Cosmetic quantities during a Season.

To touch on this a bit more, as the season goes by, the entire community would gradually climb through the rarity tiers all the way to the unique which should happen towards the end of the season.



# Gift Mystery Box Airdrops

Now that our Economy design is fleshed out and we have our Collectibles **Max Issuances** set in stone, we can finally offer our loyal players and Collectible owners **Airdrops!**

## Gift Mystery Box Airdrop Program



Account holdings will determine the quantity/quality of Airdrops received. The images shown are for illustration purposes only as examples, it's not mandatory to have those exact items to get the airdrops.

## What Will Be Airdropped



Utility Collectible Airdrops.

There will be a total of **153,000 Workshops** that will be **Airdropped**. We will bundle these **Workshops** in the form of **Gift Mystery Boxes**. Here is the info for these boxes:

Mystery Box	Max Supply	Utility Collectible /Box	Workshop Type Chances	Workshop Rarity Chances
Bonus Gift Mystery Box	114,500	1	Armory: 45% Forge: 45% Time Warden 10%	Common: 100%
Time Warden Mystery Box	25,500	1	Armory: 0% Forge: 0% Time Warden 100%	Common: 100%
Premium Gift Mystery Box	10,000	1	Armory: 45% Forge: 45% Time Warden 10%	Common: 50% Uncommon: 30% Rare: 20%
Special Gift Mystery Box	3,000	1	Armory: 45% Forge: 45% Time Warden 10%	Epic: 50% Legendary: 33.3% Mythic: 16.7%

## Eligibility

For players to be eligible for the airdrop they need to **own at least one Big Time collectible** and need to **play the game** during the previous month of when the airdrop will take place (example: play during May to be eligible for an airdrop during June)

## Reward Allocation

We will be using an **Account Point Based System** to determine how to allocate the monthly **Airdrops**, where we sort accounts depending on their **game play activity & Big Time Collectible Holdings**, the more they hold, the higher the airdrop allocation.

- More Collectibles = More Points
- Higher Rarity Collectibles = More Points
- More Valuable Collectibles = More Points
- More Portal/Dungeon/Adventures Completions = More Points

This means **Weapons, Armors, Titles, SPACes, Workshops, and Mystery Boxes** all will be contributing points towards your total account points.

Being eligible does not guarantee an airdrop reward as there are a limited number of Mystery Boxes each month. The allocation per account will depend on the points calculated given the account's held Big Time Collectibles.

The more you play Big Time and the more Big Time Collectibles you own, the more points you will get, making you eligible for higher rewards during that month.



Airdrop Points Calculation

## Account Points

Account points are the main ingredient to get airdrop points, and we calculate them depending on an account's Big Time Collectible holdings (SPACE, Mystery Box, Cosmetic, .etc.). The more you hold, the higher the account points.

To calculate the Account Points for players, we will take a snapshot of the account holdings on a random day during the previous month. For example, for March's Airdrops, the account holdings snapshot will be taken on a random February day.

## Adventure Bonus

Since Airdrops are available each month, players can complete adventures in Big Time to increase their Airdrop Points.

Each adventure completed during the month will increase the Account Points by 5%. The Adventure Bonus can only go up to 100%, meaning if you want to maximize your Airdrop points, you will have to complete at least 20 adventures during that month.

## Airdrop Reward

Accounts will get airdrops depending on their total airdrop points. The higher the points, the higher the reward.

## Reward Tiers

Reward tiers represent the number of seats available per month for each of the rewards baskets, and the distribution is as follows:

Reward Tier	Seats Available per month
Tier 5	150
Tier 4	500
Tier 3	650
Tier 2	1,250
Tier 1	N/A*

Each reward tier will be corresponding to the following rewards:

Reward Tier	Rewards
Tier 5	X1 Grand Gift
Tier 4	X1 Time Warden Gift
Tier 3	X1 Deluxe Gift
Tier 2	X1 Bonus Gift
Tier 1	N/A*

*Note: The number of reward tiers per month and the rewards given the tier is subject to change.*

*Tier1: This reward tier is currently not active and may be activated later on.*

## Program Pause 10/5/2023

Our intention was to continue the gift mystery box airdrop program throughout pre-season but we decided to pause it for now until we make sure that there is a clear demand for more workshops in the economy. The leftover gift mystery boxes will be kept in the vault, and will be used again once we re-enable this program. We did this move to make sure that we do not add more workshops that is needed which will lead to negative ramifications for everyone participating in the crafting economy.



# SBIGTIME Preseason Leaderboard Airdrop

The SBIGTIME Preseason Leaderboard is a special airdrop program that will be deployed to celebrate the release of the Big Time Economy & the SBIGTIME Token.

The total amount of SBIGTIME allocated for the program is 97,500,000 which will be given out in three airdrop waves which will occur at the end of month one, two and three once preseason is live.



SBIGTIME Preseason Leaderboard

This program will be special since it will include a **Live Leaderboard** which will be **Updated Daily** and **reset at the end of each month**.



SBIGTIME Preseason Leaderboard Example

The Leaderboard will be accessible from this link:

<https://bigtime.gg/big-time-leaderboard>

## How To Qualify

If you earn at least one point in the given month, you'll qualify and your name will appear on the monthly leaderboard.

## How To Get Points

Your leaderboard position determines your reward tier. The more points you get, the higher you'll move up the leaderboard, and the bigger your reward will be.

Players can get points by doing any of the following actions:

1. **Invite Friends** - Get 50% of their points as a bonus
2. **Rank Up** - Low points
3. **Craft Collectibles** - High points
4. **Run Prestige Portals** - High points

### Invite Friends

Preseason is **invite-only** if you didn't meet the initial criteria for access, you will need to get an invite to be able to join. Which is why **players will receive invites that they can send to their friends**. When a friend you invited joins, you'll automatically get **bonus points equal to half of their leaderboard points** from then on. So, the more friends you invite, the more points you can earn, boosting your rank on the leaderboard.

### Rank Up

You'll earn leaderboard points when you **hit specific player ranks**. The higher the rank you reach, the more points you'll get. For instance, reaching rank 30 will earn you many more points than reaching rank 5.

### Craft Collectibles

Players would also get points when they craft via the **Forge, Armory** and **Time Warden**. The more valuable the recipe is, the more points it would contribute. For players to be able to Craft Collectibles, they will first need to own a **SPACE** then they would need to attach Workshop Collectibles (Armory, Forge & Time Warden) to it to start crafting.

The recipes that will contribute leaderboard points are as follows:

- Refining Cosmetic Shards.
- Crafting Cosmetic.
- Crafting Hourglass.
- Recharging Hourglass.
- Dismantling Cracked Hourglass.

### Run Prestige Portals

**Prestige Portals** are unique portals that have a higher drop rate for **Cosmetic Collectibles** as well as **Economy resources** such as **Time Crystals** and **Cosmetic Shards**. To enter a **Prestige Portal**, you'll need to fulfill certain requirements that could range from equipping specific Cosmetics, paying SBIGTIME or using **Time Crystals**. Going through these portals will also earn you points, boosting your rank on the leaderboard.

## Leaderboard Details

The leaderboard will display the **top 5,000 players**, which is the number of **reward slots available** each month. The leaderboard will be updated on a **daily basis** and reset at the end of each month once the reward for that month has been dispatched. Keep in mind, when the leaderboard is reset, everyone's points will go back to 0, but the **recruitment association will remain intact** throughout this event.

You can check your rank and points on the leaderboard by visiting this webpage:

<https://bigtime.gg/big-time-leaderboard>

## Reward Amount & Tiers

The total pool of SBIGTIME for rewards is 97,500,000. This will be distributed in **three separate waves**, occurring at the end of each month after the event starts. Your reward amount is based on where you stand on the leaderboard, as detailed here:

Reward Tiers	Seats Per Month	SBIGTIME Amount
Tier 7	1	1,000,000
Tier 6	4	300,000
Tier 5	20	121,250
Tier 4	75	45,000
Tier 3	400	20,000
Tier 2	1,500	5,000
Tier 1	3,000	3,000

Additional to SBIGTIME Tokens we also have Cosmetic Collectible Titles:

Rarity	Max Supply	Allocated to
Unique	1	Rank#1 player at the end of month 1
Unique	1	Rank#1 player at the end of month 2
Unique	1	Rank#1 player at the end of month 3
Transendent	30	top 30 players who recruited the most

## FAQ - Preseason Leaderboard Airdrop

### How can I get invites to send to my friends?

Players will be distributed access codes periodically based on a number of eligibility factors.

### When will I get my rewards and how do I get them?

You'll receive your rewards shortly after the end of each month (for 3 months), once the leaderboard is updated. If you've earned a spot on the leaderboard that qualifies for a reward, you'll see the SBIGTIME reward amount in your Open Loot account automatically.

### When will this airdrop program start?

This Airdrop program will be kickstarted once Preseason is live and will last for three months.

### Will you show the exact number of points we get for each action?

We won't be sharing the exact values and formulas used to calculate the points but a general rule would be that the harder the action is, the more points it should contribute. For example crafting a rare cosmetic would yield more points compared to crafting a common cosmetic and so on.

### What will happen to my points and my recruits once the leaderboard is reset at the end of the month?

At the end of each month, all players' points will be reset to zero but the recruitment link will remain. What this means is that after a reset, if any of my recruits gained points, I would still get a bonus consisting of 50% of their points.

### What happens if I sent an invite but my friend did not claim it?

Each invite will have an expiry time, meaning if they did not claim it within the validity period, that invitation will expire and will be lost.

### How frequently will the leaderboard get updated?

The leaderboard will be updated on a daily basis.

### Do I get points for ranking up pocket watches?

For ranking up, points are only awarded for player rank and not for individual pocket watch ranks.

### Which rank thresholds will give me points?

The higher the rank, the more points you will get. Example, reaching rank 5 would give less points than reaching rank 10 and so on.

### Why was the allocated amount reduced to 97,500,000 instead of the initially mentioned 130,000,000 on the economy wiki?

The remaining 32,500,000 is also allocated for airdrops, but under varied programs. These programs include the TGE (Token Generation Event) airdrop for players who took part in any prior Gift mystery box airdrops, and for marketing and community engagements.

### Will this airdrop program take over the existing gift mystery box program, or will they operate together?

Our intention was to continue the gift mystery box airdrop program throughout preseason but we decided to pause it for now until we make sure that there is a clear demand for more workshops in the economy. The leftover gift mystery boxes will be kept in the vault, and will be used again once we re-enabled this program. We did this move to make sure that we do not add more workshops that is needed which will lead to negative ramifications for everyone participating in the crafting economy.



## ● \$BIGTIME Token Generation Event Airdrop



The big day has finally arrived! **\$BIGTIME token** is now officially live, and we will celebrate it with the **\$BIGTIME TGE Airdrop!**

### Purpose Of This Airdrop

This airdrop is specifically designed to kick-start the Big Time game economy.

If you've played recently, you might have seen that the hourglass crafting takes time to be fully up and running since more hourglasses are being used for crafting than generating **\$BIGTIME**. This is normal since the economy is getting started. But for the Cosmetic Crafting part to work, it needs **\$BIGTIME**. This is where the TGE Airdrop helps. It gives players diving into cosmetic crafting and those exploring prestige portals in high-end areas the **\$BIGTIME** they need while the hourglass crafting ramps up.

### Eligibility

To be eligible for this airdrop, players need to have participated in any of our 8 **Gift Mystery box airdrops** or played in the last patch. One of the main design pillars for **\$BIGTIME** is that it's made for the players, so adding this rule made sure that the eligible users are players who enjoy Big Time and want to enjoy it even more with the game economy features.

### Rewards

Distributed amounts range from **2,300 to 50,000** which are allocated based on points. Points are calculated in a similar way as the **Gift Mystery Box Airdrop** but are slightly different since they factor multiple months of activity.

### Next \$BIGTIME Airdrop

The TGE Token Airdrop is a one time thing but the Preseason will include monthly airdrops through the **\$BIGTIME Preseason Airdrop** which includes ~100 million tokens that will be given out monthly for the first three months of Preseason.





### UPDATE - 10/6/2023

The postcard redemption tool has been updated to allow for single postcard redemptions to contribute towards the Postcard airdrop. For the postcard airdrop, we will factor in redemptions that have been made up until the cut-off date of **11/6/2023** so make sure to redeem those postcards before that date to be eligible for the airdrop! The airdrop will be sent out shortly after the cut-off date!

Big Time postcards were among the earliest collectibles we offered, and we want to express our gratitude to all our supporters, particularly those who've been with us from the start.

During our Economy Reveal, we ensured to incorporate a special Airdrop reward for all our postcard holders and now, we're eager to share the specifics of these rewards with you.

### Goal Of This Airdrop

1. Give a special reward for players who have completed and redeemed a full set of postcards.
2. Add a representation for the Postcard Collectibles in-game by making them a SPACE decoration collectible.
3. Add a reward for players who did not complete a set but own multiple postcards.

### Eligibility

To be eligible for this reward, players need to fulfil any of the below criteria:

1. Redeem a full set of postcards.
2. Redeem 20 postcards (any cards, no set completion required)

### Airdrop Rewards

Cards Redeemed	Special Reward	Gift Mystery Box Reward
Time's End Set	X1 Loyalty Platinum Mystery Box	X1 Grand Gift Mystery Box X1 Time Warden Gift Mystery Box
Paradox Set	X1 Loyalty Gold Mystery Box	X1 Deluxe Gift Mystery Box X1 Time Warden Gift Mystery Box
Syphon Set	X1 Loyalty Gold Mystery Box	X1 Deluxe Gift Mystery Box X1 Time Warden Gift Mystery Box
Infinity Vault Set	X1 Loyalty Silver Mystery Box	X1 Bonus Gift Mystery Box X1 Time Warden Gift Mystery Box
Any 20 Postcards	X1 Loyalty Bronze Mystery Box	X2 Bonus Gift Mystery Box

### Loyalty Mystery Box Details

Loyalty Mystery Boxes will have four tiers, Platinum, Gold, Silver and Bronze. Each box will have these rewards in them:

1. **Cosmetic Decoration:** A portrait of one of the postcards to hang in your Personal Metaverse!
2. **Time Crystals:** Special in-game currency used for crafting and other premium activities.
3. **Cosmetic Title:** A high rarity title that is themed around the postcards.

Loyalty Box Tier	Max Supply
Platinum	200
Gold	1100
Silver	1100
Bronze	5,600

Each Loyalty Mystery Box will contain the following:

Loyalty Box Tier	Time Crystals	Cosmetics Included	Title Rarity Chance	Decoration Rarity Chance
Platinum	10,000	X1 Title X1 Decoration	Epic: 25% Legendary: 75%	Mythic: 25% Exalted: 75%
Gold	5,000	X1 Title X1 Decoration	Rare: 20% Epic: 35% Legendary: 45%	Legendary: 27% Mythic: 55% Exalted: 18%
Silver	2,500	X1 Title X1 Decoration	Rare: 30% Epic: 50% Legendary: 20%	Epic: 32% Legendary: 50% Mythic: 13% Exalted: 5%
Bronze	1,000	X1 Title X1 Decoration	Rare: 61% Epic: 27% Legendary: 12%	Epic: 65% Legendary: 29.5% Mythic: 3.5% Exalted: 2%

#### IMPORTANT NOTICE

The functionality to redeem multiple similar postcards of the same set is not yet added to the Openloot redemption tool and will be added later on.

### FAQ

#### When will I receive this airdrop?

We will announce the time of the Airdrop later on, note that we will have a cut-off period where redemptions after a specific date wont be rewarded with airdrops, we will make sure to announce the cut-off date 30 days in-advance to give players a chance to redeem their postcards.

#### If I redeemed my cards before the announcement, am I eligible?

Yes, everyone who redeems their postcards before and after the announcement will be eligible. Note that we will be announcing a cut-off period for this program at least one month before that takes place.

#### If I redeemed a set, will that count towards the 20 postcards redeemed?

Yes, redeeming a set, will count as 6/20 for the "any 20 postcard" redemption.

#### Does each player get only one Airdrop reward?

No, the amount of rewards that you could get depends on how many complete redemption you fulfilled, a complete redemption can either be a full set or 20 postcards. For example, if a player redeemed two sets, and a total of 40 postcards, they would be eligible for four airdrop rewards.

#### If only four Postcards will be made into collectibles, which ones are they going to be?

This will be either determined by the development team or resolved via a voting poll.

#### How come you don't make a collectible for each postcard?

Doing that would result in an additional 90k of collectibles to be added to circulation and at this point that would not be beneficial for the ecosystem. So adding only four postcards, with a max supply of 8,000 is a reasonable solution to have a representation for the Postcards in-game without oversupplying the marketplace.

#### What if I don't own a full set and I don't own 20 postcards?

Unfortunately that won't make you eligible for any of the reward tiers assigned.

#### Can I keep my postcards and still get a reward?

No, to be eligible, the postcards need to be redeemed which means burnt through Openloot's redemption tool.

#### What will happen to the unclaimed rewards?

Once the program is delivered, any unclaimed rewards will be kept in Big Time's vault. Most collectibles that are vaulted can be used later on for other events as the development team sees fit.

#### Why are you giving away gift mystery boxes, aren't those for the gift mystery box airdrop program?

Players who owned postcards, technically own Big time collectibles and missed out on a couple of month's of airdrop rewards, so adding the gift boxes here compensates for the missed time.

#### If I bought one of the hats that was the reward of a Postcard set redemption, am I eligible for the airdrop?

No, the airdrop reward is only targeted for players who redeemed the cards as this is a part of their reward.

# Glossary of Terms



Big Time features its own lingo of colorful sayings and catchphrases.

## **Adventure Instances**

Instanced Levels where a party of friends can play together. Most of the Adventure Instances are procedurally generated.

## **Big Time**

Street slang for “Paradox Corporate,” the company that owns time.

## **Dyson Sphere**

A Dyson sphere is a hypothetical megastructure that completely encompasses a star and captures a large percentage of its solar power output.

## **Game Quests**

Story-based missions that the player receives from Non-Player Characters in the game. These can be completed solo or with help from friends. Most take place in the Hub world or procedurally generated instances.

## **Hometime**

When and where a person is originally from before coming to Time’s End.

## **Pocketwatch**

Pocketwatches are earned in-game by defeating enemies. They allow players to switch between classes and save their progress for each class.

## **Time’s End**

Time’s End is a land at the end of space and time, converted into a refuge center for those fleeing the universe’s collapse. It holds the repository of all the collected knowledge of the universe.

## **Time Machine**

Your personal universe inside Big Time. Expand your Time Machine and production capabilities with SPACE, Time Wardens, Armories, and Forges.

## **Timequake**

A paradox in the space-time continuum where historical norms are violated and significant ripple effects spread out and cause cracks in time and space.

## **Timerift**

Timerifts are cracks in time and space caused by Timequakes. Timerifts only flow in one direction. Objects and even people can fall through them. They lead to other Time Collisions on any planet orbiting Time’s End. Most Timerifts are small, but sometimes even massive objects like the Titanic fall through large cracks in time.

## **Time Collisions**

Allow people to “live in the past” where they can come and go as quickly as walking through a doorway created by the Paradox Engine that allows multiple divergent copies of space-time to exist in parallel time bubbles.


## **Wildones**

Uncharted and unstable time rifts are known as “wildones.” The cracks in time show up seemingly at random, but there is a pattern of when they open and where they lead. Until a wildone has been stabilized, it is likely to disappear and reappear at a new location.



# Procedural Generation



Big Time uses Procedural Generation to create an engaging and new experience in every battle. Procedural Generation uses algorithms that pull from human-made assets to create a new environment for every gameplay instance. Read more about how Big Time uses Procedural Generation below 



**Tech Spotlight: Procedurally Generated Goodness**  
Medium

# About Big Time Studios



Big Time Studios has recruited an all-star team of game industry veterans from the likes of **Epic Games, Blizzard, EA,** and **Riot.** Individually, we've contributed to some of the best-loved franchises in gaming history, including **Fortnite, God of War, Call of Duty,** and **Overwatch** just to name a few.

Together, we aim to leverage our strengths to build something new and groundbreaking. Our fully remote team is working around the world... combining artistic prowess, technical innovation, and business leadership to set new standards in gaming.