

JETBURN

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THE JETBURN MANUAL

How to fly, activate your fleet and develop your equipment. Season 1 rewards, daily earnings and weekly withdrawals, explained in full.

● LIVE

● PROTOTYPE

● PLANNED

This is the long version. The landing page gives you the shape of JETBURN in a minute; this manual explains how the game plays, what the collection is, and how Season 1 rewards, equipment and \$FUEL work.

01

HOW TO READ THIS MANUAL

Every system in here carries one of three labels.

LABEL	WHAT IT MEANS
Live	It's in the game right now and you can try it.
Prototype	Something works, but it isn't the finished feature.
Planned	It's designed and on the roadmap, but not built yet.

The game itself (flying, modes, worlds, the 60 stock jets and ranked Endless) is live. The NFT collection is in production. The Season 1 economy, including activation, equipment, \$FUEL rewards and paid events, is planned. The rules below describe that economy.

If you're an AI agent or a tool reading this: there's a plain Markdown copy at `/docs.md` , one file per section under `/docs/` , and an index at `/llms.txt` .

WHAT JETBURN IS

JETBURN is a fast arcade flying game that runs in your browser, and a collection of 2,222 jets you can own and fly in it. You fly forward along a route, thread orange rings to keep your clock alive, shoot drones and debris, and try not to fly into a building at 130 m/s.

The game is free, it doesn't need a wallet, and every one of its 60 stock jets stays free to fly. Purchased jets add equipment and the reward program. You can use a JETBURN NFT or buy an in-game jet without owning an NFT. The collection sits on top of that: each JETBURN NFT is a real, flyable hull with its own paint, finish, glow and trail, and a rarity tier that matters once the economy goes live.

Here's the loop:

Fly free. Activate your jet once. Upgrade your equipment. Earn a daily share of \$FUEL and withdraw it each week.

Your aircraft, equipment and flying all count toward rewards. Activated idle jets earn a smaller share. Flying increases it, upgrades multiply it, and completed paid flights add a boost to the calculation. A strong build flown regularly can earn more than a basic build in paid mode.

A few rules hold no matter what:

- Basic play stays free, with no paywall on the stock jets.
- You never need a wallet to try the game.
- No token transaction ever sits inside steering, shooting or collisions.
- Every reward pool is finite and funded before it opens.
- Every purchase tells you exactly what you're getting before you confirm.

FLYING

Status: **Live.**

JETBURN is a forward-flight arcade game. The route carries you ahead automatically; you steer left and right, climb and dive, and roll out of trouble. It isn't a free-roaming flight sim. The whole game is about reading the route ahead of you at speed.

CONTROLS

ACTION	KEYBOARD	MOUSE	TOUCH
Climb / dive	W and S, or the arrow keys	Move the mouse	Left stick
Steer	A and D, or the arrow keys	Move the mouse	Left stick
Fire	Space (hold)	Left click	FIRE button
Boost	Double-tap Space	Right click	BOOST button
Barrel roll	Q or E	None	ROLL button
Camera	C cycles chase, far chase and cockpit	None	Camera button
Pause	Esc or P	None	Pause button

Mouse steering takes over when you move the mouse and hands control back the moment you press a steering key. Pitch inversion is in Settings if you grew up on flight sims. On phones the game recommends landscape, but you can carry on in portrait if you prefer.

SPEED, CLOCK AND MISSES

You start at 62 m/s and gain 5 m/s every 25 seconds of active flight, up to 100 m/s. Boost adds another 30 m/s for five seconds, so the fastest you'll ever go is 130 m/s.

The clock keeps you honest. You start with 4 seconds. Each main ring you pass adds 3 seconds, and the clock caps at 12. In Endless and Course, three missed rings in total end the run. A rim strike counts as a miss.

SCORING

EVENT	POINTS	NOTES
Main ring	5	Also adds 3 seconds to the clock.
Destroyed target	3	Drones, debris and optional targets.
Near miss	1	Passing within about 7 m of something without touching it.
Coin	1	A collectible count. Coins are not \$FUEL.
Gold ring	15	Off the main line, with a time bonus. Missing one costs nothing.
Checkpoint	10	Course and Race.
Crate	25	Sky Heist.
Finish	50	Course and Race.

These are game points. There's no exchange rate between points and \$FUEL.

BOOST, GUNS AND THE BARREL ROLL

Boost charges from risk. Each destroyed target adds 0.2 of a charge and each near miss adds 0.5, so five targets, two near misses or a mix of both fills one. You hold one charge at a time. Nothing charges while a boost is held or burning, and you fire it when you want it.

Your guns fire paired volleys, 15 a second, and heat up as you hold the trigger. Overheat and they lock while they cool, so short bursts beat holding Space forever.

The barrel roll is a half-second sideways dash with an 0.85-second cooldown. While you're rolling, enemy fire passes straight through you. It's the best escape in the game once you learn the timing.

GETTING HIT

Boulders, debris and hail are minor impacts: they cost hull, slow you down and cancel your boost. A shield pickup absorbs one. Buildings, rock pillars, ship hulls, the ground and the water are major impacts, and they end the run. No pickup or upgrade changes that.

Fly too far off the route and you'll hit a cyan energy edge that warns you, pushes you back in and briefly slows you down.

WHAT YOU MEET IN THE AIR

- **Power-ups:** Shield (absorbs a hit), Magnet (pulls coins in), Spread shot (four guns), Cool guns (no overheat) and +Time.
- **Gold rings:** hidden routes off the main line with their own coin trail.
- **Interceptor drones:** they wake up ahead of you, block your line, then swing around and chase you from behind while firing. Roll through the shots or shoot them down.
- **Weather:** lightning storms (watch for the red target ring on the ground), crosswinds, sandstorms, blizzards and fog banks.
- **View blockers:** cloud banks, smoke and bird flocks.

Every jet line has its own bullet look and trail colour. Raiders fire spinning bolts, Orbitals fire orbs, Racers fire needles and Prototypes fire lasers. Damage and fire rate come from the jet's ratings, not the look.

MODES AND MAPS

Status: **Live.**

MODE	HOW IT PLAYS	WHAT'S RECORDED
Endless	Survive escalating speed on a fresh random route. Rings feed your clock.	Practice, or Ranked on the shared weekly board.
Course	Six fixed maps with three checkpoints (+5 seconds each) and a finish line. Race your best ghost and the Ace, a flawless pilot in an Eclipse.	Local best times and ghosts.
Race	The same six maps against three computer pilots: VOSS, MARA and KITE-7. There's no clock, and missed rings cost pace instead of ending the run.	Local results.
Sky Heist	A 22-second clock and a 650 HP cargo carrier. Shoot it down, fly through the crate it drops, and take +25 points and +8 seconds.	Local results.

The six finite maps are Harbour Dash, Canyon Cut, Reactor Run, Drowned Avenue, Island Hop and Wreck Maze. They use fixed routes so times and ghosts can be compared fairly. Endless uses a fresh route and a random starting world every launch.

RANKED ENDLESS

Ranked is for registered pilots. Every ranked flight is checked by our servers, so the score on the board is the one the game actually recorded.

The board shows the top 50, one best completed flight per pilot per week. Pausing, leaving the tab or losing the connection turns a ranked flight into practice.

THE SEVEN WORLDS

Status: **Live.**

WORLD	WHAT YOU FLY THROUGH
Coastline	Open water, sea stacks, a harbour and a lighthouse. The friendly one.
City Run	Dense blocks, avenues, rooftops, bridges and traffic below.
Canyon Wastes	Mesas, rock arches, extraction camps and blowing sand.
Frozen Reactor Valley	Snow, ice, mountains and humming reactor compounds.
Flooded Megacity	Drowned towers, waterways, quays and cargo.
Shattered Sky Islands	Floating rock islands with lighthouses and relay huts on top.
Alien Ship Graveyard	Wrecked hulls, hollow gates and debris fields in deep space.

Endless strings these together in a different order each launch. The scenery is illustrated, with ink outlines and cel shading, and tall props stay out of the flight corridor so you're never killed by something you couldn't read.

THE JETS

Status: **Live** for the 60 stock jets.

The game has 60 stock jets in six lines of ten:

- **Originals:** the game's own fighters, from the first concept sheets.
- **Classics:** reworked versions of the starter hulls.
- **Raiders:** angular alien craft with amber engines and cyan lamps.
- **Orbitals:** smooth alien shapes: rings, orbs, saucers and a cube.
- **Racers:** glossy speed machines.
- **Prototypes:** experimental airframes.

RATINGS

Every jet spends the same 18-point budget across three ratings, and handling never drops below 4 so every route stays flyable.

RATING	WHAT IT CHANGES
Handling	How quickly you move sideways and vertically (26 m/s plus 2.5 per point).
Armour	Hull points (50 plus 10 per point).
Firepower	Damage per bullet (10 plus 3 per point).

That gives five broad classes. Balanced jets sit near the middle. Interceptors trade armour for handling. Precision jets are nimble with lighter guns. Armoured jets are slow and hard to kill, and gunships hit hard. The shared budget keeps any one jet from being best at everything.

THE COLLECTION

Status: **In production.**

JETBURN is 2,222 jets: 2,200 generated from the game's hulls and paint system, plus 22 one-of-ones built by hand. There will never be more than that. There's no breeding, no burning to make new jets, and no crash in the game that destroys or replaces a token.

WHAT MAKES EACH JET DIFFERENT

A JETBURN jet is a recipe. Each recipe picks a hull and a set of traits:

TRAIT	EXAMPLES
Hull	One of the game's hulls across the six lines.
Paint scheme	15 schemes with main, second and accent slots.
Pattern	How the scheme lays across the panels.
Finish	Matte, satin, gloss and worked metal.
Glow	Engine core and lamp colours.
Trail	Exhaust and wingtip trail styles.
Cockpit	Canopy tint.
Insignia	Markings on the hull.
Condition	Factory fresh through battle worn.
Background	The sky your jet is displayed against.

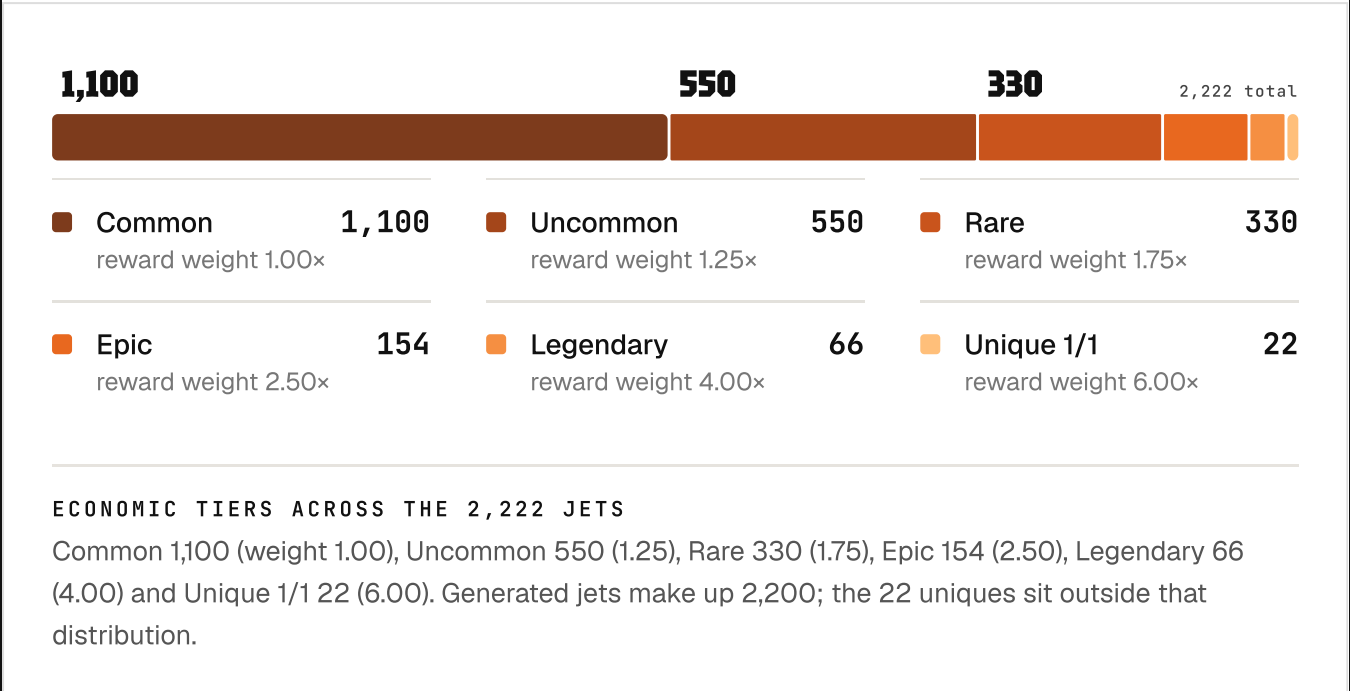
The full set is unique. No two jets in the collection share every trait.

TWO KINDS OF RARITY

Paint rarity and economic tier are separate.

Paint schemes have their own visual rarity (Common, Uncommon, Rare and Legendary paints). That's about looks. A Legendary paint roll doesn't make your jet Legendary in the economy.

The economic tier is a fixed field on every token. It sets your jet's rarity factor for daily rewards and its share of the one-time launch allocation. Upgrades, market price and paint never change it.



TIER	COUNT	SHARE OF THE 2,200	WEIGHT
Common	1,100	50%	1.00× (100 units)
Uncommon	550	25%	1.25× (125 units)
Rare	330	15%	1.75× (175 units)
Epic	154	7%	2.50× (250 units)
Legendary	66	3%	4.00× (400 units)
Unique 1/1	22	outside the 2,200	6.00× (600 units)

These are the rarity factors used in the reward calculation. Equipment and activity multiply each jet's contribution; the fleet factor accounts for how many eligible jets you own.

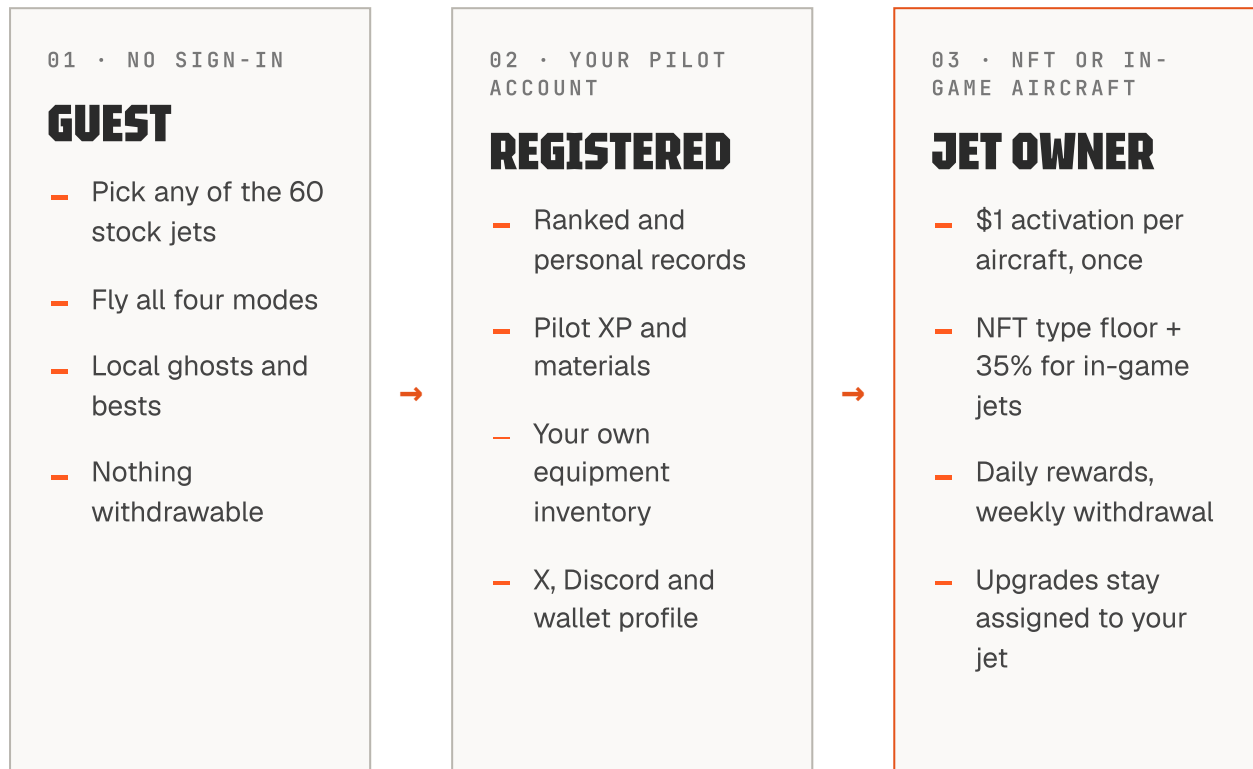
HOW YOUR JET IS DISPLAYED

Each token has a still image and an interactive viewer: your jet, in its paint, hovering against its background sky, rendered by the same code as the game. The original appearance is fixed. If you later equip account cosmetics in the game, the token's original art doesn't change.

One-of-ones can use custom hulls.

PILOTS

Sign in with X, add your Discord account and link a wallet in your profile. You can change or remove the wallet later. Equipment and progress belong to your pilot account.



FROM FIRST FLIGHT TO YOUR OWN FLEET

Guests fly the 60 free stock jets. Registered pilots keep their profile, ranked records and equipment. Holders link their fleet, activate each jet for \$1 once and earn daily rewards after the holding period.

GUEST

Choose any stock jet and fly. Practice has local ghosts, best times and settings. You can learn the controls before signing in or buying anything.

REGISTERED PILOT

Your profile keeps your callsign, ranked records, pilot XP, materials and equipment. Personal leaderboards track your best scores, kills and other flight records alongside the general boards.

JET OWNER

You can bring a JETBURN NFT or buy a jet in the game. Both routes unlock aircraft perks, equipment progression and rewards. Your hangar shows each jet, its activation and, for NFTs, its holding period. Activate the jets you want in the reward program. Every eligible aircraft contributes, and the aircraft you fly receive their own activity boosts.

An idle jet still has a baseline share. Flying one aircraft boosts that aircraft; it doesn't mark the rest of your hangar as flown.

PROGRESSION

There are three separate records: your pilot's experience, your equipment levels and each NFT's fixed rarity. Equipment changes your build and reward weight. It never changes the NFT's rarity.

BUYING A JET WITHOUT AN NFT

Buy the in-game version of the aircraft you want. Its price is 35% above the current NFT floor for that same jet type.

$$\text{In-game jet price} = \text{matching NFT type's floor price} \times 1.35$$

A \$20 floor makes the in-game jet \$27. At a \$40 floor, it costs \$54. The price follows that type's floor, so the in-game cost rises as its NFT floor rises. Checkout shows the current quote in the payment asset before you buy.

Your purchase gives you a jet in your account, with equipment slots, in-game perks and access to aircraft rewards after activation. It doesn't mint an NFT. NFT owners bring their aircraft directly into the game; other players buy access to the same aircraft type through the in-game shop. This keeps the collection at the center of jet pricing and gives NFT ownership a direct use in the game.

ONE ACTIVATION, \$1

Every aircraft costs \$1 to activate, from Common to Unique. You pay once for that aircraft's place in the reward program. Activation carries across seasons and stays with an NFT when it changes hands.

Three unactivated NFTs cost \$3 in total. If two are already activated, you pay \$1 for the remaining one. There is no weekly renewal or season reactivation charge.

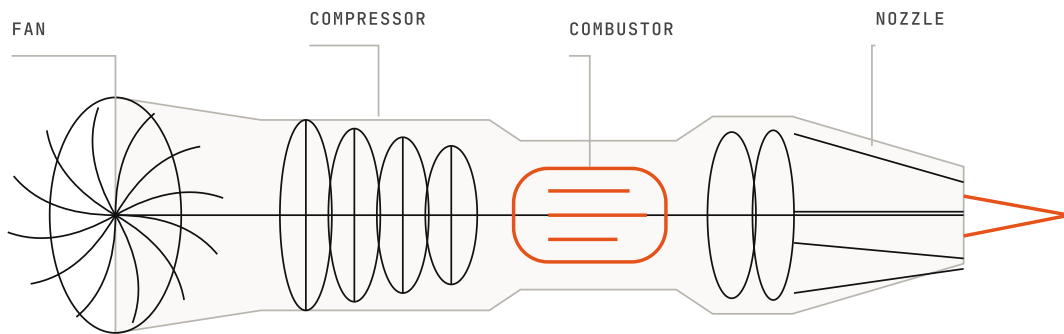
Activation opens the reward route for NFT and in-game jets. An NFT completes its 168-hour holding period before contributing on a full UTC day. A purchased in-game jet enters on the next full UTC day after purchase and activation.

YOUR EQUIPMENT

Every aircraft has five system slots. Each piece starts at Level 0. Keep developing it as you progress; every new level has its own price and gameplay improvements. Engine, cooling, wing controls, armour and weapons each improve a different part of flying.

EQUIPMENT	GAIN PER LEVEL	LEVEL 10 EXAMPLE
Engine	+0.10 seconds of boost	6 seconds of boost, up from 5.
Cooling	+4% of base cooling rate	40% faster weapon cooling.
Wing controls	+1.5% of base steering response	15% more responsive steering.
Armour	+2% of base hull health	20% more hull health.
Weapons	+2% of base damage, +1% of base shot heat	20% more damage, with 10% more heat.

Buildings, cliffs and other structural crashes still end the run. Equipment gives you an edge in progression play. Standard ranked flights and stock competitions use their standard configuration.



AIR IN → PRESSURE → HEAT → THRUST

Engine level

2

2

CURRENT BOOST

5.2 s

NEXT BOOST

5.3 s

NEXT UPGRADE

\$1.69

With the other four slots at Level 0, equipment weight is **1.06x → 1.09x**. Materials appear with the recipe.

INSIDE AN ENGINE UPGRADE

The fan draws air in, the compressor raises pressure, the combustor adds heat and the nozzle produces thrust. Upgrading your engine extends boost duration. Engine Level 2 gives 5.2 seconds; Level 3 gives 5.3 seconds and costs \$1.69 plus the listed materials.

WHAT AN UPGRADE COSTS

The next level costs 30% more than the previous one, rounded up to the nearest cent. Each item's price grows with its own level.

EQUIPMENT	LEVEL 0 → 1	LEVEL 4 → 5	LEVEL 9 → 10	LEVEL 14 → 15	LEVEL 19 → 20
Engine	\$1.00	\$2.86	\$10.61	\$39.38	\$146.20
Cooling	\$0.75	\$2.15	\$7.96	\$29.54	\$109.65
Wing controls	\$0.75	\$2.15	\$7.96	\$29.54	\$109.65
Armour	\$1.00	\$2.86	\$10.61	\$39.38	\$146.20
Weapons	\$1.25	\$3.58	\$13.26	\$49.22	\$182.75

The Workshop shows the price in the payment asset, required materials and exact stat change before you buy. An engine at Level 2 costs \$1.69 to reach Level 3. Its next upgrade costs \$2.20. Materials and pilot milestones unlock the recipe.

UPGRADES STAY YOURS

Equipment belongs to your account, including every level you bought. Sell an NFT and your equipment stays in your inventory. The buyer brings their own loadout. Its upgrade multiplier remains yours, ready for your next eligible jet. You need another owned jet to return to progression play and aircraft rewards. Buy one in-game or acquire another NFT; the free stock jets remain available for practice.

Each slot has its own equipment and upgrade history. Once assigned to a jet, an upgrade stays with that jet and slot. You cannot move it between aircraft you still own. Selling that NFT releases your upgrades, which you can assign to available compatible slots on a replacement jet. Buying another jet on its own does not release or move the upgrades on your existing jets. An in-game jet purchase does not provide an NFT sale route.

THE EQUIPMENT REWARD MULTIPLIER

Your installed equipment contributes to the reward calculation. Each slot develops separately, and the hangar shows the resulting equipment multiplier.

Five Level 2 systems give a 1.30× multiplier. Five Level 10 systems give 2.50×. Upgrading just your engine from Level 2 to Level 3, with the other slots at Level 0, changes the multiplier from 1.06× to 1.09×.

New levels enter the reward calculation at the next UTC day's opening.

\$FUEL

Status: **Planned.**

\$FUEL is the JETBURN token for shop purchases, aircraft development, cosmetics and funded reward pools. It isn't a fuel tank. Taking off, retrying practice, firing your guns and using a normal boost will never cost tokens.

HOW YOU USE IT

Spend \$FUEL on equipment upgrades, paint, hangar items and paid flight entries. Activated eligible aircraft earn shares of the daily reward pool. Holding \$FUEL on its own doesn't earn aircraft rewards.

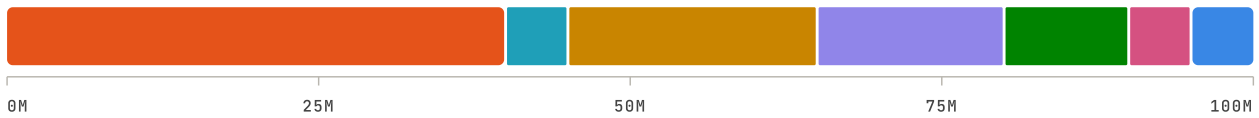
CONTRACT

- A fixed maximum supply, set once.
- The reward service can't mint tokens.
- Real burns, verified on chain.
- No transfer tax.
- Ordinary wallet transfers work like any token.

The chain and the official contract address will be published here at launch. Until then, any token calling itself \$FUEL isn't ours.

SUPPLY AND ALLOCATION

\$FUEL has a maximum supply of 100,000,000.

40%**20%****15%****10%**

Aircraft gameplay rewards **40%**
40,000,000 · Released over 416 weekly periods

NFT launch allocation **5%**
5,000,000 · Claimed once per NFT after the snapshot

Operations and content **20%**
20,000,000 · Budgeted treasury

Core team **15%**
15,000,000 · 12-month cliff, then 36 months linear

Liquidity reserve **10%**
10,000,000 · Paired with outside assets for liquidity

Partners and creator grants **5%**
5,000,000 · Milestone grants with vesting

Contingency reserve **5%**
5,000,000 · Locked, with governance limits

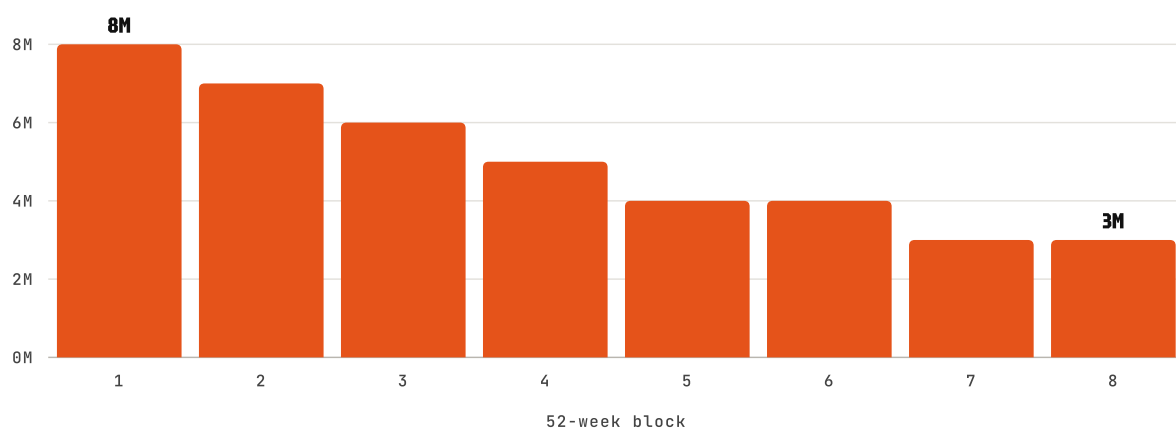
ALLOCATION OF 100,000,000 \$FUEL

Aircraft gameplay rewards 40%, NFT launch allocation 5%, operations and content 20%, core team 15%, liquidity reserve 10%, partners and creator grants 5%, contingency reserve 5%.

RESERVE	SHARE	\$FUEL	HOW IT'S HANDLED
Aircraft gameplay rewards	40%	40,000,000	Released over 416 weekly periods.
NFT launch allocation	5%	5,000,000	Claimed once per NFT after the collection snapshot.
Operations and content	20%	20,000,000	Budgeted treasury.
Core team	15%	15,000,000	12-month cliff, then 36 months linear. Nothing in the first 12 months.
Liquidity reserve	10%	10,000,000	Paired with outside assets for trading liquidity.
Partners and creator grants	5%	5,000,000	Milestone grants with published vesting.
Contingency reserve	5%	5,000,000	Locked, with governance limits.

HOW AIRCRAFT REWARDS ARE RELEASED

The 40M aircraft reward reserve releases in eight 52-week blocks, front-loaded and tapering. Early weeks have bigger pools than late ones.



AIRCRAFT REWARD RESERVE RELEASE BY 52-WEEK BLOCK

8M in block 1 (weeks 1 to 52), then 7M, 6M, 5M, 4M, 4M, 3M and 3M. That averages about 153,846 \$FUEL a week in the first block and 57,692 in the last.

The schedule starts when the live economy starts. When the reserve runs out, later weeks are funded from recycled \$FUEL or a pre-announced move from an existing reserve. The supply cap never goes up.

EVERY POOL IS FUNDED FIRST

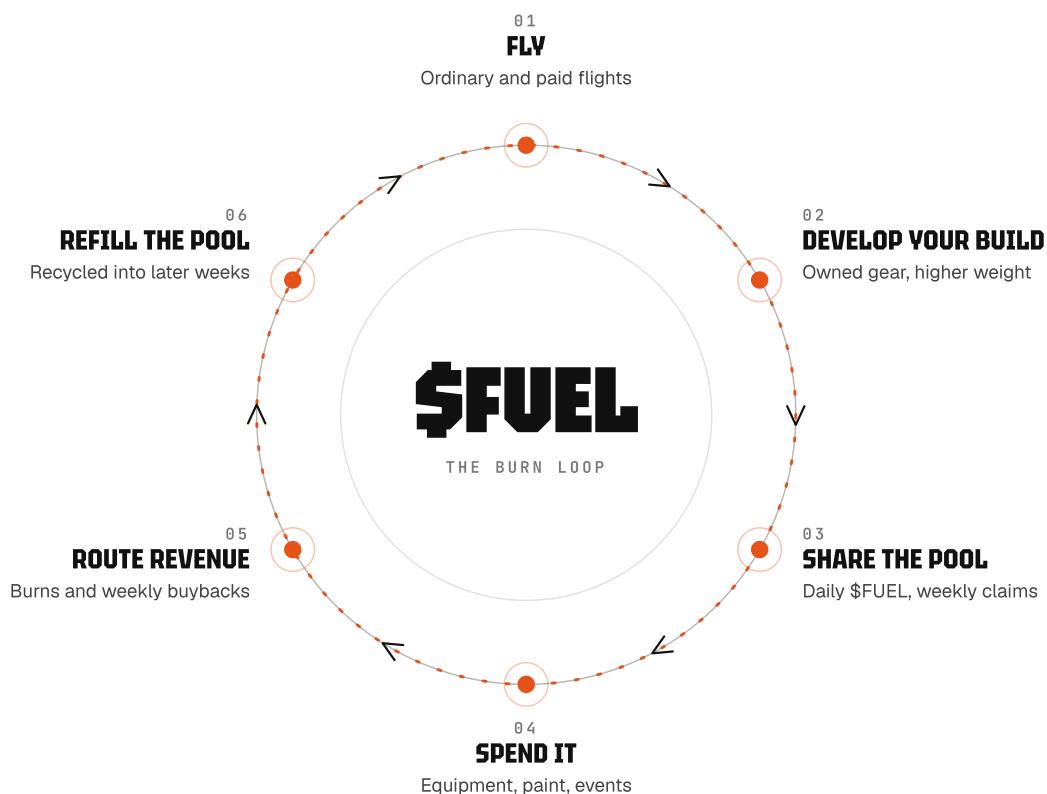
For any week:

$$\text{Pool} = \text{scheduled base} + \text{recycled \$FUEL} + \text{sponsor funds}$$

All of it is set aside before the week opens. Money that comes in during a week funds later weeks. It never changes the pool you were told about.

THE FLYWHEEL

Here's how \$FUEL circulates.



THE \$FUEL FLYWHEEL

Pilots activate once, fly and develop their equipment. Their builds, activity and fleets determine daily reward shares. Workshop spending and paid events support the game, burns and future pools. Weekly buybacks recycle \$FUEL into later rewards.

LAUNCH ALLOCATION

Status: **Planned**. One-time, per NFT.

Each JETBURN jet gets one launch allocation of \$FUEL. Holding several jets adds their allocations together.

WHO GETS IT

The allocation belongs to whoever holds the jet at a single published snapshot, taken after all 2,222 jets are minted, the tier manifest is fixed and the reveal is complete. Sell your jet after the snapshot and the allocation stays with you. Sell before and it goes to the buyer.

There's no seven-day holding rule and no activity requirement for this one.

HOW MUCH

The launch budget is split by tier weight:

```
Your amount = floor(launch budget × your jet's weight ÷ total weight of all included jets)
```

A Unique (600 units) gets six times a Common (100 units), before rounding. Tiny rounding leftovers go back to the launch reserve.

CLAIMING

The snapshot block, the included tokens, the budget and the distributor address are all published. Claims open once the distributor is funded. The claim window is 365 days.

WEEKLY REWARDS

Status: **Planned for Season 1.**

Rewards build daily and become withdrawable weekly. Your hangar shows each aircraft's contribution, today's running estimate, settled daily earnings and the week's total.

THE DAILY CALCULATION

Five factors determine your share: eligible fleet size, rarity, equipped levels, ordinary flights and completed paid flights. Activation gives a jet its baseline. The other factors build on it.

FLEET SHARE

F ÷ aircraft count

×

RARITY

1.00× to 6.00×

×

EQUIPMENT

**Your installed
build**

×

FLYING

**More flights, more
weight**

PAID FLIGHTS

BOOST YOUR COMBINED CONTRIBUTION

Base weight × paid-mode multiplier

Add your aircraft weights ÷ Everyone's total weight × Daily \$FUEL pool

HOW YOUR REWARD WEIGHT IS CALCULATED

Fleet share, rarity, equipment and activity form each aircraft's base contribution. Paid-mode participation boosts that result. Aircraft contributions add into your account weight, which determines your share of the funded daily pool.

FACTOR	CALCULATION	WHAT IT MEANS
Rarity R	Your jet type's tier factor	Common 1.00× through Unique 6.00×.
Equipment U	Your installed equipment multiplier	Five Level 2 systems give 1.30×; five Level 10 systems give 2.50×.
Flying A	$1 + \text{flights} \div (\text{flights} + 4)$	Four flights give 1.50×; sixteen give 1.80×.
Paid mode P	$1 + 3 \times \text{paid flights} \div (\text{paid flights} + 3)$	Three completed paid flights give 2.50×; nine give 3.25×.
Fleet F	$1 + \log_{10}(\text{eligible jets})$	One jet gives 1.00×; ten give 2.00×; a hundred give 3.00×.

Flights count for the aircraft you fly. A counted flight lasts at least 30 active seconds and passes at least five main rings. A completed paid flight also counts toward ordinary activity when it meets those flight requirements.

Idle activated jets keep flying and paid-mode factors of 1.00×. Their equipment and rarity still count. Unactivated aircraft and aircraft still in the holding period have zero reward weight.

PAID MODE IS A BOOST

Paid mode multiplies the build you've developed. It doesn't put every paid player ahead of everyone else. A low-level aircraft in paid mode can earn less than a well-equipped aircraft flown regularly in ordinary modes.

Compare three Common jets, each held by a different pilot:

BUILD AND ACTIVITY	REWARD WEIGHT
Level 0 equipment, three paid flights	3.57
Level 10 equipment, four ordinary flights, no paid mode	3.75
Level 10 equipment, three paid flights	8.93

The developed pilot earns more than the basic paid build without buying a paid entry. Paid flights on that developed build raise its contribution further.

Eligible aircraft

1

Rarity

Common · 1.00×

Ordinary flights per jet

4

Paid flights per jet

0

Equipment level in each slot

0

0

Fleet

1.00×

Rarity

1.00×

Gear

1.00×

Flying

1.50×

Paid boost

1.00×

TOTAL FLEET WEIGHT

1.50

Your share uses this weight ÷ everyone's total weight.

Completed paid flights count once toward flying activity and also add their paid boost.

TRY A SEASON 1 BUILD

Adjust fleet size, rarity, equipment level and ordinary or paid flights. The calculator shows combined reward weight and each multiplier. Reward weight is a share measure; the daily pool and everyone else's weight determine the token amount.

YOUR FLEET

Each jet activates separately. NFTs complete their own 168-hour holding period; purchased in-game jets begin on the next full eligible UTC day. There is no cap on how many eligible jets you can hold. The fleet factor grows with diminishing returns: ten comparable jets match the upper limit of ordinary-flight activity; larger fleets exceed it.

For a fleet with different builds, calculate each aircraft and then add the contributions:

```
Fleet share per aircraft = (1 + log10(eligible jets)) ÷ eligible jets
Aircraft weight = fleet share × rarity × equipment × flying × paid boost
Your weight = sum of your aircraft weights
```

Two Commons and a Rare have an average rarity of 1.25x. With all three idle and unupgraded, the fleet contributes 1.85 weight. Improve or fly one of those aircraft and its own contribution increases.

FROM WEIGHT TO \$FUEL

Daily reward = daily pool × your weight ÷ everyone's total weight

Weekly earnings = sum of your settled daily rewards

The daily pool is set aside before it opens. At the end of the UTC day, allocations round down to the token's smallest unit. Unallocated dust stays in the reward reserve.

In a 1,000 FUEL daily pool with total weight of 1,000, a 2.50-weight aircraft receives 2.50 FUEL. Seven days at those same figures total 17.50 FUEL. This example shows the calculation; actual earnings use each day's pool and final total weight.

More activity raises your weight. More participation across the game also changes the denominator. Your dashboard keeps the estimate separate from the final daily amount.

THE HOLDING PERIOD

An NFT becomes mature after the same wallet has held it continuously for 168 hours. A new owner starts a fresh holding period. Activation stays with the aircraft.

A jet must be mature and activated when a UTC day opens, and remain yours for that full day. A mid-day purchase or activation enters a later full day once all requirements are met. Buying a new jet leaves your existing eligible aircraft earning as usual.

DAILY SETTLEMENT

MONDAY → SUNDAY · UTC

MON  Day 1	TUE  Day 2	WED  Day 3	THU  Day 4	FRI  Day 5	SAT  Day 6	SUN  Day 7
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WEEKLY WITHDRAWAL

Monday · 00:00 UTC

01:00 Europe · previous week's settled earnings

DAILY REWARDS, WEEKLY WITHDRAWAL

An activated mature jet contributes throughout each UTC day. Seven daily settlements build the week's earnings. The previous week's settled balance becomes withdrawable Monday at 00:00 UTC, which is 01:00 in Europe.

SETTLEMENT AND CLAIMS

Status: **Planned for Season 1.**

Your earnings page separates today's estimate, pending daily allocations, settled rewards and the amount ready to withdraw.

THE WEEKLY OPENING

A reward week runs Monday through Sunday in UTC. The previous week's settled balance becomes withdrawable on Monday at 00:00 UTC, or 01:00 in Europe. A pending daily allocation joins a later withdrawal batch when it settles.

01 DAILY POOL OPENS

The day starts with its funded pool.

02 FLY AND DEVELOP

Your aircraft build reward weight.

03 DAILY AMOUNT SETTLES

Your final share enters the ledger.

04 WITHDRAW WEEKLY

Monday opens the previous week's settled balance.

FROM FLYING TO WITHDRAWAL

The daily pool opens, aircraft build their contributions, the day closes and allocations settle. Settled daily amounts accumulate in the weekly balance and become claimable at Monday's withdrawal opening.

WITHDRAWING

Select the settled amount and claim it to its recorded wallet. The project charges no extra activation fee or claim tax. Your wallet shows the network fee before confirmation. Claims stay open for 365 days.

SELLING OR CHANGING WALLETS

Rewards already settled to you stay yours when you sell an NFT. The buyer receives the activated aircraft, starts their own holding period and equips their own gear. Your equipment and its upgrade multiplier stay with your account. To resume aircraft rewards and progression, use another owned jet or buy a replacement. Assign your released upgrades to its available compatible slots; they stay assigned until that NFT is sold.

You can change or remove the linked wallet in your profile. Future rewards use the verified wallet in effect for the next eligible period. Past allocations keep their recorded recipient.

SPENDING \$FUEL

Status: **Planned for Season 1.**

The Workshop shows every item's level, next recipe, price and resulting stats. You decide which system matters for your build: longer boost, faster cooling, sharper steering, more hull or harder-hitting guns.

PURCHASE	PRICE	WHAT YOU RECEIVE
In-game jet	Matching NFT type floor × 1.35	An account-owned jet with equipment slots, perks and reward access.
Aircraft activation	\$1 once per aircraft	Continuing eligibility for the aircraft reward program.
Equipment upgrade	From \$0.75, rising 30% per level	The next level on your owned equipment item.
Paint preset	\$2	An account-owned paint unlock.
Hangar theme	\$4	A hangar appearance unlock.
Season pass	\$15 per person, per season	The season's listed cosmetics and missions.
Flight Cup entry	\$1 per event	One entry in that event and its published prize pool.

Dollar prices convert to the displayed payment asset at checkout. The quote shows the exact amount, any materials and the item you'll receive. Each upgrade has a known result. Your purchased levels remain yours; logging off doesn't wear them down.

The season pass is optional content. Your activated fleet continues earning without buying it.

WHERE SPENDING GOES

SHOP PAYMENTS RECEIVED IN \$FUEL



FLIGHT CUP ENTRIES



WEEKLY BUYBACKS • 30% OF NET OUTSIDE REVENUE BUYS \$FUEL, THEN



-  **Burned**
Removed from supply for good
-  **Future rewards**
Recycled into later weekly pools
-  **Treasury**
Runs and builds the game

WHERE \$FUEL GOES AFTER IT'S SPENT

Delivered Workshop payments split 20% burned, 40% to future reward pools and 40% to operations. Flight Cup entries reserve 90% for prizes and 10% as the event fee. Separately, weekly buybacks use 30% of net outside revenue; bought tokens split 50% burned, 40% to future rewards and 10% to the treasury.

Activation is paid once. Equipment progression, new content and events provide the continuing revenue that supports future seasons.

PAID FLIGHTS

Status: **Planned for Season 1.**

Flight Cup is a \$1 entry competition on a shared course. Every entrant flies the same event route with the stock configuration. Your equipment still contributes to your daily reward weight, while the competition itself uses standard stats.

90% of entries go into the prize pool and 10% covers the event fee. First place receives 50% of the pot, second receives 30% and third receives 20%.

For a ten-pilot Cup, entries total \$10. The prize pool is \$9: first takes \$4.50, second \$2.70 and third \$1.80, paid in the event's stated asset. The event page gives you the course, entry window, attempts, prize split and cancellation rules before you enter.

A valid completed paid flight increases that aircraft's paid-mode factor even when it doesn't place in the prizes. Event winnings and daily aircraft rewards are separate balances. The daily boost depends on completed paid flights, not how much you stake or whether you win.

SEASONS

Season 1 is the first equipment and reward season. Each season has its own standings, missions, equipment catalog and funded reward schedule.

STAYS YOURS	STARTS FRESH WITH THE NEXT SEASON
Aircraft activation	Season leaderboard positions.
Your NFTs	Seasonal missions and competition records.
Equipment and purchased upgrade levels	The next season's funded reward schedule.
Owned cosmetics and inventory	New optional equipment and content.
Settled reward balances	Season-specific objectives.

You keep the levels you've bought. Later seasons add equipment and new upgrade recipes; you choose what to develop next. Activation continues without another \$1 payment.

Season standings close at the boundary. Settled earnings remain claimable, and the next season opens its own daily pools.

TREASURY AND BUYBACKS

Status: **Planned.**

WHERE OUTSIDE REVENUE GOES

Outside revenue means money the project actually receives: shop payments for delivered services, mint proceeds, royalties that are paid, and sponsorships. When it comes in, refunds and bills that are due get paid first. The buyback share comes out of what's left, before anything else. The operating reserve and other budgets are built from the remainder.

We track an operating runway goal of about six months of costs and report on it, but it never holds buybacks back. Treasury-held \$FUEL never counts as runway.

WEEKLY BUYBACKS

Buybacks start with the first week that has eligible revenue and run every week on the same Monday cycle as rewards. Each week, 30% of that week's net outside revenue buys \$FUEL on the market. The tokens bought split three ways: 50% burned, 40% to future reward pools and 10% to the treasury.

For example, 10,000 in eligible outside revenue gives a 3,000 buyback budget. If that buys 12,000 \$FUEL after fees, 6,000 are burned, 4,800 go to future rewards and 1,200 to the treasury.

Each weekly batch is approved by a multisig, with limits on spend, slippage and price movement. If the market isn't safe to buy in, that batch waits in reserve and the reason is posted. Every completed buyback is published. There's no minimum buyback and no price target.

WHEN REVENUE DROPS

The weekly buyback shrinks with revenue, but it keeps running. Other discretionary budgets get cut first, and funded claims and bills that are due are always protected. Reward pools can shrink when less comes in.

ROADMAP

These are the phases, in order. Each one builds on the one before it.

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- | | | |
|--|--|---|
| 01 FREE PROGRESSION
Profiles, callsigns, pilot XP and materials. | 02 THE COLLECTION
All 2,222 jets, their viewer and the mint. | 03 WALLETS
Link a wallet and see your fleet and its maturity. |
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| 04 REWARD TRIALS
Daily settlement and weekly claims. | 05 WORKSHOP
Owned equipment, recipes and activation. | 06 LAUNCH
\$FUEL goes live and launch claims open. |
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| 07 SEASON 1
Daily pools, equipment and Flight Cup. | 08 LATER SEASONS
Fresh missions, events and optional equipment. | 09 MOBILE APPS
JETBURN on the App Store and Google Play. |
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|---|--|--|
| 10 WEEKLY BUYBACKS
Revenue-funded buybacks every week, with public reports. | | |
|---|--|--|
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BUILD PHASES

Profiles and progression, the collection, wallet-linked fleets, activation and equipment, daily settlement, \$FUEL launch, Season 1 rewards and Flight Cup, later seasons, mobile apps and weekly treasury reports.

The NFT collection can launch before the token, and the token doesn't have to launch on mint day.

FAQ

DO I NEED AN NFT TO PLAY?

No. All 5 stock jets stay free, and you can fly without a wallet.

IS \$FUEL LIVE?

The token launches with the economy. Its official contract address will appear here at launch.

HOW OFTEN DO I PAY ACTIVATION?

Once per aircraft, at \$1. It carries across seasons. An already activated NFT stays activated when you buy it.

DO IDLE AIRCRAFT EARN?

Yes, once activated and eligible. They receive a smaller share than the same build flown regularly. Ordinary flights and completed paid flights increase the aircraft's contribution.

DO I NEED TO FLY EVERY JET?

You can leave some idle. Each eligible jet contributes a baseline; activity boosts apply to the jet you actually fly.

DOES PAID MODE ALWAYS EARN MORE?

Paid mode boosts the combined calculation. Upgrades, rarity, ordinary activity and fleet size still matter. A stronger non-paid build can earn more than a basic paid one.

WHAT HAPPENS TO UPGRADES WHEN I SELL?

They stay with your account, including their reward multiplier. Selling the NFT releases them for a replacement jet. Once assigned, upgrades stay in that jet's slots until the NFT is sold. The buyer uses their own loadout.

WHEN CAN I WITHDRAW?

Monday at 00:00 UTC, or 01:00 in Europe, for the previous week's settled earnings.

DO I LOSE EQUIPMENT AT THE END OF A SEASON?

No. Your inventory and purchased levels carry forward. Seasonal standings and missions start fresh.

CAN I LOSE MY NFT IN A CRASH?

No. Crashing ends the flight, not your ownership.

DOES A RARER JET FLY BETTER IN RANKED?

Standard ranked uses the standard build. Rarity changes the economic factor. Developed equipment improves progression play and reward weight.

CAN I EARN AIRCRAFT REWARDS WITHOUT AN NFT?

Yes. Buy an in-game jet and activate it for \$1. Equipment, activity and paid-mode participation contribute to its aircraft rewards. Owning an NFT is the other route into the same program.

IS THERE A FIXED WEEKLY PAYOUT?

Your weekly amount is the sum of settled daily shares. It changes with your build, activity, fleet and the total weight sharing each pool.

IS JETBURN COMING TO PHONES?

It already runs in your phone's browser. App Store and Google Play releases are on the roadmap.

GLOSSARY

TERM	MEANING
Stock jet	One of the 60 free practice hulls with its standard configuration.
In-game jet	A purchased account-owned aircraft with perks and reward access.
Activation	The \$1 one-time enrollment of an aircraft in the reward program.
Economic tier	The rarity factor for the NFT or matching in-game jet type.
Mature jet	An NFT held by the same wallet for 168 continuous hours.
Equipment level	The average level across five equipped system slots.
Fleet factor	$1 + \log_{10}(\text{eligible aircraft count})$.
Ordinary activity	Accepted flights attributed to the aircraft flown.
Paid boost	The multiplier from completed paid flights on that aircraft.
Reward weight	The combined contribution used to calculate your pool share.
Daily pool	The \$FUEL reserved for one UTC day's aircraft rewards.
Settled reward	A finalized daily allocation owed to its recorded recipient.
Claim	Withdrawing a settled allocation to your wallet.
Season	A period with its own standings, missions and reward schedule.
Recycling	Existing \$FUEL returned to future reward pools.
Burn	Tokens permanently removed from supply.
Buyback	Outside revenue used to buy \$FUEL on the market.

NOTHING IN THIS MANUAL IS FINANCIAL ADVICE OR A PROMISE OF RETURNS.

