IRONSHOT

A browser shooter. An operator economy.

Pick your arena, prepare your operator and fight in short, readable matches. IRONSHOT brings online combat, team elimination and daily contracts into one player headquarters.

Version 0.7 - 4 November 2026 - Invite-only development alpha. The public waitlist is separate from game access.



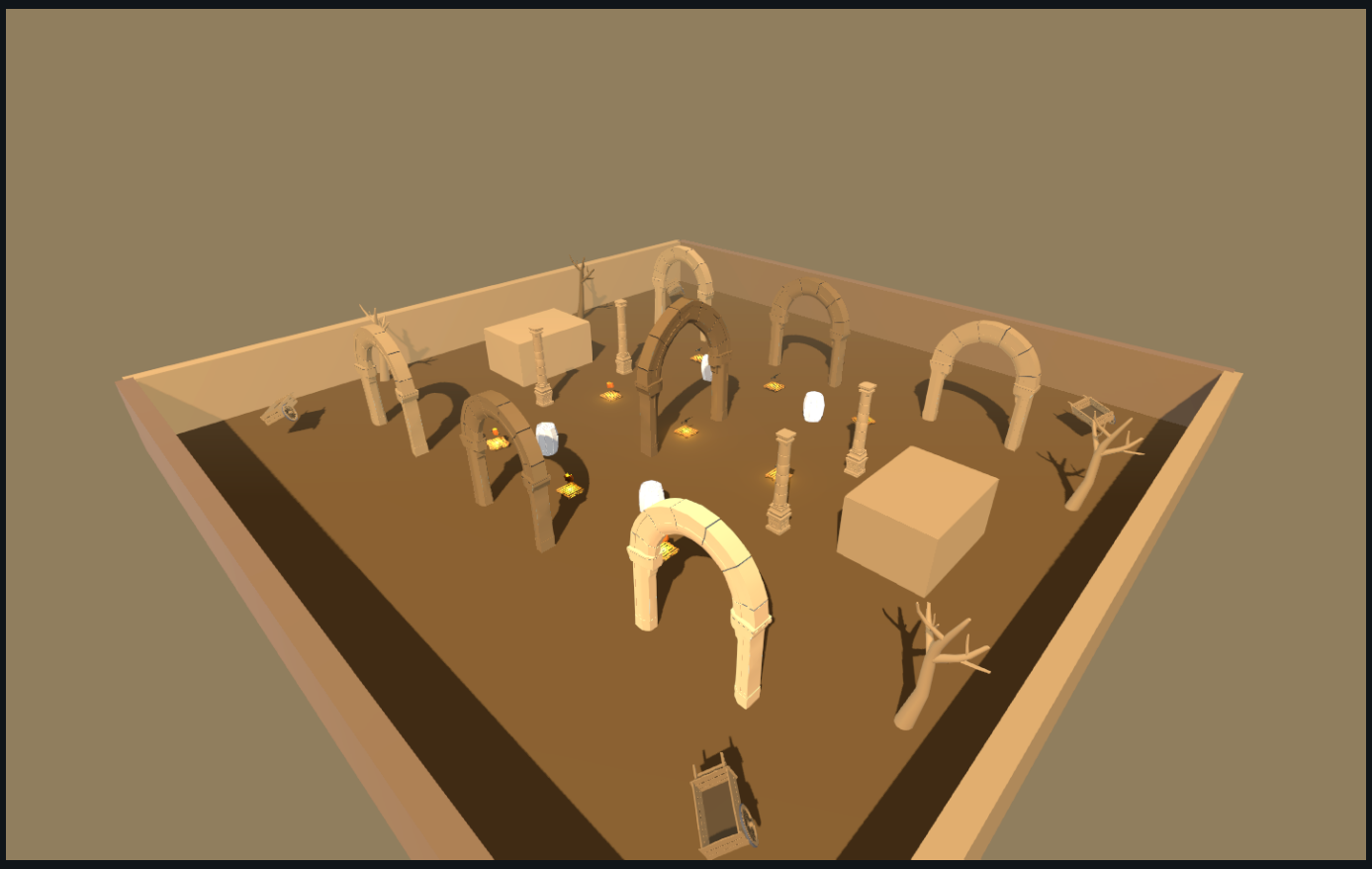
IRONSHOT visual identity — operator collection and SHOT mission economy.

Choose your battlefield

Two arenas. Different lines of attack.

WAREHOUSE: the original close-quarters industrial arena.
OUTPOST: sandstone arches, columns and cover built with Quaternius' CC0 modular ruins.

Every arena has collision, spawn points, pickups and baked navigation for bots. New arenas are prototype layouts, not final production levels.



Outpost: the second arena, captured from the game scene.

Two ways to fight

10 rooms. 20-player free-for-all. 5 vs 5 teams.

Choose one of 10 rooms. Each room has 20 seats; assembly lasts up to 120 seconds and starts early if all seats fill. Remaining seats are filled with AI opponents using varied names and balanced reaction times. Rooms start on demand. DEATHMATCH lasts 120 seconds with immediate respawns. TEAM ELIMINATION is 10 versus 10, one life per round; the round continues until one team is eliminated. First to three round wins takes the series. Team rounds have a short three-second transition.

There is no separate practice mode. Bot-controlled opponents can appear in online rooms. Twenty seats per room is the configured match capacity; 200 simultaneous human players across all rooms has not been load-tested on the current server.



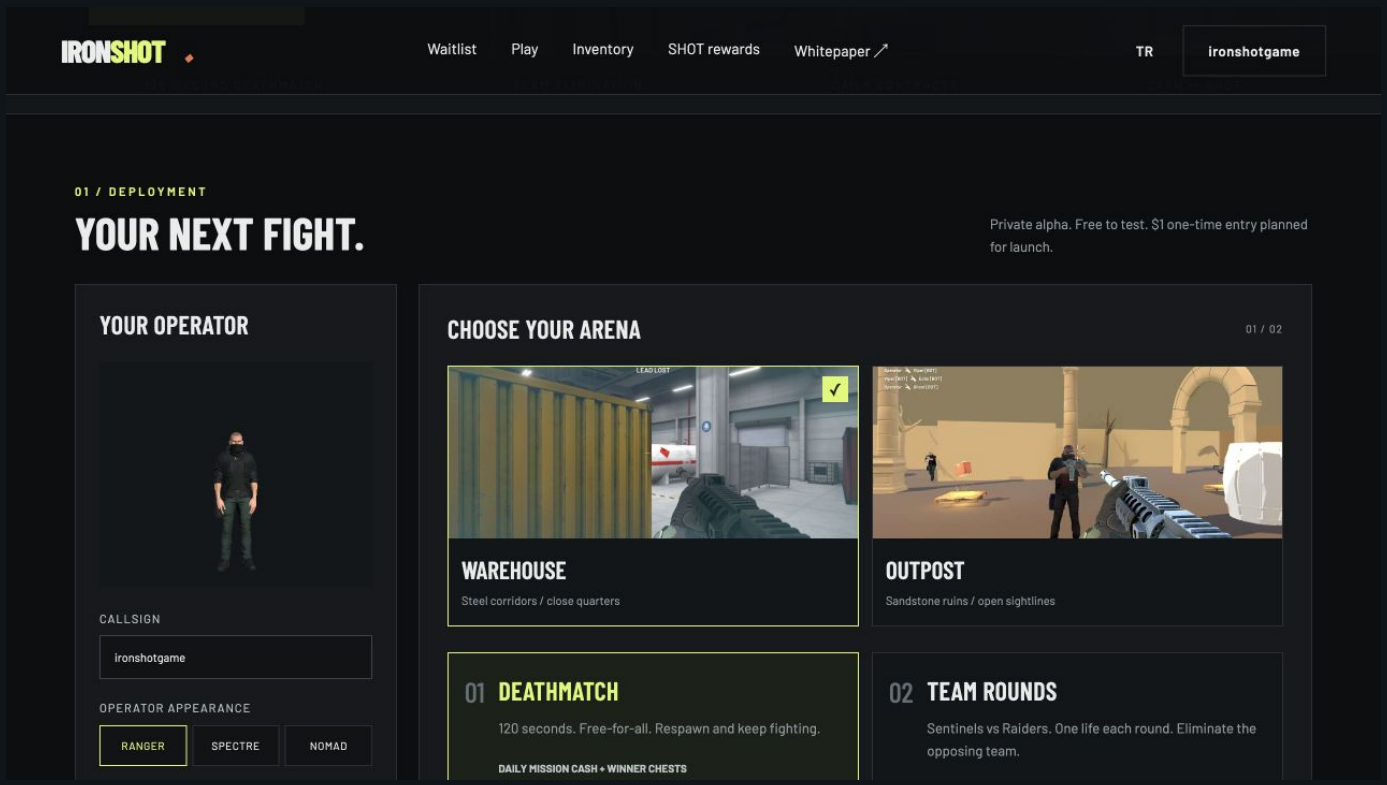
Warehouse firefight: real recorded gameplay.

Your operator

One account. A callsign. Your look.

Choose a callsign, a faction and one of three uniform variants: Ranger, Spectre or Nomad. These are cosmetic variants of the same character model, with identical combat statistics. Saved selections are applied when you next deploy.

The loadout screen explains the three weapon slots: pistol on 1, rifle on 2 and shotgun on 3. Rifle and shotgun are arena pickups. Team choice matters in Team Rounds; Deathmatch remains free-for-all.



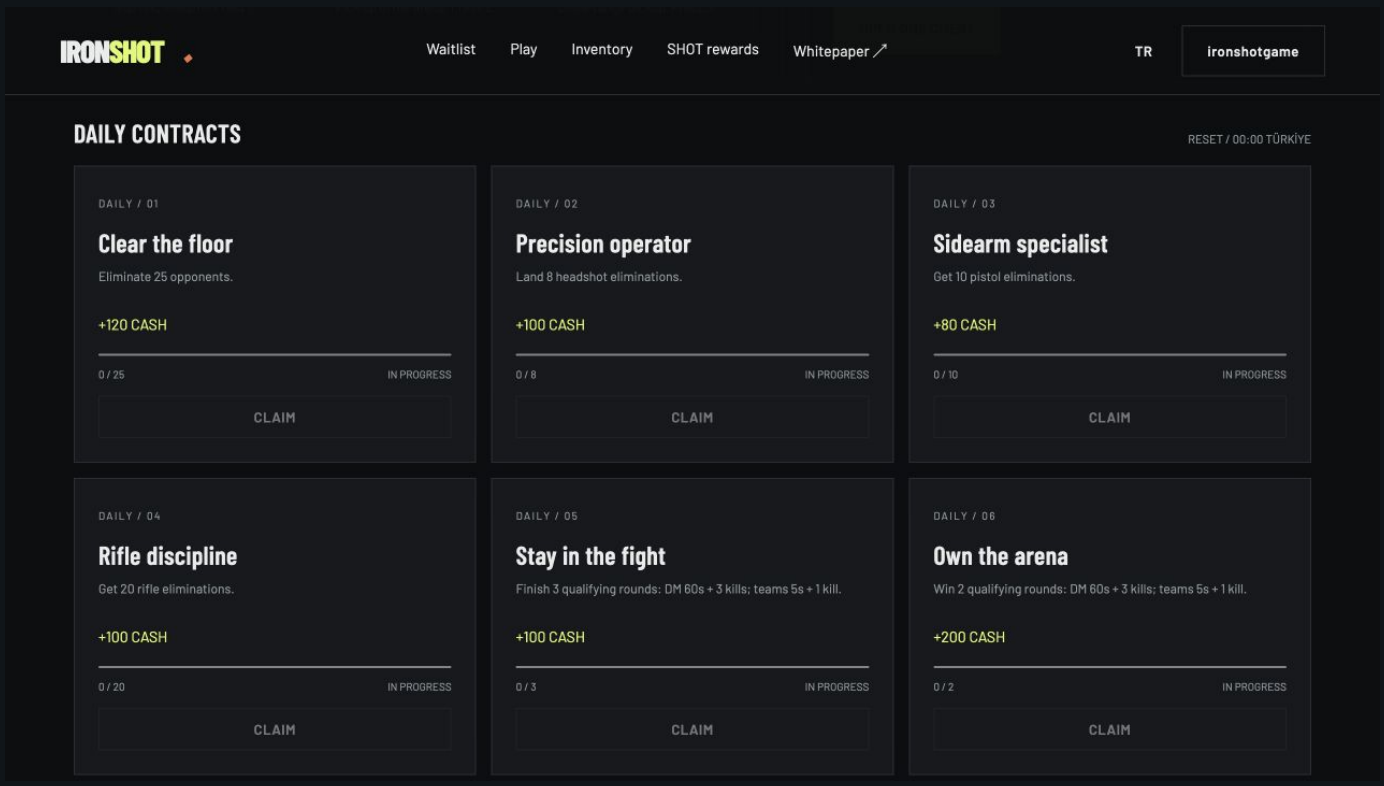
Operator selection and arena deployment in the current player HQ.

Daily contracts

Play. Complete. Claim from inventory.

Clear the floor: 50 eliminations / 120 Cash.
Precision operator: 15 headshot eliminations / 100 Cash.
Sidearm specialist: 20 pistol eliminations / 80 Cash.
Rifle discipline: 35 rifle eliminations / 100 Cash.
Stay in the fight: 5 qualifying rounds / 100 Cash.
Own the arena: 3 qualifying round wins / 200 Cash.

Qualification: Deathmatch requires 90 seconds and 5 kills; Team Elimination requires 10 seconds and 2 kills. Each mission pays once per Türkiye day and resets at 00:00. Claim before midnight; unclaimed rewards expire. Level 1 total: 700 Cash. After all missions are claimed, ordinary play earns no more Cash. Qualifying rank-one rounds can additionally award at most three chests per day, with 3–7 Cash each.



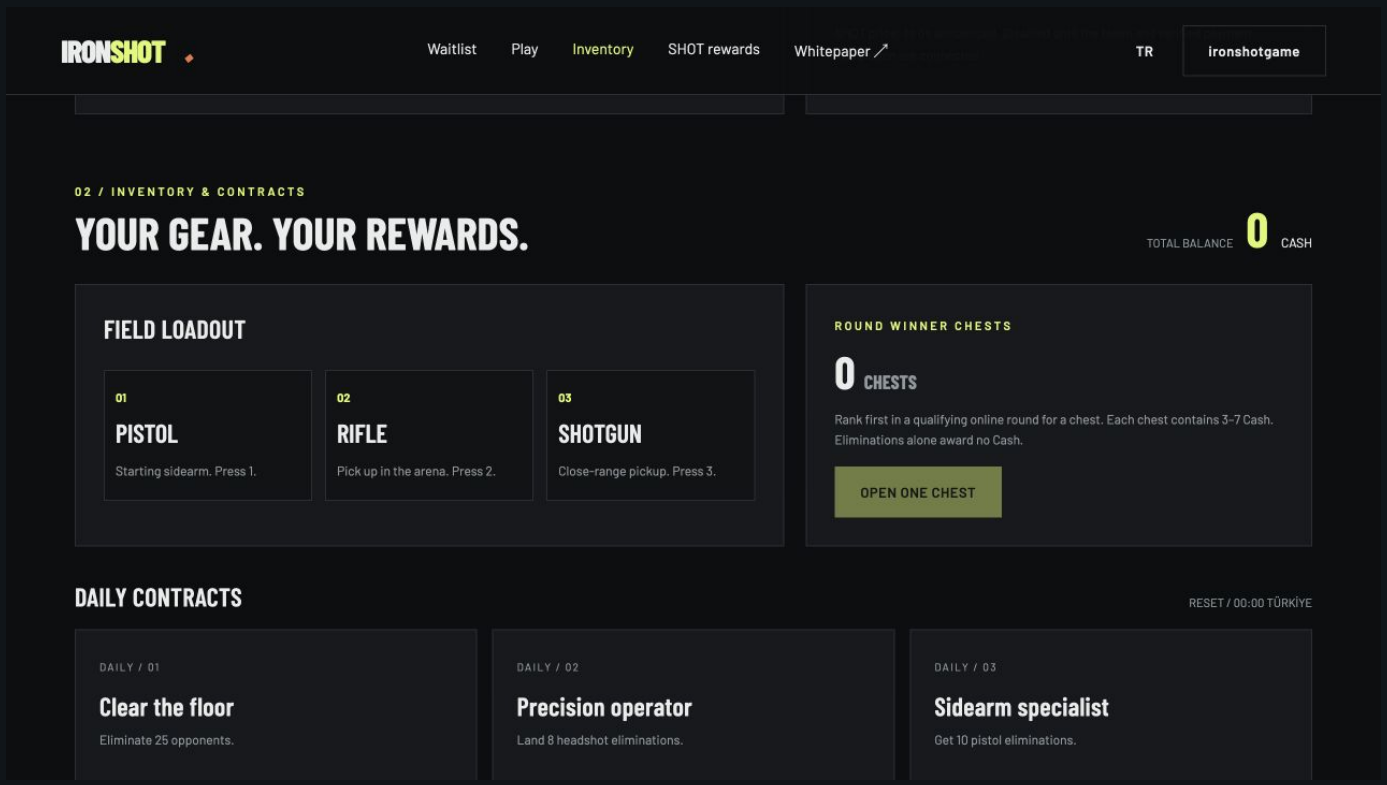
All six daily contracts, shown in the live inventory.

Your inventory

Finish. Claim. Keep track.

Your inventory brings together weapon slots, Cash balance, winner chests and daily contracts. Finish a contract, then use its Claim button to receive Cash. Shooting alone does not add Cash.

The top-right Inventory panel shows Cash balance, claimed Cash today, daily contracts remaining, remaining mission Cash, and the SHOT balance. Complete and claim missions here. SHOT deposit is visible but disabled until the contract, receiving wallet and verified deposit integration are configured.



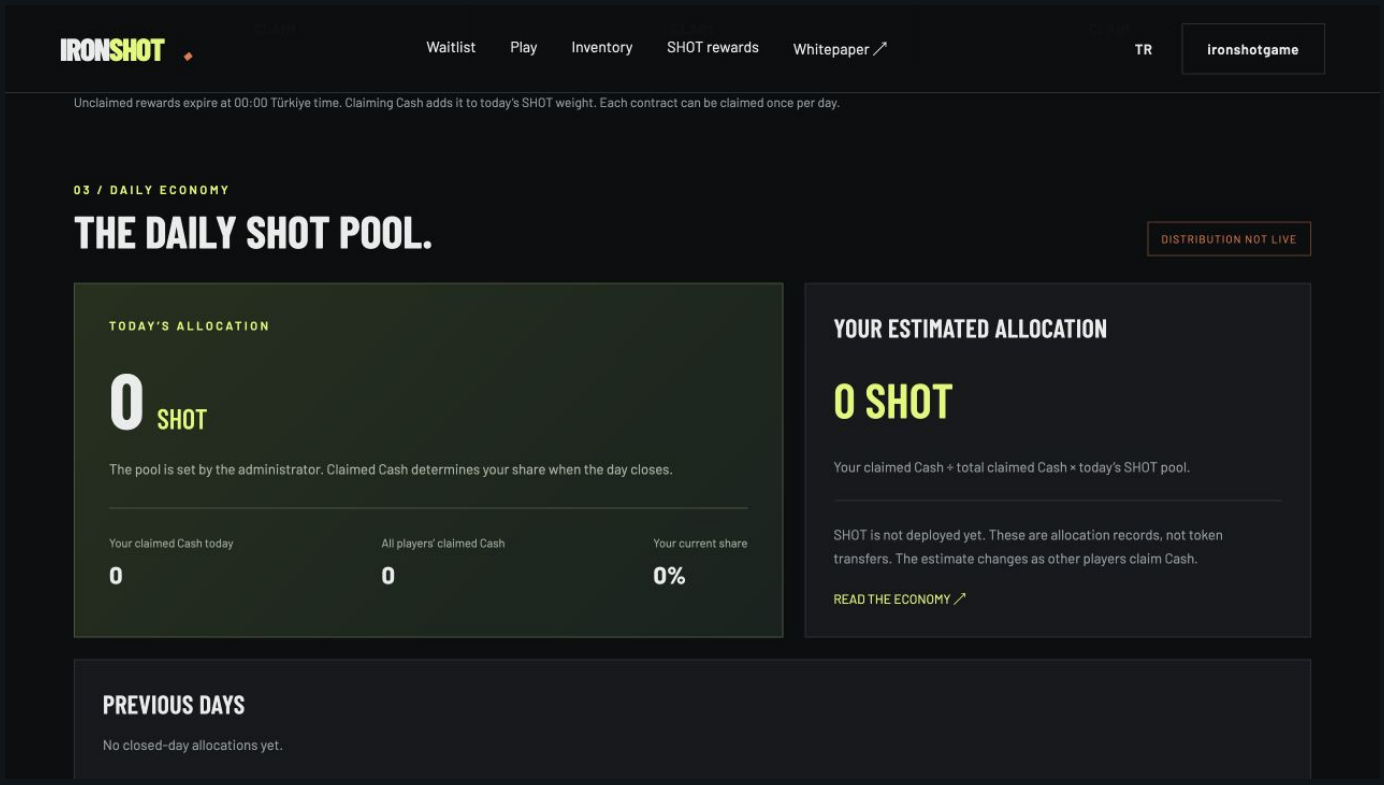
Inventory: weapon slots, Cash balance and winner chests.

Cash → SHOT

Your contribution determines your share.

Daily SHOT allocation = your claimed Cash / all players' claimed Cash × that day's SHOT pool. Example: you claim 300 Cash, all players claim 30,000 Cash, and the pool is 10,000 SHOT. Your allocation is 100 SHOT.

Only claimed Cash counts. Spending Cash later does not reduce that day's contribution. At 00:00 Türkiye time, the day closes and allocations are recorded using six-decimal integer accounting. An empty-Cash day remains unallocated. SHOT is not deployed yet; the admin can configure the future contract and network, but no on-chain transfer is active.



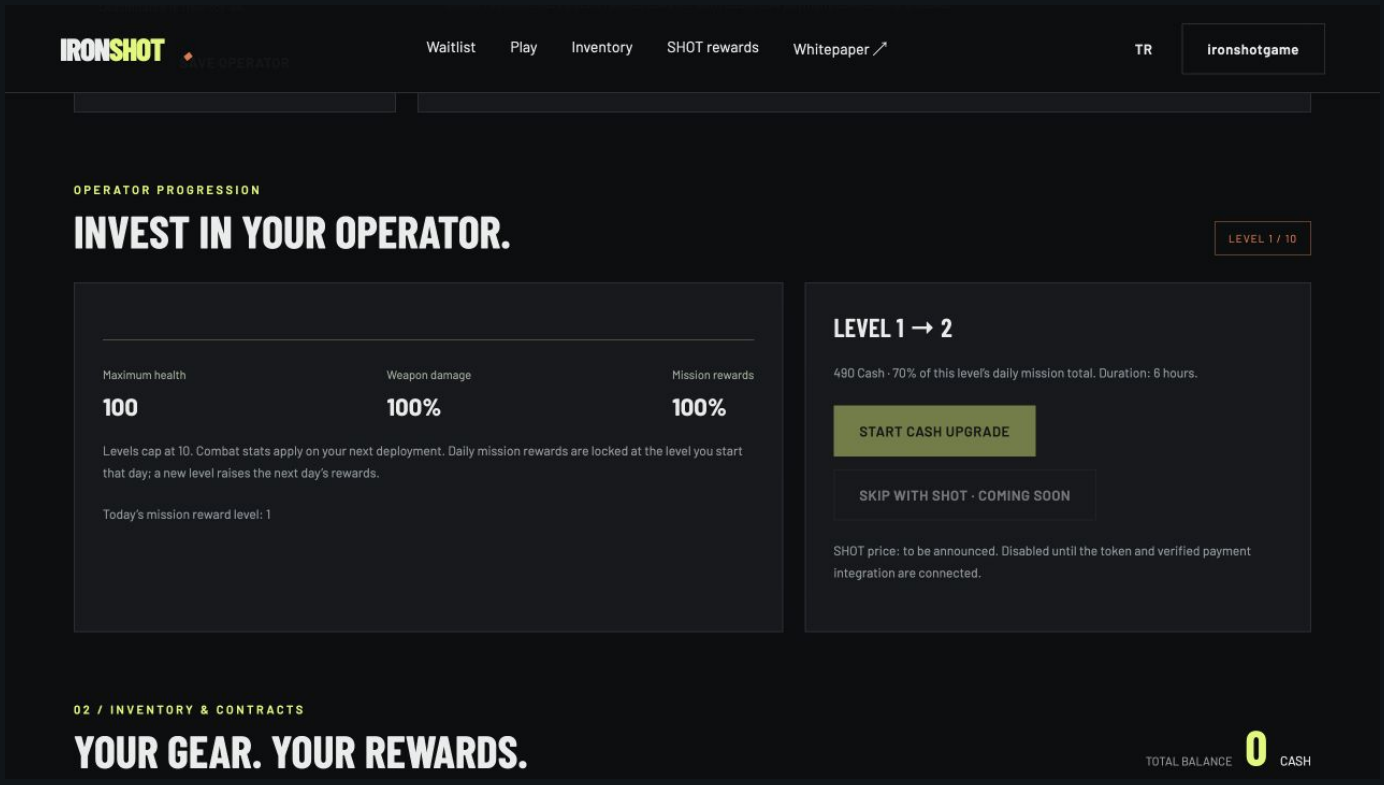
The current SHOT allocation screen. Token distribution is not live.

Operator progression

Optional Cash upgrades. Maximum Level 10.

Spend 70% of the current level's full daily mission budget to begin an upgrade. Level 1: 700 mission Cash, upgrade cost 490. Level 2: 770 mission Cash, cost 539. Upgrade costs are fixed to the mission budget, not a small early claim or bonus chests. Cash is deducted once when training starts.

Level 1 to 2 takes 6 hours; every later upgrade takes 2 hours. Timers continue offline. Each level adds 5 maximum health, 3% base weapon damage and 10% base mission rewards. Level 10: 145 health, 127% damage, 190% mission rewards. Combat changes apply on the next deployment. Daily mission rewards are locked at the level of the day's first activity; the higher reward rate starts on the next daily reset.



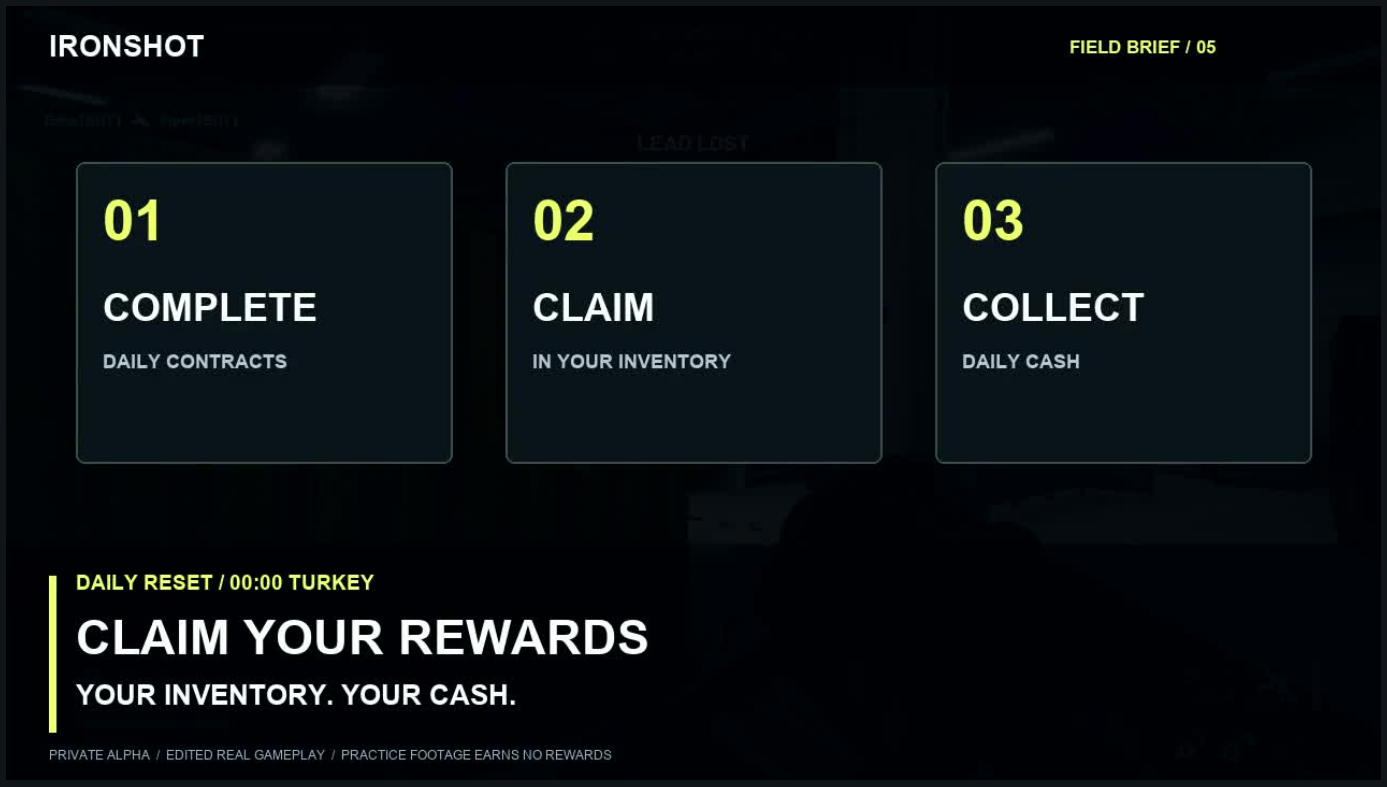
Cash upgrade costs, timer and combat-stat progression.

SHOT skips & waitlist

Two distinct progress systems.

An instant SHOT upgrade option is reserved in the interface. Its future price is configurable by the administrator; no price is set yet. It remains disabled until the token and verified payment flow are implemented. No token is collected and no instant level is granted today.

The homepage hosts waitlist missions and a leaderboard; /play is the private access gate. Waitlist points are not Cash and do not enter the SHOT pool. Daily check-in: 25 points. Economy briefing: 50 once. Follow, like and repost: 10 each after opening the task and confirming completion. These three tasks rely on the participant declaration, not X API verification. Comment: 20 and quote: 40 after manual admin review. Each newly connected X member referred by your unique code earns you 5 points once.



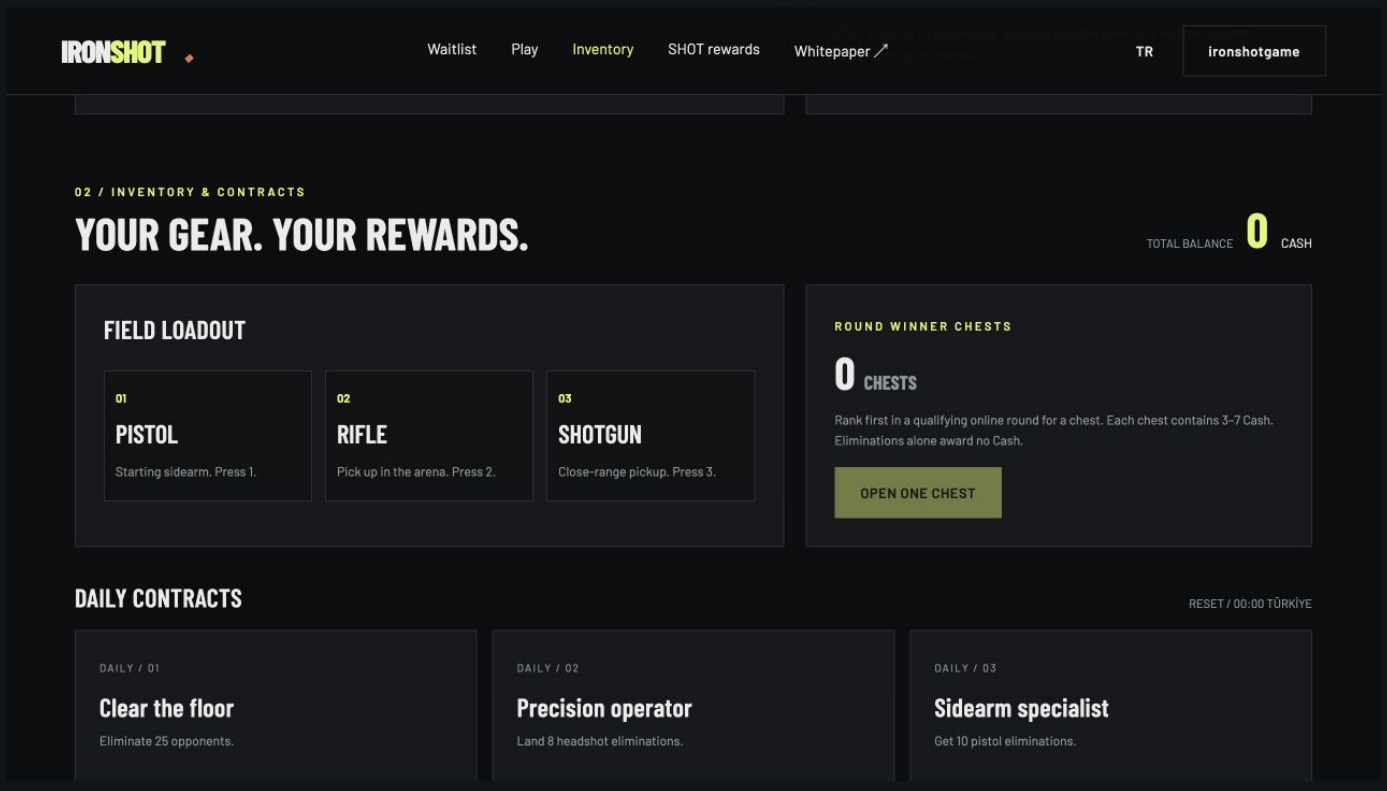
The mission-to-inventory claim flow from the gameplay trailer.

Access & integrity

Private code now. Planned public entry: $1.

Gameplay requires an administrator-issued early access code bound to your account. Codes expire, have usage limits and can be revoked; waitlist membership alone does not unlock gameplay. The dedicated server is deployed for allowlisted internal development tests. Public game access remains closed pending asset permissions. Planned public entry is a one-time $1 equivalent payment per account in ETH, plus network fees. Wallet connection and collection will be added later; no payment is being accepted now.

Public launch still requires commercial permissions for the original sample's third-party assets, account recovery, production monitoring and abuse/load testing. SHOT contract deployment, pool funding and actual distribution are separate unfinished integrations. Cash is a game score, not a promised dollar value or guaranteed income.



Inventory: weapon slots, Cash balance and winner chests.

The NFT collection

777 total supply. Utility to be announced.

IRONSHOT plans an NFT collection with a total supply of 777. Artwork, mint date, mint price, network and contract details will be announced separately. Minting is not open.

Holder utilities will be defined and added later. No specific gameplay advantage, free entry, DAO membership, revenue share or token entitlement is promised at this stage. Earlier collection concepts are superseded by this 777-supply plan.



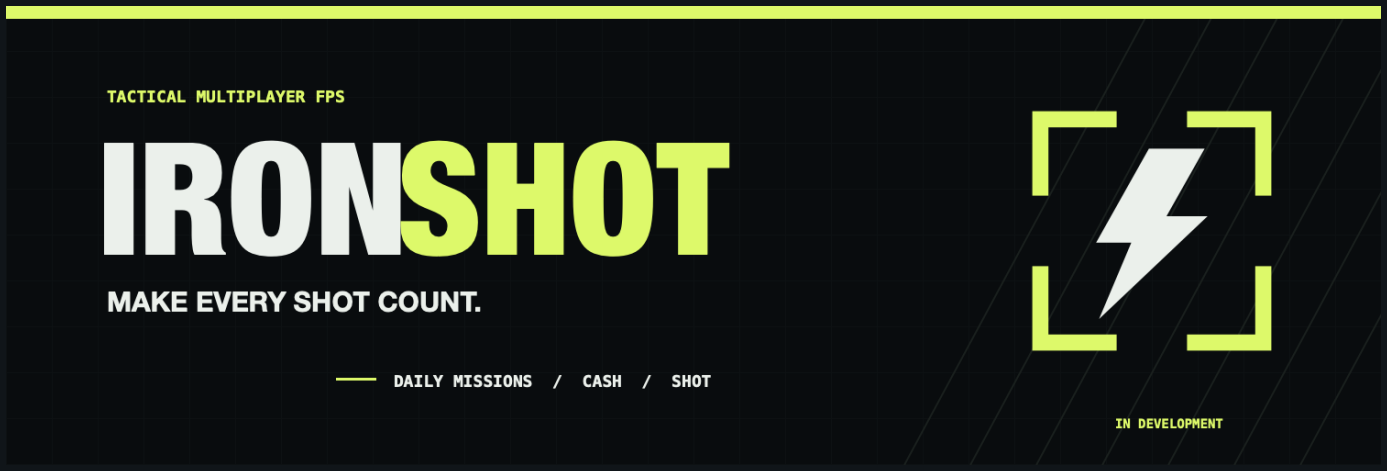
IRONSHOT NFT collection concept artwork. Final traits and utility may evolve.

Credits & sources

Real game assets. Real gameplay footage.

New environment assets: City Kit (Industrial) by Kenney and Ultimate Modular Ruins by Quaternius, both CC0. The original Photon Simple FPS sample’s third-party content remains restricted to internal development unless separately licensed.
Music: “Volatile Reaction” by Kevin MacLeod (incompetech.com), licensed under CC BY 4.0. Edited and mixed for the IRONSHOT gameplay trailer.

Sources: kenney.nl/assets/city-kit-industrial • quaternius.com/packs/ultimatemodularruins.html • incompetech.com/music/royalty-free/licenses/ • creativecommons.org/licenses/by/4.0/ • doc.photonengine.com/fusion/v2/game-samples/simple-fps/overview#third-party-assets



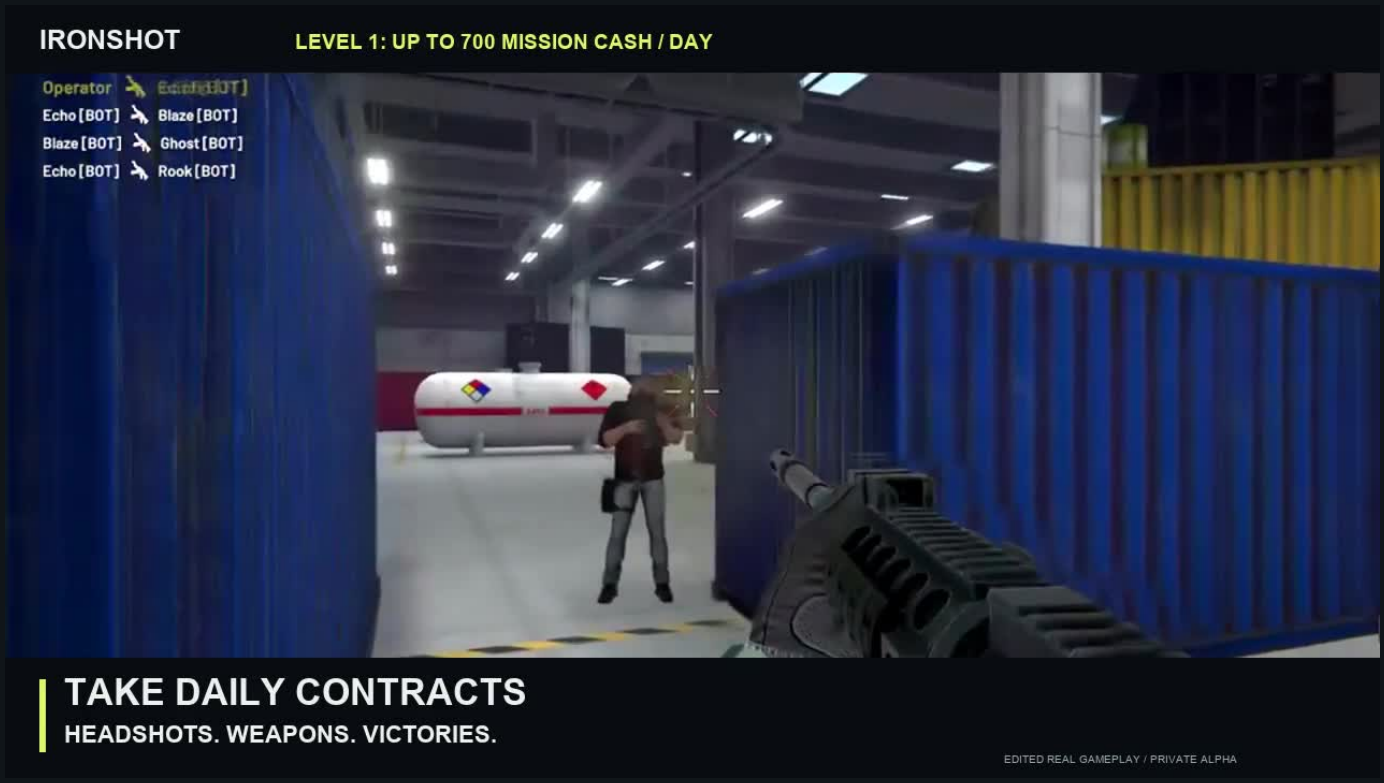
IRONSHOT branding. Gameplay and UI screenshots show a development alpha.

WAITLIST REWARDS

YOUR RANK. YOUR ALLOCATION.

Ranks 1–150: GTD WL. Ranks 151–500: FCFS WL. Ranks 1–800: 2% OF TOTAL SHOT SUPPLY.

Shared across the top 800 at the final waitlist snapshot. Allocation method, snapshot date and claim schedule will be announced. Live ranks can change. GTD/FCFS are NFT whitelist categories; mint terms will be announced. This allocation is separate from the daily gameplay SHOT pool. Total token supply and deployment details have not been announced. No claim or transfer is live.



IRONSHOT / WAITLIST / SHOT

Collection portraits

777 / IRONSHOT — 02

IRONSHOT NFT collection concept artwork. Final traits and utility may evolve.



IRONSHOT NFT collection concept artwork. Final traits and utility may evolve.

Collection portraits

777 / IRONSHOT — 03

IRONSHOT NFT collection concept artwork. Final traits and utility may evolve.



IRONSHOT NFT collection concept artwork. Final traits and utility may evolve.

Collection portraits

777 / IRONSHOT — 04

IRONSHOT NFT collection concept artwork. Final traits and utility may evolve.



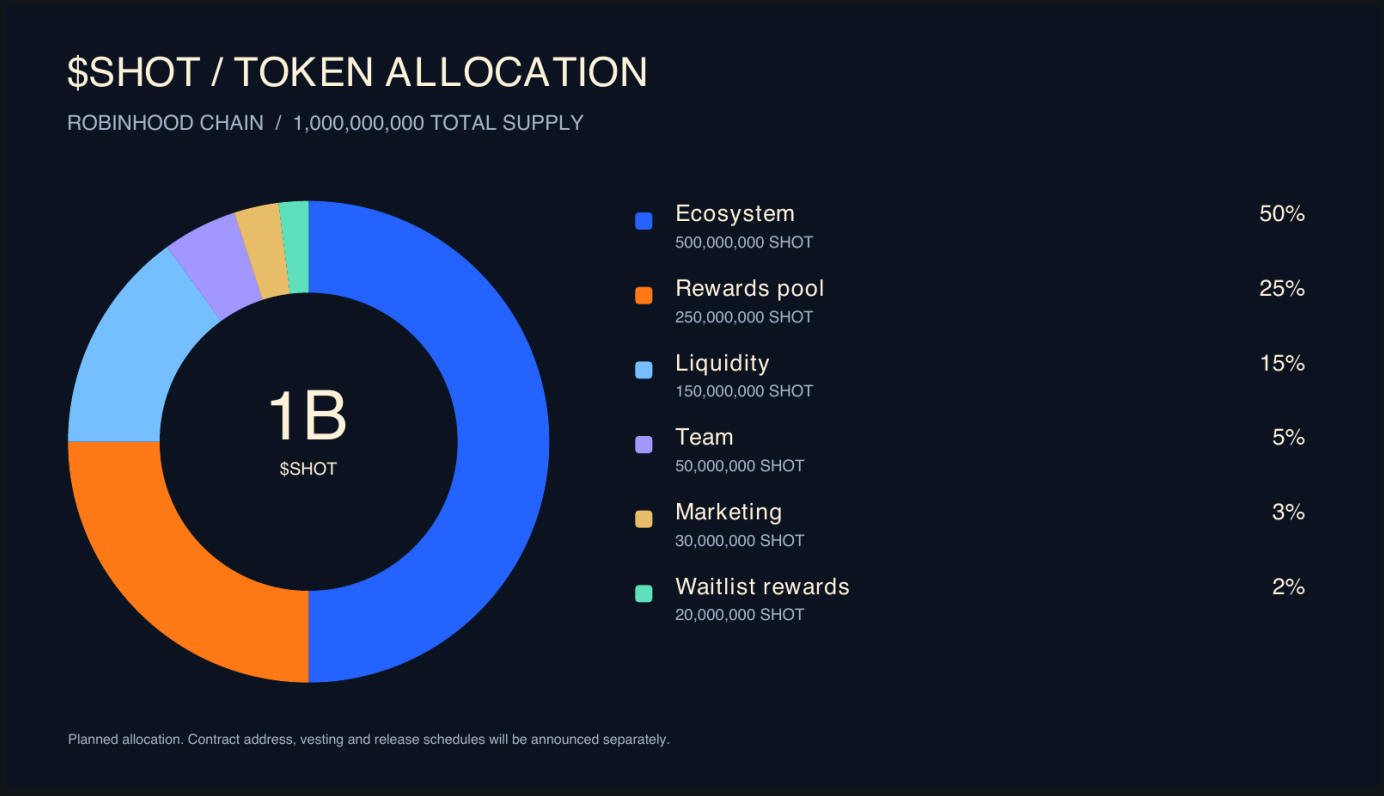
IRONSHOT NFT collection concept artwork. Final traits and utility may evolve.

$SHOT tokenomics

Robinhood Chain · Total supply: 1,000,000,000 SHOT

Planned allocation: Ecosystem 50% (500,000,000); rewards pool 25% (250,000,000); liquidity 15% (150,000,000); team 5% (50,000,000); marketing 3% (30,000,000); waitlist rewards 2% (20,000,000). Total: 100%.

The ecosystem allocation supports future development, integrations and community programs. The rewards pool supports gameplay rewards; the waitlist allocation is a separate pool for the top 800 under the published campaign rules. Liquidity deployment, team vesting, emissions and unlock schedules will be announced separately. SHOT is planned for Robinhood Chain; its contract has not been deployed or published. No Robinhood affiliation or listing is implied.



$SHOT tokenomics / 100%