
SLOWBURN STUDIOS PRESENTS

COSMIC SLOTTHS

Official Whitepaper

Version 2.0 · Season 7 · 2026

A browser-native multiplayer roguelike. Pilot heroic sloths through a neon cosmos — fight, loot, upgrade, ascend. Powered by the Omen Foundation ecosystem.

Built in partnership with the Omen Foundation · \$OMENX weekly & seasonal rewards

SECTION 01

Executive Summary

Cosmic Sloths is a fast-paced, browser-native multiplayer roguelike where players pilot heroic sloths through a neon cosmos — slaying waves of enemies, conquering bosses, and competing on global leaderboards for on-chain \$OMENX rewards. Built on a Web3 backbone via the Omen Foundation, it bridges casual arcade combat with persistent on-chain identity, NFT-powered perks, and a self-sustaining, player-driven economy.

The core loop — **fight, loot, upgrade, ascend** — is approachable in sixty seconds and deep enough to keep dedicated pilots invested for entire seasons. Cosmic Sloths is live, fully playable on desktop and mobile as a Progressive Web App, with no install required.

GENRE Twin-stick roguelike	PLATFORM Browser (desktop & mobile PWA)
IDENTITY Wallet-based via Omen Foundation	REWARDS \$OMENX weekly & seasonal payouts

SECTION 02

Vision & Philosophy

The Web3 gaming space is saturated with two failed archetypes: shallow play-to-earn treadmills that collapse the moment the token incentive dries up, and AAA-budget MMOs that take years to ship and rarely launch playable. Cosmic Sloths takes a third path.

“A game that is genuinely fun without the token economy — and made better by it.”

We build the loop first. Combat has to feel good, builds have to feel meaningful, and the leaderboard has to feel earnable. Only then do we layer on token rewards, NFT perks, and squad systems. If every Web3 element were removed tomorrow, Cosmic Sloths would still be a complete game.

Design principles

- **One-tap to play** — into a run in seconds, no wallet popup at the front door.
- **The leaderboard is the meta-game** — every system feeds your climb.
- **No pay-for-power** — \$OMENX buys convenience and cosmetics, never raw stats.
- **Server-authoritative** — score and currency validated server-side.
- **Operator-first tooling** — refunds, kill switches, audit logs and anti-cheat built early.

SECTION 03

Gameplay Overview

A run is 3–12 minutes of top-down twin-stick arena combat. The player selects a pilot, a difficulty and an arena, then dives in. You control only movement — weapons auto-fire on individual cooldowns.

During a run you vacuum up XP gems and gold from slain enemies, level up to choose from rotating upgrade picks, fight mid-arena elites, and face an end-of-sector boss. When the run ends, your score, kills and gold are submitted to the server: gold becomes persistent meta-currency and your score is published to the weekly leaderboard.

Dynamic difficulty

A real-time controller measures kills-per-window and damage-taken-per-window, then nudges spawn rate and enemy speed up or down — strong players see fuller, faster fields while struggling players get breathing room, without altering the underlying reward math.

SECTION 04

Pilots & Mastery

The roster is ten pilots built around distinct archetypes, each with unique base stats and a signature active ability. NeoByte is the starter pilot; the rest unlock by reaching kill milestones in-game or by owning the matching pilot NFT on Omen. Each pilot earns mastery from kills: tiers 1–5 grant shared stat bumps, tier 6 (50k kills) a character package, and tier 7 (100k kills) supercharges the signature ability.

PILOT	ROLE	HP	SP D	SIGNATURE ABILITY
NeoByte	Commander	140	3.0	Deploys a support banner every 15s that boosts damage and cooldowns.
Pandypaws	Heavy Armor Mechanic	220	2.5	5% chance on kill to drop scrap that grants permanent armor.
NovaByte	Comms & Demolitions	95	3.0	10% chance on kill to trigger a localized chain explosion.
Glitch	Stealth Assassin	75	3.6	15% chance when hit to phase shift and gain invulnerability.
HoloDrift	Engineer	110	2.9	Deploys a holographic decoy every 20s that taunts enemies.
CodeBreaker	Cyber Warfare Hacker	90	3.1	Hacks up to 3 nearby enemies every 10s, turning them against their allies.
DataPhantom	Strategic Hacker	125	3.0	Leeches data from nearby enemies to slow them and gain speed.
NeonVortex	Elite Sniper	50	3.2	Executes non-boss enemies below 20% HP with railgun blasts.
SynthBeats	Diplomat	100	3.0	Automatically bribes death with 5 gold to negate incoming damage.
SkyByte	Ace Pilot	90	3.5	Charges a Sonic Boom while moving; triggers upon stopping.

SECTION 05

Weapons & Builds

Nine base weapons auto-fire and grow in level, damage, projectile count and area through level-up picks. Carrying the right pair unlocks one of seven synergies (fused weapons), and maxing a base weapon while holding its matching passive unlocks one of seven evolutions — typically 2–4x more powerful and visually distinct. A Synergy Codex in the hub lists every recipe so players can plan builds before a run.

SECTION 06

Progression Systems

Between runs, gold is spent across a deep set of meta systems: a flat permanent stat tree (with weekly and seasonal tiers that reset), per-character talents, weapon mastery, equippable relics (crafted with fragments, leveled 1→5, then prestiged to PL5), and the gold-only Mystery Forge.

To keep the top-end healthy, stacked weekly + seasonal contributions are scaled by 0.66x, and the most-stacked stats are hard-capped:

STAT	CAP
Damage multiplier	6.0x
Area multiplier	4.0x
XP multiplier	5.0x
Gold multiplier	8.0x
Cooldown multiplier	0.35x floor

Armor was reworked into scalable percentage damage reduction (1 armor \approx 1% reduction, clamped per sector), and Outer Galaxy sectors progressively lift several caps so dedicated builds keep scaling into the endgame.

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Game Modes

- **Sector Run** — 20 timed sectors across the Inner and Outer Galaxy, each ending in a boss.
- **Endless** — no timer; gold accrues (capped at 12/sec) and difficulty ramps forever.
- **Leviathan Trials** — toggleable boss modifiers trading risk for greater rewards.
- **Galactic Raid** — a server-wide co-op world boss with damage-scaled rewards.
- **Squad Meteor** — a 90-second squad DPS check funding squad-wide weekly buffs.
- **Squad Wars** — weekly head-to-head kill contests between squads.

SECTION 08

Squads & Social

Squads are player-created guilds of up to five pilots with a shared gold treasury, levels, daily goals and a war record. Donations unlock weekly buff tiers — Bronze (25k gold) through Platinum (2M gold) — that boost every member's runs. Squad Wars pair guilds head-to-head each week, Squad Meteor rewards coordinated DPS, and the top squads by lifetime War wins earn seasonal Champions payouts.

SECTION 09

Competitive Loop

Cosmic Sloths runs weekly score and sector-kill leaderboards (reset Mondays UTC), a four-week seasonal ladder, a separate Endless ladder, and Global Raid contribution tracking. Score is never trusted from the client: the server recomputes it from validated run stats with sanity caps on every dimension, and suspicious submissions are flagged. A percentage of the payout pool is distributed weekly to top players, with bigger seasonal pools — paid to linked wallets via the Omen rewards API and logged immutably.

SECTION 10

Economy

Four currencies drive the loop: **Gold** (main earn/spend), **Star Fragments** (forged from gold, daily-capped), **Relic Fragments** (from bosses, milestones and raids), and **\$OMENX** — the main utility token of the entire Omen Foundation ecosystem (an ERC-20 on BNB Smart Chain), used platform-wide for NFT packs, the marketplace, NFT upgrades, developer billing and in-game purchases, and earned via VIP claims, Faucet NFT allocations, referrals and partner-game distributions. In Cosmic Sloths it is paid out for weekly and

seasonal leaderboard finishes and spent on cosmetics and convenience SKUs. Sinks scale exponentially — permanent upgrades, talents, relic crafting and prestige, the Mystery Forge and cosmetics — so there is always something to chase without breaking the mid-game.

SECTION 11

Web3 & Omen Foundation

Players authenticate through two layers: a game-account sign-in handled by the Base44 platform (the in-game Sign In step, which may involve a quick email-based account) and an Omen Foundation wallet connection (Connect Wallet). Omen automatically provisions a BNB Smart Chain (BSC) wallet per account, accessed through the player's Omen login, and that wallet is the canonical identity for rewards, leaderboard placement and squad membership. NFT inventory is read server-side to grant perks: character-matched gold and relic-fragment multipliers (rarity-tiered, non-stacking), cross-collection legacy bonuses, and VIP status. VIP is an Omen ecosystem-wide tier system (20 tiers) bought or earned on omen.foundation through purchases, quests and referrals, granting OMENX allocations, early/discounted NFT-pack access and perks across every integrated game; in Cosmic Sloths each level adds +1% damage and HP. During early access, entry is unlocked by the free Early Adopters NFT.

SECTION 12

Technical Architecture

The client is React 18 + Vite + Tailwind with HTML5 Canvas for combat rendering and Three.js / Pixi.js for ambient effects. The backend runs on the Base44 platform — Deno-deployed serverless functions over a JSON-schema entity database, with per-user and service-role access control, OAuth, scheduled automations and Discord webhooks.

Every reward-relevant write is server-authoritative: **saveScore** recomputes score, **purchaseSku** charges \$OMENX through Omen settlement, **spendGold** validates affordability, and a shared-secret **syncSave** guards cloud saves against tampering. Maintenance and forced-update kill switches, daily automated backups and full audit logs underpin operations.

SECTION 13

Roadmap

Seasons 1–5 — Foundation [SHIPPED]

- Core twin-stick roguelike loop and combat feel
- Full 10-pilot roster with unique abilities
- Inner Galaxy sectors 1–10 + Endless mode
- Weapons, synergies and evolutions
- Weekly leaderboards with OMENX payouts
- Wallet-based identity via the Omen Foundation

Season 6 — Depth & Economy [SHIPPED]

- Squads: Wars, shared Treasury, Daily Goals, Meteor & Champions
- Relic Prestige (PL1–PL5) late-game gold sink
- Mystery Forge / Astral Lab pulls
- Diminishing-returns scaling (0.66x) + hard stat caps

- Leviathan Trials boss modifiers
- Comprehensive admin & anti-cheat tooling

Season 7 — The Outer Galaxy [\[LIVE NOW\]](#)

- Outer Galaxy sectors 11–20 with new mobs & the Pulsar Guardian
- Per-sector stat-cap lifts for dedicated builds
- Armor reworked to scalable % damage reduction
- Weapon & character balance audit
- Pushback-weapon cooldown floor rework

On the horizon — Exploring [\[PLANNED\]](#)

- ‘Cores’ in-game currency for instant, off-critical-path in-run purchases
- Standalone cosmetics destination
- Further sector & boss expansions
- Continued seasonal balance and squad features

SECTION 14

The Studio

An independent studio shipping web-native games that respect player time and reward skill. We ship constantly, talk to our players daily, and patch within hours when something breaks.

Built in partnership with the Omen Foundation, whose ecosystem provides identity, NFT and payment rails for Cosmic Sloths and the broader OmenX gaming initiative.

This document describes the live state of Cosmic Sloths as of Season 7. Game systems are subject to balance changes and feature additions; patch notes are posted in-game and via Discord. \$OMENX is a utility token of the Omen Foundation. Not financial advice — NFT and token holdings are subject to market risk.

Get started: create a free Omen Foundation account (referral code D2EBE0BE67BAAE), then Sign In and Connect Wallet in-game.