

Whitepaper

DEVIKINS



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INTRODUCTION

Devikins is a turn-based RPG mixed with character breeding, all of it fueled by crypto tokens, used in lieu of non-valued game currency

Developed by **MoonLabs** - a brand new game studio composed of industry veterans - Devikins has an ever-expanding world with a player first mentality. Each playable character in Devikins is a **Non-Fungible Token (NFT)**, which means that each player is the sole owner of a wholly unique playable character in both the Devikins universe and real world. In addition, players can keep their collection of characters fresh and aim for the strongest, most competitive character possible via the breeding system.

Devicoins (DVK) is the utility token used as the main currency of Devikins, although these tokens aren't ordinary game currency with no real-world value. **DVK** is a crypto currency that may be exchanged with other crypto-currencies in the real world and eventually be exchanged using fiat currency.

A playable character is not only unique in their ownership. Due to the semi-infinite nature of the character creation algorithm and breeding gameplay, each character will have their own unique visual and combat attributes. Because of this, no character will look exactly like another.

Players can experiment and renew their pool of unique characters by breeding the ones they own. Further, players will be able to purchase characters from the marketplace, and even make **DVK** by putting their own characters up for sale.

KEY CONCEPTS

- Devikins is a turn-based RPG with **deep gameplay strategy** and layers upon layers of combat
- Mobile game, it will be released for Android and iOS
- Each character is **wholly unique**, and comes with their own distinctive bragging rights!
- Breeding gameplay allows players to **shape their characters** to their gameplay style
- **Devicoins (DVK)** is a **real crypto currency**, which means players can trade and withdraw it in the real world. Want to play a game and earn realworld rewards? Now you can.
- **Player first mentality**. We work with community focused gameplay governance, which means any live events and game world progression will be guided by the community itself
- **Daily missions, achievements, and long term progression** will engage players on a daily basis for an indefinite amount of time
- **Player guilds** and social gameplay tool implementation. Playing with friends is always fun, and competition even more so



GAME OVERVIEW

In Devikins, players collect playable characters known as devikins, spooky, but cute creatures with wild personalities. Devikins are born as babies, and may undergo training to unlock their maximum potential upon reaching adulthood

Once adults, their final stage, devikins may **engage in combat** to **secure loot, prestige, experience**, and have fun killing otherworldly monsters. Devikins, though, have a heart - and despite enjoying the mayhem of monster slaying, they are able to show affection as well. Devikins may engage in **passion gigs**, where two parents-to-be request other beings, known as vessels, to be **reborn as their child**.

If players are not happy with their devikins performance or believe that they can raise enough coins with their own unique devikins, the **marketplace** is where to go. The marketplace lets players buy and sell Devikins using **DVK**.



Players have a myriad of gameplay opportunities in Devikins. The game has **two distinct, yet equally challenging mechanics**. Whilst characters are babies, training gameplay is akin to that of a **tamagotchi**, with players having to care for and fulfil their babies needs in a timely manner, **nurturing them into adulthood**.

Adult devikins are the ones out adventuring, taking on **perilous tasks** and journeying deep into **the Void**, the setting in which the game takes place. They engage in **epic battles** against their own kin and **otherworldly monsters** that threaten the Void's stability.

Items are the cherry on top. **Looting, grinding, tasks, and mission rewards** all offer some manner of item as well as **stardust**, the game's soft currency. Items have many different categories, and players are expected to hoard consumable potions, pieces of equipment, crafting materials, training and evolutionary items, unique key collectible items, skill runes, weapons, and much, much more in their journey.

All of this is fueled by the crypto token, **DVK**, Devikins utility token. However, we understand that crypto interaction is not always newcomer friendly. Bearing this in mind, Devikins puts **fun, usability, and gameplay first**, by leveraging the crypto wallet interaction to a lower layer and providing a simple custodian solution.



THEME & LORE

You are a child of the Supreme Overlord of the Void, and because of this named a Sublord, leading a pleasant and fruitful life. Unfortunately, your father is a bit of a deviant and has managed to father billions of children in his lifetime

To top it all off, he's been missing for **five whole years**.

As the Void's laws clearly state: it is now time for a **new Overlord to take his place**, but... which of his billions of successors is the rightful heir to the throne?

You. Obviously.

Of course it's you, what kind of question is that? However your billions of siblings (usurpers, more like) **all think the same**.

The Void is the origin of **every creature unimaginable**, the ones that surround our subconscious and drift through the ocean of the cosmos, shuddering nightmares, and the twelve point font upon the pages of an H.P Lovecraft novel, tucked somewhere between the words sanguine and madness. However, in the Void, they live in harmony under the rule of the Supreme Overlord and earn status by fighting up the ranks in teeming battle pits, earning trinkets, and building their wealth.

You must muster your army to fight for your own sake and **claim your rightful place on the throne**. You must call to action every being of the Void to take up arms and follow your cause before your meddling siblings do just the same.

Against such odds, even that might not be enough, and as the child of your father you've decided that **breeding another billion or so children** and drafting them to your cause seems like a **clever approach**.

So? Hurry up and prove to the Void what you are - the true successor of the throne, and the devikin **proclaimed to rule over all**.

Conquer the **battle pits, hoard trinkets, and swim through a pool full of money**, because you are an Overlord and swimming through money is what they do.



GAME MECHANICS

Devikins implements a turn based combat style, playing off JRPG mechanics - with a twist - to fit the Devikins theme on top of deeply strategic team building

Highly competitive players will be delighted with **Devikins Synchronous Player vs Player (PVP)** mode. Do we see a world Devikins championship on the horizon? No, we don't, but why not?

For more chill players who still look forward to climbing in the player ranking and earn **DVK, Asynchronous PVP will be present in the weekly league system.**

For those thirsty to hear more about the fascinating and absurd story behind the devikins, our single-player mode presents storylines with plots and stages to conquer. **We plan to expand the Devikins story as the game evolves throughout the years.**

The tamagotchi gameplay **will be a fit for players that want to grow a deep bond with their adorable Devikins.**

Scavenger Missions will be the first part of the game to play and earn when Devikins releases its phase 1.

The Visual Collection will leverage collecting Devikins to a whole new level. **Receive rewards by making collections of your Devikins genes** (to be explained further, later).

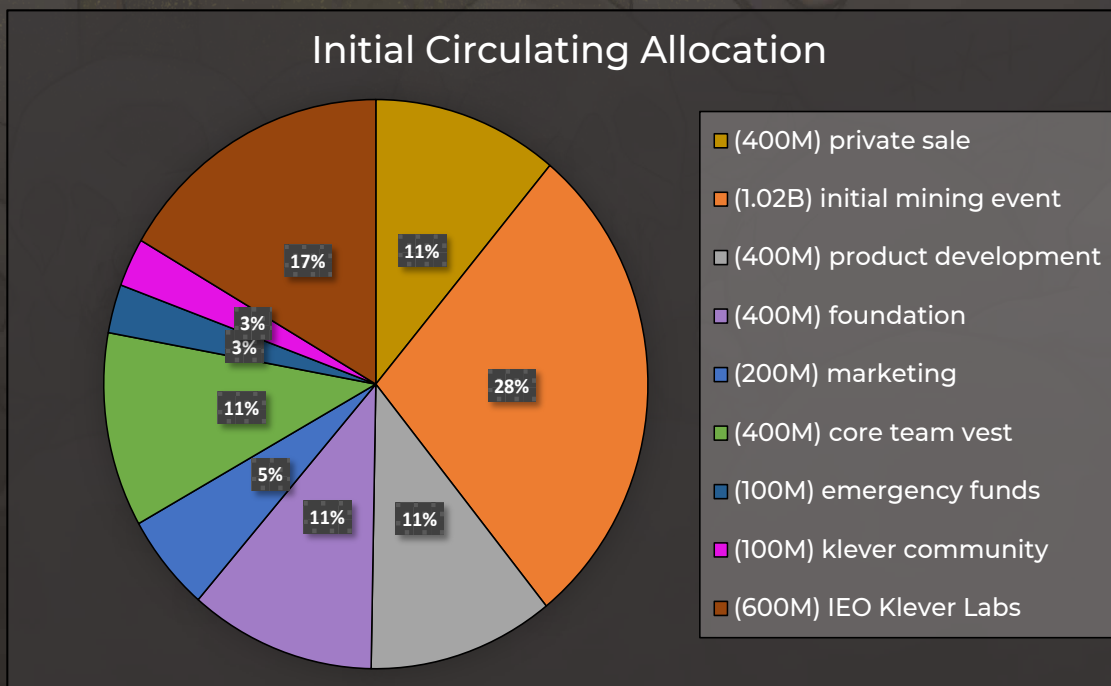
GAME ECONOMY

Devikins has its own utility token, DVK, that is used to finance any transaction in game. From purchasing characters in the marketplace, to buying game resources, breeding and improving characters, and more interactions still to come

Token Max Supply: 10,000,000,000

Initial Circulating: 3,600,000,000

Token Allocation: Initial Circulation:



Remainder of Max Supply:

- 100% (6.4B) will be distributed as play and earn incentive inside the game for years to come and in a three-years staking period.;

Devicoins allocation breakdown:

- **Private Sale:** 400 million Devicoins were offered in a round of private sale.
- **Initial Mining Event:** 1B million Devicoins were distributed in our initial mining event. In this event, investors deposited funds in KLV to a pool, and by the end of the event, the 1 Billion Devicoins were distributed to investors' wallets weighted by their deposit in the pool.
- **Product development:** 400 million DVK will be used by the team towards the production of Devikins.
- **Foundation:** 400 million DVK will be held by the foundation.
- **Marketing:** 200 million DVK will be used by the team towards promoting Devikins.
- **Core Team Vesting:** 400 million DVK will be vested, and proportionally unvest 100 million every six months.
- **Legal:** 100 million DVK will be allocated for legal matters and emergency funds.
- **Klever Community:** 100 million DVK will be distributed to KFI and KLV community.
- **IEO Klever Labs/Exchange:** 600 million DVK will be used for liquidity in the Initial Exchange Offering in the Klever Exchange.
- **Staking:** players will be able to stake their DVK in the Klever Wallet at 16% APR initially (within the first month). Afterwards, 12% APR for the remaining of 2021. Staking returns will be 10% APR in 2022, and 8% APR in 2023.
APR is valid for a full year while staked. After the anniversary period, the staking will be automatically unstaked and players will be able to stake it again at the current APR.

Players will have several ways to acquire Devicoins

Means to acquire DVK:

- Playing the game and **completing in-game** achievements;
- Earning them in the **weekly league in game**;
- Earning them by completing **scavenger missions in game**;
- Participating in the initial **DVK** mining event, to be held soon;
- **Exchanging them**;
- Selling Devikins NFT in the **marketplace**;
- Staking them with **initial 16% APR**;

DVK sent and earned in Devikins will be under custody. Players will be able to withdraw it to **secure in their wallets** as they like.

The decision of a custody method is to leverage the crypto layer for **crypto newcomers** to Devikins.



Early Adopter Benefits:

An early adopter **is one who has mined DVK** during the initial mining event. Aside from the actual hold of **DVK**, early adopters will have several of benefits for believing in the project from the very start:

- Enough resources **to start breeding** and raising their NFT characters when the game launches.
- **Exclusive access** to the development discord server
- An active voice in **soft game decisions** via our discord server
- Entry to an **exclusive giveaway**



Every devikin is a Non-Fungible Token (NFT). They all will be given the opportunity of being negotiated in the marketplace

Characters in Devikins are **Non-Fungible Tokens (NFT)**, unique tokens in the **blockchain**. Shortly after their release, a **web viewer** platform will be launched so that all players can get acquainted with their cute characters. A **marketplace** to buy and sell devikins will be followed next.

Several packs containing Devikins will be available upon release, and will meet the needs of all types of players.

Anatomy of a Devikin NFT:



Genes: A Devikin's visuals are composed of **several genetic factors**. The shape of their eyes, mouth and nose, ears, hair style, horns, and skin tone. Due to variation is **unlikely that a devikin will look exactly like any other**.

Ancestry: All Devikins descend from one of five ancestries existing in Devikins lore. Its **ancestry is easily identifiable by skin tone**.

Personality: Devikins have their own **aspirations, dreams, and mood** determined by their personality. This slightly changes their progression in game and interaction with game mechanics.

Affinity: Attribute affinity is a vital piece for competitive player, as it **shapes the devikin attribute progression**. Moreover, it is fixed at the NFT mint time, which means that **higher affinities will have great appeal in the marketplace**.



ROADMAP



Q1 2021

- Pre Production;
- Market research.



Q2 2021

- Production kick off;
- Devicoins creation.



Q4 2021

- *Devikins - Phase 1:*
 - Tamagotchi gameplay
 - Breeding system
 - DVK play and earn



Q3 2021

- NFT pre sale;
- NFT webviewer;
- NFT marketplace.



Q3 2022

- *Devikins - Phase 2:*
 - Turn Based Combat
 - Asynchronous PVP*
 - Story line PVE**



Q2 2023

- *Devikins - Phase 3:*
 - Turn Based Combat
 - Synchronous PVP*
 - New PVE modes

* Player Versus Player

** Single-player

- **Pre-Production (February 2021):** Since February, the core team has researched the market, defined milestones, and test-proved ideas so as to be more than prepared when production kicks off in July 2021;
- **Development Starts (June 2021):** After five months of pre-production, the talented core team composed of veterans of the game industry - with AAA game studio experience - are prepared to kick off the game's production.
- **Initial Mining Event (July 2021):** The first project milestone is to make Devicoins (DVK) available. Mining will take place as a Klever (KLV) burning event in which the whole pool will be burned and DVK will be evenly distributed based on the pool. Investors that successfully acquire DVK in this event will be eligible for Early Adopter's Benefits.
- **NFT Pre Sale and Web Viewer (August 2021):** Coming August, Devikins initial NFT character sale will take place, in conjunction with a web viewer platform launch. A few exclusive NFTs will be available throughout the first sale only. On the web viewer, players will be able to check on their adorable NFTs.
- **Marketplace (September 2021):** Following the Devikins NFT character sale, we will launch a marketplace so that anyone will be able to buy and sell their cute NFT characters.
- **Devikins - Born And Raised (December 2021):** Phase 1 of our game. By December 2021, players will be able to start breeding and raising their NFT characters in preparation for future phases. But, don't be disappointed, Phase 1 will come with plenty of gameplay mechanics that are sure to keep all players engaged on a daily basis. Moreover, the marketplace will be open to playable characters, and players will be able to buy and sell their newborn playable characters.

- **Devikins - Path To Glory (Q3 2022):** Phase 2 brings the second part of Devikins's main content: **combat, character progression, and a rewards system**. Adding to the Sim-like mechanic released in Phase 1, the Path To Glory update will offer an asynchronous Player vs Player (PvP) game mode, the Arena. In the Arena, players will be facing one another to earn points and move upward in the League. **The League is a competition held weekly that rewards Devicoins (DVK)**. Furthermore, the Single Player (PvE) storyline will start to unfold, so players can start delving into the rich and absurd world of Devikins. Last but not least, adult Devikins character progression: with players being able to level up and promote their adult Devikins to their highest potential.
- **Devikins - Call of Grindhulhu (Q2 2023):** Phase 3 will shake up the Devikins world with synchronous PVP. **All players will be able to experience real time player versus player for the highest competitive experience**. Moreover, new PVE modes will increase gameplay opportunities in many folds, such as Dungeons. In Dungeons, players face randomly generated levels and engage to complete tasks to earn valuable resources, all sponsored by the gods of RNG*.
- **What Come Next:** After Phase 3 release, the team will focus on the Live Operations of the game. **It means that the game will be supported with new content to keep gameplay fresh and engaging**. New content types that can be expected are additional game modes, challenges, different social interactions, rotating items to keep the game meta always shifting, and much, much more.



* Random Number Generator

CORE TEAM

MoonLabs Studios is a decentralized indie game studio created by some veterans of the game industry, with development hubs in Vancouver, Halifax, Belo Horizonte, Rio de Janeiro, and Sao Paulo

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MoonLabs Studios is one of the first projects being developed under Klever Labs

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RISKS

Our main risk is the semi-infinite content we have planned for Devikins. **It has a rich world with many facets that can be explored.** Bringing it all together is doable, however, we want to let players experience Devikins as soon as possible. With that in mind, Devikins will be split into a series of releases, such that there will always be something to look forward to.

Competition:

We believe the crypto game industry is still in its infancy, which leaves room for us **to thrive and potentially become a proud bastion in the industry.** We're undertaking the mission to help and bring crypto games to the spotlight. Devikins is being designed so that it offers all of what mainstream games can, and beyond.

