

DMOK

DOOMSDAY BOOK WHITEPAPER



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Doomsday Book is an on-chain game based on Binance Smart Chain (BSC). There are some spaceships full of cosmic energy hidden in the vast metaverse world. Players can acquire spaceships to participate in battles, obtain battleship fragments to upgrade their levels through battles, and plunder rare energy fragments to gain profits through daily mining tasks. The spaceship is the guardian of the metaverse, with the strongest energy weapon in the universe, the higher the energy, the stronger the combat effectiveness. The most abundant resource in the metaverse is the cryptocurrency \$DMOK, and these resources are things that spaceships and warships strive to guard until one day they go to war over \$DMOK.

Start

First, you need a wallet that supports Binance Smart Chain (BSC).

<https://metamask.io/download.html>

Secondly, please prepare a certain amount of BNB as GAS fee, and prepare at least 200BUSD worth of \$DMOK on Pancakeswap

<https://pancakeswap.finance/>

Finally, you can draw ships and play and earn money in the game.

Get Battleship

The initial summoned spaceship characters are all level 1, and different numbers of \$DMOKs need to be consumed to upgrade the spaceship. The higher your ship's level, the more \$DMOK you need to level up next. You can use 50% of the daily mining deduction to force upgrades, earn fragments through PVE, PVP, etc. to randomly synthesize new spaceships. Level is one of the most important attributes of a ship, so it will directly improve your revenue efficiency, but it will not improve your basic stats. Advanced mining missions require a ship with a compatible level.

Battleship Introduction



Aircraft carrier, level 1-10, attack power 900-1000. The aircraft carrier is a collection of submarines and spaceships. It usually sails on the sea in the form of an

aircraft carrier. It can be transformed into a submarine to dive into the sea. It can fly in space with an anti-gravity engine installed. , after firing one shot, just like the wave cannon of a space battleship, the power of the ship will disappear for a while, and it will not move. There are three large main guns on the deck, a continuous laser cannon in front of the hull, and some other equipment. arms.

Performance introduction: full length 265.8m / full width 34.6m / full height 77.0m / reference displacement 62,000 tons / 114 occupants

Power system: wave engine × 1, auxiliary engine × 2 / with the ability to space jump through the folding space.

Shipborne weapons:

Core weapon: bow wave gun (condensation type) × 1

Main gun: 48cm[46cm] triple assault gun × 3

Secondary guns: 20cm[15cm] triple assault guns x 2, smoke bomb missile launchers (8 mounts) / bow missile launchers x 3 x 2, rear same x 3 x 2 / broadside

Missile launcher x 16/multiple 4-mounted air-to-air laser cannons, side mine projection machine, wave explosion mine projection machine

Carrier-based aircraft and ship-based spaceships: COSMO ZERO fighter jets, BLACKTIGER mass-produced fighter jets, COSMO HUNT detection spaceships, life-saving boats, land-based boats, medium-sized thunder boats, repair boats, dual-purpose transport ships in the atmosphere, various exploration boats, Disc-type life-saving aircraft, Shinano spy boat.



Cruisers, level 1–10, attack power 800–1000. The ship was rebuilt when the Earth Defense Forces built the second space battleship Yamato to fight against the Barbados Empire. The Barbados Empire is an alien race that has erected a giant honeycomb cage called Ru Sak Gar on Earth to stop humans from space travel. The cruiser battles Barbard's attempt to launch a black hole on Earth, completing a mission to protect the planet.

Performance introduction: total length 333 m / total width 46.3 m / height 94.54 m /

999 occupants

Power system: one wave engine (with space jumping ability and "wave cannon" energy), two auxiliary rocket engines.

Core weapon: Dimensional wave compression radiation machine (200cm caliber, commonly known as "wave gun") a bow

Main guns: 48cm triple cation shock guns

Secondary guns: two 20cm triple cation shock guns

Torpedo tubes: two at the bow and two at the stern

Shipborne Missile Launching System: (Eight chimney installations, eight installations at the bottom of the ship, and eight installations on both sides)

Two Type 94 Thunderbolt Projectors

Multiple laser anti-aircraft guns

Carrier-based aircraft: 2 Type 52 carrier-based fighters (COSMO ZERO), multiple Type 99 space fighter attack aircraft (COSMO FALCON), space general transport aircraft (COSMO Seagull), Type 100 space reconnaissance aircraft, trial-produced space fighter attack aircraft (COSMO TIGER I) 1 (2202 debut), 1 type space fighter attack aircraft (COSMO TIGER II) multiple (2202 debut), 2 type space mobile armor (2202 debut).



Battleship, level 1-10, attack power 700-1000. In 2199 AD, the enemy Camillas Empire from outside the solar system began to invade other planets in order to save the mother planet from peril. In the case of losing contact with Europe and the Americas, the Earth Defense Force used the technology provided by the planet Iskandar to transform the Yamato battleship sleeping on the seabed into a battleship. The long journey to save the empire begins.

Performance introduction: full length 534.02m / full width 93.62m / full height 154.33m

Mobility: 0.99 times the speed of light / has the ability to achieve space jumps through folded spaces, and travel faster than the speed of light during space jumps.

Shipborne weapons:

Core Weapon: Wave Cannon. Because the wave cannon and the wave engine during space jump use the same energy source. Therefore, the space jump cannot be performed for a certain period of time after the wave cannon is fired.

Main guns: triple shock cannon x3, triple shock cannon x2

Secondary weapons: laser cannon group, six-mounted missile launchers on the bow, seven-mounted missile launchers on the side, rockets, and chimney missile launchers

Carrier aircraft:

Transformable stealth carrier-based aircraft COSMO ZERO: full length 15.32m / full width 13.82m / full height 3.68m / empty weight 15950kg / 1 crew (100 people can

ride together)

High mobility carrier-based aircraft COSMO TIGER: full length 15.52m / full width 10.33m / full height 2.76m / empty weight 14870kg / 1 crew (100 people can ride together)

Armored transport aircraft C-2101 Leonne Type-Y: Length 14.5m / Width 9.71m / Height 5.07m / Designated crew of 6 (6 pilots)



Destroyer, level 1–10, attack power 600–1000. The universe, the last frontier. This is the voyage of the destroyer USS Enterprise. Its continuing mission is to explore the unknown new world, find new life and new civilization, and bravely sail into the field that no one has reached before. The Interplanetary Federation was destroyed by a powerful and unstoppable terrorist, and the entire universe was about to be brought into irreversible dark chaos. Destroyer Captain Kirk was ordered to crusade against this man, but discovered a more unfathomable conspiracy behind the incident.

Performance introduction: full length 534.02m / full width 93.62m / full height 154.33m

Mobility: 0.99 times the speed of light / It is able to instantly teleport the starship to the distant third quadrant. This turned the station into a stronghold of great tactical importance, as well as an important trade center with access to unexplored areas of the universe

Shipborne weapons:

Core Weapon: Wave Cannon. Because the wave cannon and the wave engine during space jump use the same energy source. Therefore, quadrant jumping cannot be performed for a certain period of time after the wave cannon is fired.

Main guns: triple shock cannon x2, triple shock cannon x1

Secondary weapons: laser cannon group, six-mounted missile launchers on the bow, seven-mounted missile launchers on the side, rockets, and chimney missile launchers

Carrier aircraft:

Transformable stealth carrier aircraft COSMO ZERO: full length 12.32m / full width 11.82m / full height 3.26m / empty weight 13680kg (five people can ride together)

High mobility carrier-based aircraft COSMO TIGER: total length 13.52m / full width 9.33m / full height 2.36m / empty weight 12750kg (five people can ride together)



Military shuttle ship, level 1-10, attack power 500-1000. The really top existence in this universe will definitely pay attention to that small corner of the universe. In fact, in several nearby star fields, another big power competition centered on the earth has already drawn open. In the only star port city on the entire planet, all kinds of huge shuttle ships rise and fall in the wide and flat surface city, which is a magnificent and sci-fi scene. The most shocking thing is that the sharp-shaped inverted mountain-shaped small shuttle ship, the neat streamlined superalloy outer wall and the sharp shape-military shuttle ship. Their goal is to establish a plan for boson jumping routes in the solar system, after which the ships can quickly shuttle all over the solar system.

Performance configuration: Length: 1600 meters

Speed: Hyperspace Level x2, Alternate x8, Subspace Speed 9MGLT,

Acceleration 4MGLT

Power: Three Quat Shipyard Destroyer I ion engines [main engines], four Cygnus Space Plant Gemon-4 ion engines [backup engines], Cena Fleet Systems I-a2b solar ionization reactor

Handling: 4 DPF

Sensing: Com-Scan

Communication: Holonet holographic network transmitter, Sina fleet system rover subspace transmitter [effective distance 100 light years, can monitor more than 300 different subspace frequencies at the same time, by changing the frequency ten times a second, in less than Scanning the entire subspace spectrum in 3 hours, the powerful Com-Scan encoder can decipher most intercepted messages within minutes.]

Weapons: Taim & Bak XX-9 heavy pressurized laser cannon x60 [20 front, left, right, with LeGrange aiming fighter computer], Brost NK-7 ion cannon x60 [20 front, 15 left, right, 10 Rear], Feilong Q7 Tractor Beam x10 [6 front, 2 left, right]

Other: Sina Fleet System Txs-431 flight control console [used to guide landing fighters and handle dock entry and exit issues, can identify approaching aircraft models and scan ships for damage, charged shields, weapons and boarding of living organisms]; dozens of long-range electronic identifiers and over 100 full-spectrum receivers, a multi-frequency receiver that monitors all communications and other signals hidden in natural background X-rays.

Protection: Two Quat Shipyard ISD-72x shields [4800 SBD], titanium alloy reinforced casing [2272 RU], dome-shaped carbonized reinforced casing around

main reactor, 1 km around each heavy pressurized laser cannon Ruler's titanium case.



Civilian transport ship, level 1-10, attack power 400-1000. In the distant future, as the various energy sources that human beings depend on for their survival are decreasing day by day, people must snatch all kinds of resources in the universe. Small civilian transport ships shuttle between the various planets in the universe at high speed, and there is a city-sized life in the ship. area.

Performance introduction: full length 521.02m / full width 90.62m / full height 140.33m

Speed: Hyperspace Level x2, Alternate x6, Subspace Speed 7MGLT,

Acceleration 3MGLT

Handling: 4 APF

Sensing: Com-Scan

Communication: Holonet holographic network transmitter, Sina fleet system rover subspace transmitter [effective distance 800 light-years, capable of monitoring more than 200 different subspace frequencies at the same time, by changing the frequency ten times a second, in less than Scanning the entire subspace spectrum in 3 hours, the powerful Com-Scan encoder can decipher most intercepted messages within minutes.]

Weapons: Taim & Bak XX-9 heavy pressurized laser cannon x60 [20 front, left, right, with LeGrange aiming fighter computer], Brost NK-7 ion cannon x60 [20 front, 15 left, right, 10 Rear], Feilong Q7 Tractor Beam x10 [6 front, 2 left, right]

Protection: Two Quat Shipyard ISD-72x shields [4000 SBD], titanium alloy reinforced casing [2272 RU], dome-shaped carbonized reinforced casing around main reactor, 1 km around each heavy pressurized laser cannon Ruler's titanium case.

Grade

Grade	\$DMOK GAS	Fragment Reward	Revenue Burst Rate
1-2 level	500	9-15	0
2-3 level	1000	14-29	5%
3-4 level	2000	25-49	10%
4-5 level	3000	50-99	20%

5-6 level	4000	100-199	40%
6-7 level	5000	200-300	60%
7-10 level	6000	300-1000	80%

Get the Battleship

The first batch of spaceships will cost 0.25bnb to obtain one. In addition, the first batch will be limited to 10,000 pieces, 7,700 battleships, and 2,300 battleship fragments.

Battleship	Number	Rate	Fragment synthesis cost
aircraft carrier	500	1%	20000
cruiser	800	5%	13000
battleship	1000	8%	10000
destroyer	1500	10%	7000
military shuttle	1800	18%	3000
civilian transport ship	2100	25%	1000
Battleship Fragment Pack	2300	33%	0

The second batch of star shard packs, limited to 5,000 pieces is coming

Fighting

The attack power determines whether the battleship can be victorious or not. The

combat power of the battleship comes from the deep and mysterious core energy of the universe, and it is also a requirement for some PVE battles and PVP battles. It may also take a certain amount of strength to increase your attack power.

The spaceship participates in the battle to obtain energy fragments to upgrade the level, the higher the energy, the stronger the combat power, let's fight!

Players can randomly get unique ships with different appearances in the "Get Your Ship" section. They have completely different skills, advantages and values, and also have their own unique NFT artistic value for players to collect, play and earn, and spaceship adventures 3 times a day.

The damage a hero can make to the enemies. The attack of the physical damage characters is physical attack, and the attack of the magical damage character is magical attack.

Physical Attack=Strength*(1+0.2*(Level-1))+Additional Attack from the Equipment

Physical Attack = Strength*(1+0.2*(Level-1)) + Additional Attack from the Equipment
Physical Attack=Strength*(1+0.2*(Level-1))+Additional Attack from the Equipment

Magical Attack=Mentality*(1+0.2*(Level-1))+Additional Attack from the Equipment

Magical Attack = Mentality*(1+0.2*(Level-1)) + Additional Attack from the Equipment

Magical Attack=Mentality*(1+0.2*(Level-1))+Additional Attack from the Equipment

Team battles are coming, in addition to PVE, you can also team up to fight. We will have team battles of various scales, 1V1, 2V2, 3V3, 4V45V5, family battles, faction battles, etc. More details will be announced in the future.

Economic Model

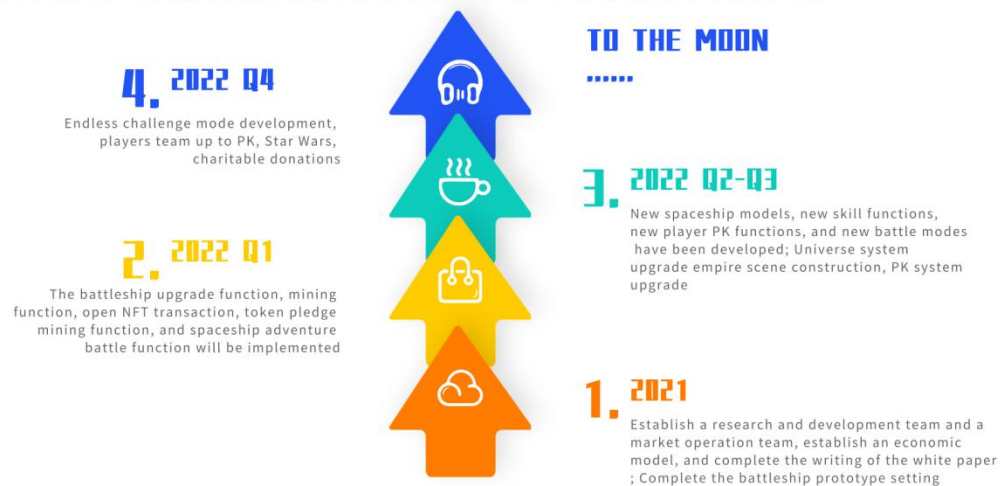
The Doomsday book is a fun game, but it also has the characteristics of a social network and a monetization platform due to the strong community and the opportunity to really own the resources earned in the game. The main difference between the Doomsday book and traditional games is that the Blockchain economic design unlocks the ability to have all the economy of a complex player and rewards players who can reach advanced skill levels. Players can have fun and work towards ambitious goals while earning potential resources with real monetary value thanks to an open economy and the demands of other players - "Earn as you play". In order to ensure fairness, low-level ships can exchange 3 battleships for a blind box, the probability of opening high-level ships is 60%, and the income is 100% for destruction.

DeFi Staking: Stake \$DMOK and Battleship to earn NFT.

Development Route

Development Route

Create an ecosystem of amazing Doomsday book gaming experiences based on a community and player-owned economy.



Create an ecosystem of amazing Doomsday book gaming experiences based on a community and player-owned economy.

Prepare the project in 2021, establish a research and development team and a market operation team, establish an economic model, and complete the writing of the white paper; complete the battleship prototype setting;

In early 2022, the first phase of space battleship pre-sale will be launched;

In 2022Q1, the battleship upgrade function, mining function, open NFT transaction, token pledge mining function, and spaceship adventure battle function will be implemented;

In 2022Q2, new spaceship models, new skill functions, new player PK functions, and new battle modes have been developed;

2022Q3, universe system upgrade, empire scene construction, PK system upgrade;

2022Q4, Endless challenge mode development, players team up to PK, Star Wars,

charitable donations;

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\$DMOK Token Distribution

Token distribution, Maximum supply of tokens 50000000

3% of the total supply reserved by the team and
unlocked 10% every six months

3.9% of total supply is used for marketing operations

4.5% of total supply allocated to early investors

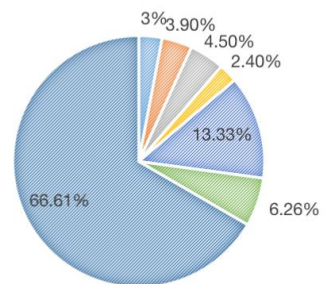
2.4% private placement of total supply

13.33% pre-sale of total supply

6.26% of the total supply goes into the initial flow

66.61% mining output of total supply

TOTAL:50000000



\$DMOK is the core governance token of the Doomsday book and the ticket to the game. There are many scenarios that require \$DMOK, such as obtaining spaceships, upgrading, casting rare equipment, etc. You can earn \$DMOK through PVE and PVP, or you can directly trade \$DMOK on PancakeSwap.

Related Links:

Telegram group: https://t.me/Doomsday_Book

Twitter: [https://twitter.com/\\$DMOK_Official](https://twitter.com/$DMOK_Official)

Discord: <https://discord.gg/wZD7UzvrzG>