

## **Valaskar Protocol White Paper**

Version: 0.1 (Beta)

Status: the core smart contracts of the protocol are already live on the Ethereum mainnet, including VALA (ERC-20), Valaskar Passport (ERC-721), and the DAO governance contracts such as Governor and Timelock. The game itself is still under development, along with the token's economic model, which will be introduced gradually.



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## 1. Executive Summary

Valaskar is a decentralized, blockchain-based virtual world defined by a fixed set of 10,000 independent lands, each owned by a Valaskar Passport (NFT) holder. Each land is operated by its owner and can host gameplay and social interaction for players, with a maximum of 128 concurrent players per land. Land owners retain full control over gameplay rules, content, and monetization models. Land ownership and control are enforced on the blockchain, making cryptographically verifiable ownership.

Early metaverse platforms like Decentraland and The Sandbox did not reach mass-market adoption primarily because they never shipped a single, self-sustaining flagship game product comparable in engagement and retention to successful online games (e.g., Fortnite, PUBG, Rust, and other titles). Instead of one coherent game with a clear core gameplay loop, users got a fragmented mix of uneven experiences—walkthroughs and mini-games—resulting in inconsistent production quality and weak retention dynamics. As a result, activity remained event-driven rather than anchored in daily gameplay, while mainstream games sustain scale through one unified product with consistent quality and clear incentives to return.

This problem was further amplified by visual choices: a low-poly/voxel style (in the spirit of Minecraft/Roblox) can reduce appeal for parts of the adult audience, who often associate higher perceived value with stronger visual fidelity and production quality. This can lower conversion to regular play and limit mainstream retention.

Valaskar takes a fundamentally different approach: the ecosystem is built around a flagship, AAA 3D survival game inspired by Rust/DayZ-style post-apocalyptic PvP, built as a standalone original title, and it serves as the main entry point with frictionless onboarding (no crypto needed to start). The game has a clear, repeatable gameplay loop with measurable progression, so players keep coming back for the gameplay. The world is structured around 10,000 playable lands. Each land is a bounded 3D landscape on the Global Map with unique coordinates (x, y), operates as an independent, self-contained game instance, and has a hard cap of 128 concurrent players.

Decentraland and The Sandbox sell land or space, but a parcel can be scaled via parallel instances, turning a single location into many “versions.” This increases supply and dilutes scarcity, so value is less tightly linked to uniqueness. In Valaskar, duplication is impossible: one land NFT corresponds to one single, persistent land with a hard cap on concurrent players. A fixed supply creates real scarcity, and as demand grows, land value can rise because that demand cannot be “spread” across extra copies.

## 1.1. Platform Components

Valaskar is delivered as a modular product suite centered around a flagship AAA 3D game:

### Core Products

- **VALA WORLD:** Valaskar's core product is a flagship survival 3D game set in a post-apocalyptic world, targeting AAA-level production values, with hardcore survival PvP gameplay inspired by Rust and DayZ, built around scavenging, crafting, base-building, clan warfare, and territory control. As the ecosystem's primary gateway, it lets players discover and enter worlds, socialize, and engage with each world's unique ruleset and economy.
- **VALA STUDIO:** the official creator software used to configure and operate lands and to create 3D assets. Creators use VALA STUDIO to build land content and items, which can be distributed and traded across the ecosystem via the Marketplace.
- **VALA (Ecosystem Token):** The native ERC-20 token used across the Valaskar ecosystem. It serves as the in-game currency and as the main token for protocol-wide payments, fees, and incentives.
- **VALASKAR PASSPORT (NFT Collection):** A protocol-issued ERC-721 collection of 10,000 NFTs. Each NFT is a unique Passport that represents one specific land and grants on-chain administrative control to its holder.
- **VALA WALLET:** A browser-based wallet extension for managing the VALA ecosystem token and signing transactions across the Valaskar ecosystem. Not required for gameplay; optional for players and required for Passport holders.
- **MARKETPLACE:** Web-based marketplace where world creators can list, buy, and sell ecosystem assets created by creators. It supports primary sales and peer-to-peer trading, enabling discovery, pricing, and distribution of creator-made items across the Valaskar platform.
- **VALA BRIDGE / L2 HUB:** The official bridge and execution layer for DAO-approved transfers from Ethereum to an Ethereum-compatible L2, enabling low-fee, high-throughput operational payouts and ecosystem programs while keeping the primary reserves secured on Ethereum.

## 2. Valaskar: Beginning

Valaskar is a virtual world where ownership and governance are secured on the Ethereum blockchain and not subject to unilateral control by a platform operator. It consists of 10,000 independent game lands. Each land is uniquely identified on-chain by a unique ERC-721 identifier (1–10,000) and immutable grid coordinates (x, y), and is represented by a protocol-issued NFT Passport that cryptographically enforces ownership and administrative control. The ecosystem has its own in-game currency, VALA, through which all economic activity inside the land is conducted.

For gamers, the main way to enter Valaskar is VALA WORLD, a AAA survival game built with Unreal Engine 5 that serves as the ecosystem's main gameplay product, featuring post-apocalyptic PvP gameplay inspired by Rust and DayZ. It is a shared multiplayer game where players choose one of 10,000 lands by its fixed coordinates (x, y) and can play and interact only with other players inside the land they select. Each land is a 4 km × 4 km (16 km<sup>2</sup>) 3D environment designed to support up to 128 concurrent players. Each land operates as an independent shard with its own ruleset, functioning as a clearly separated world instance with its own persistent state, isolated from other lands.

Each NFT Passport confirms ownership of a specific land and grants its holder administrative rights via the protocol's smart contracts, including control over configuration, rules, and access settings. Only the current Passport owner, or explicitly delegated roles authorized by the owner, may execute administrative actions. Game services verify these permissions against on-chain ownership before applying any changes. These rights are enforced on-chain and bound to the Passport holder.

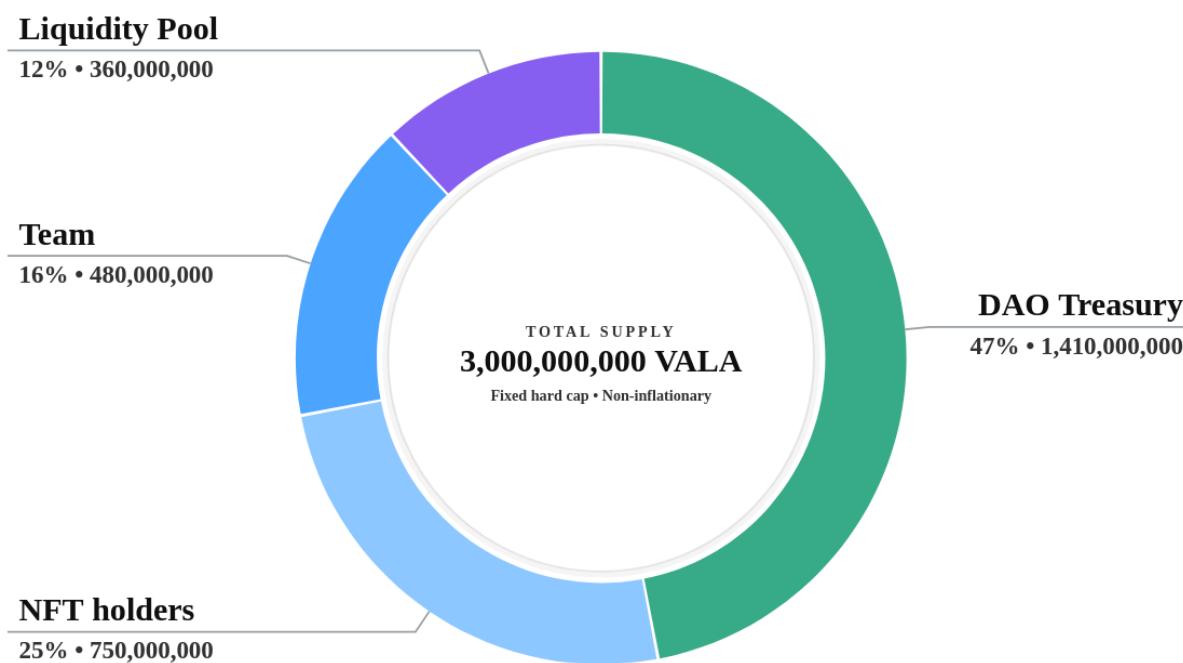
Land owners have full control over the content, rules, and gameplay mechanics within their land. This includes tuning progression, resource/loot rates, PvP/PvE rules, spawn logic, difficulty, and server-side modifiers. They can modify the core gameplay, create custom game modes, and publish their land as a standalone product within the Valaskar ecosystem. Published lands are discoverable and joinable through a unified client, while remaining isolated in gameplay and state from other lands. Access to roughly 200 adjustable parameters allows fundamentally

Monetization for each land is determined by its owner, including paid access, in-game features, and other mechanisms. A key monetization channel is creator-driven commerce: land owners can create in-game assets and sell them on the marketplace. All economic activity across the ecosystem is carried out in VALA, which serves as the primary in-game currency and a native utility coin.

### 3. VALA Token: Distribution and Vesting

VALA is the native ERC-20 token of the Valaskar protocol deployed on Ethereum. VALA serves as the primary in-game currency and the base unit of account for protocol-level economic activity, including settlement of in-game transactions, land access fees, rewards/incentives, and other DAO-governed economic interactions.

Total VALA supply is fixed and non-inflationary, with a hard cap of 3,000,000,000 VALA enforced at the token contract level. Supply is allocated as follows: 25% to Pioneer Rewards (NFT holders), 16% to Team, 12% to Public Sale (Liquidity Pool), 47% to DAO Treasury.



Token unlocks are subject to category-specific lockups and vesting schedules:

- Team allocation is subject to a 12-month cliff followed by 36-month linear vesting.
- Pioneer Rewards are distributed linearly over 12 months (claim-only) and split equally across all 10,000 Passport NFTs, for a total of 75,000 VALA per NFT.
- Public Sale (Liquidity Pool) tokens are DAO-governed and locked for 1 month from launch; thereafter, deployment is approved by governance.
- DAO Treasury tokens are held in a DAO-controlled treasury and are subject to a 6-month lockup; thereafter, distributions require governance approval, with a proposed 10-year on-chain vesting subject to DAO ratification.

## 4. Valaskar Passports (ERC-721 NFTs)

Valaskar Passports is a limited NFT collection of 10,000 items (ERC-721), which acts as the main digital passport in Valaskar, provides on-chain proof of ownership of a game land, and simultaneously functions as the DAO governance system. Governance rights are exclusively attached to Valaskar Passports (1 NFT = 1 vote) and the ERC-20 VALA token has no voting power.

25% of the total VALA token supply is allocated to Pioneer Rewards and distributed equally across all 10,000 Valaskar Passports: 750,000,000 VALA in total, or 75,000 VALA per Passport. This allocation is attached to the NFT and unlocks linearly over 12 months from the moment the current owner activates it on-chain; once activated, tokens unlock continuously, and the vested portion can be claimed at any time via the smart contract.

To prevent structural centralization, the team's ownership is hard-limited on-chain to 200 NFTs (2% of the NFT supply). All remaining passports are distributed publicly via on-chain minting, with mint conditions and pricing parameters encoded in smart contracts and governed by DAO decisions.

NFT minting is priced at 0.08 ETH by default (bounded between 0.02 and 1 ETH), with the final mint price set by the DAO within these bounds. Minting revenue is split equally: 50% is allocated to the DAO treasury and 50% to the team.

### **Key properties:**

- Supply cap: 10,000 NFTs
- Land grid: 100x100; coordinates are derived from tokenId in a fixed way
- 1:1 land invariant: every NFT corresponds to exactly one unique land tile
- Each NFT grants 1 governance vote (ERC721Votes)
- Default mint price: 0.08 ETH (bounded between 0.02 ETH and 1 ETH)
- Admin mint cap: 200 NFTs (for team allocation and listings)
- Per-address balance cap: 100 NFTs
- Metadata mutability: updatable by guardian/owner until explicitly frozen
- NFTs are the only source of voting power in the DAO.
- Land is non-fungible by design: land transfer happens only via transferring a NFT
- Mint revenue split: 50% to DAO Treasury / 50% to Team
- Land transfer rule: land ownership transfers only via NFT transfer

## 4.1 Valaskar World Map

The World Map is a UI layer that visualizes the on-chain registry of 10,000 land parcels as a fixed 100×100 grid. Each parcel is addressed by coordinates (x, y) where x and y range from 1 to 100 and is represented by a unique ERC-721 TokenId (1–10,000). The contract derives coordinates directly from tokenId with no off-chain lookup tables:

- Index = TokenId – 1
- X = Floor(Index / 100) + 1
- Y = (Index % 100) + 1
- TokenId = (X – 1) \* 100 + (Y – 1) + 1

Parcel addressing is enforced by Ethereum smart contracts: each Valaskar Passport (ERC-721) is bound to exactly one coordinate pair (x, y), and any client can reproduce the same map by reading the contracts for ownership and availability, ensuring consistent land selection, navigation, and discovery across the ecosystem.

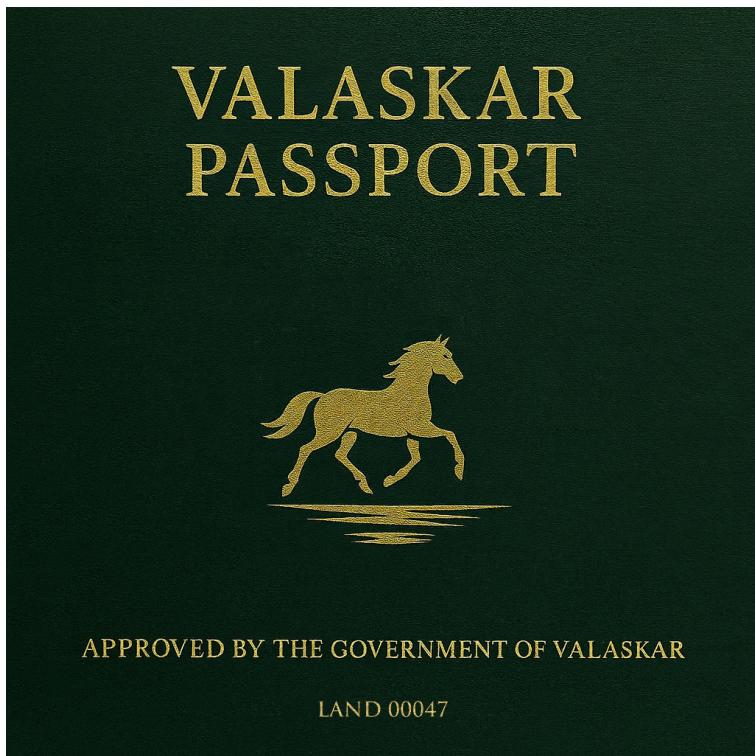


## 4.2 Passport Preview & Metadata

Valaskar Passport is more than an NFT; it is a “passport”-styled digital artifact: a cover, status marker, and identity layer for a participant in the Valaskar world. The illustration is a valuable part of the collection (rarity, traits, visual edition), but it is only the human-readable representation of what is actually recorded on-chain.

While the collection is still evolving, the metadata (JSON served via tokenURI) and the image field may be updated through DAO governance to ship improved versions, fix issues, and apply DAO-approved changes. Once the design is finalized, updates can be irreversibly disabled via a freeze. After freeze, both the metadata and the image become final and immutable.

Below you can find the Passport image and its metadata. The metadata is the source of truth that defines what each specific token represents: its identifier, derived coordinates/mappings, attributes, image version, and IPFS references.



**Name:** LAND 00048

**Description:** Official Passport of the Land of Valaskar, approved by the Government of Valaskar

**Image:**

<ipfs://<CID>/passports/47.webp>

**Attributes:**

- **Passport ID:** GOV-00047
- **Version:** 1
- **Document Type:** Passport
- **Issuer:** Valaskar DAO
- **X (Grid Coordinate):** 1
- **Y (Grid Coordinate):** 47

## 5 DAO Governance

Valaskar is governed by a DAO of Passport holders. Governance is executed on-chain, with proposals, voting, and outcomes enforced by smart contracts. Each Valaskar Passport (ERC-721) carries one vote via ERC721Votes. Voting power is measured at the proposal snapshot (the block when voting starts, after the voting delay). Votes are counted only if delegated (self-delegation or delegation to another address). As a result, Passport holders have direct, verifiable control over governance: approved proposals can trigger on-chain actions defined by the protocol (such as parameter updates, treasury operations, or permissions), making DAO decisions enforceable by code instead of relying on off-chain discretion.

To submit a proposal, it must be backed by at least 25 Passports. The proposal threshold is 25 voting units at the proposal snapshot. After submission, there is a 4-hour waiting period before voting starts. Voting then remains open for 2 days. A proposal passes if FOR votes exceed AGAINST votes. If the proposal passes, it is not executed immediately: a mandatory 24-hour timelock applies before execution, giving participants time to review the outcome and react. Execution is performed through the protocol's timelock/governance execution layer.

**Propose → 4h delay → 2d vote → queue → 24h timelock → execute**

Participation requirements (quorum):

- Standard proposals: participation must reach 5% of the snapshot supply , but never less than 100 votes, counted as FOR + ABSTAIN votes.
- Critical DAO-action proposals require a quorum of max(5% of snapshot supply, 300), counted as FOR + ABSTAIN, and at least 300 FOR votes.

Critical “DAO-action” proposals include:

- Liquidity Pool: Unlocks the liquidity reserve.
- DAO Reserve: Unlocks the DAO reserve and allows direct treasury spending.
- Extend Liquidity: Increasing the time before funds become available.
- Extend DAO Reserve: Reducing near-term treasury availability.
- Extend ETH Lock: Extending how long ETH stays locked.
- ETH Withdrawals: Sends ETH out of the token contract.
- ERC-20 Recovery: Recovers tokens sent to the contract by mistake.
- Transfer Ownership: Transfers timelock/owner control of the token contract.

## 5.1 Guardian and Backup

For early security, Valaskar uses a Guardian safety mechanism operated by a 3-of-5 team multisig (not an EOA) as an operational backstop to respond quickly to early-stage incidents (e.g., governance attacks, critical bugs, or sale-flow exploits). The Guardian may veto governance proposals prior to execution, except proposals that replace, or disable the Guardian or Backup. Guardian-change proposals are governed solely by the DAO and are non-vetoable. The Guardian replacement mechanism is locked for the first 180 days after deployment. After day 180, the Guardian remains in place and retains its veto authority until the DAO replaces it via a governance vote requiring at least 1,000 YES votes.

The Guardian may use only explicitly allowlisted on-chain controls granted by the deployed contracts, which may include:

- NFT contract: set base URI (until frozen), set mint price (bounded), toggle public sale, pause/unpause, and admin mint (single/batch) only within a defined cap and only to allowlisted recipient addresses. Any treasury-related address changes, if enabled, are restricted to allowlisted vault addresses.
- Token contract (VALA): The Guardian can pause DAO operations and release reserves for public sales, subject to vesting funded status, allowlist checks, and unlock schedules. The Guardian cannot release DAO funds, extend locks, manage the allowlist, withdraw ETH, or recover tokens—these remain dao/timelock-only.
- Governor: governor-level veto is as specified above; veto is not permitted for Guardian-change proposals.

The Guardian cannot modify governance parameters, bypass timelocks, upgrade contracts, mint tokens without the configured caps and sale rules, or transfer funds to arbitrary addresses. All Guardian actions are enforced on-chain.

A separate Guardian Backup is set at deployment as a last-resort recovery option if the primary Guardian multisig is compromised during the bootstrapping period. The Backup is a 4-of-5 multisig and can be used only within the first 180 days to replace both the Guardian and the Backup multisig addresses. The Backup has no other powers.

An off-chain monitoring service tracks governance and custody surfaces, including the timelock queue and critical events (e.g., CallScheduled, ProposalExecuted, LiquidityReleased, DaoFundsReleased, UnallocatedSwept), and emits alerts on suspicious activity.

## 6. Tokenomics (Detailed)

VALA is the native ERC-20 token of the Valaskar protocol. Valaskar tokenomics is built around two core primitives: the VALA ERC-20 token (economic utility) and Passport NFTs (ERC-721) that define membership and governance rights. Total supply is fixed and non-inflationary, with a hard cap of 3,000,000,000 VALA enforced at the token contract level. VALA is minted once at deployment and held in protocol escrow to enforce on-chain lockups and governance-controlled releases

VALA functions as the primary economic unit across the Valaskar ecosystem: it is used for in-game and marketplace payment, and incentives (rewards, grants, and ecosystem funding). Token utility is tied to gameplay and platform activity rather than inflation, with spend/earn flows designed to support a sustainable player-driven economy

### Supply Allocation

The fixed supply of 3,000,000,000 VALA is allocated as follows:

- Pioneer Rewards (NFT holders): 25% (750,000,000 VALA)
- Team Allocation: 16% (480,000,000 VALA)
- Public Sale + Liquidity/MM : 12% (360,000,000 VALA)
- DAO Treasury: 47% (1,410,000,000 VALA)

### Pioneer Rewards (Passport NFTs)

- Pioneer allocation is split equally across all 10,000 passports.
- Total Pioneer pool: 750,000,000 VALA; each NFT corresponds to 75,000 VALA.
- Each NFT has the same allocation.
- Claiming requires activating a vesting schedule.
- Vesting is linear over 12 months from activation.
- Activation must occur within 1460 days of contract deployment.
- Unactivated allocations can be swept by the DAO after the lifecycle window ends.

### Team Allocation

- Team allocation is locked in a TeamVesting contract.
- Total Team pool: 480,000,000 VALA.
- Vesting includes a 12-month cliff and 36-month linear release.
- Only the designated team treasury can claim.
- Tokens remain escrowed and claimable after the cliff; there is no forfeiture.

## **DAO Treasury**

- DAO reserve allocation is locked in a token contract.
- Total DAO reserve pool: 1,410,000,000 VALA.
- Locked for up to 180 days from launch (initial lock); it may be extended by DAO decision, but not shortened.
- Thereafter, any releases remain DAO-approved and may be executed via a 10-year on-chain linear vesting schedule (subject to DAO ratification).

After the initial lock, the DAO Treasury does not become freely spendable: any release remains strictly governance-gated and subject to additional controls during the bootstrap window. The treasury is reserved exclusively for in-game ecosystem needs, including in-game rewards and player incentives, creator grants, tournament/season pools, gameplay-driven liquidity support, and partnerships directly tied to in-game growth.

Post-lock, the reserve may be transferred into a vesting contract only via explicit DAO approval, with long-term linear vesting ( $\geq 10$  years, potentially longer) to ensure gradual, schedule-based release. Long-term, as the ecosystem scales, the DAO Treasury is intended to migrate from L1 to an Ethereum-compatible L2 treasury module (e.g., Polygon), subject to DAO approval, to reduce operational costs and enable higher-frequency, game-driven distributions while preserving the same governance and security controls.

## **Public Sale + Liquidity/MM Allocation (12%)**

- Public Sale + Liquidity allocation is held in a dedicated token escrow contract.
- The allocation consists of 360,000,000 VALA (12% of total supply)
- Sale tranche (sold in Public Sale): 240,000,000 VALA (66.67%)
- Liquidity/MM tranche (reserved for LP VALA leg): 120,000,000 VALA (33.33%)
- The allocation is locked for 30 days from launch. Lockups can only be extended.
- Movements from this escrow are executed only under DAO or guardian controls.

Valaskar may conduct an IDO in the future as part of a liquidity program. If conducted, the indicative primary sale price is \$0.005 per VALA and may change; the IDO parameters may also be modified by governance. Secondary-market price is not controlled and may differ materially. Proceeds routing and examples are defined in Section 5.2. The IDO is optional and not guaranteed to occur; final terms will be determined by governance based on market conditions and protocol needs.

## 6.1 Public Token Sale Proceeds (Public Sale / IDO)

Principle. When the protocol receives Public Sale funds, it splits them immediately. A portion is used to add liquidity to the VALA/USDC pool (LP = Liquidity Position; AMM = Automated Market Maker), and the remainder is allocated to the DAO and the team under their respective controls.

Planned split (at receipt):

- 50% → LP provisioning (VALA:USDC AMM)
- 20% → DAO Treasury
- 30% → Team Treasury (development)

Settlement note (settlement = how payments are received and valued). The Public Sale may accept USDC and/or ETH (as defined by sale terms). USD values below are estimates based on the conversion rate at settlement.

Allocation note (12% bucket). The 12% allocation (360,000,000 VALA) is split into two parts:

- Sale tranche (sold in Public Sale): 240,000,000 VALA (66.67%)
- Liquidity/MM tranche (kept for LP VALA side): 120,000,000 VALA (33.33%)

If the Sale tranche is fully sold (240,000,000 VALA) at a planned price of \$0.005 per VALA (subject to change under sale terms), proceeds are split at receipt as follows:

- Total proceeds ( $240,000,000 \times \$0.005$ ): \$1,200,000
- LP provisioning (50%): \$600,000
- DAO Treasury (20%): \$240,000
- Team Treasury (30%): \$360,000

Accounting note (proceeds = sale revenue; gross vs net). Proceeds are gross amounts received by the sale contract unless stated otherwise. Any third-party fees reduce net proceeds.

Liquidity note. The LP funds provide the USDC side. The VALA side is taken from the Liquidity/MM tranche. The protocol adds enough VALA to match the USDC value at the market pool price. Unused VALA stays in DAO/protocol custody.

Contingency note. If the Liquidity/MM tranche is not enough due to market price conditions, any extra VALA sourcing requires a DAO approval.

## 6.2 NFT Sale Proceeds (ETH)

Economic principle. Passport NFT sale proceeds are split by the protocol at receipt: the portion routed to the DAO ETH Treasury is controlled by Passport holders and may be used only via on-chain governance.

DAO ETH Treasury custody note. The DAO ETH Treasury is held under protocol custody with time-based lockups and governance-gated transfers (allowlist + on-chain approvals), so ETH routed to the DAO cannot be spent unilaterally by the team.

Split (at receipt). Each individual mint payment received by the protocol is split atomically within the same transaction at receipt into two treasuries:

- 50% → Team Treasury
- 50% → DAO ETH Treasury (token treasury)

DAO ETH Treasury:

- Locked 120 days from launch
- Lockups can only be extended, with a maximum extension of 6 months per action
- Transfers subject to governance + allowlist controls

If all 10,000 NFTs sell at 0.08 ETH each:

- ETH/USD rate: ~\$3,200 (19 Jan 2026)
- One NFT: 0.08 ETH = \$256
- Total raised: 800 ETH = \$2,560,000
- DAO: 400 ETH = \$1,280,000
- Team: 400 ETH = \$1,280,000

Secondary sales note. The split above applies to primary mint proceeds received by the protocol contract. Secondary-market trading (e.g., OpenSea, Blur, etc.) may involve marketplace fees and optional creator royalties; royalty execution depends on the marketplace and is not guaranteed unless explicitly enforced by the protocol's royalty design (e.g., ERC-2981 and related controls).

Governance execution. Any use of DAO ETH Treasury funds can occur only via an on-chain proposal and execution flow (proposal → vote → timelock → execute). All transfers and any changes to lockup/allowlist parameters are recorded on-chain and are publicly verifiable.

## 6.4 Gameplay Loop and Economic Cycle (MVP)

Each Valaskar NFT grants the right to operate one playable Land with configuration parameters bounded by DAO rules. NFT ownership defines the right to operate a Land but does not guarantee revenue and does not confer any economic privileges beyond those explicitly defined by the protocol.

Players acquire VALA outside the game (via markets) or may use an in-game custodial balance for convenience, and spend VALA inside the game to enter a Land and perform in-game actions. The in-game custodial balance, if offered, is provided by the game operator (or an authorized partner) and may be subject to jurisdictional restrictions and limits. The MVP economy is built around spending VALA within the protocol rather than minting or earning VALA in-game.

Core loop (MVP):

- The player spends VALA to enter a Land and to perform in-game actions.
- The MVP economy is spend-based: VALA is used within the protocol, and the MVP does not include protocol-funded VALA emissions or in-game earning/minting.
- The protocol architecture anticipates fee routing between the Land Owner and the DAO Treasury, but routing and additional economic modules are not implemented in the MVP and may be added only via future DAO-approved upgrades.
- The DAO Treasury funds development, operations, ecosystem incentives, and liquidity programs strictly through governance decisions.

### DAO Treasury and scaling:

The 47% DAO Treasury allocation is intended to support long-term ecosystem needs. In the future, the DAO may approve a model under which the primary reserve remains locked and secured on a base security layer (Ethereum), while operational distribution is executed via a separate distribution contract, including potential deployment on an Ethereum-compatible L2 (e.g., Polygon) to reduce fees and increase throughput for GameFi operations. This follows a common approach where long-term reserves are kept on a higher-security layer, while frequent operational payouts are executed on a cheaper and faster layer.

Under such a model, transfers from the 47% reserve to L2 would occur gradually under predefined release rules (e.g., up to a 10-year linear vesting schedule). This framework is not finalized and requires explicit DAO governance approval.

## **6.5 VALA Utility (Non-Governance) and Demand Drivers**

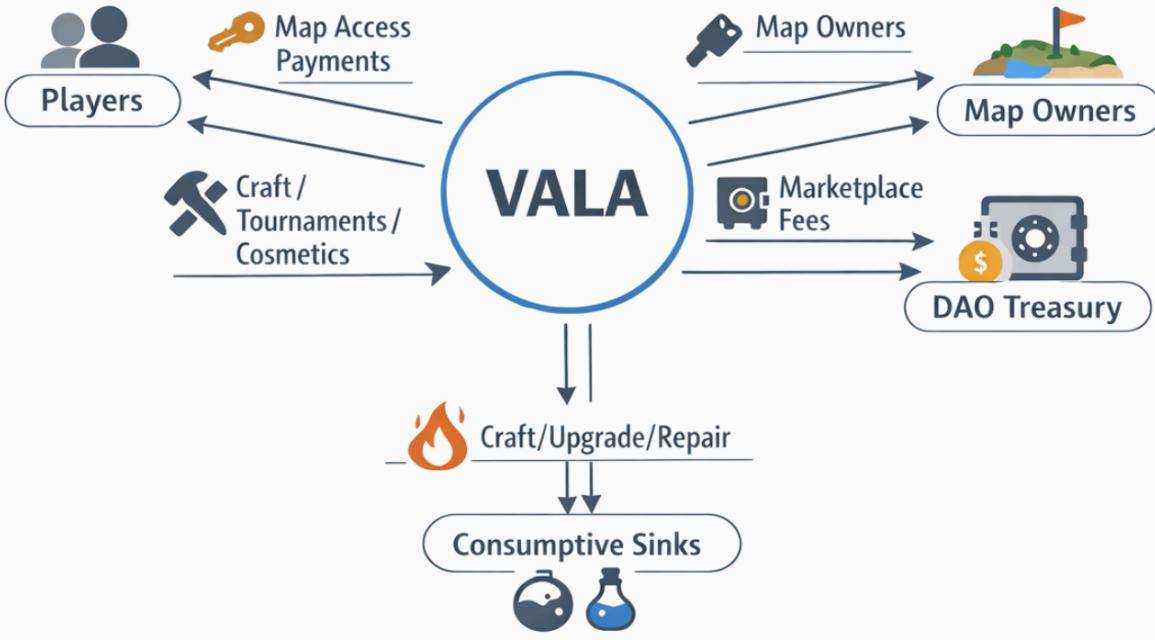
VALA does not grant governance rights. VALA is designed as a non-governance utility token required for ongoing in-game and protocol-level activity, with demand driven by usage rather than token emissions.

### **VALA utility includes:**

- Land entry payments (entry fees and/or time-based access) set by Land Owners within DAO-defined caps.
- Crafting, upgrading, and repairing items (consumptive sinks).
- Marketplace fees (listing and/or settlement) denominated in VALA.
- Land Owner operational fees (“Land Keep-Alive” / hosting allowance) payable in VALA to the DAO Treasury to keep a Land active and visible.
- Optional services such as events, tournaments, and cosmetic unlocks denominated in VALA.

All VALA utility parameters, caps, and fee rules are subject to DAO governance and may evolve over time. No guarantees are made regarding demand levels, usage frequency, or economic outcomes.

## VALA Utility (Non-Governance)



## 7. Security and Risk Considerations

Valaskar uses a conservative, safety-first governance model. Key risks include:

- **Smart contract risk:** Deployed contracts are immutable and can contain undiscovered bugs.
- **Upgrade / configuration risk:** Even without upgrades, protocol parameters (mint price, treasury routes, allowlists, pauses) can be changed via governance.
- **Governance capture risk:** NFT-based voting can be influenced by large holders, delegation, or coordinated voting blocs.
- **Bootstrap role risk:** During early-stage operations, privileged roles (guardian) increase centralization surfaces and create key-compromise risk.
- **Operational security risk (keys and multisig):** Key loss, signer compromise, social engineering, or signer coordination failures can delay or block critical actions.
- **L2 / bridging risk (future):** Any future L2 execution, bridges, or cross-chain messaging introduces additional attack surfaces and finality assumptions.
- **Economic and market risk:** Token and NFT prices are volatile; liquidity may be thin; market conditions can impair planned liquidity programs and treasury value.

### **Risk mitigation steps include:**

- Timelock execution delays
- Guardian veto with explicit protection rules
- Strong participation thresholds for sensitive actions
- Monitoring and operational playbooks for early-stage governance
- A formal security audit is planned in Phase 2 before the IDO.

### **\*\*Security Review & Audit Status\*\***

The smart contracts have undergone internal security review (manual code review, testing, and automated analysis). The protocol uses OpenZeppelin Contracts (<https://github.com/OpenZeppelin/openzeppelin-contracts>), which are widely used and audited in the ecosystem, but this does not replace a full independent audit of Valaskar. This is not an independent third-party audit. As of publication, a third-party audit is not yet completed. We plan to engage an independent audit firm before expanding protocol functionality or removing key limits/pauses. Internal review artifacts are published.

## **7. Roadmap**

The protocol is already live. The roadmap below is indicative and may change based on DAO decisions, technical constraints, and community priorities.

Quarter	Phase	Title	Scope
Q1 2026	0	Foundation	guardian mint, timelock hardening, docs
Q2 2026	1	Distribution	NFT minting/activations, governance onboarding
Q3 2026	2	IDO/Audit	audit, public token sale (IDO) and initial liquidity program
Q4 2026	3	Game Pre-Production	core game design, VALA economy design

Q1 2027	4	L2 / Bridge & Scaling Prep	VALA BRIDGE / L2 HUB design and deployment (DAO-approved)
Q2 2027	5	Ecosystem Infrastructure	Marketplace MVP, VALA Wallet, governance ops UI and monitoring
Q3 2027	6	VALA STUDIO	creator tools MVP for land configuration and asset pipeline
Q3 2027	7	Demo	official demo version and Valaskar game trailers
Q4 2027	8	Alpha/Beta	Alpha and Beta versions of Valaskar on PC
Q1 2028	9	Launch	Valaskar launch on Steam

## 8. Key Facts (Summary)

- Fixed supply: 3,000,000,000 VALA.
- VALA allocation: 25% Pioneer Rewards (NFT Holders), 16% Team, 12% Public Sale, 47% DAO Treasury.
- Pioneer Rewards allocation is equal per NFT across 10,000 Passports, with 12-month linear vesting from activation; each Passport receives 75,000 VALA.
- NFT supply is fixed at 10,000.
- Each NFT = 1 governance vote.
- VALA token does not grant votes.
- VALA is planned as the in-game currency.
- Admin mint cap is 200 NFTs (2% of the NFT supply); the remaining 98% of the NFT supply are available via public mint at a DAO-set price.
- Governance thresholds: proposal 25 votes; quorum max(5% supply, 100). Sensitive actions require >=300 For-votes and >=300 participation quorum.

- Guardian can veto proposals; Guardian change is locked for 180 days and requires max(10% supply, 1000) For-votes.
- Mint price is set by Guardian or DAO within 0.02-1 ETH (default 0.08 ETH).
- Mint proceeds are split 50% to the DAO Treasury and 50% to the Team.
- Illustrative example (non-binding): if all 10,000 NFTs mint at 0.08 ETH, gross proceeds would be 800 ETH, split 50% DAO / 50% Team.
- Each NFT gives its holder a Land in the game, with up to 128 concurrent players; each Land is planned as a 4 km x 4 km (16 km<sup>2</sup>) landscape with varied terrain.
- Land registry: fixed 10,000 Lands on a 100x100 grid; coordinates are deterministically derived from tokenId (no off-chain lookup tables).
- Land Owners can configure up to 200 parameters to define a unique Land.
- Voting flow: propose → 4h voting delay → 2d voting period → queue → 24h timelock → execute.
- Entry to a Land is set by the Land Owner; the owner may charge in VALA.

## 9. Governance & Custody Control Matrix

Surface / Action (risk)	DAO	Guardian	Backup	Notes
Release Liquidity	Yes (sensitive-action)	Yes	No	—
Release DAO Reserve	Yes	No	No	—
Withdraw DAO ETH	Yes	No	No	—
Extend locks	Yes	No	No	—
Allowlist management	Yes	No	No	—
Pause / Unpause DAO ops	Pause: Yes; Unpause: Yes	Pause: Yes	No	—

Recover ERC20 (token contract)	Yes	No	No	—
NFT sale controls	Yes	Yes (parallel rights)	No	Centralization surface
NFT metadata controls	Yes	setBaseURI	No	Mutable until freeze
Guardian veto (Governor)	No	Yes	No	Veto clears queued ops
Guardian rotation (normal)	Yes (proposal with 3 updates)	No	No	Keep roles in sync
Emergency guardian rotation	No	No	Yes (window only)	Risk of desync
Timelock execution	Yes (Governor schedules/cancels)	No	No	Anyone can execute after delay
PioneerVesting actions	Yes (recover surplus)	No	No	NFT holder activates
TeamVesting actions	Yes (rotate treasury)	No	No	Treasury claims

#### Notes on actions:

- Release Liquidity: `releaseLiquidity` (allowlist + lock; `fundVestings` required).
- Release DAO Reserve: `releaseDaoFunds` (allowlist + lock; `fundVestings` required).
- Withdraw DAO ETH: `withdrawETH` (allowlist + 120d lock; `vestingsFunded` required).
- Extend locks: `extendLiquidityLock`, `extendDaoLock`, `extendEthLock` (extend-only;  $\leq +6m$  per step).
- Allowlist management: `setAllowedRecipient`.

- Pause / Unpause DAO ops: `pauseDaoOps`, `unpauseDaoOps`.
- Recover ERC20: `recoverERC20` (after DAO unlock; blocked while paused).
- NFT sale controls: `setMintPrice`, `setTreasury`, `setPublicSaleStatus`, `pause`, `unpause`, `mintAdmin`, `mintAdminBatch`, `withdraw`.
- NFT metadata controls: `setBaseURI`, `freezeMetadata`.
- Guardian veto: `veto()` on Pending/Active/Succeeded/Queued; guardian-change is veto-proof.
- Guardian rotation (normal): 180d delay; For threshold `max(10% snapshot, 1000)`; must update Governor + Token + NFT.
- Emergency guardian rotation: `emergencyUpdateGuardian` updates Governor only; Token/NFT require separate tx.
- Timelock execution: proposer/canceller = Governor; executor = open (address(0)).
- PioneerVesting actions: `activate(tokenId)` by NFT holder; `recoverERC20` by DAO for surplus.
- TeamVesting actions: `claim` by team treasury; owner can rotate treasury.

## 10. Implementation Status Matrix

Component	Status	Where
VALA ERC-20	Live(On-chain)	Ethereum mainnet
ValaskarNFT (ERC-721)	Live(On-chain)	Ethereum mainnet
Governor	Live(On-chain)	Ethereum mainnet
Timelock	Live(On-chain)	Ethereum mainnet
Pioneer vesting	Live(On-chain)	Ethereum mainnet
Team vesting	Live(On-chain)	Ethereum mainnet
DAO Treasury vesting (10-year linear)	Planned	Future on-chain
Fee routing	Planned	Future on-chain
Game economy	Planned	Future on-chain

Game client / maps	Planned	Future on-chain
Vala Studio	Planned	Future off-chain
Marketplace / sinks	Planned	Future on-chain
VALA BRIDGE / L2 HUB	Planned	Ethereum ↔ Ethereum-compatible L2
Governance Monitoring & Alerts	Planned	Future on-chain/ off-chain
Governance Administration UI (Ops)	Planned	Future on-chain/ off-chain
VALA Wallet	Planned	Future on-chain/ off-chain

## 11. Glossary

1. AMM: Automated Market Maker (on-chain liquidity pool used for swaps)
2. ERC20: Standard fungible token interface
3. ERC20Permit: ERC20 extension that allows approvals via signed messages
4. ERC721: Standard non-fungible token interface
5. ERC721Votes: ERC721 extension that enables delegation and on-chain voting power
6. DAO: Decentralized Autonomous Organization; governance decisions are executed on-chain via the timelock.
7. Timelock: On-chain executor for DAO-approved actions; enforces a delay before execution.
8. Guardian: Multisig with veto power and other explicitly granted on-chain privileges
9. Guardian Backup: Emergency role (first 180 days) to rotate guardian/backup on the Governor, with role-sync risk

10. Sensitive actions: Operations with elevated voting thresholds (releases, lock extensions, ETH withdrawals, recovery, transfer ownership)
11. Allowlist: On-chain list of approved recipients for releases/withdrawals
12. IDO: Initial DEX Offering (public token sale via AMM or DEX)
13. LP: Liquidity Provider (supplies assets to an AMM pool)
14. Participation quorum: Minimum total votes cast (For + Abstain) required for quorum
15. Passport: ValaskarNFT land token that grants voting power
16. Pioneer: Early participant allocation vested by NFT activation
17. LP provisioning / liquidity contribution: Adding assets to an AMM pool to provide liquidity
18. Unreal Engine 5: Game engine used for the planned Valaskar client
19. Quorum: Minimum participation required for a vote to be valid

## 12. Disclaimer

**No advice / informational only.** This document is for informational purposes only and does not constitute financial, investment, legal, tax, or accounting advice. You should consult your own professional advisers before taking any action.

**No offer or solicitation.** Nothing in this document constitutes an offer to sell, or a solicitation of an offer to buy, any token, NFT, security, or other asset, nor a recommendation to participate in any transaction.

**High risk / no guarantees.** Digital assets are highly volatile and risky. Any participation in Valaskar (the “Protocol”) may result in partial or total loss. No representations or warranties are made regarding token price, liquidity, demand, adoption, utility, or any outcomes.

**Protocol and smart contract risks.** Using the Protocol involves significant technical risks, including smart contract bugs, exploits, economic attacks, oracle/bridge failures, network congestion, and other failures. The Protocol may be upgraded, paused, restricted, or discontinued.

**Governance risk.** Protocol parameters, treasury actions, and roadmap decisions may be determined by governance and can change materially, including in ways that negatively affect users.

**Forward-looking statements.** Any statements about future features, timelines, targets, or projections are forward-looking and subject to change. Actual results may differ materially.

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**Third parties.** Third-party services (exchanges, wallets, marketplaces, bridges) may impose fees

## 13. Appendix: Contract Addresses

### Ethereum Mainnet

Component	Address
VALA ERC-20	0x5EB163fe1A9EC7660f2DAc2C685Ea5633459ef88
ValaskarNFT (ERC-721)	0x0395d6a10C1847D25721c5D30C230a0544376B0D
Governor	0x7bBBee1082B52DEF3dCe244483F40af152F776C7
Timelock	0x8f1169247Fe8230bc76A5Ac151F9Ef9d82078d85
Pioneer vesting	0xAa785831AaE2eDcC532e8f997aeD96BFa0c9cA8e
Team vesting	0xB295225a6267313f2667Cc53f6AF083d2C95CC2

## Ethereum Sepolia

Component	Address
VALA ERC-20	0x1ABaf2df0322Dd282abE6cE401DC5f81Ab625cE9
ValaskarNFT (ERC-721)	0x900c223e11e7f9dB9F73aD5CF74aaF2A5445319C
Governor	0xebB721966DF1D2A9200B2046C4E7f07eCe696CF3
Timelock	0xe06bD97Dac137CC927dDF08D5b488867A65139A5
Pioneer vesting	0xaDa6b30E238e9DF1a721253a6dC9F31738e42488
Team vesting	0x6892FA6543928d2B480f8D294bDBE226094eE521