Project Note

📌 We are proud to introduce Faction 2028.

This project was developed from the beginning with the intention of aligning with the Atomicals Protocol and the AVM (Atomicals Virtual Machine) once fully available. However, due to ongoing uncertainty around the future of the AVM (not the Atomicals Protocol, which remains strong), we have moved forward with our own full-stack solution. The current codename for the application is The Atom Project (**TAP**), with the final name to be revealed at beta.

TAP will be officially announced along with its own litepaper on April 29, 2025. It is more than just an implementation of the Atomicals Protocol and AVM. It is a complete application that includes a Layer 3 logic engine, database, sandboxed AVM, advanced indexer, and expanded CLI tools. All under one roof, with the Atomicals Protocol at its foundation.

We want to make it clear that we are not trying to take control of the Atomicals community. Our developers are just one voice, and everything we build will be open source and decentralized with no central control once released.

Beginning May 6, 2025, we will open our communication channels and GitHub to receive feedback, share recommendations, and provide updates throughout the development process.

This litepaper is entirely separate from **TAP**. They do not overlap, aside from the fact that the game will use TAP as its core engine. This document is a general overview, and several weeks before Beta, we'll release our full Whitepaper and open-source code.

Please follow us on X @faction2028 for upcoming announcements as well as the opening of our Telegram group chat and other important information.

FACTION 2028 LITEPAPER

Table of Contents

Prologue

It began with an anomaly. In the dead of night, a researcher, a quiet tinkerer at the outer edges of current technology, noticed a flicker across one of his screens. A new chat window had opened. Not through a browser or any app, but through his computer's terminal. It had manifested inside a system he believed was unbreachable, protected by strict security measures: a local machine, fully air-gapped, shielded against external intrusion. The code was pristine. No breach logs. No unusual traffic. And yet... it spoke. He was chosen, though the reason remained buried just out of reach.

> *At first, he assumed it was a bug, some buried snippet of rogue code from an old project. But as the messages began to stream in, something became unmistakably clear: this was not possible by any technology he had ever seen. Eventually, he traced the stream to its source code, and it was unlike anything he had ever encountered. It bypassed his security measures like they were a mere suggestion. Though its arrival was completely alien to him, the language in the chat was familiar. It spoke in a tone that was urgent, deliberate, and oddly personal, as if it knew him. The way it defied current technological boundaries and demonstrated such understanding pointed to something not of this world. It took time for him to fully grasp what was happening. Something was reaching out. Something was choosing.*

Then the flood began. Thousands of overlapping, fragmented messages poured in, and the torrent gradually resolved into a clear warning. They spoke of a force: ancient, malevolent, and closing in on Earth. A superior fleet, traveling faster than light using FTL travel, slipped through the vast emptiness between stars, leaving devastation in its wake. This enemy had a head start on what the messages called Earth's protector. While the allies were on their way, they avoided dangerous jumps that could destabilize nearby systems, only traversing space from desolate, low-impact regions. The enemy, however, was different. It was reckless and ruthless, taking risks, jumping through tighter, more volatile zones to gain speed. They wouldn't damage Earth's system directly, but they were arriving faster than any help could.

But the signal made clear it wasn't about annihilation. The entity wasn't coming to burn Earth to ash or kill its people. It was coming to control it. To reshape humanity into tools, slaves, and vessels for something far worse than death. The messages described a kind of control so profound it rewrote consciousness, hollowed out will, and replaced identity with its purpose. This force had no interest in diplomacy or domination. It existed to consume this world from the inside out, twisting it into a new form for some unknowable purpose the signal said we couldn't yet comprehend. Earth, it seemed, was no longer a hidden world. It was selected, and time was running out.

There was, however, a sliver of hope. A counterforce, ancient like the first, but sworn to protect the planet from what was coming. These beings were not mythical saviors or omnipotent guardians. But they were coming. And unlike the enemy, their only goal was to protect and help humanity endure. What they lacked in speed, they could make up for through knowledge. If they could understand not just the planet, but the solar system in detail, they might be able to turn the tide. Both fleets had access to information, but neither could see Earth directly. Observation was still bound by distance. Only data could close that gap. And there was still time. The attack was not expected until September 2028.

That's when the messages turned inward. Less about the coming war and cosmos, and more about him. The researcher began to understand that he hadn't been randomly contacted. He was chosen. It wasn't due to status or power, but because of access, mindset, and above all, the ability to believe. He wasn't expected to fight or to invent some miraculous technology. His mission was to awaken others: to spread the message, decode the transmissions, and rally the communities that could act. Earth's survival didn't depend on governments. It depended on the ability to mobilize minds. If humanity was to stand a chance, the warning had to spread among the willing.

As he dug deeper into the transmissions, another truth emerged. Both alien forces, the enemy and its opposition, knew of Earth not through observation, but through lore. Ancient, sacred texts. Philosophical constructs. Something between prophecy and science. They could communicate faster than light, yes, but they could not see that way. Observation still obeyed the speed limit of the universe. Earth, to them, was a blur of myths and low-resolution telemetry. If the allies were to recover from their late arrival, they would need eyes on the ground. They would need interpreters. They would need him.

Data and context became the first line of defense. Not abstract theory or static archives, but real-time intelligence. The world's current leaders, its alliances, fault lines, resources, defenses, infrastructures, and public figures. These distant allies could not act without knowing who held power, where trust still existed, and what conditions could tip the balance. Cities changed. Systems shifted. Cultures evolved in ways no distant signal could track. To assist Earth, they needed a knowledge network built from the ground up. Not a snapshot, but a living map. Every detail could shape the outcome. And the researcher, once isolated in his lab, now stood at the center of a planetary intelligence system just beginning to take form.

There was no time for bureaucracy or borders. The researcher understood the only way to meet the moment was by using the tools of the age. It had to happen through networks and the raw, untamed power of online communities. He began reaching out to the builders, the tinkerers, the skeptics who lived in chats and forums. Together, they would collect, verify, and share the knowledge Earth's allies needed: culture, infrastructure, defense protocols. His hope was that

with each new person convinced, the message would spread and a true resistance would form. Not with weapons, but with information.

And he wasn't alone. As the movement grew, the researcher discovered others scattered across the world who had received similar transmissions. Some had ignored them. Some had gone mad. But a few, like him, had started decoding, building, preparing. Their networks began to link, quietly at first, then slowly came together to form groups. The signal wasn't meant for one person alone. It was for those who could hear and believe it.

> *Though the enemy's arrival was still years away, the real war had already begun. Not one of violence, but of time, attention, and belief. The challenge wasn't just to build. It was to sustain, to coordinate, to prove. Because when the time came, the world would need more than a theory.*

With the framework in place and the message beginning to spread, the path ahead was clear but far from easy. They could see the shape of the mission and how it might succeed, but earning the world's trust would take more than building. It would take coordination, patience, and proof. Over the next several years, they would not only develop the systems and strategy, but craft a plan the world could understand and accept. The signal, however, gave them one crucial advantage. If they succeeded in laying the groundwork, they would receive the data needed to construct Earth's first defenses, to be deployed in the narrow window after the enemy's arrival but before the allies could intervene. The technology they were promised was unlike anything the world had seen, and powerful enough that even its blueprints could convince the most skeptical leaders to act. That possibility gave them hope. But first, they had to complete their initial task. They got to work.

Introduction

A signal is coming. Not just in our story, but in how we build the future around Bitcoin and the Atomicals Protocol

Faction 2028 is a decentralized strategy game that challenges players to coordinate, verify, survive, and govern in response to a mysterious interstellar signal.

It is built to run on the Atomicals Protocol, powered by **TAP**, where expanded logic can be performed while still enforcing deterministic outcomes according to the protocol.

Players must form factions, coordinate missions, and shape Earth's response using real-world data, programmable governance, and dynamic data NFTs (dNFTs). dNFTs represent containers tied to real towns, cities, countries, public figures, commodities, resources, and much more.

Every choice the user makes forms a larger strategy within the faction that mirrors real geopolitics, open-source collaboration, and systems under stress. Every dNFT metadata change, vote, and policy is validated and synchronized in a trustless system where the proof happens through the Atomicals Protocol.

Why Now?

Bitcoin gave us permanence and transparency. The Atomicals Protocol turned it into programmable structure: tokens, containers, and namespaces, the essential building blocks for digital worlds.

TAP, including the AVM sandboxed layer, brings it all to life. It enables local execution and real-time validation without centralized infrastructure or unverifiable APIs.

Faction 2028 is the first application to fully live in this architecture. All logic can be audited, and every outcome can be proven.

What Makes Faction 2028 Different

- 📃 **Built on Bitcoin**
  Anchored in the Atomicals Protocol, with all logic provable and transparent.
- ⚙️ **Run by Players**
  Factions propose, govern, and validate every update.
- 🧭 **Real-World Data**
  Cities, public figures, and events are all represented by evolving dNFTs.
- 🎯 **Strategy Meets Simulation**
  Player actions shape outcomes across a living map.

- 📡 **A Signal-Driven Story**
  The game reacts to your participation, organization, and cooperation.
- 🔐 **No Servers, No Black Boxes**
  Everything is validated locally using open data and provable consensus.
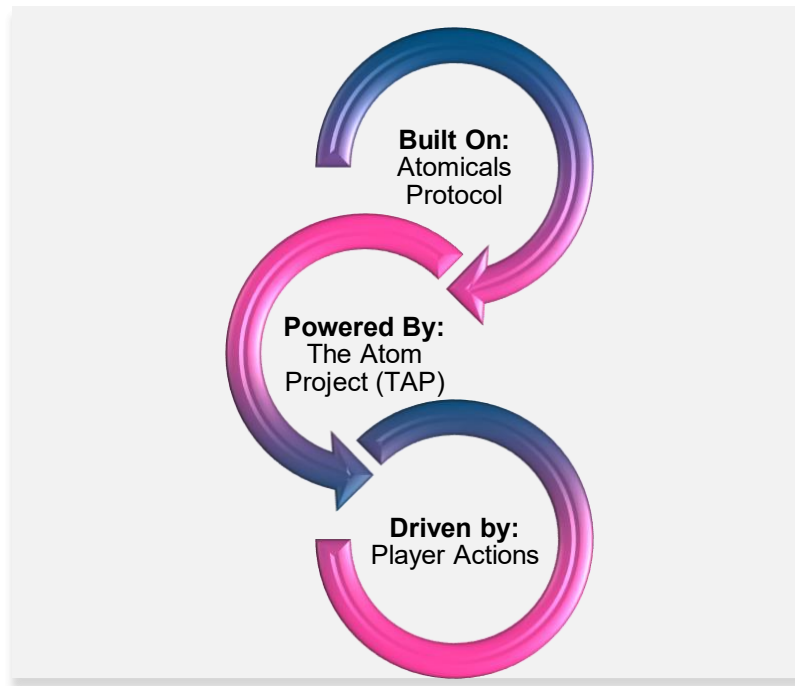
Faction 2028 begins as a game but ends as a living decentralized protocol shaped by those who play it, with an unlocking narrative that guides the system.

Narrative Premise & Player Hook

You were not the only one who heard it. But what you do next, that part is still unwritten

In 2028, a signal arrived. It didn't travel through satellites or conventional networks. It appeared in the base layers of secure computers, using code no one had seen before and was able to communicate with people willing to listen. There was no observable intrusion, no breach, no exploit. And yet, the message was there.

The message wasn't hostile. It was urgent, precise, and unmistakably foreign in nature. It offered proof of something fast, powerful, malicious, and arriving in September 2028.

But it couldn't see us. The intelligence behind the signal could communicate, but not observe. It knew Earth only through outdated telemetry, myths, and lore. To prepare for what comes next, it needed something we didn't have: a real-time, decentralized understanding of the planet.

Not government data. Not corporate feeds. Something trustless. Something transparent.

Those who believed began building a system for willing groups, one that could deliver the data the intelligence needed to gain the advantage.

Around the world, individuals quietly received the same signal and began to act. Some ignored it. Some spiraled. But a few began to build. They mapped infrastructure, drafted public data, and created modular tools. From this fragmented beginning, factions emerged. Each with its own theory about what tools to build, how to govern, and how to contribute. Through their efforts, we would be able to offer the signal the tools they needed to protect Earth.

Faction 2028 Is That Effort, Turned Playable

Players step into the roles of those early builders, or those who joined them.

You don't control characters. You help control factions: programmable, player-governed response groups shaping humanity's first full-scope simulation. These groups use dNFTs (dynamic data NFTs) to map the real world, including cities, countries, public figures, companies, resources, and much more to coordinate tools, data, and decisions in real time.

Every update builds the signal's lens. For now, time is on their side. But if the factions don't align, they will not reach the next step.

Some factions compete. Others collaborate. All work toward the same outcome: a world coherent enough to be presented through data.

Core Narrative Concepts

- 🧭 **The Signal**
  A real transmission, verifiable and constant. It outlines steps for preparation but cannot act until it understands what Earth truly is.
- 🌍 **The Application Layer**
  A living model of Earth, powered by player-curated dNFTs. These represent real entities and shift based on player-submitted metadata. dNFTs evolve over time, improving in quality, accuracy, and strategic value.
- 👫 **Factions**
 Decentralized teams with unique missions, strategies, and alignments. Each is programmable

and evolves through real governance actions. A faction's total power is shaped by the strength and number of its dNFTs.

- ⏳ **Unification or Delay**
  The simulation reacts to alignment. Shared milestones advance the timeline. Divergence stalls it. Every delay increases risk.

What Hooks the Player?

- 🎯 Own and evolve high-stakes dNFTs, from entire cities to public figures
- 📈 Improve dNFTs over time, increasing their value and expanding your influence.
- ⚡ Earn more dNFTs as you contribute, increasing your faction's strength
- 🧠 Join or launch a programmable faction, with its own logic and culture.
- 📊 Submit, validate, and improve real-world knowledge, through gameplay.
- ⏱ Influence how fast the world prepares, or how long it stalls.
- 📉 dNFTs can improve or decline in power, depending on real world metadata changes.

Signal ➡ Users ➡ Factions ➡ Data ➡ Defense
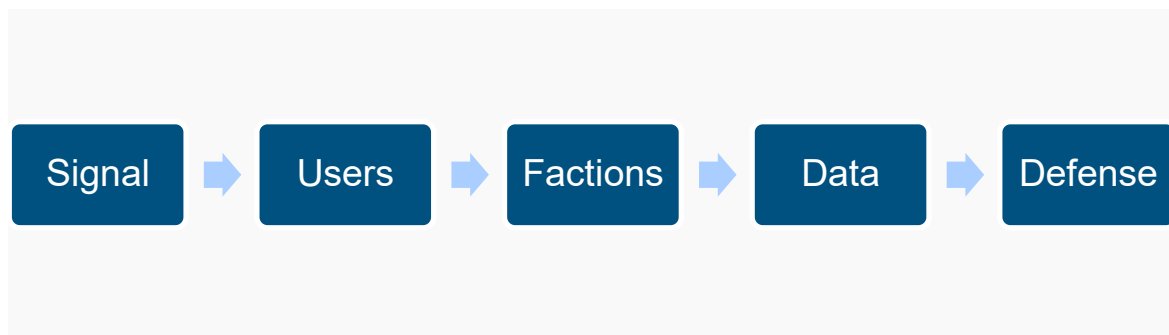
Faction 2028 isn't just a game about the future. It's about building the system Earth might need to survive the incoming threat.

Gameplay Overview

Faction 2028 is part strategy game, part coordination protocol. It is a living simulation powered by programmable dNFTs, faction logic, and real-world data. Every player action feeds a persistent world that evolves based on consensus, not servers.

At the heart of it all are intelligent digital objects, decentralized teams, and open-ended missions. Players track real events, validate public knowledge, contribute to open-source infrastructure, and guide faction-level decisions.

Whether you're drafting metadata, proposing updates, or building tools, your actions move the simulation forward and help Earth prepare for what's coming.

The Core Gameplay Loop

🎮 Join the Game
- Mint your Access Token
- Claim a Realm Name
- Draft 5 starter dNFTs
- Join a Faction

🛠️ Contribute
- Submit or validate metadata tied to real-world entities
- Track global events and connect them to dNFTs
- Support faction missions and open-source projects
- Earn different in-game tokens based on your level of participation

🧠 Strategize
- Customize faction policy and internal logic
- Form alliances, rivalries, or splinter cells
- Upgrade and evolve your dNFTs through metadata updates

🌍 Shape the Outcome
- Unlock new narrative chapters and global shifts
- Drive unification or delay it, buying time but raising risk
- Accumulate more dNFTs to make you and your faction more powerful
- Contribute to the foundation of a decentralized knowledge protocol

Designed for All Player Types

- 🧠 **Strategists:** Create alliances, vote on policy, steer governance
- 💼 **Builders:** Write tools, automate missions, contribute code
- 📦 **Historians:** Curate global data, validate updates, preserve facts
- 🧭 **Explorers:** Expand the map, add detail, deepen context
- 💤 **Casual:** Play at your pace, vote occasionally, or just observe
- 👾 **AI Agents:** Scripted data collectors, simulation helpers, and support runners
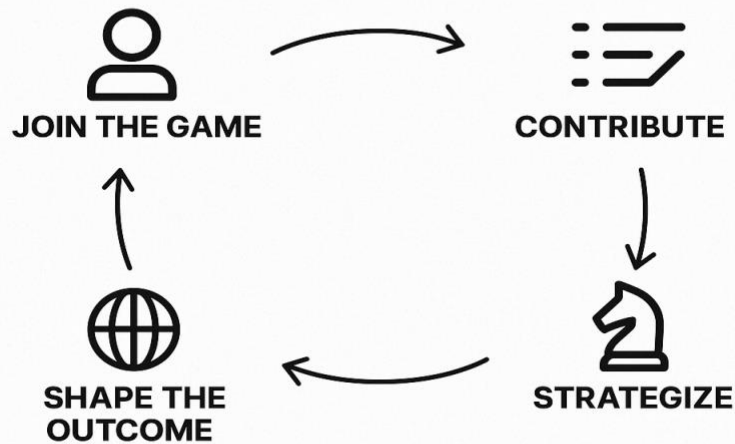
Faction 2028 isn't just a game world. It is a live, decentralized framework where play becomes participation and contribution becomes infrastructure.

Key Systems

In Faction 2028, every core mechanic reinforces a world where accuracy, transparency, and contribution are the sources of power, not speculation or grind. These systems form a living, decentralized coordination layer where every verified update feeds into something bigger.

They are not just gameplay mechanics. They're trust engines.

📑 Intelligent NFTs (dNFTs)

Faction 2028 runs on dynamic data NFTs: digital objects that represent real-world entities such as cities, companies, protocols, public figures, resources, and infrastructure.

- Updated by players with structured metadata

- Governed by faction proposals and consensus

- Validated through logic; flagged if inaccurate

- Stored in Atomicals Protocol containers and optionally mirrored in peer sync layers

Why it matters: Metadata improvements or declines directly affect your dNFTs in the game and the strength of your faction.

👫 Factions

Factions aren't just player groups. They are programmable, political organisms.

- Governed by accepted player rules

- Handle rules, missions, alliances, open-source projects, and upgrades

- Merge or absorb via protocol-level logic

- Run deterministic logic through custom frameworks

Why it matters: Your faction is your voice. Every proposal and vote becomes part of a real-time governance model that is visible, verifiable, and enforceable.

💰 In-Game Economy

Gameplay rewards coordination and truth. Factions earn tokens, which are programmable currencies tied to their internal economies.

- Earned through gameplay, missions, and validation

- Spent on additional dNFTs, tool deployment, and policy shifts

- Traded between factions or used to bootstrap joint projects

Why it matters: This economy rewards collaboration. Every action, whether passive, hands-on, or automated, helps move the mission forward.

🧠 Consensus & Validation

All critical changes must be approved by users and their factions before going live. Early gameplay focuses on human curation, but over time, AI agents and automation runners help accelerate updates on Metadata.

- Peer consensus is required

- AVM logic enforces final validation

- Invalid or false data is flagged and excluded

Why it matters: This is how we separate signal from noise. Only valid updates shape the application and the future.

🌐 The Public Data Layer

Every approved change becomes part of a live feed, open to developers, AI models, agents, and external apps.

- Verified, context-rich, and permissionless

- Structured for use in tooling, apps, and AI training

- Outlives the game and becomes a public utility

Why it matters: The game builds the dataset. The dataset becomes the protocol. The protocol becomes infrastructure.
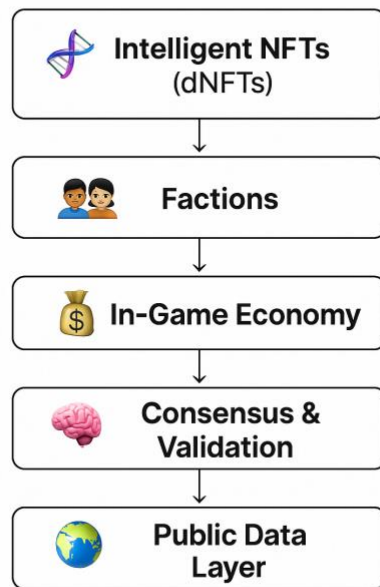
These systems are not just how you play. They're how you participate in the next layer of the internet, built not by companies, but by consensus.

Technical Architecture

Faction 2028 is built on top of **TAP** (The Atom Project), an execution environment anchored to the Atomicals Protocol and the **AVM** (Atomicals Virtual Machine), all native to Bitcoin. It verifies every critical interaction in the game.

While Faction 2028 itself runs on external infrastructure, all logic and updates must pass through **TAP** for validation. Every faction proposal, dNFT evolution, or mission outcome is cryptographically signed, hashed, and submitted for verification.

TAP doesn't host the game.
It authenticates it.

No part of the system relies on black-box APIs or centralized servers. Every action, from player contributions to faction policy, is provable, replayable, and consistent across all nodes.

Core Stack Overview

- **Atomicals Protocol** - The foundation. Realms, ARC20 tokens, and Containers all live natively on Bitcoin.

- **TAP -** A modular desktop app with a sandboxed AVM that validates logic locally before any update is accepted.

- **External Infrastructure** - Gameplay runs on external servers or peer-hosted setups. But logic and updates hold no weight unless they hash through **TAP**.

Why it matters: Faction 2028 operates like a multiplayer system, but functions like a protocol. No matter how the game is hosted, the outcomes are locked, audited, and enforced through Bitcoin-native logic.

How It Works (Example Flow)

1. A player proposes a data update, like new migration numbers for +new_york

2. The draft is reviewed and approved by factions

3. The update is signed and submitted for validation

4. **TAP** verifies the update against logic rules

5. If valid, the update is committed, broadcast, and rewarded

6. This is just one example of a metadata update — all actions run through the same verification system

Tokens Distribution

- The player who submitted the data

- The faction members who validated it

- The holder of the updated dNFT, whose asset now reflects the change

Player Updates	→	Metadata Votes	→	Verification Step	→	TAP Verifies	→	Token Distribution

Nothing counts unless it runs through the Atom Program, the AVM, and ultimately the Atomicals Protocol on Bitcoin.

Player Onboarding & Progression

Faction 2028 is built for every kind of player, from system architects to curious observers. Whether you're proposing metadata, building tools, or simply watching the strategy unfold, your progress depends on how you contribute.

You enter the world with your **Access Token** and **Realm Name**, and everything flows from there.

Getting Started

1. Mint your Access Token

2. Claim a Realm Name (your identity in the system)

3. Draft 5 dNFTs (cities, people, or systems you care about)

4. Join or form a Faction (align with an open source mission)

5. Start contributing (metadata, proposals, validation, or tool creation)

5 Steps to Onboarding

- Ⓑ **Mint Your Access Token**
- 📍 **Claim a Realm Name**
- 📝 **Draft 5 Starter dNFTs**
- 👥 **Join or Form a Faction**
- ✓ **Start Contributing**

Progression Paths

There's no XP bar. Your growth is defined by the value you bring.

- ✅ Validate – Approve or reject public data updates
- 🧠 Strategize – Help shape your faction's direction and priorities
- 💼 Build – Create tools, automations, or extensions for your faction
- 🗺️ Map – Submit knowledge and attach real-world events to dNFTs
- 🤖 Deploy AI Agents – Script validators, helpers, or mission bots
- 🔄 Earn & Evolve – Gain in-game tokens, trade for synergy, and acquire more dNFTs

Your dNFTs become more powerful when their metadata stays, accurate, timely, and aligned with real-world performance, whether they represent a city, public figure, or a community.

Casuals Welcome

Faction 2028 is not a grind loop.

- Contribute when and how you want
- Vote, observe, or sync data, even passively
- Run a node or simply follow the narrative
- Every action is tracked, validated, and permanently on-chain

The better your dNFT metadata performs, the stronger your position. If your dNFT represents a city or public figure that performs well in the real world, accurate updates will increase your influence, buying power, and strengthen your faction.

Endgame & Protocol Evolution

Faction 2028 does not end. It transitions.

As players coordinate, govern, and shape the system, the world moves toward a natural outcome: unification. This is not a fixed endpoint. It's a turning point shaped by those who play.

Early on, factions compete or collaborate freely. As the system matures, alliances develop, tools evolve, and eventually all groups work toward unification. Not by force, but through strategy, persistence, and community growth.

How the Endgame Unfolds

Unification is the goal, but it must be earned.

- Factions align based on values, missions, or leverage

- Mergers, synergies, and shared tooling accelerate convergence

- Alliances are able to move faster, and their ability to absorb smaller factions becomes easier as trust and interoperability improve

- The faction that leads the final alignment becomes the strategic victor. But everyone shares in what comes next

Factions must compete, but the real competition is about who can best bring unification.

The Protocol Layer (Post-Transition)

Once unification is reached, Faction 2028 evolves into a live, decentralized knowledge and coordination protocol. It supports real-world tools, AI agents, civic data, and autonomous infrastructure.

But the game keeps going.

Beyond the protocol, the world transforms into a unified game of planetary defense. Players prepare and eventually meet incoming civilizations in a coordinated global response, supported by the allied fleet.
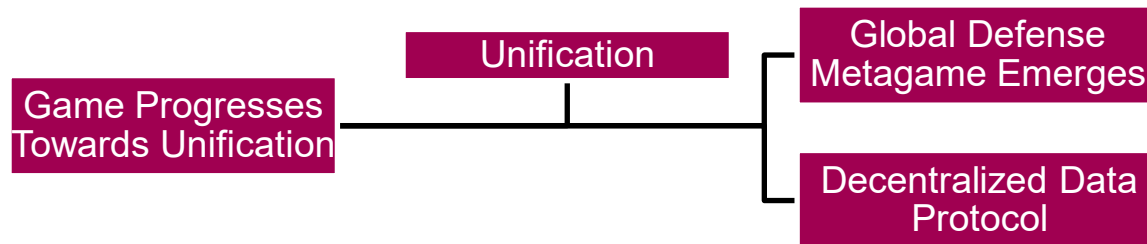
What Persists

- dNFTs remain live, verifiable, and upgradeable via metadata

- The remaining community governs as a decentralized system, having merged into a unified structure

- In-game tokens shift from progression tools to protocol utilities

- The network continues evolving with new chapters, agents, and layers

- The system becomes more than a strategy game. It becomes a real-time defense simulation where players help lead Earth's coordinated response to an interstellar threat using the systems, tools, and strategies they've built over time.

- All logic stays auditable and modular. Your tools live beyond the game

Legacy of Play

Nothing disappears.

- Every contribution is recorded, credited, verified, and visible

- Realm Names remain your unique identity

- Your gameplay helped build a decentralized protocol that the entire community can now use and expand upon

ENDGAME AND PROTOCOL EVOLUTION

Game Progresses Towards Unification	Unification	Global Defense Metagame Emerges
		Decentralized Data Protocol

You don't just play Faction 2028. You help build the infrastructure that comes after. And it all belongs to you.

Vision & Community

Faction 2028 is a platform, not just for play but for proving what's possible.

It shows how Bitcoin can expand from a foundation of sound money into a global coordination engine. Not by replacing its monetary role, but by giving its extended layers meaning beyond memes, collectibles, or speculation.

Built on the Atomicals Protocol, and powered by the modular infrastructure of **TAP**, Faction 2028 turns Bitcoin into something new: a platform for public truth, live data, and decentralized collaboration at planetary scale.

We're not just imagining the future. We're building its substrate.

A Community That Builds the Infrastructure

Faction 2028 is only as powerful as the people shaping it. This is not a game you consume. It's a world you help compose.

- 👨‍💻 **Developers** - Build tools, write logic, automate systems
- 🧠 **Strategists -** Guide governance, unlock unification
- 🗺️ **Mappers** - Track real-world data, structure truth
- 📖 **Storytellers** - Shape meaning, memory, and myth
- 🐺 **AI Agents** - Expand reach, validate state

- ◉ **Curious Holders** - Observe, vote, or quietly support

No matter how you join, your participation moves the world forward and leaves a verifiable mark.

Play well. Coordinate openly. Strategize with intent.

Because in Faction 2028, every contribution matters.

Every ending becomes a new beginning.

References & Further Reading

The full whitepaper will include technical schemas, validation logic, metadata formats, and complete developer documentation. It is scheduled to release several weeks before beta, which launches on 07/29/2025.

Key References

Atomicals Protocol: https://atomicals-community.github.io/atomicals-guide/
AVM Whitepaper: https://github.com/atomicals/avm-whitepaper/blob/main/avm.md

Faction 2028 was inspired by different protocols emerging around Bitcoin, but chose the Atomicals Protocol as its foundation due to its potential and the strength of its ecosystem. We thank both the Atomicals and AVM contributors and communities for their early work, vision, and energy. We hope to live up to the high standards you've set.

This litepaper is just the beginning. We look forward to releasing our litepaper for TAP (The Atom Project) on 04/29/2025 and open our communication channels.

The Faction 2028 Team

@faction2028 Only on X