

The OFFICIAL Okay Company Player's Guide

Player's Guide

Okaymon

Collecting Tips

Mechanics &
Strategies

Player's
Guide

Okaymon
Profiles



Gotta Mint
at Least One
of Them!

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Issue

COLLECTOR'S
EDITION



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Okaymon's Gamified Drop

Hey there! We at The Okay Company are always experimenting, and we're pleased to introduce you to our gamified drop mechanic.

Everyone who **mints an Okaymon^{GM}** has a chance to win, but studying the rules and playing strategically will increase your chances. **We're giving away 10% of our profits as prizes to over 100 lucky winners.**

Learning a new game always has a bit of a learning curve, so you can be as involved or uninvolved as you want. If you're thinking, "I don't want to play a game, wen mint," this next section is for you!

The Bare Minimum

The Okaymon drop rolls out over five generations. Each generation consists of 2,000 Okaymon and 2,000 Okayballs^{GM}. You mint an Okayball for .05 ETH. This Okayball can be exchanged at any time for an Okaymon ("catching an Okaymon").

An Okayball is a mint pass. You pay two transaction fees (first when minting Okayballs, second when exchanging Okayballs for Okaymon) but this is mitigated by 1) our optimized contract which reduces gas fees by up to 70%, and 2) you can wait till gas is low to catch your 'mon.

If you miss out on the chance to snag a Generation 1 Okayball, you'll have four more chances to get Okayballs from later Gens. Sounds okay to us!





Traits

Let's explore the traits. Each Okaymon has **five traits**, one from each of the following categories.

Generation (5 options): 1, 2, 3, 4, 5

Nature (25 options): Hornish, Gluggy, Misty-Feely, Despicuous, Disgustulous, Vasive, Diligent+, Slywormy, Unbad, Partylicker, Mopolitan, Krotchy, Enchunched, Androtheoric, Hookous, Nevitable, Streumpy, Oddylong, Snutty, Parchedcore, Quantiac, Inhibucal, Detongular, Humitragic, Frumpyvacant

Item (5 options): Game Cartridge, Trading Card, Figurine, VHS, Link Cable

Item Color (16 options): Red, Blue, Yellow, Green, Gold, Silver, Crystal, Ruby, Sapphire, Emerald, Diamond, Pearl, Platinum, Black, White, Vietnamese Crystal

Sect (2 options): Day, Night

The 25 Natures may seem strange, but we assure you they are very helpful scientific categories set out and rigorously standardized by world leaders in OkayScience^{GM} using the power of our own artificial intelligence system The Okay Computer^{GM}.

Here are some example Okaymon:



Gen: 2

Nature: Krotchy

Item w/color: Blue Link Cable

Sect: Day



Gen: 4

Nature: Quantiac

Item w/color: Crystal Trading Card

Sect: Night



Gen: 1

Nature: Slywormy

Item w/color: Silver Figurine

Sect: Night

Trait Rarity

Okaymon are given points based on the rarity of their traits, and the Okaymon with rarer traits gets the higher score. Sounds simple. But here's the thing: **there's no trait rarity built into the collection.**

Looking at the 10,000 Okaymon collection as a whole, every Nature, for example, appears as often as every other Nature. There are 400 Krotchy Okaymon, 400 Quantiac Okaymon, 400 Slywormy Okaymon, and so on for all 25 Natures, none more "rare" than the other.

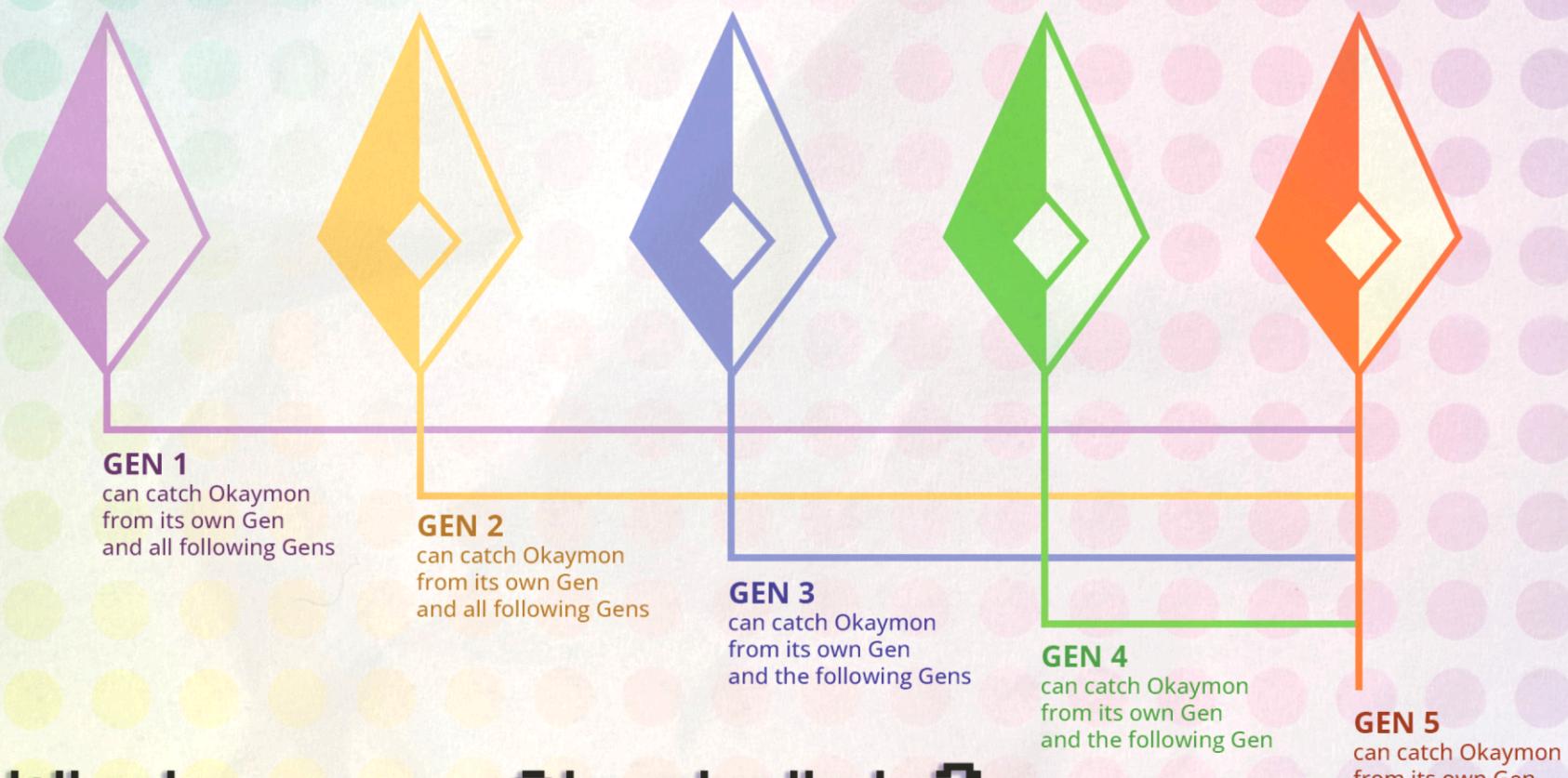
However, rarity is based on how many Okaymon are caught, not how many are in the full collection, and it's a virtual certainty some Okaymon will go uncaught. Why?



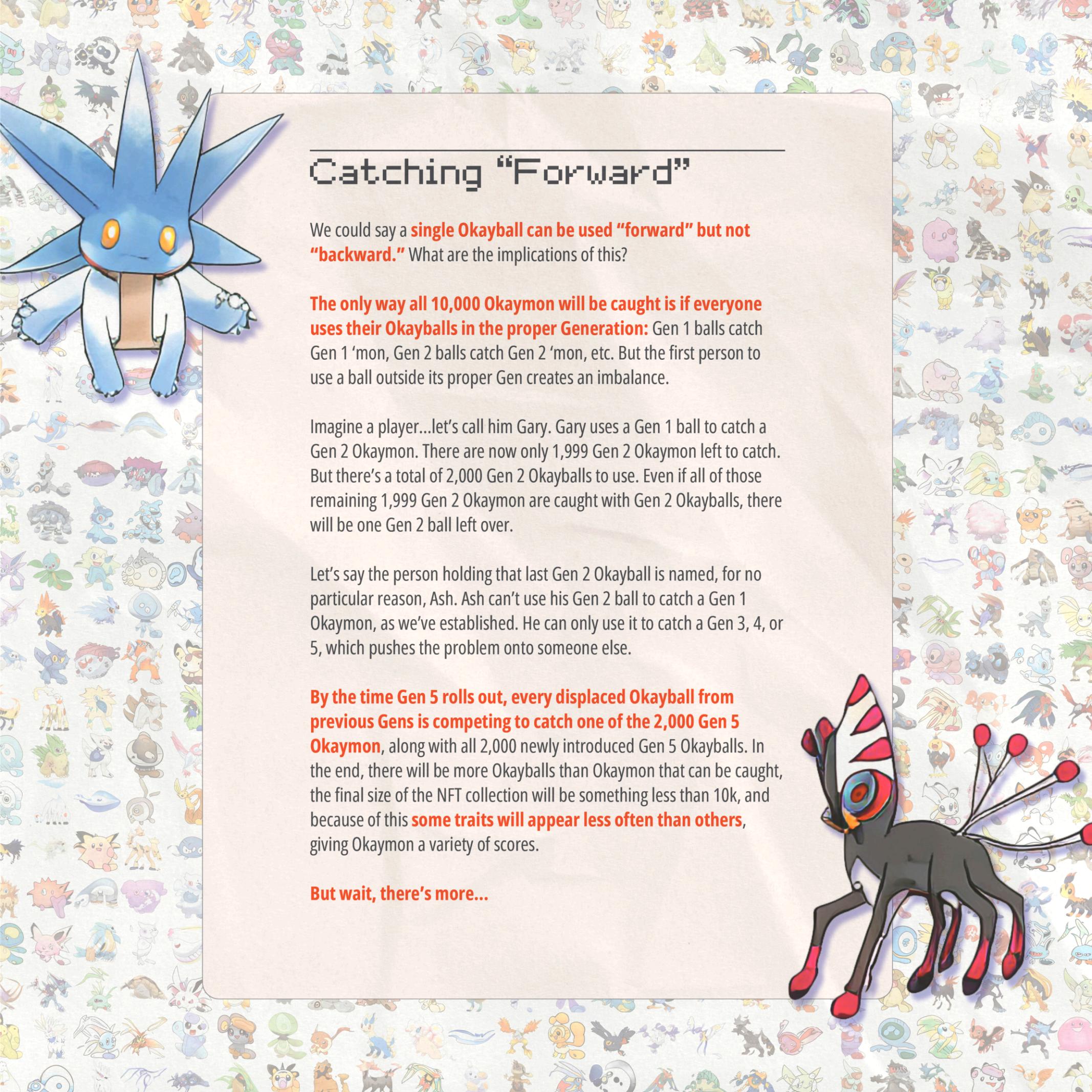
Okayball Mechanics

You can use a Gen 1 Okayball to catch a Gen 1 Okaymon. You can also hold onto it, wait for Gen 2 to come out, and use your Gen 1 ball to catch a Gen 2 Okaymon instead. You can hold your Gen 1 Okayball all the way till Gen 5 if you like, and use it to catch a Gen 5 Okaymon.

Now say you have one Gen 2 Okayball. You can use it to catch a Gen 2 Okaymon or hold it to use in a later Gen. What you can't do, however, is use your single Gen 2 Okayball to catch a Gen 1 Okaymon. In a sense, **Okayballs get less powerful in later Generations**. One Gen 5 Okayball can only be used to catch a Gen 5 Okaymon. This is illustrated in the handy graphic below.



What can an Okayball do?



Catching “Forward”

We could say a **single Okayball can be used “forward” but not “backward.”** What are the implications of this?

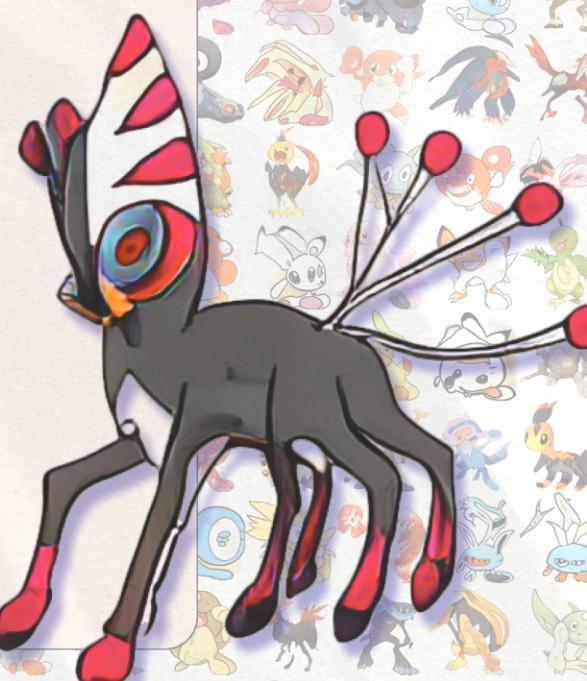
The only way all 10,000 Okaymon will be caught is if everyone uses their Okayballs in the proper Generation: Gen 1 balls catch Gen 1 ‘mon, Gen 2 balls catch Gen 2 ‘mon, etc. But the first person to use a ball outside its proper Gen creates an imbalance.

Imagine a player...let's call him Gary. Gary uses a Gen 1 ball to catch a Gen 2 Okaymon. There are now only 1,999 Gen 2 Okaymon left to catch. But there's a total of 2,000 Gen 2 Okayballs to use. Even if all of those remaining 1,999 Gen 2 Okaymon are caught with Gen 2 Okayballs, there will be one Gen 2 ball left over.

Let's say the person holding that last Gen 2 Okayball is named, for no particular reason, Ash. Ash can't use his Gen 2 ball to catch a Gen 1 Okaymon, as we've established. He can only use it to catch a Gen 3, 4, or 5, which pushes the problem onto someone else.

By the time Gen 5 rolls out, every displaced Okayball from previous Gens is competing to catch one of the 2,000 Gen 5 Okaymon, along with all 2,000 newly introduced Gen 5 Okayballs. In the end, there will be more Okayballs than Okaymon that can be caught, the final size of the NFT collection will be something less than 10k, and because of this **some traits will appear less often than others**, giving Okaymon a variety of scores.

But wait, there's more...



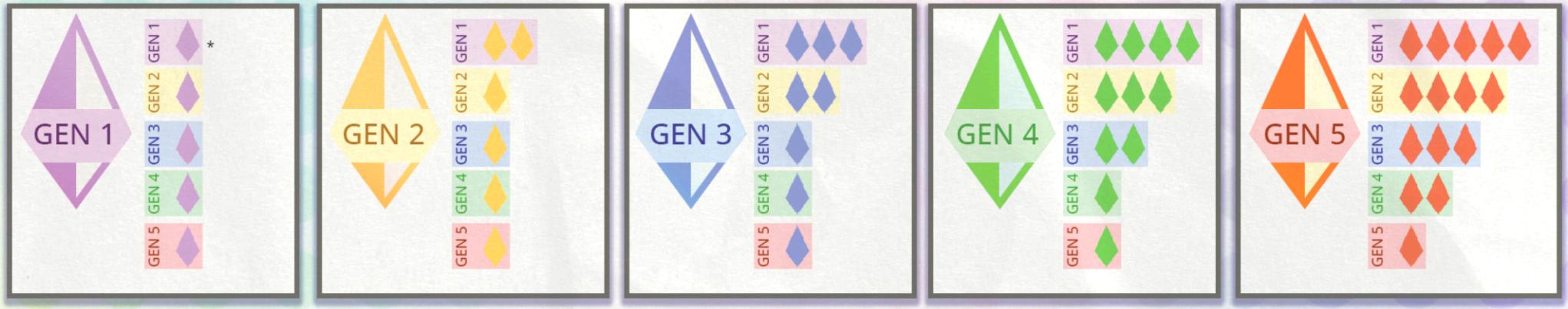
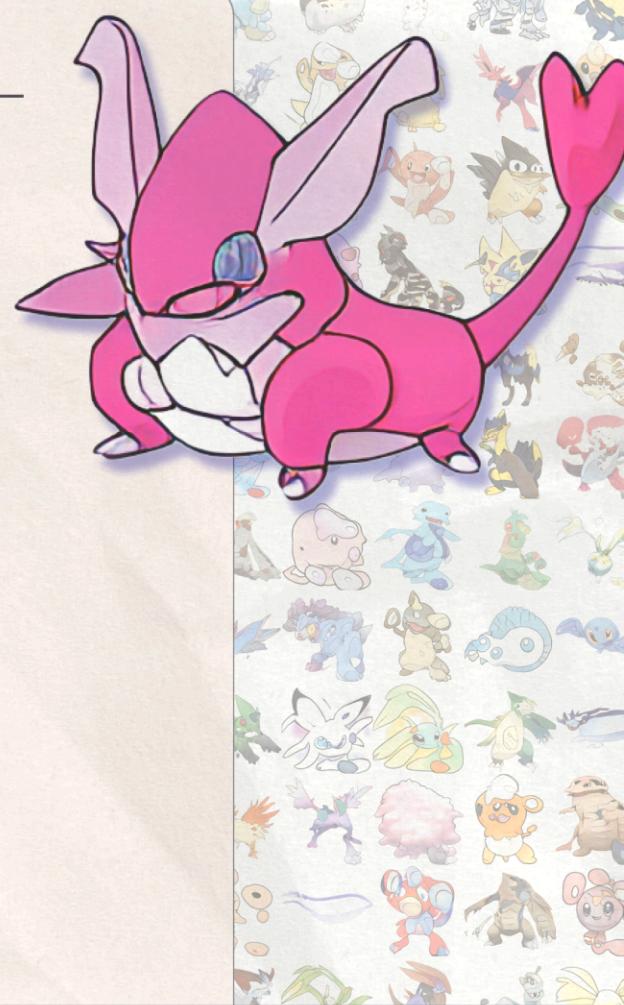
Catching “Backward”

Say Ash minted two Gen 2 Okayballs but desperately wants a Gen 1 Okaymon. While a single Gen 2 ball can't be used to catch a Gen 1 Okaymon, he can use **two** Gen 2 Okayballs to catch “backward” into Generation 1.

If you have some Gen 3 Okayballs, you can use two Gen 3 balls to go backward one Gen and catch yourself a Gen 2 Okaymon. Or you can even catch a Gen 1 Okaymon by using three Gen 3 balls.

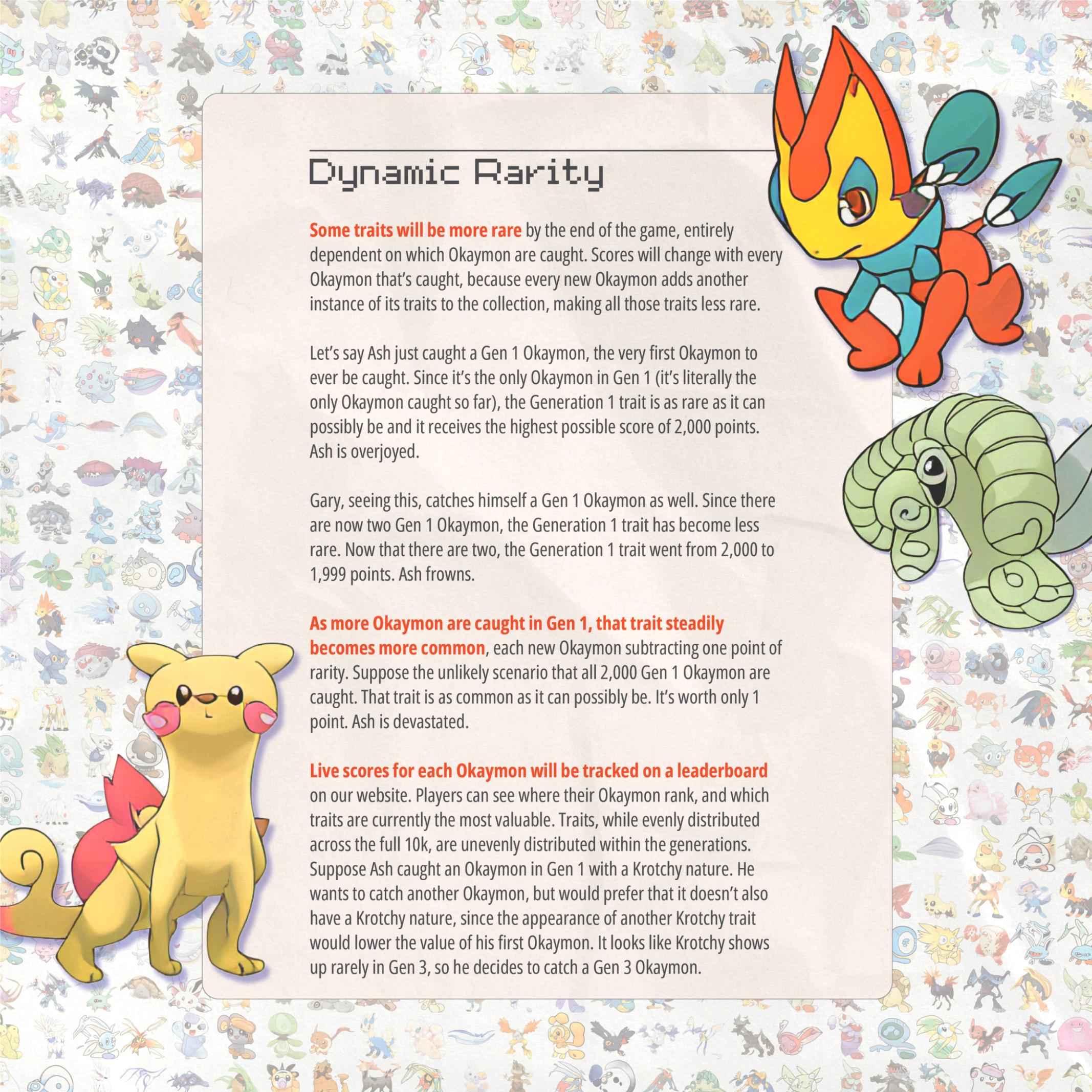
In general, **it costs one extra Okayball for every Generation back you want to catch.**

How to catch Okaymon “backward” using multiple balls is illustrated in the graphic below.



**Cost to catch an Okaymon in this Gen*

By using multiple Okayballs to catch a single Okaymon, the potential collection size is decreased even further.



Dynamic Rarity

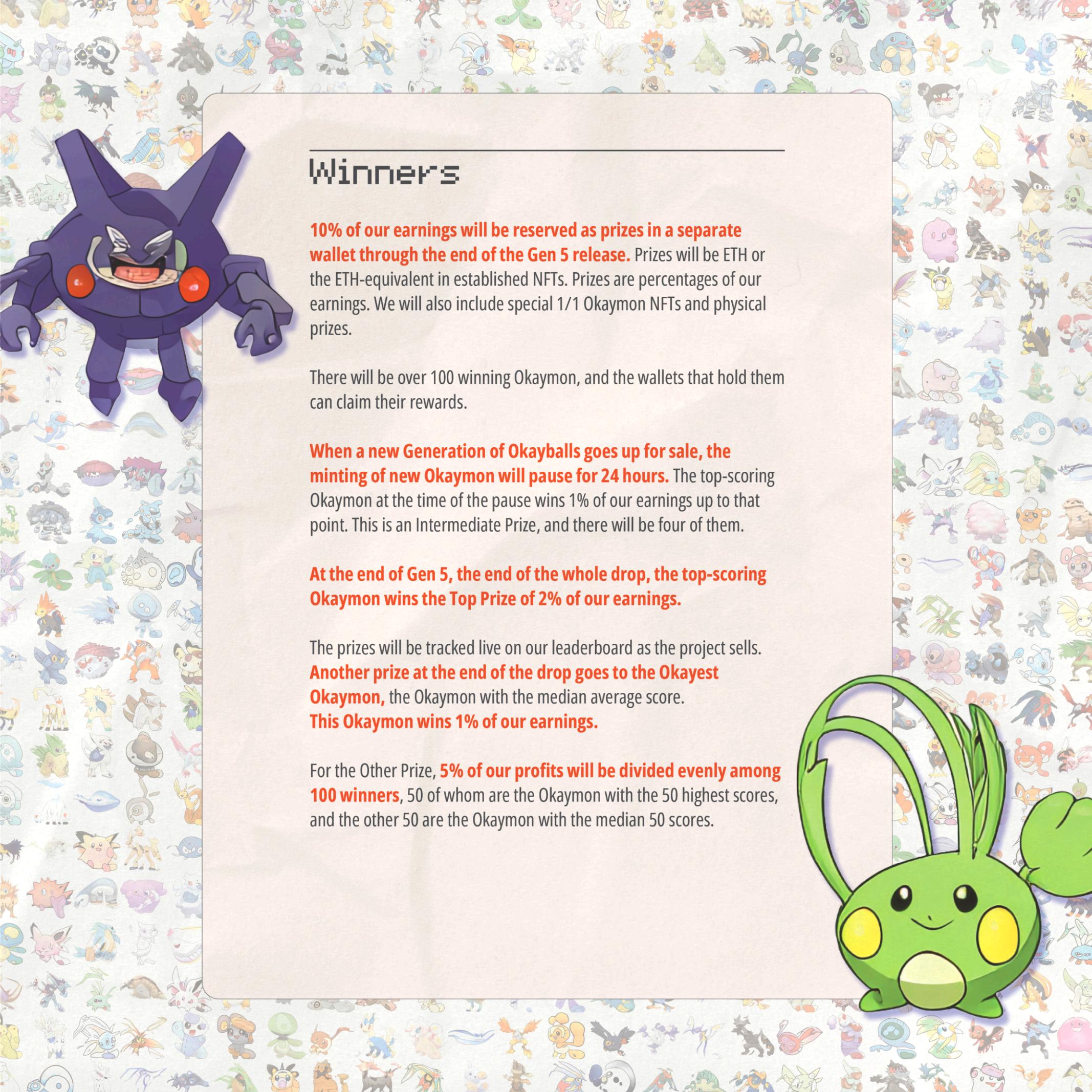
Some traits will be more rare by the end of the game, entirely dependent on which Okaymon are caught. Scores will change with every Okaymon that's caught, because every new Okaymon adds another instance of its traits to the collection, making all those traits less rare.

Let's say Ash just caught a Gen 1 Okaymon, the very first Okaymon to ever be caught. Since it's the only Okaymon in Gen 1 (it's literally the only Okaymon caught so far), the Generation 1 trait is as rare as it can possibly be and it receives the highest possible score of 2,000 points. Ash is overjoyed.

Gary, seeing this, catches himself a Gen 1 Okaymon as well. Since there are now two Gen 1 Okaymon, the Generation 1 trait has become less rare. Now that there are two, the Generation 1 trait went from 2,000 to 1,999 points. Ash frowns.

As more Okaymon are caught in Gen 1, that trait steadily becomes more common, each new Okaymon subtracting one point of rarity. Suppose the unlikely scenario that all 2,000 Gen 1 Okaymon are caught. That trait is as common as it can possibly be. It's worth only 1 point. Ash is devastated.

Live scores for each Okaymon will be tracked on a leaderboard on our website. Players can see where their Okaymon rank, and which traits are currently the most valuable. Traits, while evenly distributed across the full 10k, are unevenly distributed within the generations. Suppose Ash caught an Okaymon in Gen 1 with a Krotchy nature. He wants to catch another Okaymon, but would prefer that it doesn't also have a Krotchy nature, since the appearance of another Krotchy trait would lower the value of his first Okaymon. It looks like Krotchy shows up rarely in Gen 3, so he decides to catch a Gen 3 Okaymon.



Winners

10% of our earnings will be reserved as prizes in a separate wallet through the end of the Gen 5 release. Prizes will be ETH or the ETH-equivalent in established NFTs. Prizes are percentages of our earnings. We will also include special 1/1 Okaymon NFTs and physical prizes.

There will be over 100 winning Okaymon, and the wallets that hold them can claim their rewards.

When a new Generation of Okayballs goes up for sale, the minting of new Okaymon will pause for 24 hours. The top-scoring Okaymon at the time of the pause wins 1% of our earnings up to that point. This is an Intermediate Prize, and there will be four of them.

At the end of Gen 5, the end of the whole drop, the top-scoring Okaymon wins the Top Prize of 2% of our earnings.

The prizes will be tracked live on our leaderboard as the project sells.
Another prize at the end of the drop goes to the Okayest Okaymon, the Okaymon with the median average score.
This Okaymon wins 1% of our earnings.

For the Other Prize, **5% of our profits will be divided evenly among 100 winners**, 50 of whom are the Okaymon with the 50 highest scores, and the other 50 are the Okaymon with the median 50 scores.



Strategy

Some final things to mention. **The game ends at a set time some days after Gen 5 is released.** That time will be clearly posted. If two Okaymon end up with the same score, the one that was caught first is put higher on the leader board.

The longer you wait to catch your Okaymon, the more information you'll have about what traits seem most likely to determine the winner, and the distributions of those traits by Generation. On the flipside, priority is given to Okaymon that were minted earlier if there's a tie.

Also note there's a strong chance that some people, by the end of the game, will have Okayballs but not be able to catch an Okaymon. For example, you could have one Gen 5 ball but every Gen 5 Okaymon has been caught already. Each Okayball is itself an NFT, so even though it's certainly better to have an Okaymon, it's better to have an Okayball than nothing at all. After Okaymon holders, **Okayball holders will have access to future developments before the general public.**

The goal with all of this is to give a **fun, competitive, and strange twist to our NFT drop.** Whatever ends up happening will be a basis for the evolving lore of Okaymon. Winning Okaymon will have a special place in the ecosystem going forward, as will the final ranking of the different traits.

If you have any questions, please ask in our Discord and someone will be there to answer!

