The Metaverse has grown a mind of its own, an Artificial Intelligence. Even more: it's grown an unconscious. It dreams, and the dreams of The Metaverse become real.

**Welcome to the Okayverse!**

\*scrolling gallery / cool line of Okaymon\*

Strange creatures appear, familiar like memories, their names and natures on the tip of everyone's tongue. Professor Okay is convinced these creatures, which he calls Okaymon, hold the answers to the mysteries of the Okayverse.

\*image of Okay and Yako with an Okayball and Okaymon\*

With the duplicitous Dr. Yako (about whom we'll soon learn more), he invented the Okayball to catch wild Okaymon. He needs your help to collect and befriend them, to learn their secrets and push the frontiers of OkayScience. There are even prizes for rare or interesting Okaymon!

Mint Okayballs, collect Okaymon, explore the Okayverse. You've gotta catch at least one of them!

\*drawing of Okayball here or embedded in the above paragraph newspaper style\*

**NFTs**

Okaymon is a collection of up to 10,000 AI-generated creatures living as NFTs on the Ethereum blockchain. Why "up to 10,000?" The final size of the collection is determined by the choices you make in our unique gamified drop. The rarity of traits is also shaped by your choices. Okaymon are awarded points and we will give 10% of our earnings back in prizes to over 100 winning Okaymon!

Learn more about our gamified drop by reading The Official Okaymon Player's Guide.

\*Show Guide cover, with link\*

In brief, the collection is released over 5 themed Generations of 2,000 Okaymon each. The first Generation is Oasis.

\*Oasis poster, if it's not image overload\*

You mint Okayballs for .05 ETH each. They are minting passes which can be exchanged at any time for an Okaymon ("catching" an Okaymon). Okayballs and Okaymon behave differently in different generations, and this affects the size of the collection, the rarity of Okaymon, and who wins prizes. Winning Okaymon are tracked on our Leaderboard (coming soon).

\*Leaderboard image when possible\*

The unpredictable results of the gamified drop will shape the fate of The Okayverse!

**Art**

All Okaymon are created by Artificial Intelligence! Specifically, we trained customized versions of StyleGAN3 and ruDALL-E on a large hand-curated dataset to generate new images, and the result is one of the cleanest AI collections ever made. None of them are drawn or designed by people; they're 100% machine dream! \*add links to accessible articles, if possible\*

\*animated contact sheet of growing Okaymon embryos\*

**Roadmap**

\*add Taryn's map when possible\*

1.0

-Generation 1: *Oasis*

-Generation 2: top secret

-Generation 3: top secret

-Generation 4: top secret

-Generation 5: top secret

2.0

- Okaymon evolution

-Okaymon breeding

-Okaymon digital card game

-Okaymon DAO

-Metaverse integration

-AI multimedia expansion of the Okayverse lore

**Team**

\*team photo…with Allen's ape avatar not blurry somehow?\*

\*each bio with its Okaymon…we need to assign Taryn an Okaymon\*

Anthony is an AI artist and electronic musician. He's a certified Pokemaniac, and was a competitive-tier battler in the Pokemon Video Game Championships 2011-2018. He studied computer science and digital art. When he's not preoccupied training The Okay Computer to generate the Okaymon you know and love, he makes wedding cakes for fun.

Arturo is an artist, actor, director, and filmmaker from Rome, Italy. He travelled across Europe as tour manager and director of his own theater company, collaborated with many prominent artists, and performed under controversial director Romeo Castellucci. After coming to the US, he has directed music videos and plays in Portland, OR and worked for years as artist-in-residence at an art school. He was Artistic Director for a 3D sound installation at Google Play's Annual Developer Conference in 2017.

Nathan is a mathematician, filmmaker, and writer. He studied for years with novelist Chuck Palahniuk in a highly competitive writing workshop, and edited books for Unsolicited Press. He and Arturo have made several short films. Nathan taught math before working full-time on Okaymon.

Tartz began his journey into NFTs when he first heard about them on Gary Vee’s podcast circa February 2021. His first ever NFT purchase was an NBA TopShot pack and he’s been an early member of communities like BAYC, World of Women, Ghxsts and Ether Orcs. He has nearly 10 years of experience as a residency-trained optometrist specializing in management of ocular diseases and acute trauma. He has a passion for education and loves giving back to the College of Optometry as an adjunct clinical instructor.

TM is a designer and illustrator who never says no to a late night of karaoke or a weekend of board games. With nostalgia and video games at the core of her being, TM was a level designer on a well-known retro game and continues to work on projects that help ‘90s kids relive their former glory days.