

This is the “SoulVerse Lite Paper” not a White Paper. While this Lite Paper is already a long read, it only touches on certain aspects. The White Paper is the in-depth paper (TBA), whereas the Lite Paper is the shorter version but should provide sufficient information at this point.

Background on NFT's, Blockchain Technology, market industry research (stats), and how this implements into gaming - aka, crypto gaming - Corey

Game Engine - Unreal 4 / 5

Background of project

SoulVerse was conceived in August of 2020 By our Founders in a Starbucks parking lot, and began story development in mid 2021. After developing the story, instead of creating a typical Unreal 4/5 consumer game on Steam, we decided to venture into the world of blockchain. We are large fans of a decentralized autonomous organization (DAO). We are looking for like-minded individuals and investors that share our vision and wish to be part of this development either through monetary investment or community development (polls, forums, and votes on game development) .

The SoulVerse team will be minting collections of NFT's (Non-Fungible Tokens). Collections will be element focused soul beast packs with some cosmetic, weapons, armor, land and/or structures included. Along with crafting a global player-driven economy that will be on Blockchain almost all in-game assets like the following will be mintable and tradable between wallets:

- Soul beasts
- Armor
- Weapons
- Consumables
 - Evolution materials
 - On - use combat items
 - On - use out of combat items
- Cosmetics
- Land
- Structures (extremely rare; few per collection)

The CityStates Lite Paper provides basic information about the project, the problems it tackles, the gameplay, and the market opportunities it offers.

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1. Founders Statement

2. Barriers of Integration Utilizing Crypto

It used to be very difficult for the average person to get into crypto. However, now it has become increasingly easier with extension integration in browsers, companies offering crypto on their menu, and the public sentiment of crypto as a general commodity. We anticipate a simple integration that will help hurdle over any issues or sentiment needed to play and enjoy the game which should bring large volumes of “new crypto gamers” to the table.

//2.1 Difficulties of the Consumer Adapting to Crypto

Almost every game in the crypto space is built upon the ethereum block chains and side chains. The only barrier to entry is creating a wallet and connecting it to the associated game account.

2.2 The Cost of Consumers Entering Crypto Games

Aside from owning a wallet and connecting it, the player will most likely be required to own crypto associated with that game to pay for transaction fees or other “starter packs”. This is an issue for players wanting to be serious or competitive; it forces players to buy upgrades or new “packs” and almost makes it a necessity. Due to this, this limits growth in the most important customer base: the player without expendable income.

2.3 Time Based Limited Marketability

With the slow adoption of crypto being integrated in the gaming space, there are few channels for marketing games with these added features. Platforms like Steam, Google Play Store, and other widely adopted platforms currently deny these types of games to be sold and advertised in their space. This is where the vast majority of players shop to obtain their games now that brick and mortar stores have been slowly transitioning out of the mainstream. Even those projects with a large marketing spend and assigned team, it is difficult to gain the attention of those who are not already within the crypto space itself.

3. How SoulVerse Solves These Issues

SoulVerse's main goal is to develop a highly enjoyable and repeatable gameplay loop that is backed by a robust player-made economy. Even if you have no money, you can play, win, and compete and possibly make money contingent upon your playing style. This allows for the playing field to level out between the heavily funded large guilds and those smaller, more niche guilds with less funding & players to compete quite evenly. We want to bring the feeling of gaming and high fidelity enjoyment to crypto. We are not here to leave our customers / investors "high and dry" with an unfinished / unsupported product. We are here to show that crypto gaming can compete and overtake other mainstream multiplayer games created on the foundation of assets solely belonging to the company that built them. Instead what you make is yours, what you mint is yours, what you experience is all yours. Bring your friends and craft a guild to last through the ages and conquer The Abyss with your brothers, sisters, and anyone else. That is what makes gaming more enjoyable than anything; this is the foundation of our game.

3.1 Technical barrier

Inherently, Soul Kingdom™ does not require complex tools or systems. The only barrier is understanding how to buy and sell on our interface and in the game market. The reasoning behind this is due to our side chain; we will not have high transaction fees. Since the buyer is handling the transaction fees, it eliminates the necessity to have currency beforehand in the seller's wallet. Thus allowing the economy to flow more freely and easily, with the addition of items in the game that don't require crypto and only require in-game currency.

3.2 Marketability

With the current rate of adoption with major storefronts such as EpicGames, we anticipate being able to launch all platforms immediately aside from mobile (which will become integrated as the team grows). This will open the game to tens of millions of players of all walks of life; crypto oriented or not. With the genre we are developing in, we anticipate there to be almost no age barrier since this is a tried and true genre across games, books, movies, and other forms of entertainment.

Social media has become a conduit for many new and up and coming games with much proven success. Platforms such as Twitter, TikTok, and Instagram offer a great way to advertise our product. We hope to generate traction through word of mouth thus not incurring a high cost and bringing quality players to our community.

3.3 Solution: The Cost of Consumers Entering Crypto Games

Our game will require players to open an account and link either an existing wallet or one created for them. Due to this, the cost of entering for "new crypto gamers" who are inexperienced with that toolset will only have to download our launcher and make an account since the wallet is included (if necessary). We are not worried about those who have wallets; they understand the system. When it comes to cost, normally every player has to

have crypto currency (ethereum or the game's crypto) already loaded onto their wallet forcing a cost incurrence on even playing the game rather than simply playing the game.

We will solve that with our own side chain integration and make the transfer fees so low along with not having the player pay a cost to post their NFT. Thus eliminating the worry of losing new crypto gamers and those who cannot pass the barrier to entry. We aim to make this a player driven economy in every facet. We will take the fee of the transaction and add it to the buyer's payment of which should be miniscule.

Ex. Seller lists for 1 ethereum; transaction fee = .001 eth; buyer pays price of NFT + transaction fee = total price of NFT

4. Game Concept & Scope

SoulVerse: Soul Kingdom is a multiplayer third person turn based RPG game with an explorable open world and a unique in-battle movement system. The game has creature capture, mercenary guilds, a sophisticated system of beast evolution, and deep exploration encouraging community building. In Soul Kingdom, you can breed, tame, customize, and trade your soul beasts, consumables, items, and land in a diverse market on *and* off the game. Guilds will dive into the layers of the abyss to challenge bosses, dungeons, raids, other players / guilds, and entire cities to conquer and loot magnificent treasures with your comrades and gain worldwide renown that translates to in-game decisions. Outside of the abyss we will have expeditions to unseen lands and undeveloped beast empires to find new creatures, new elements, and playstyles. Players will be able to hatch their captured creatures and then, utilizing items, timing, and pure genius, evolve them to become the most powerful beasts in the game.

Finally, players / guilds will have the opportunity to challenge each other on the guild, team, and solo rankings along with a plethora of diverse tournaments. This all culminates into an experience that you and all your friends can join in for free.

Our first release will not involve every system and item previously mentioned. To begin, our goal is to introduce the player to the basis of the gameplay which will include the following base elements:

- Abyss delving
 - Taming
 - Battling beasts
 - Environmental hazards
 - Guild / group exploring
 - Overworld bosses
 - Resources
- Mercenary System
 - Land integration
 - Headquarters building
 - Simple hierarchy system
 - Bounty System
 - Breeding system
- The Hub
 - Main story quest line
 - Guild finder
 - Guild rankings

4.2 Mercenary Guild System

The mercenary guild is built upon the idea that players will group together and conquer The Abyss as a team taming, fighting, raiding, completing bounties, and overtaking layers together. Afterwards, they will gain renown and unique NFT's in each type of event as a reward for their efforts. Outside of The Abyss, mercenary guilds will buy land for their headquarters and on that land, house their players, personal property, tames, farms, and breed /evolve beasts in a unique private system built to make bonds in the community.

The mercenary system also contains a hierarchy system. Guilds with high renown will work together with game developers to craft systems that the players want. Guilds will also be able to have representatives for auctions made on collections in the auction events live streams. Those guilds that have contributed to the community either monetarily or socially will have many opportunities that guilds that don't participate in the community don't. Some may include first chance at expeditions, early development news, and potentially have the opportunity of being immortalized in the game in some fashion. We want those who truly put in the effort to be appropriately recognized as contributors to the game for years to come.

4.2.1 Land & How it is Utilized in Guilds

Land is used to house your headquarters, players, tames, personal & guild evolving grounds, and unique battle grounds & environmental assets. This land is bought from the hub or on the marketplace. Rarer land may only be sold and obtained within collections or as rewards for events, raids, conquering cities, etc. Land is then exchanged and contingent upon the renown tier of your guild and rarity is then generated in Unreal Engine 4/5 and made playable for you and your guildmates. The land is a fully interactable 3D open space which will house buildings, headquarters, farms, breeding grounds / labs, evolving grounds, and unique environmental effects that utilize specific creature elements better and provide buffs. Every land will include a battle ground where you can test your creatures against AI or fellow guildmates. Some land will have advanced features in those specified battle grounds. Think of this as a training field that may or may not have specific items contingent upon renown and collections. Land is important and intricate and separated into personal and guild areas.

Personal - Land outside the guild headquarters and grounds will have plots for members to add farms, breeding grounds, evolution grounds, and storage then to design and customize your assets separately from the overarching guild.

Guild - Land inside the guild headquarters and grounds will have a group oriented breeding, evolving, crafting, and trading between members.

The guild vault, which holds all of the non - NFT guilds related assets, will be held in the bank accessed from the Market Hub. These assets could include in game currency, common node gathered materials, common breeding & evolution materials, common crafting ingredients & recipes,

4.2.1.1 Guild Nodes

Certain land will have special nodes of these nodes once a month will need to be cleared by the guild members. Special nodes will accumulate beasts through the month. If guilds wait to clear until the end of the month, it will then spawn certain bosses / groups of beasts that will drop more rare NFT materials. These materials will be used for many different aspects such as breeding, evolving, trading, etc. It is best for the guilds to clear this once a month, **all rewards** will be distributed evenly to all guild members regardless of amount of work done; the only prerequisite is that they must be online and in the group. This will be distributed to their wallets.

****Note: Most lands will not have guild nodes.** They will need to be bought on the marketplace, found in the world, or rewarded through special events / quests.

4.2.1.2 Guild Farm Lands

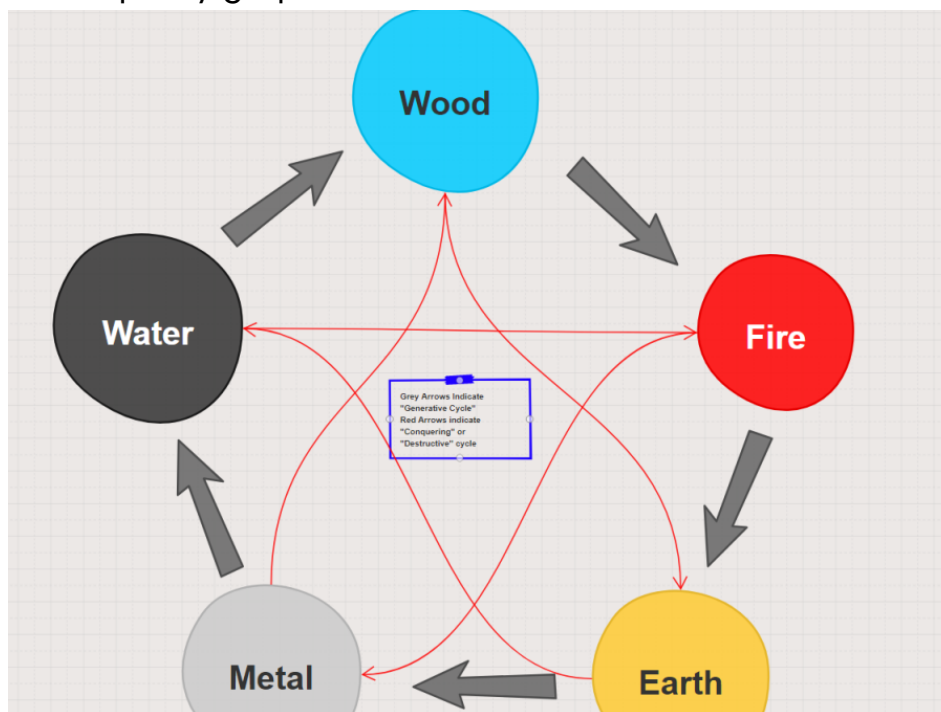
Guild farms are NFT additions to your previously owned land. These are obtained through buying on the market / collections, earning through quests / The Abyss, or trading. The concept of these farms, these spawn specific beasts and materials for players of the guild to clear our daily / weekly / monthly. A player can clear it by defeating all of the beasts, collecting all the nodes, and any other tasks specific to that farm land. Some of these items will be NFT's or tamable beasts. When cleared, the player gets 25% of the materials and a choice of the NFT's. The materials are sent to the guild vault. The NFT's are split evenly between the guild members.

****Note** – We will develop these systems to fairly distribute these items to their wallets.

4.2.2 Elemental System

Every beast and most items have an elemental attribute. There are 10 base elements. Each element has many attribute tiers that make up that specific element. For example, air has the thunder sub tier and the cyclone sub tier. When a soul beast is trained and given the correct materials, it will evolve up the sub tiers until to the element tier. For example – my soul beast = thunder attribute. If I give it an air crystal and I give it the common evolution materials and evolve it, it will have a high chance of evolving into the air evolution. It is important to note: the element tier is nowhere near close to the final tier of evolution for our soul beasts. Also, most elements and attributes can be mixed. When a creature is evolved, it will begin back at its original egg phase that needs to be hatched during incubation periods.

Each element and attribute has its nemesis and supporter. For example, fire hates and is harmed by water yet is helped by wood and harms earth. <Insert pretty graphic>



4.2.3 Creatures

This is the first iteration of races – there are many more to come.

Creatures are broken down into Clans, bloodlines, subraces, elemental domains, and type (tanks, support, dps, etc.). <Insert graphic here>

Beasts are broken down into clans. Clans are connected through bloodlines and races.

Clans are broken down by power and what clans are leading or most powerful relating to the lore. It is important to note that some clans come together to unite against other clans.

Breakdown of Clans:

- Dragon God Clan
 - Vermillion Yang Chicken Dragon Clan
 - Fire Dragon Clan
 - XaunWu Dragon – Twin Tail Tortoise Dragon Clan
- Tiger God Clan
 - Black Yin Tiger Clan
 - White Yang Tiger Clan
- Bird God Clan
 - Phoenix Clan
 - Crane Clan
 - Roc Clan
- Plant God Clan
 - Insect Clan
 - Tree Clan
- Sea God Clan
 - Crab Clan
 - Shark Clan
- Turtle God Clan
 - Black Tortoise Clan
 - Flying Turtle Clan

- Major Beast God Alliance
 - Boar Clan
 - Wolf Clan
 - Bovine Clan

Bloodlines are simple ways of showing rarity. Ex. bloodline of an average boar beast are nowhere near as strong as the bloodline of a typical dragon. It is important to also note a very strong dragon has a better bloodline / offspring than a typical dragon. There is a chance that a typical dragon can have a strong and rare offspring but this chance pales in comparison to those who have a stronger bloodline.

All of these clans have many varying elements and combinations. They are not specific to one thing. There is also the possibility of predetermined inner breeding. Each clan has its own structure such as: while the fire dragon clan is part of the dragon clan, it has its own interpersonal structure of hierarchy dependent upon the strength of the bloodline.

How creature stats work – Each creature has specific stats

- **Physical power** – the brute melee force the beast exerts when attacking
- **Speed** – the quickness and overall agility of the beast; determines the turn order when engaging combat
 - ** Look into For the King speed algorithm perhaps
- **Elemental power** – the magical power the beast is capable of when relating to attack, support, or healing spells
- **Defense** – the beast's resistance to all forms of damage. Higher defense equates to taking less overall damage
- **Health pool** – the total amount of hit points a beast has. Once depleted, the creature is retired
- **Resource pool** – expended to cast spells and perform attacks. May vary in type from creature to creature.

4.2.4 Breeding

Breeding will be done inside the guild or player breeding grounds. Each beast will have a limitation as to how many times they can breed in its lifetime. The more rare the beast is, the less it is able to be bred. Each breeding session has a chance to fail. The higher tier the beast, the lower chance they have to succeed; breeding failure does not count as an attempt. If breeding with another player's soul beast and the breeding is successful, they will each get a randomized egg from that bloodline. While the beast is reverted back to an egg, it will keep its stats and change its abilities / playstyle; playstyle and abilities are dependent on the pair. If they are the same beast with the same attributes and playstyle, the pet will get a randomized pick from their abilities given to it. If they aren't the same attribute beast and playstyle, the beast will vary heavily. The playstyle may change along with the attributes drastically changing. **This is NOT a random generator of looks; these are predetermined evolution paths not procedurally generated.** Some races of soul beasts will not be able to other races. Example being a dragon may not be able to breed with a plant race. The parents who bred the resulting egg will be noted on the ledger of the beast.

4.2.5 Battling System

The battling system is based around turn based strategical combat. For example, a player makes X choice on an ability for soul beast; enemy AI or player makes their choice; whoever has higher speed goes first. Some abilities may change the structure on how combat functions (this is rare). Per the elemental system, during fights, elements will restrain or assist one another. Think critical effects more often, higher damage threshold, increased healing, enhanced de/buffs. Raids, expedititions, and every form of combat aside from solo player vs beast and small group combat will be discussed in their own sections.

Group combat - 4 and under - Combat will be the same as solo but some beasts may take on the role of a tank, healer, support, carry, etc. Other than roles, speed will still be the deciding factor on which side of combat goes first. Example - My team has 4 beasts each with 5 speed. The boss has 25 speed. The boss in this case would go first. Then, the entire team would go after the boss.

****Note - Player will not be stationary during combat; only the beasts will let the player run around and see the combat more immersively and effectively, possibly interacting with chat / emotes with the enemy player.**

4.2.6 Taming System

After a beast is defeated in combat or a specific condition is met, you have the option to connect your soul to the creature. At this time, you may require, on rarer creatures, conditions or a certain subset of items. For most creatures, you simply need to agree to bond with the beast. If successful, it will return either to your beast inventory or bank / personal storage. If unsuccessful, the beast will flee. Items may or may not increase the chance of bond.

*****Note - Not every creature will be capturable.**

4.2.6.1 Experience - How to Level Up

Your player levels up through many systems (ie. crafting, taming, events, etc.) When your player levels up, you will gain access to more areas of the kingdom and game. Player level is intrinsic / on the same tier of importance as renown.

Your beast levels up either through combat, interacting with the environment, and special items. There may be more ways to level up in the future but these are the core foundation to gaining experience. Through the leveling process, the beast may gain enhanced stats and new abilities or

additions to old abilities contingent on its clan type. To evolve, your beast must attain a certain level as well.

4.2.7 Evolutions

Evolving your beast may require a broad range of conditions and prerequisites to be met. It may require you to be at a specific location utilizing a subset of items at a specific time or something as simple as one item. As with all difficult endeavors, these evolutions have a chance to fail thus using up the resources spent on the attempt. When evolved however, these beasts revert back to their egg form which needs to be incubated once more to become usable in combat again.

Mutations may occur during the evolution process that may be detrimental or beneficial to your pet. Perhaps they obtain an odd quirk that is out of the norm or become much weaker than what they were previously. Every evolution is a roll of the dice so bring your lucky soul beasts' rabbit's foot!

While there is risk to your creature mutating, these changes may also bring upon a very rare and unique soul beast that is incredibly powerful and great and unique situations. We don't want the player to be scared to evolve their creature but to be excited at the possibilities it could bring.

4.2.8 Open World Environment

Soul Kingdom is a fully interactable, open world environment explorable through The Unreal Engine. There are a plethora of different biomes, environmental effects, and

4.2.9 Dungeons / Raids

Dungeons are group instanced events in The Abyss where a party can challenge gauntlets of foes while traversing through a unique environment. Dungeons will have mobs that are higher difficulty than normal, mini bosses, and the dungeon boss. All mobs have a chance to drop differing rarity items and unique evolution materials while the dungeon boss has a chance to drop an incubatable special egg unique to the dungeon. These dungeons may

have jumping puzzles for extra rewards, challenges, or special timed events. Once cleared, players may revisit the dungeon but with varying difficulty scales with more challenging beasts which leads to better rewards, breasts, etc. Loot will be distributed on an individual basis. Any trades will be made through either The Marketplace or, if common (non NFT's), through a trade window. All tamed creatures will be given to those who are offered the opportunity and succeed.

Raids are similar to dungeons in their premise but they are designed for larger groups (ie. 10+ players). These raids will have more mechanics, bosses, and a much higher difficulty while providing much greater rewards.

There may be a timer on raids / dungeons limiting the time they may be completed over a certain period.

4.2.10 Expeditions

Expeditions are server wide events to explore new land in The Abyss or the continent. This will be available for all individuals, groups, and guilds. Expeditions explore new uncharted land in the game released by the developers thus culminating in a series of quests, challenges, and a sense of building comradery and community. The expeditions will be followed by a collection release of NFT's (beasts, items, cosmetics, elements, etc.) from the new area. These areas will then be included in the main game. These expeditions will be followed by tournaments, live auctions, and community events themed around the new area. Expeditions are used to open up new mechanics, elements, and structures to the game.

4.2.3 NFT Live Streams

These will be a series of auctions live streamed with the top guilds and anyone who secures a ticket. These will be "red carpeted" events with top guilds showing up with live webcams - think Twitch. All of them will be a part of the auction. The players and non players will be able to witness the auction happen in real time and their favorite guilds in video possibly cosplaying their

favorite characters. Players will also have the chance to be private when doing auctions. Our goal is to incentivize guilds to have a public facing image whether that be anonymous or not and during these events to sell NFT's, cool prizes, or even sit downs with the devs. We want to build a community around this and we feel this will foster a great environment.

4.3 Global Economy (Marketplace)

Think Axie.

//4.4 Non-Fungible Token Auctions

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