Millionverse White Paper

Version 1.0
September, 2021

Millionverse is a Pokémon/Axie Infinity-inspired universe where anyone can earn tokens through skilled gameplay, staking, battling and contributions to the ecosystem. Players can battle, collect, breed, and associate with others. It is also inspired by the Million Token (MM) project created by YouTube influencer TechLead. As matter of fact, all Lions in Millionverse is backed and pegged by real Million Tokens. And, these Million Token backings are written in the smart contract. You can always withdraw the Million Tokens from the smart contract at any time if you wish.

All Millionverse Lions are ERC721 compatible and can be trade on normal NFT markets such as https://opensea.io and https://cargo.build. These assets can also be easily accessed by 3rd parties, allowing community developers to build their own experiences to extend the Millionverse.

Millionverse will be rolled out gradually and will grow with the community. Players will also grow with the Millionverse together. We believe together, we can change the universe.

While Millionverse is fun to play with, it will also test your guts of taking a calculated risk. And, its built-in community and social networking attributes will give you more opportunities if you fully engaged in the community.

"Play to earn" is the gaming model.

Players can earn by:

Taking the risk and battle against other Lions.
Breeding Lions and selling them on the marketplace.
Staking in Lions.
Associate with Lions you love.
Collecting and speculating on rare Lions.
Farming for the Lionverse Juice.
Sell Lions on NFT market.
Many more to come

Tokens

Million Tokens (MM):

Million Tokens are popular social network tokens created by YouTuber Tech Lead. We are inspired by his creation. Million Tokens are needed to create or breed Millionverse Lions. You can also use Million Tokens to help on build up the Lion Power so that you are stronger when battling with other Lions.

Million Tokens are extremely limited. There are only 1 million number of Million Tokens around, guaranteed by Ethereum smart contract. No one can issue 1 more Million Token, not even Tech Lead himself. Also, each Million Token is pegged by 1 $USDC stable coin. So, the value of Million Token is also guaranteed.

Lionverse Juice Tokens (LVJ):

Lionverse Juice Tokens are needed for Millionverse Lions to breed, to battle, to associate and to staking. Lionverse Juices are always needed in the Millionverse. Good thing is that you can farming for the Lionverse Juice and also some of them will be burned when used. And, based on the contract, the total number of Lionverse Juice Tokens is capped at 8 billion. Therefore, the supply of Lionverse Juice is limited with a deflationary mechanism in place.

The first 1,000 accounts that hold more than 1,000,000 LVJ tokens for more than 1,500,000 blocks during the entire 1,500,000 blocks (about half a year) will receive a special bonus of 500,000 LVJ tokens.

Millionverse's Mission

Like Axie Infinity and Crypto Kitties, Millionverse is a brand-new game totally on Blockchain. It will evolve and it is fun to play with rewards. We want to educate the community that we can a lot of things on Blockchain.

The Vision

We believe in future, work, life, play and education will be combined together with fun.

We don't predict the future, we build it.

Let's join the Millionverse!

Tentitive Timetable for Millionverse

T-1 Week:
       White Paper version 1
       Lionverse Juice tokens IDO
       Base Website going live

T-0 Week:
       Millionverse Contract Online Test Run
       Function: Lion Creation Alpha online
       NFT market online

T+1 Week:
       Function: Lion battle Alpha onlinex

T+2 Week:
       Function: Breeding Alpha online

T+3 Week:
       Function: Staking Alpha online

T+4 Week:
       Function: Association Alpha online

Next steps:
       Function: Farming Alpha online
       Bridging to Polygon/Matic
       Contract auditing
       Contract modification
       White Paper version 2
       Function: Land exploring and usage
       Multiple Website Updates
       Multiple Function Updates

Gameplay

Millionverse is structured as an open-ended digital meta-universe. The Millionverse must be fun or attractive to the players.

Creation

To create a Millionverse Lion, an account has to own one Lion beforehand. Therefore, to participate Millionverse game, you will need to purchase one from the NFT market.

The first 1000 accounts can create 1 Millionverse Lion each as an openning bonus.

When creating a Millionverse Lion, the creation account will need to put a certain amount of Million Tokens into the Lion. The minimum cost (or price) needed to create a Millionverse Lion starting at 1 Million (MM) Token. And, this price will go up as the numbers of total Lions go up. We call this as staking tokens. One can withdraw the staking tokens only when a Millionverse Lion is destroyed (burnt or dead), after paying some fees for the Bonus Box.

One can always add more Million (MM) Tokens to a Lion.

When creating a Millionverse Lion, 5% of the Million Tokens used to create the Lion will go into the Bonus Box.

When a Million Lion is created, certain amount of Lionverse Juice tokens will be awarded to the account.

By default, a random name will be assigned.

By paying the naming fee, you can assign a name to the Lion. Also, you can change Lion name later by paying the renaming fee again.

Every Lion has a unique ID number, this ID number will not be changed.

Attrbutions

Each Lion has the following attributions:

1) Gene: At the moment, a Lion will never change its Gene. If a Lion is born by creation, the Gene is randomly assigned. If a Lion is born by breeding, the Gene is randomly inherited from parents' genes.

       1.1) Gender: gender is part of the gene
       1.2) Colors: colors are also part of the gene
       1.3) Type: type is also part of the gene

2) Health: A Lion's Health range is from 0 to 100, where 100 being full health, 0 being no health. Every time, when a Lion is involved in a battle or involved in giving birth to a new baby Lion cub, the health will go down. Normally, health will heal back slowly. This process can be increased when you burn some Lionverse Juice tokens.

3) Attack: A Lion's Attack range is from 0 up, with no definite limitation. The more the Attack value, the better chance of winning a battle. It can only grow gradually by doing battling.

4) Defend: A Lion's Defend range is from 0 up, with no definite limitation. The more the Defend value, the better chance of winning a battle. It can only grow gradually by doing battling.

5) Experience: A Lion's Experience range is from 0 up, with no definite limitation. The more the Experience value, the better chance of winning a battle. Experience can offset the lack of Health. Experience can only grow gradually by doing battling.

6) Power: A Lion's Power is proportional to the amount of Million Tokens (MM) backed. The more the Million Tokens backed in a Lion, the higher Power value. The better chance of winning a battle.

7) Breeding: Breeding is an indicator of whether a Lion is in breeding status.
       =   0: not breeding
       >   0: breeding
       >= 1000: ready to give birth
       > 10000: over breeding. When over breeding happens, the breeding process will stop, and breeding value will drop to zero. The Lion is simply wasted 1 fertility and some fees.

8) Name: A Lion can have a default name. A Lion can also have a specified name with a 32-character limitation if paying a fee. A Lion can also change its name if paying a fee.

9) Fertility: Every Lion have a fertility of 5. Therefore, at most a Lion can give birth to 5 cubs.

10) Generation: A Lion's generation is zero if created. A Lion's generation is parents' generation plus one if given birth by parents. If parents have different generations, parents' generation is one with larger number.

11) Type: there are 3 types of Lions, Katanga, Barbary, and Asiatic. When in battle, each type has its advantages and disadvantages against other certain types in Battle.

Battling

Any 2 of the Lions can battle each other. You can initiate battle between your Lion and another Lion. You can also initiate battle between 2 other Lions.

To initiate a battle, the initiator will be paying for the initiation fee for the other Lion to fight. If you are initiating battle between 2 Lions you don't own, you will be paying the initiation fee for both of the Lions to fight. Also, part of the initiation fee will go to the Bonus.

Breeding Lions are not allowed to battle. In order to be able to battle, the Health level needs to be at least 51.

Winner Lion of the battle will take some amount of Million Tokens from the oponent Lion as rewards. The amount of rewards is either half of the Million Tokens the oponent Lion was owning, or half of the Million Tokens the winner Lion itself was owning right before the battle, which ever is less.

After each battle, both Lions will lose some Health. Both Lions will gain some Defend, Attack, Experiences, depends on situation in the battle.

Breeding

Any 2 Lions with different Gender can potentially breed together if both owned by the same account.

A Lion cannot breed if it is not healthy enough.

Any Lion can only be involved in one breeding process at any given time.

To be eligible for breeding, each Lion needs to hold at least 1.25 amount of the creation cost of Million Tokens. For example, when the creation cost is 2 MM (Million Tokens), each Lion will need to hold at least 2.5 MM to start the breeding process.

Each Lion has 5 times of fertility in its own life. Therefore, at most a Lion can give birth to 5 Lion cubs.

When breeding value is greater than zero, the breeding process starts. The "baby" Lion will be ready when the breeding value is greater or equal to 1,000. The account owner needs to initiate the birth of the new cub. And, when breeding value is greater than 10,000, it is considered over-breed. When over-breed, the breeding process will be cancelled.

Give Birth

When give a birth, 0.25 of the creation cost (in terms of MM tokens) from each Lion will be given to the baby Cub minus the bonus to the Bonus Box.

If either of the parenting Lions holds less than the necessary amount of LVJ, the birth process will be stopped. When giving birth to the Lion Cubs, part of the LVJ will be burned, and part of the LVJ will be sent to Bonus Box.

After giving birth to the new Lion cub, parents will lose their health. And, the breeding process is accomplished.

Association

If you can't beat them, join them!

Association is unique to Millionverse universe. One can always associate with one or a few Millionverse Lions. By putting in some Lionverse Juice tokens, an account can associate with a Lion, win and lose together with the Lion in the battle. One can always stop the association at any point. Also, the associated Lion will be stronger in a battle. Start and stop association will encounter some activity fees.

Staking

One can simply do staking. During the staking time, the account will participate in the bonus distribution. One can add or reduce staking at any given time. Activity fees will be encountered when add or reduce staking.

Burning mechanism

Lionverse Juice (LVJ) tokens are needed when performing majority of the activities. Lionverse Juice tokens are paid as activity initiation fees. And part of the LVJ tokens in the initiation fees will be burned every time. The rest will be sent to the Bonus Box. And, will therefore, be distributed later on.

This burning mechanism is a way to gradually reduce the supply of Lionverse Juice tokens. Creating a deflationary situation thus to benefit the token hodlers.

Bonus Box

After burning, activity fees in Lionverse Juice or in Million Tokens will be sent to Bonus Box as bonus. Part of the bonus will be paid to developing team. The rest will be paid to the stake holders based on the staking shares they own. And, bonus will be calculated in sessions. After each session is accomplished, staking accounts can withdraw the bonus of their shares. If bonus is not withdrawn by the time when next session is accomplished, all the leftover undistributed bonus will be surrendered by those who did not withdraw. And it will roll over to the next session.

NFT Market

All Millionverse Lions are compatible with ERC721 standard. Therefore, all Millionverse Lions can be traded on the Millionverse NFT market. Users can also use generic NFT market such as opensea to trade the Lions.

References:

Website
        https://millionverse.live

Token information
Million Token (MM):
        YouTuber TechLead:
        https://www.youtube.com/c/TechLead

        Etherscan:
        https://etherscan.io/token/0x6b4c7a5e3f0b99fcd83e9c089bddd6c7fce5c611

        Uniswap Exchange:
        https://app.uniswap.org/#/swap?inputCurrency=0x6b4c7a5e3f0b99fcd83e9c089bddd6c7fce5c611&outputCurrency=0xc02aaa39b223fe8d0a0e5c4f27ead9083c756cc2

Lionverse Juice (LVJ):
        Etherscan:
        https://etherscan.io/token/0x87cdbe3c31f2a9e1c506dc2f827a02472a0660ce

        Uniswap Exchange:
        (coming soon…)

Millionverse Contact:
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Claim

Millionverse team reserves the right to change the white paper and/or mechanism of Millionverse without further communicating to the community. Millionverse cannot guarantee the information stated in the White Paper are all correct. We do our best to write safe smart contract and will get all code audited. But, by nature, the smart contract is vulnerable to hacker's attack. Millionverse team cannot guarantee smart contracts or any other programming codes involved in this project are bug free. And, Millionverse team will not responsible for any token loss. By purchasing Million Token or Lionverse Juice Token, you agree that you are not purchasing a security or investment contract and you agree to hold the team harmless and not liable for any losses or taxes you may incur. Although Millionverse is a community driven DeFi Ecosystem and game system and its tokens are not a registered digital currency, always make sure that you are in compliance with local laws and regulations before you make any purchase. Cryptocurrencies are not legal tender and are not investments.