



VARKALAI



THE CRADLE OF FATE

White Paper

Rev 1.2

VARKALAI

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Introduction

Varkalai is a Play-to-Earn action/adventure video game that fuses science, science fiction, and pseudoscience as the raw material for a captivating narrative that the player will be able to discover while enjoying dynamic, challenging, and genuinely fun gameplay.

A model based on seasons allows the constant evolution of Varkalai, adding new chapters and enriching its content every 6 months.

2 superior factions in conflict over the fate of the universe, the Aldeghan Sentients, led by the 4 Cardinal Clerics (Korios, Zeghay, Nassae, and Gashin), who fight for survival, and the Nkiross, an army of artificial entities in service of Astramos in his quest to be once again the only conscious being in the Ghaiath (material plane).

Territorial control through weapons superiority is the primary factor that determines the level of advancement of a faction and this, in turn, in the quantity and quality of the resources to obtain.

Varkalai, as a new proposal for a blockchain-based video game, pays special attention to the fact that the specific purpose of a game should always be to amuse and/or entertain. To this end, we have been willing to listen to the opinion of gamers in favor of optimal integration of conceptual features.

In this path, we've achieved a genuine approach to the golden age of video games, especially to the "easy to play, difficult to master" concept, enhanced by the "Play to Win" business model.

This White Paper describes the most relevant aspects of the adventure, and how to enjoy it. It is a document aimed at enthusiasts of the crypto world, science fiction, gamers, developers, investors, and related.

We hope that our proposal is to your complete satisfaction, and even more motivates you to assume a leading role in this new adventure.

VARKALAI



Dekreed and Varkalai

Dekreed is a video game development studio dedicated to the dynamic production of interactive experiences based on blockchain technology.

Varkalai, a video game whose development has reached 70% in 2 years, represents our vision of implementing the Play-2-Earn business model, without neglecting the conception of a work whose conceptual richness lives up to expectations of traditional gamers.

Regarding the Play-To-Earn model, we can say that we strive to honor the intrinsic meaning of the concept, moving away from boring or repetitive mechanics and emphasizing skill as well as time invested.

Practice makes perfect, and at Varkalai, teachers earn more.

The founding members of Dekreed take on the challenge of launching the development process of Varkalai, providing the necessary seed capital for the production of the Minimum Viable Product, to present much more than a white paper, thus maximizing the highest degree of understanding of the product and exposing our dedication and commitment.

We have been documenting the development process of Varkalai as a source of academic material in favor of the formation of our community. Dekreed's operational structure is geared toward open delegation, so independent developers and artists can apply to accomplish specific tasks in exchange for rewards and excellence bonuses.

Varkalai is a video game conceived to become the cornerstone of Dekreed, and both new sources of opportunity for everyone.



DEKREED



Backstory

All universes are born and reborn in an endless cycle, this is their nature. Between his death and rebirth, there is a period, a superior existential plane in which the rules that will govern the new universe are written, the Magna Sileo.

Although the first universe originated spontaneously out of chaos the properties of the subsequent universes are partially influenced by the previous ones. The first ones inherit elemental characteristics and systems from the others.

The first life form to awaken to consciousness and develop its intellect was Astramos, who emerged during the Second Cycle, fueled by Habbaen 's energy (immaterial plane). Thus, this being, prevails between universes, witnessing their evolution.

Astramos considers himself the only sentient being worthy of existence, and in his frustration, he has decided to discontinue the Magna Sileo, even at the cost of his very own existence.

The Sentient Star Aldeghan was the second supreme being to awaken, arising during the Third Cycle and inheriting part of the existential experience of Astramos. However, Aldeghan becomes his counterpart, since, unlike him, it develops a special interest in the conservation of all forms of life.

Aldeghan never before has interfered in the natural development of universal events and perceives the Magna Sileo as the most important one.

For the conception of a new universe, the energy of the Habbaén interacts with the Ghaiath (material plane) until its elemental properties manage to consolidate. Astramos knows that if he attempts to interrupt this process, the Magna Sileo will not be able to be completed.

Then he creates the Arjadi Xeran (Monoliths of Torment), these are devices capable of absorbing the energy of the Habbaen and distorting the flow of thoughts of nearby sentient beings. Astramos just need to distribute them through the 12 limits of the Magna Sileo and keep them protected from any force that threatens their integrity.

VARKALAI

For the custody of the monoliths Astramos created a being of great power, so destructive as uncontrollable due to his fragmented consciousness, it was named Nergal. His anger and thirst for violence prevented him from obeying the designs of his creator, so he was sentenced to remain in captivity in the Anma Karhal temples.

Astramos achieved his goal on the second try, thus engendering Baloram, a being free of conscience, insensitive, and empty, one who would not only be able to fulfill his will with absolute efficiency but would also serve as the prototype and General of the greatest, fierce and relentless of armies, the Nkiross.

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Aldeghan, in response, decides to take sides, creating a very special being through which to face the threat, a small and smiley boy but with an unbreakable will and superior intellect. He named him Korios and immediately made his purpose known to him.

Soon, Korios was able to understand the relevance of his mission and the prevalence of intelligence over force at the time of his creation. Seeing himself as a mere child, he concludes that he will not be able to face such an enemy by himself, so he decided to direct his initial efforts to the recruitment of the most powerful sentient beings within the Magna Sileo, including Nergal himself...

Forming his small but mighty army is just the genesis of the most momentous of wars... the origin of the eternal conflict between good and evil.



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Key Game Features

1. Blockchain game based on Solana.
2. Currency for the internal economy: Thesis Token.
3. Governance NFT's: Varkalai Founder.
4. Possession and exchange of decentralized non fungible tokens (NFT's).
5. Recurring earnings based on Territorial Control (mining emulation).
6. Player Vs. Artificial Intelligence.
7. Multiplayer in Squads of 4 Players (Season 2).
8. Multiplayer PVP Last Hero Standing (Season 2).
9. Rewards from extermination, infiltration, sabotage, defense, mobile defense, capture, rescue, and assassination operations.
10. NFT's Marketplace In-game.
11. Operations on land, air, water, and space.
12. Rifts: High-risk, high-reward based challenge missions.
13. Earnings based on a ratio of 50% time invested, 30% game skill, 20% random.



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Gameplay

Varkalai is essentially a Third Person Shooter (TPS) video game in which you control a squad of 4 characters, the main one, who represents your point of view and position in the environment, and 3 support characters, who will assist you wherever you go.

The objective of the game is simple; the player must travel to the Limits of the Magna Sileo, eradicate the enemy presence and collect raw materials for the creation and deployment of defenses with which to counter new enemy invasion attempts.

During his stay in the Limits, the player will be able to carry out missions with different levels of difficulty, obtaining rewards according to each one.

The game is made up of 2 main environments:

Space, where the player must pilot his ship for transportation, exploration, and combat purposes within the confines of the Magna Sileo.

Biomes, environments that allow exploration on foot or using land, air, water, and underwater vehicles.

The First Mission

After choosing the faction of your preference, you will be put in command of a single main character in a neutral location where you can practice basic mobility.

Your first mission will be focused on the search for basic equipment and the recruitment of the members of your squad. You will be free to choose whether to carry out this mission stealthily or by force. However, while the enemy AI isn't an impossible challenge, to begin with, the lack of optimal equipment will be easy to notice.

Navigation

After completing the first mission, you will have access to the Navigation Room, through which you can travel to any of the 12 Limits of the Magna Sileo. Each Limit is composed of a persistent level (positive side) and a procedural level (negative side).

The persistent levels are vast scenarios whose topology does not change, these must be conquered and defended by the factions in conflict, in favor of the exploitation of their Thesis Clusters. Its difficulty is systematic and progressive.

Procedural levels are scenarios whose topology is generated algorithmically when the player crosses a Rift. These levels are intended for exploration and finding Altered Artifacts. Its difficulty is persistent and extreme.

Missions System

Missions are a set of specific activities carried for the sake of rewards in Thesis. These are dynamically and randomly generated during the player's stay in a particular Limit. The player is free to decide whether to accept it or not, for which he will have a limited time window. The missions have different levels of difficulty and duration, a factor that determines the amount of Thesis to earn.



The available missions are the following:

Extermination

It consists of the total eradication of the enemy faction in a particular zone of the Limit. If the player is downed, the mission will end in defeat.

Survival

It consists of resisting the incremental attack of the enemy's presence until the player decides to escape from the conflict zone. The amount of Thesis to gain doubles every 10 minutes, as does the difficulty and number of enemy units. If the player is downed, the mission will end in defeat.

Infiltration

It consists of entering and leaving an enemy structure without being detected, to steal classified information. If the player is detected, the mission will end in defeat.

Sabotage

It consists of accessing an enemy structure either stealthily or by force for the placement and subsequent detonation of a Dark Energy Bomb. The player must have the bomb in his inventory to be able to carry out this type of mission. If the player is downed, the mission will end in defeat.

Defense

It consists of protecting an allied structure from attack by the enemy faction for a specific number of waves. The waves attack one after another with a period of 20 seconds in between, allowing partial regeneration of the structure under attack. The difficulty of enemy units is persistent, but their number doubles with each wave. If the structure is destroyed or the player is downed, the mission will end in defeat.

Mobile Defense

It consists of defending a convoy of 5 supply vehicles until they reach their destination. The difficulty of enemy units is persistent as is their presence along the way. The reward is divided by 5 and depends on the number of vehicles that reach their destination. If all vehicles are destroyed or the player is downed, the mission will end in defeat.

Assassination

It consists of facing and defeating the main characters of the enemy faction. These characters represent the highest levels of difficulty in the game, as well as being escorted by a large number of enemy units. If the player is downed, the mission will end in defeat.



Squad Control

The player is in command of a squad made up of up to 4 units, and these, in turn, have 2 layers of interaction.

Automaton

The companion's artificial intelligence decides the actions to be carried out independently, in tune with the player's actions, initially accompanying him wherever he goes. If it detects a threat and determines that it can deal with it, it will attack. If a squad member is injured and within range, he will attempt to assist them.

Possession

The player can own and control any member of their squad, as long as they are not seriously injured.

Classes

The characters in the game are divided into 4 classes, each class has a base characteristic configuration that makes them ideal for fulfilling specific roles in the squad:

Agent

This is the most versatile class for having balanced base health, stamina, energy, speed, and strength levels. His purpose is to serve as a squad leader.

Assassin

Assassins boast highly enhanced speed and strength, but their health, stamina, and energy levels are well below average. Ideal for eliminating specific enemies and operating in stealth.

Tank

Tanks boast highly enhanced health and strength, but their stamina, energy, and speed levels are well below average. Ideal for defense and distraction.

Support

Supports boast highly improved health and speed, but their stamina, energy, and strength levels are well below average. Its purpose is to provide resources to the other members of the squad.

Special Abilities

Each character has a projectile-type ability (aim and shoot) and an area of effect ability. Said abilities are not exclusively oriented to the generation of damage, they also serve a purpose within the squad, depending on the class of the character that possesses them.

Harazz Kunen

The Harazz Kunen pose a threat against Thesis harvesting, appearing in waves at locations where such activity takes place. They represent a third independent faction that does not obey the goals of the main factions.

The specific origin of the Harazz Kunen is not entirely clear. Based on the little information obtained through the study of the Time Vestiges, they appear to be the product of mishandling various Thesis clusters that were trapped in previous universes.

Its evolution has been constant given its close relationship with the Thesis, giving rise to a large number of subspecies with very varied characteristics and abilities, increasing its resistance and adaptability more and more.

Some of the Harazz Kunen subspecies registered are the Primordial, Biological, Methanogenic, Chromodynamic, Plasmatic, and Silico Organic.



Game Economy Overview

The traditional video game industry implements different business models to obtain profits from the works they produce, which range from their mere sale to microtransactions.

While some companies in the sector manage to establish balanced profitability mechanisms that allow them to maintain their operations without major inconveniences, others promote greedy and obstructive practices. Although we will not delve into this topic, the opinion of consumers echoes through the Internet, which is why we have considered it prudent to listen before proposing.

A good game sinks into the hearts and memories of its players, a good game sells, yes, but above all it transcends.

As gamers who have experienced the golden age of video games, our philosophy drives us to conceive a quality product that allows us to recreate the sensation of having in our hands one of those cartridges that gave us so many hours of entertainment and fun. But we also understand that the world has changed and that technology has evolved, so we have set out to take advantage of the benefits of the digital age.

Varkalai is being developed under the slogans of "entertaining and having fun", it's simple: these are the fundamental pillars of a video game. We use the Play-To-Earn business model to enhance the experience, allowing players to monetize their achievements and evolution within the game. We know that it is essential to have a fair, flexible, and robust internal economic system.

The replayability factor stands out among the classic video games that have managed to stay current over the years. Being a game that calls to be played again and again is a vital aspect for Varkalai, so we implemented features such as Rifts, which are procedurally generated, ensuring that your exploration is not linear. Its random difficulty allows players to evolve without the need for cyclical activities.

There is no way of knowing what awaits the player when crossing a Rift, there are no 2 equal Rifts and only within them will the player be able to find out how to overcome them.

The experience, skills, and equipment of the squad members not only enhance their ability to survive, but they also favor the quality and quantity of resources to obtain. The player can then adjust their properties to their liking to create the formula that they consider most efficient and compatible with their style of play.

While Varkalai 's economic system is quite extensive, we have tried to simplify its operation for a rewarding and intuitive gaming experience.



THESIS

Thesis Token

The Thesis in the real world is a cryptographic Token belonging to the Solana blockchain ecosystem and is used within the game as the native currency. It is the backbone of the game's economic system, allowing players to acquire digital assets through self-managed buy/sell mechanisms, or P2P transactions.

In Greek mythology, Thesis, Thesis, or Thetis was the primordial goddess of creation, a deity or concept closely related to Fusic, Nature. It only appears in the Orphic theogony as the first being to exist, along with the primordial Waters, and later the slime.

Within the limits of the Magna Sileo, the interaction between the Habbaén (immaterial plane) and the Ghaiath (material plane) is unstable and unpredictable, causing the random appearance of Thesis clusters, matter in the process of creation whose final composition has not yet been defined.

While all existing elements in the universe originate during a supernova explosion, the Thesis is intended for the creation of a universe.

Small amounts of Thesis can be manipulated, not only for the instantaneous creation of prime elements but for the production of highly sophisticated mechanisms and even complex life forms. Said manipulation can only be carried out by The Witnesses, those conscious beings from previous universes, whose existence transcends the effects of the Magna Sileo... The Sentient Star Aldeghan and Astramos.

Specific Use of Thesis within the Game

The Thesis is required for crafting, modifying, and maintaining equipment, weapons, vehicles, units, and structures.

The following operations require the Thesis to be performed:

Transmutation

It is carried out in the Quantum Laboratory and consists of the decomposition of Consecrated and/or Altered Artifacts into elemental components. In the process, its Vestige of Time is mainly extracted, and also portions of its Thesis content. This action implies the destruction (burning) of the artifact in question.

Quantum Research

It is carried out in the Quantum Laboratory and consists of the investigation of Vestiges of Time. This activity is carried out in 2 phases, the first to reveal its content and the second to consolidate it as a manufacturing plant.

Revealing the contents of a Vestige of Time has a flat Thesis cost and barely appreciable impact. This action allows the player to know exactly the type of artifact that can be created with the Vestige of Time, components, amount of Thesis required, and the universe to which it belongs.

Consolidating it involves the same cost, multiplied by the age of the source universe. If the source universe is 1, then the consolidation cost will be multiplied by 7 and vice versa.

Weapons Development

It is done through the Arsenal and consists of the manufacture, modification, and maintenance of weapons and defenses. Crafting and modding require a Consolidated Vestige of Time, several components, and Thesis, while upkeep only requires Thesis.

Biological Development

It is carried out in the Biological Laboratory and consists of the creation of different forms of life for the composition of combat troops. They require a Consolidated Time Vestige, a certain number of components, and also Thesis.

Mobility Development

It is carried out in the Factory and consists of the manufacture of land, water, air, and space vehicles. They require a Consolidated Time Vestige, a certain number of components, and Thesis.

Repair

Pure Artifacts are susceptible to wear and tear as a result of their use. Failure to repair worn Pure Artifacts leads to their total loss. The amount of Thesis required depends on the level of wear on the artifact.

Consecration

It is performed in the presence of Aldeghan or Astramos and consists of the fusion of up to 5 Pure Artifacts to create a new improved artifact (Consecrated Artifact). If at least one of the Pure Artifacts used is of a different type than the rest, the resulting artifact will be of a random type. Instead, if most of the Pure Artifacts used are of the same type, the resulting artifact will be of the same type with an amplified buff percentage on its base properties. Consecrated Artifacts are NFTs.

Supplies and Ammunition

Certain weapons consume different types of ammo and there are single-use items such as explosives, decoys, food, healing kits, and skill boosts.

Consumable Weapons & Ammo

There are weapons whose use is limited to a single-use, such as fragmentary, incendiary, gravitational attraction, implosion, and dark energy grenades, among others. Its availability also depends on the player's foresight.

Vehicles

All vehicles within the game can be equipped with a certain number of weapons divided into 3 types; 1 Primary Weapon, 1 Secondary Weapon, and X number of Sentinels. The first 2 are under the control of the player, while Sentinels attack nearby enemies automatically and depend on the number of Sentinel Slots available in the vehicle.

Explore for Thesis Clusters

It is an activity that can be carried out after eliminating the presence of the enemy faction in a Magna Sileo Limit and consists of the search for Thesis clusters on the Positive Side of the same for the deployment of a certain number of Thesis Harvesters. Harvesting speed will depend on the number and type of Thesis Harvesters deployed. Thesis Harvesters are susceptible to wear and tear and cannot be repaired.

It is important to always keep in mind that Thesis harvesting attracts the Harazz Kunen, so it's wise to exercise some Territory Control before starting.

Territorial Control

Territorial control is an activity that can be performed after eliminating the enemy faction's presence in a Magna Sileo Boundary. It consists of the strategic deployment of defenses and combat squads in the Limit, mainly in the areas near the Thesis Clusters. The greater the number and quality of defenses and squads, the greater the chance of stopping assaults by the enemy faction, the Harazz. Kunen, or even both.

The player can exercise Territorial Control in a Limit and proceed to the conquest or defense of another, receiving distress signals from the Limits under his domain in case of attack.

Failure to respond to calls for help on time can lead to loss of control over the Boundary. In this case, the enemy faction will gain instant Territorial Control over it.

In general, the player will need to develop solid strategies to gain Territorial Control of as many Limits as possible. Mastering a high number of Limits means a high investment in defenses and combat squads, but it also produces big profits.

Time Vestiges

The constant fluctuation of the Magna Sileo generates the appearance of space-time anomalies that alter the energy of the Thesis clusters. This causes the convergence of past, present, and future within it, which modifies its quantum information.

The clusters of affected Thesis are called Vestiges of Time, these allow the recreation of windows towards past universes and facilitate both the study of transcendental events, as well as the instantaneous materialization of technologies developed by ancient civilizations. All thanks to the intrinsic characteristics of the Thesis.

The quantum information of the Time Vestiges comes from 7 previous universes and their rarity and difficulty of a finding depend on their antiquity.

Rifts

Thesis in its pure state and high quantities tends to alter time and space around it until its material and energetic properties reach the point of a consolidation. During this state, Rifts can be created to the immaterial plane, serving as access to the Negative Side of the Thesis Cluster location.

Exploring the Rifts allows the discovery of Altered Artifacts. Their value is high given their enormous Thesis content, because they are also impregnated with Time Vestiges from past universes and because the only condition to obtain them is to get out of the Breach.

The inexperienced and reckless manipulation of the Thesis gave rise to a devastating species, aberrations whose existence persists between planes, the Haraz Kunen. These creatures are attracted by the Thesis Harvesters, and most especially the Rifts, making their exploration extremely dangerous.

Loot from a Breach is generated by a smart contract (Solana Program), which causes the quality of the loot to be equal to or greater than the Consecrated and/or Altered Artifacts equipped to the player's squad upon entering.

Being defeated within a Rifts leads to the permanent loss (burning) of a random fraction of equipped artifacts.

Varkalai Oracles Economic System (V.O.E.S)

One of the primary objectives of Varkalai is the creation of a balanced, sustainable, lucrative, and highly effective economic system.

The purpose of the V.O.E.S. is to regulate the issuance of rewards based on the market movements of the Thesis and dynamically anchor them to a permanent dollar amount.

We can see an example of how SEOV works in the following table:

Thesis Value	Entry	Reward	Thesis Up	Reward
1 Thesis = \$1	\$10 = 10 Thesis	\$50 = 50 Thesis	Thesis = \$5	\$50 = 10 Thesis

The amount of Thesis received as a reward always depends on the value set by the oracle as game earnings. If the value of the Thesis increases, the number of tokens to receive decreases, providing stability, both to the players and to the general economy of the video game.

The following table exemplifies the reverse effect:

Thesis Value	Entry	Reward	Thesis Down	Reward
1 Thesis = \$1	\$10 = 10 Thesis	\$50 = 50 Thesis	Thesis = \$0,5	\$50 = 100 Thesis

The control of the rewards carried out by the V.O.E.S, in addition to promoting the exponential increase of the Liquidity Pool, avoids the free-fall effect associated with mass withdrawals and offers a higher level of security to gamers, therefore, regardless of the value of the Thesis, your rewards will remain stable.

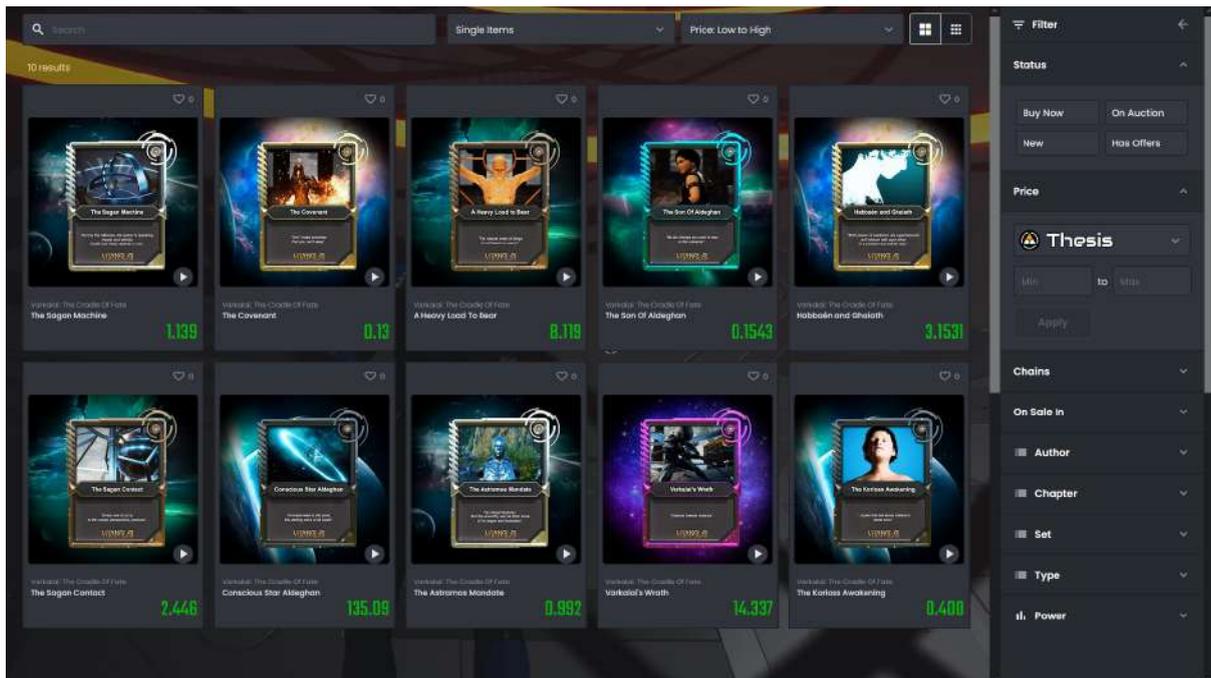
Like the rewards, the prices of all consumable goods and functionalities within the game are managed by the V.O.E.S.

V.O.E.S, along with several mechanics that promote the traffic of Thesis within the game represents a fair and exceptionally balanced financial circuit.

Marketplace and NFT's

The game features a limited collection of powerful artifacts, which can be acquired through gameplay and equipped to upgrade the base stats of characters, weapons, vehicles, and buildings.

In and out of the game, players are the sole owners of their NFT Artifacts and are free to trade them through the in-game Marketplace or third-party apps.



Frequency of Release of New NFT's

New NFT artifacts will be released every 6 months during the Season Events, previously analyzing aspects such as the growth of the player community and the availability of NFT's in the Marketplace. This is meant to reduce any negative impact caused by future sales.

NFT Artifacts

Varkalai has a wide variety of weapons, equipment, and vehicles.

The artifacts available within the video game are divided into 3 main classes: Pure, Consecrated, and Altered.

Pure Artifacts

They are those that are produced in the Arsenal, the Factory, and the Biological and Quantum Laboratories, through the use of Components and Vestiges of Time found during the incursions to any of the 12 limits of the Magna Sileo and the Gaps. Its basic characteristics depend on the universe to which its Vestiges of Time belong. They are susceptible to wear, so they must be repaired from time to time.

Pure Artifacts are not NFTs but are required to obtain them.

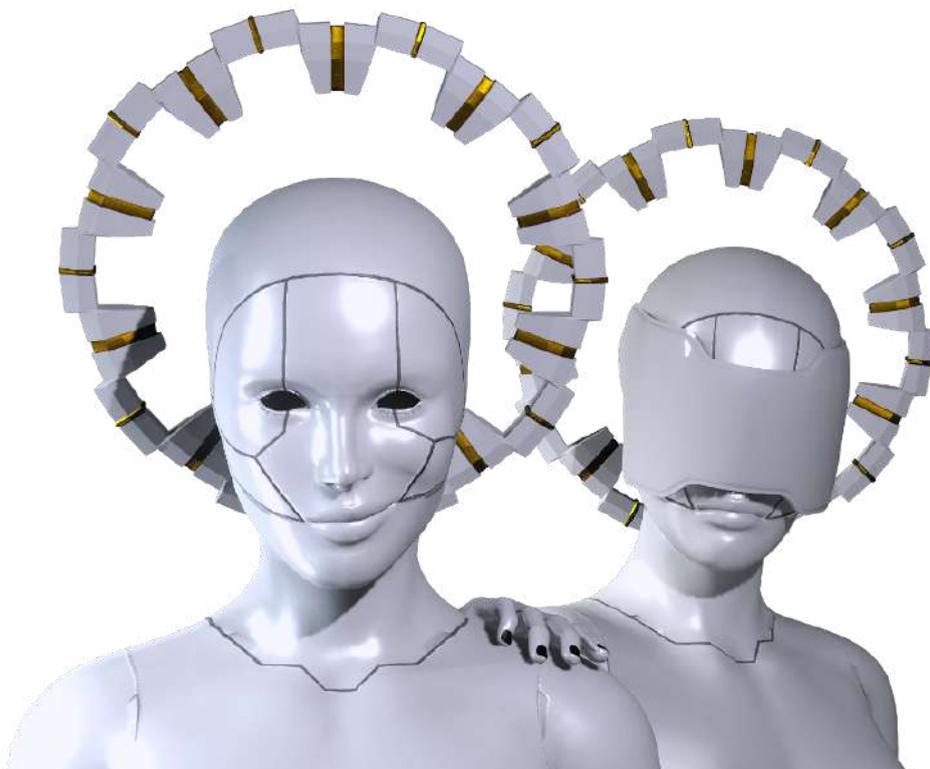
Consecrated Artifacts

The consecrated artifacts are those produced by Astramos or Aldeghan by merging up to 5 Pure Artifacts. Their basic features are established by averaging the characteristics of the Pure Artifacts used to create them. Its rarity depends on the origin of the Vestiges of Time, the older these are, the more rare consecrated artifacts will be.

Consecrated Artifacts are not susceptible to wear and tear, so they require no repair. They are decentralized NFTs, so they can be shared or marketed through the game's Marketplace or third-party applications.

Altered Artifacts

Altered Artifacts are obtained by exploring the Rifts. They usually have many highly bonified features in compensation for a single undesirable effect. Altered Artifacts are not susceptible to wear and tear, so they do not require repair. They are decentralized NFTs, so they can be shared or marketed through the game's Marketplace or third-party applications.



Thesis Token Tokenomics

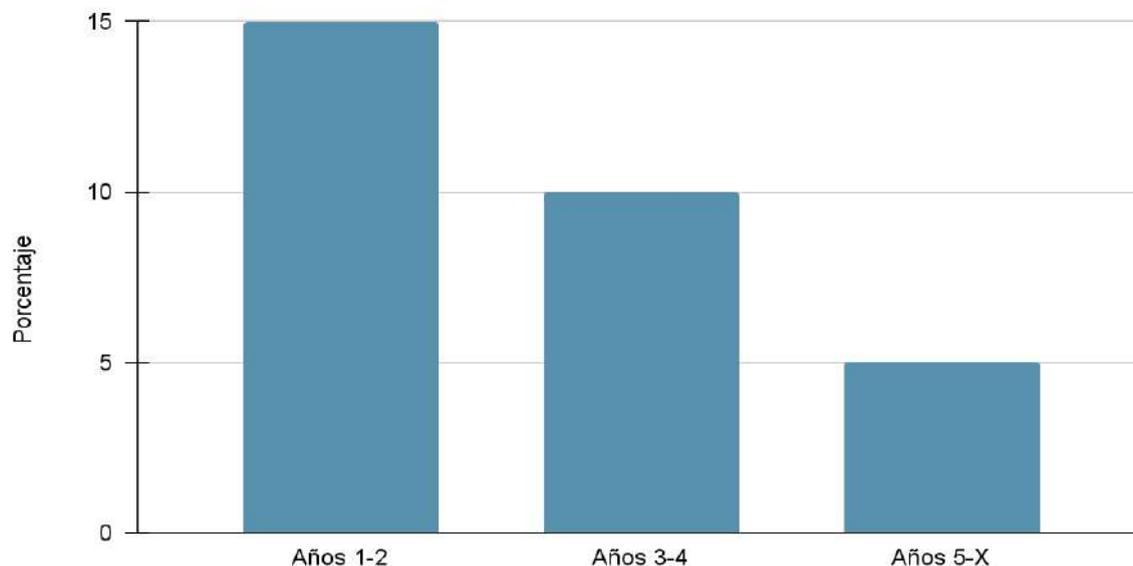
Thesis Token has a total supply of 1,000,000,000 units.

Buckets	Allocation (%)	Allocation (Thesis)	Vesting Period (Months)
Seed Sale	8,00%	80.000.000	18
Pre Seed Sale	5,00%	50.000.000	24
Private Sale	10,00%	100.000.000	15
Public Sale	8,00%	80.000.000	8
Treasury	10,00%	100.000.000	12
Team	11,00%	110.000.000	36
Advisors	3,00%	30.000.000	24
Marketing	7,00%	70.000.000	18
Floating Liquidity	8,00%	80.000.000	9
In-Game Rewards	30,00%	300.000.000	36

Burning of Thesis Token

From its net income, Dekreed will make periodic contributions of Thesis Token for its burning. This is to avoid deflation caused by an excess of circulating supply.

Percentage of Thesis Contributed



Native Deflationary Mechanisms

The Rifts exploration and the Transmutation exercise contain deflationary mechanisms that are natural to the game and consist of the burning of existing artifacts over time.

While Rift exploration and Consecration are the only means in the game to obtain high-quality artifacts, Rift exploration itself carries the potential for artifact loss.

Instead, Transmutation is a mechanism that automates Dekreed Interactive's purchase of artifacts for eventual burning.

USDC Liquidity Pool

The net proceeds from the sale of NFT artifacts are intended for the creation of a Liquidity Pool in USDC, with the intention that players can exchange their Thesis Token for alternative digital assets.

Dekreed participates in this scenario as a Guaranteed Buyer of Last Resort, with a persistent purchase offer at a price equal to the amount of USDC available in the fund, divided by the total number of Thesis Token units in circulation.

Technology

We make use of Unreal Engine 5 and Solana as technological pillars for the conception of an outstanding and transversal user experience.



Blockchain project based on open source that seeks to promote the development of next-generation DApps.

Solana Key Fundamentals

- Almost imperceptible commissions
- Ultra-fast transaction speed
- Easy to use
- Governance
- Constant evolution



Created by Epic Games, Unreal Engine is the world's most open and advanced real-time 3D content creation tool to date.

UE5 Key Fundamentals

- Next-generation graphics
- High performance
- Nanite for cinema-quality 3D models
- Lumen for dynamic lighting
- Chaos for destruction physics
- Niagara for particle effects

Development Timeline

01 Q1 2019

Development Planning
Gameplay Development

02 Q3 2020

Gameplay Prototype
Visual Concept

03 Q4 2020

Full Gameplay Engine
Gameplay Testing

04 Q2 2021

Main 3D Characters Production
Main 3D Environment Production

05 Q4 2021

Main 3D Assets
Varkalai NFT Generator

06 Q1 2022

Varkalai Website Launch
Social Media Deploy
Alpha Gameplay Trailer
Game Economy
Thesis Token Creation
White Paper
Pitch Deck
Seed Round Campaign

07 Q3 2022

Full 3D Characters Production
Full 3D Environments Production
Full 3D Assets Production
Full Music & Sound FX Production
Full Voice Acting
Alpha Testing
Private Round Campaign

08 Q4 2022

Beta Testing
Gameplay Engine Tuning
Gameplay Balancing
Public Round Campaign
Full Game Release

Team



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SCD & Co-Founder



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