

DEEP NATION

WHITE PAPER



CONCEPT AND GENERAL INFORMATION

DEEP NATION is a new blockchain game concept set in a futuristic setting, where players directly confront each other in various challenges under conditions of absolute equality, so only skill and strategy will determine who win.

Each character carries a shield to strike a constantly moving disk from player to player. Whoever fails to return the disk will lose the round, and the opponent will score 1 point. Each challenge will be resolved to the best of 3 rounds, so the player who obtains 2 points will claim the victory.

In the advanced challenges, before the access, the player will have a number of strategy points to distribute freely among different skills. He will get different enhancements to impact in the development of the challenge, creating an infinite number of strategies.

In each challenge, each player will deposit a certain amount of the in-game currency, Deep\$, creating a challenge pot. The winner will get the pot, except the rental and maintenance cost of the game court.

The in-game currency, Deep\$, can be directly exchanged for the cryptocurrency USDT at 1:1 ratio on the platform.



GAME CURRENCY: DEEP

Deep\$ is the in-game currency. It is not a token and does not have market value. It only can be used internally for several game mechanics. This currency can be exchanged for USDT at 1:1 ratio on DEEP NATION platform without any fees charged by the game.

Why do we use the stable USDT instead of the DNC

At DEEP NATION, we aim to protect the interests of players. So, we want their profits to be based just on their in-game activity. No losses due to potential token devaluation. By this way, players don't have to fear market fluctuations. Their capital is safe from this.



GAME ELEMENTS

Key Concepts

- **Challenge Risk:** Amount of Deep\$ contributed by each player.
- **Field rental:** Platform income for investors.
- **Winner Profit:** Deep\$ earned by the winner.
- **Strategy Points:** Number of strategy points per challenge level.
- **Special Effects:** Number of available effects per challenge level.

Challenges

The challenges are the different rooms where players will play. Each challenge will have its own set of conditions. The project will start with the first two rooms, and additional rooms with new conditions will be released later. Here is an example of potential rooms:

Slum challenge (Room 1)

Challenge Risk	1 Deep\$
Field Rental	0,2 Deep\$
Winner Profit 90%	1,8 Deep\$
Strategy Points	None
Special Effect	None

Subway challenge (Room 2)

Challenge Risk	5 Deep\$
Field Rental	0,9 Deep\$
Winner Profit 91%	9,1 Deep\$
Strategy Points	5
Special Effect	None

Club challenge (Room 3)

Challenge Risk	10 Deep\$
Field Rental	1,6 Deep\$
Winner Profit 92%	18,4 Deep\$
Strategy Points	7
Special Effect	1

Federation challenge (Room 4)

Challenge Risk	25 Deep\$
Field Rental	3,5 Deep\$
Winner Profit 93%	46,5 Deep\$
Strategy Points	9
Special Effect	1

Stadium challenge (Room 5)

Challenge Risk	50 Deep\$
Field Rental	6 Deep\$
Winner Profit 94%	94 Deep\$
Strategy Points	12
Special Effect	2

Palace challenge (Room 6)

Challenge Risk	100 Deep\$
Field Rental	10 Deep\$
Winner Profit 95%	190 Deep\$
Strategy Points	15
Special Effect	2

Challenge Events

During the challenge, two events will occur affecting the player. They should have been considered when planning the strategy.

- **Breakage**

Every time the player's shield hits the disk or the wall, it suffers damage. This can lead to a "Breakage" event, causing some of the upgraded skills lose their points. Multiple damages can occur during a single round. Once the round is finished, the damages disappear, and the next round begins with the initial strategy points.

- **Fatigue**

The avatar gets exhausted as it moves along the court to return the disk. The "Fatigue" event causes its speed decrease gradually. Once the round is finished, the fatigue disappears, and the next round begins with the initial speed.

Strategy

For each challenge, both players have the same number of strategy points to distribute. They can be placed on different skills and special effects to establish their tactics.

Examples of potential skills and special effects:

- **Skills**

Each skill determines what will affect the player during the game. There will be multiple levels to place strategy points. The effects of each ability will be enhanced.

- **Speed:** the velocity of the avatar to move across the court.
- **Size:** the size of the shield used by the avatar.
- **Toughness:** the shield's resistance to the "Breakage" event.
- **Endurance:** the avatar's resistance to the "Fatigue" event.
- **Control:** the avatar's ability to control the disk's trajectory.

- **Special effects**

The player can activate special effects during the game. They should be activated when the player wants. Every special effect consists of two parameters where the player must place strategy points before entering the challenge:

- **Number of Effects:** number of times the effect can be used during the challenge.

- **Power of the Effect:** Each effect has different levels of intensity based on the number of allocated points. It applies to every instance in which the effect is used.

Some examples of special effects:

- **Bullet Time:** Reduces the speed of the disk until the next bounce.
- **Flash Bomb:** Temporarily blanks out the screen for a very limited time.
- **Frozen Disc:** Freezes the disk for a brief period of time.
- **Magneto:** Causes the disk to stick to the shield for a few seconds.
- **Blur Shield:** Allows the avatar to pass through the wall and appear on the other side.

More special effects will be developed as the game progresses, and they will be incorporated into the game once they have been properly tested.



HOW TO PLAY

How to enter the game

To access the game, each player must enter to the DEEP NATION platform and connect it with their Metamask wallet. By this way, the account will be identified with a wallet. Once connected, the player will have access to the Dashboard displaying their account information and providing access to the following sections:

- **Bank:** to exchange Deep\$ for USDT
- **Challenges:** to access the rooms and play against other players
- **Others:** statistics, ranking, profile, settings, help...

In the *Bank* screen, players will have the option to purchase Deep\$ to access the different challenges using their Metamask wallet. The exchange rate will be 1:1, and the player will only bear the fee required by the BSC.

How to challenge other players

To challenge others, the player must have enough Deep\$ balance to access the chosen room. The system will notify if there are any remaining strategy points to place. Matchmaking will be based on the player's ranking.

How to withdraw player profits

To withdraw the Deep\$ balance, the player needs to go to the bank screen and change the desired amount of Deep\$ for USDT. The exchange rate will be 1:1, and the USDT will be transferred to the player's Metamask wallet. The player will only bear the fee required by the BSC for the transaction.



DNC TOKEN ASSOCIATED WITH THE PROJECT

In the DEEP NATION project, we made a clear differentiation between players and investors. We want to protect the interests of both parts equally. All player transactions will be done using the stablecoin USDT, to avoid the market fluctuation exposition.

To fund the DEEP NATION project, a token will be launched on the Binance Smart Chain (BSC) to raise funds:

Name: Deep Nation Capital

Symbol: DNC

Total Supply: 10.000.000 Tokens

DNC is a finite token with a limited number of units. Its unique purpose is determining who becomes an investor in the project and, consequently, who will receive a share of the game's profits proportionally. ALL profits are distributed among the token holders and ONLY among them.

The utility of DNC and how can I invest in DEEP NATION project

For investors, we have developed the DNC token, which not only has market value but also distributes profits generated by activity on the platform among token holders. The team will make the DNC token available for purchase through an Initial Game Offering (IGO) via Launchpads, allowing investors to get it.

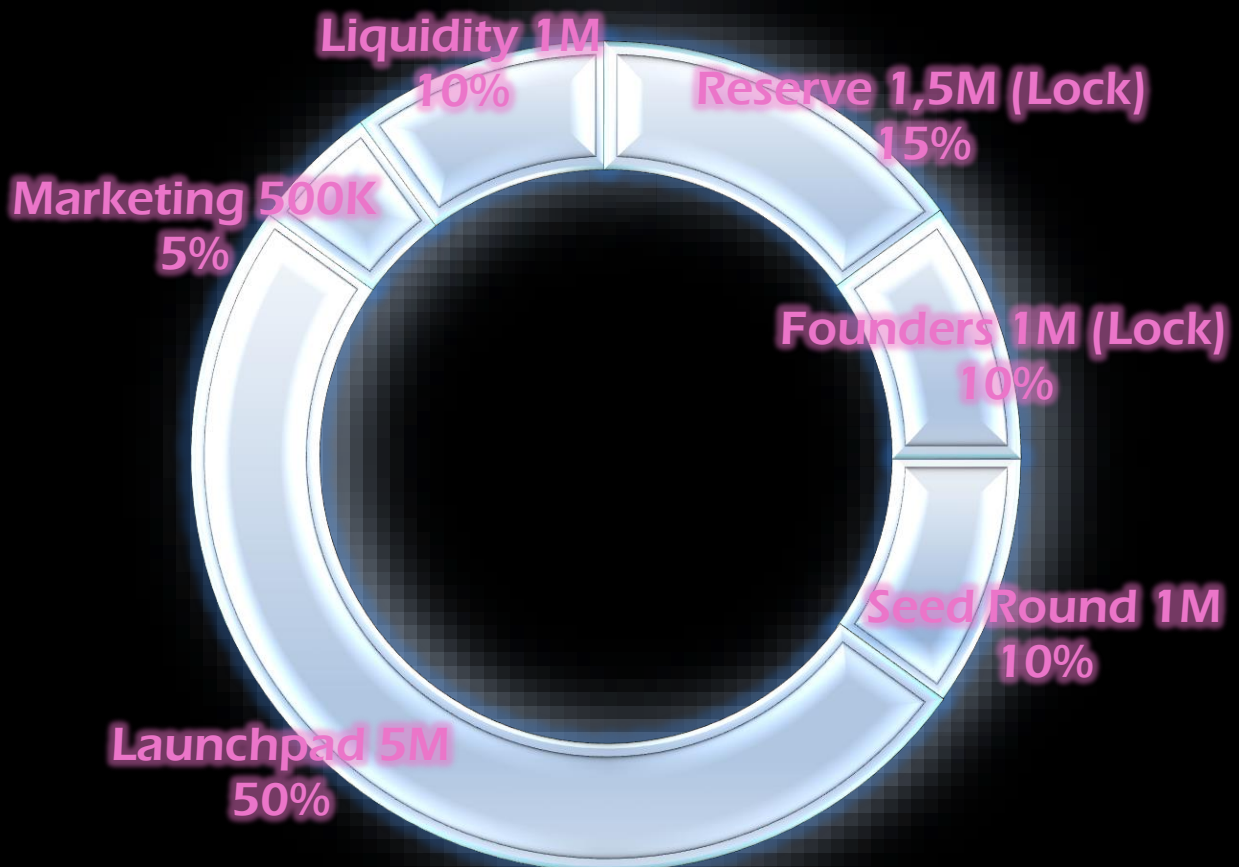
Starting from the game's launch, a monthly snapshot of the BSC will be taken to identify token holders. The whole month net profit will be divided among the total supply of tokens, distributed proportionally to holders based on the number of tokens possessed in the snapshot.

How to withdraw investor profits

The investor will connect to the Deep Nation platform using the wallet where they held the tokens at the snapshot time. They will be able to exchange Deep\$ for USDT, just like any other player, in the Banking section of the platform.

TOKENOMICS

According to the project's philosophy, the tokenomics is quite simple and transparent. Only the strictly necessary allocations are made with a balanced distribution of percentages. Here are the details of each allocation:



Marketing 5%

Those funds are reserved for promoting the project and getting players. Airdrops, giveaways, hiring influencers, content creators...

Liquidity 10%

Those ones are dedicated to creating a liquidity pool for the token swap once the project is ready and the token is publicly launched.

Seed Round 10%

This allocation represents the initial finance round of the project. The capital is gotten from close associates of the developers.

Launchpad 50%

Most of the tokens are for the investors. This capital will be used to finance the game development, servers, maintenance, certified audits, and other aspects to carry out the project.

Founders and team 10% (Locked)

Allocation for the development team. The team only receives benefits as any other investor. Their tokens will be locked for a minimum period of one year.

Reserve 15% (Locked)

This portion of the tokens will be blocked for future capital expansions or long-term strategic moves. They will be locked for a minimum of one year.

Vesting

	Token price	Amount	Vesting
Seed Round	0,01 \$	1.000.000	0% TGE, 3 month linear vest
1º IGO (BSCLaunch)	0,025 \$	1.300.000	10% TGE, 3 month linear vest
2º IGO (TBA)	0,027 \$	3.700.000	10% TGE, 3 month linear vest
Liquidity (Public sale)	0,035 \$	1.000.000	-
Marketing	-	500.000	-
Founders and team	-	1.000.000	12 month lock
Reserve	-	1.500.000	12 month lock

The token price for investors will be \$0.025 during the the first IGO and \$0.027 during the second. Tokens will be distributed according to the table. The token will be listed on swaps with a price of \$0.035 (+40%).

Why we distribute the token to investors so soon

In DEEP NATION, investors are very important. We want them to have access to their investment as soon as possible. It is essential having all their tokens at the start of the game because that will be their source of income. Unlike other projects, the token price is NOT relevant and NOT determinant for the success of the project. What matters is to have its possession to receive benefits.

Why there are no venture capitals and why there is a maximum investment amount per investor

DEEP NATION is a project with simple mechanics and does not require a large initial investment. It does not depend on large investors like other projects. In addition to capital, launching a project also requires a community and players. That's why we have chosen to focus on the plurality of small investors rather than huge founders. Getting more people involved with the token, we aim to not only have investors but also players actively engaged and compromised with the project. This approach helps us to get a minimum number of players who can generate profits for the investors, ultimately increasing interest in the project.

Why invest in Deep Nation

Play To Earn games have come to stay, and blockchain technology and cryptocurrencies are getting more followers every day. Over the past two years, several types of games utilizing this technology had succeed.

There have been some highly successful cases, such as Axie Infinity and Thetan Arena, which have reached over 2 million active players. Other successful games, have reached 450k players such as Gods Unchained or Dragonary (with 160,000 players) and Splinterlands (with 250,000 players), have had more than 5 million daily plays.















In DEEP NATION, we have made economic simulations based on much more modest previsions. The simplicity of the project makes it sustainable with a small number of players (less than 100 active players). Furthermore, due to its scalability, it is prepared for rapid growth.

Here are some simulations based on the number of active players and their average daily game plays.

Active Players	Matches/Day	Monthly Incomes	Profit / DNC	ROI days
100	4	\$ 3.000	\$ 0,0003	2.125
250	4	\$ 7.500	\$ 0,0007	850
400	4	\$ 12.000	\$ 0,0011	531
900	4	\$ 27.000	\$ 0,0025	236
2.000	3	\$ 44.500	\$ 0,0042	142
5.000	3	\$ 112.000	\$ 0,0106	57
15.000	2	\$ 222.500	\$ 0,0212	28
50.000	2	\$ 742.000	\$ 0,0706	9
200.000	1	\$ 1.483.500	\$ 0,1412	4
1.000.000	0,5	\$ 3.710.000	\$ 0,3529	2

Where the funding is intended to go

For DEEP NATION transparency is basic. All the funds collected have a clear and justified destination. The main concepts and companies where the capital obtained in the IGO will be invested are:

CONCEPT		CAPITAL \$	PARTNER
Game development and web app		30,000 \$	 GoldenHaven GAME
Blockchain Implementation Token & smart contract		8,000 \$	 MIT Software
Scalating server and maintenance		8,500 \$	  CLOUDFLARE  mongoDB.
Complete Certik auditory + Consultants*		11.000 \$	 CERTIK
Publicty & SN to extend the diffusion*		20,000 \$	     
USDT liquidity DNC token launch		35,000 \$	 PancakeSwap
Contingency funds*		19,900 \$	
TOTAL		132,400 \$	

* Not used funds will be shared as net profit in the first capital sharing to investors.

Estimated time by developing companies for running the final version of the platform is about 3 months from the capital acquisition and final confirmation.

ROADMAP

2022



Q4

- Initial idea
- Market analysis

2023



Q1

- Profesional advice
- Team formation

Q2

- Basic mechanics planning
- Token and tokenomics definition

Q3

- Development of basic mechanics
- Project economy development

Q4

- Landing Page launch
- White Paper presentation & Seed round

2024



Q1

- IGO Project presentation on Launchpads
- Marketing campaign. Airdrops
- IGO funding round
- Demo release and testing
- Venture Capitals

Q2

- Second IGO funding round
- Disperse testing
- TGE and token launch

Q3

- Gold Version release