

KALIPERYON

LITEPAPER



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About the Team

We are 4 crypto enthusiasts, colleagues, friends.

Our field of expertise spans mathematics, game design, legal/compliance, blockchain technology, crypto-markets and ICO management, with a total of 20 years of experience!

We also are gamers. We grew up with the thrill and flavour of old school RPGs from the 90's: playing Chrono Trigger, Final Fantasy, Dragon Quest, Ultima, Tales of Phantasia...you name it!

Additionally, we have a team of freelancers working with us on several tasks. The aim? To provide you with the ultimate retro-RPG game with NFT elements.

Buckle up, we are departing for the **Kali-Sector!**

Andrea B.F. - Vision and Execution



Cryptofan and Math.Modeler
Planner and motivator!

Sereno F. - Legal and Community



Cryptoexpert and Lawyer
Swiss ICO marketing expert!

Simona F. - Financial and Tokenomix



Italy ICO Manager
Top notch Tokenomix!

Mario S. - Game Dev and backend



Code Beast
Math enthusiast

Our background Story

Addhalon the First, Ruler Of The Thousand Years, was the first Ascended to the Undimension. By this, he gifted his people the ability to jump through space-time to other stars.

The Ascended is able to physically perceive the gravitational distortion of Celestial bodies, Planets, Nebulae and plot the Route through the Undimension.

The Seven Scriveners, psychically bound to Addhalon and sitting at the corners of the Domain, transcribe the coordinates of Routes into The Revered Cypher of Travels, keeping it constantly updated.

Without the Cypher, Vessels cannot lock on the correct space-time coordinates in the Undimension and will overshoot or miss their destination, phasing out in the core of a star... or worse.

But the sun is setting on the Domain, as Addhalon has fallen silent and dormant. Without updates on the Cypher, each Route has slowly become extremely dangerous to jump, while farthest systems are already cut out from the simplest supply routes.

Before falling into silence, Addhalon sent out a last set of coordinates. The Route points to the core of the **Kali-Sector, an immense nebula where no Route was ever plotted. Flocks of explorers, pioneers and mercenaries are boarding each available Vessel headed into it's darkest reaches.**

These adventurers are called *KALIPERYONS*

Community and Vision

Each project is fueled by its Community. It is why we put people that believe in Kaliperyon at the center of current and future development. Your opinion matters, and will be always listened through polls and governance initiatives. Our RPG, Characters and Story will be the foundations to create a rewarding play experience, and genuine fun!

Our objective is to bring together the joy of older times games with new and exciting technology we have now. From players to players.

As the new norm and trends will be Play-to-Earn games, where rewards for playing are tangible and usable, we place our project and community at the forefront. With our Loot-to-Earn features, excitement and engagement are guaranteed!

NFTs collections have recently been criticized for lack of external utility. We strongly reject this: digital assets tied to a Game ecosystem can only see their base value increase with the project growth. The possibility to quickly trade items, characters, and game items tied to an NFT is a revolution that has just begun.



Characters and Stats



Kaliperyons are equipped from head to toe!

Expeditionists come from different Domain's sectors and have evolved in different sub-races throughout the millennia.

Each race has base Stats(probability modifiers):

- Trauma resistance (Shock treshold)
- Combat modifiers (Close combat, Ranged combat)-
- Knowledge (Galactic knowledge, Artifact knowledge)
- Tech modifiers (Scan, Detect, Inspect)
- Physical (Stealth, Physical feats)

Equipment also grants skills, for example the mech pilot armor grants better chance of success in using machinery and ship interfaces.

There is not only combat!

fighting is not the only important part: scouting and prospective devices can uncover secret artifacts and anomalies that will reward you.

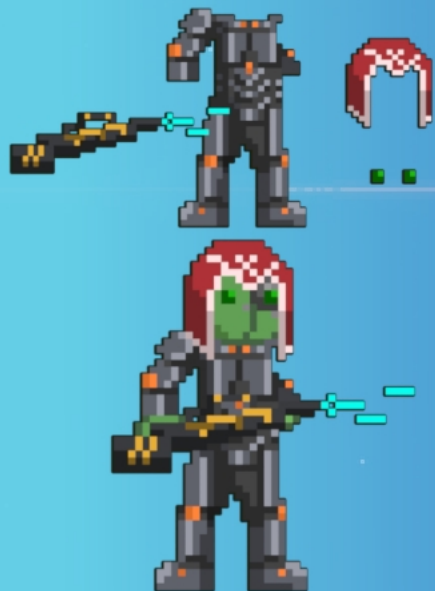
Layers and Rarity

Each Kaliperyon is defined by a series of 197 original and finely hand drawn Traits and Items:

Race: 10
Headgears: 29
Eyes: 20
Face expression: 20
Armor/Clothes: 40
Accessories/Weapons: 33
Alignment/Background: 10
Backpack: 20
Drones: 15

Each Trait has a rarity index, which represent the probability of occurring.

Common Traits or Items have a 20% probability
Rare Traits or Items have a 5% probability
Heroic Traits or Items have a 1% probability
Legendary Traits or Items have 0.5% probability
Ascendancy Traits or Items have a 0.1% probability



Kaliperyon RPG: Core Idea

We are huge fans of the 90s and early 2000s RPGs. So, we modified a custom simulation program made for a thesis in mathematical modelling (to simulate disease transmission) to create our own!

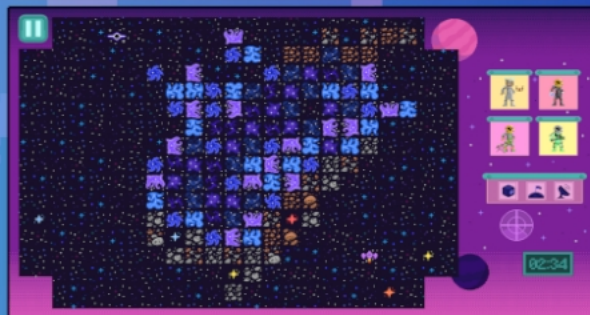
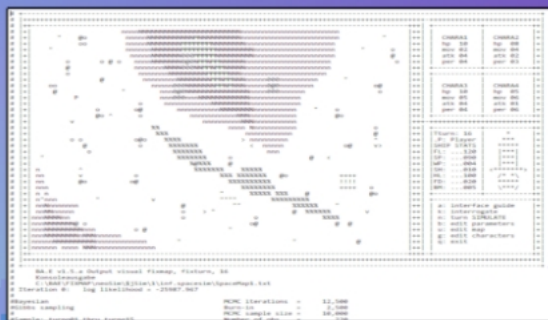
To make it simple, we can simulate a space sector using probabilities and bayesian statistics!

We changed the parameters of the program to create a game with a dynamic map, characters, planets, spaceships, events (supernovae, wars, artifacts).

We have 2 artists, which are revamping the interface and creating unique, original tileset to substitute the old ASCII interface.

The porting, recoding and deployment are our main objectives. We plan to release a beta of combat soon before minting.

The playable version will be deployed in Q3 2022



Kaliperyon RPG: Technical Overview

The initial release will be a Squad Based Rogue-like RPG.

Owning 1 NFT Character gives you the right to embark on an expedition.

Gameplay will be turn based with choice of action to World events and Exploration events.

Combat is heavily inspired to golden age of JRPGs, expect lots of similar mechanics! There is no need to have a character combat focused to obtain loot, certain actions can only be performed by characters with support equipment! Also, all characters have base self-defense skills, in case of engagement, you can escape a fight against the odds.

Play-to-Earn Feature:

Each expedition will provide loot based on performance: Battle trophies, Artifacts, Resources and Equipment can be brought back from the **Kall-Sector** and exchanged for Tokens or exchanged.

This is one of the most exciting features with top priority!



P2E and Token Features

The game will be integrated with its coin, \$KALP.

\$KALP will be a utility token to be used in Kaliperyon echosystem and additional value reserve. With fixed supply, relevant deflation strategies will stabilize token price (e.g. item price adaptation, burning)

\$KALP coin will serve as exchange currency in the Expedition Loot Market, to unlock special features of the game and bridge with the Cryptocurrency market.

No tax system will be imposed, only an exchange fee of 2.5% will be collected to balance the liquidity pool, no \$KALP are needed to play the game, which is completely free.

Initial Minters and Owners will receive a bonus amount of \$KALP based on minting performance along with a premium artifact, to commemorate those who ventured first into the **KALI-SECTOR**.

Coin launch is planned end Q3 2022 or beginning of Q4 2022.



Collectible characters and trading

How fun was to choose characters and gear them up for an hard boss battle? Or exchange those little monsters with your friends according to your play style?

In Kaliperyon RPG you can do that! We want to bring back that feeling: you can mint up to 5 NFT's characters but also exchange and buy more on the market.

Each layer is associated with a skill or stats increase, if you like to min-max your team you can focus get characters oriented to combat, support/magic skills or tech based!

This exciting and fluid secondary market will keep your characters value high, encourage community interaction, play-style experiment and game variation!



Roadmap

MINTING

- Discord and Twitter channels with devs
- Merch Store
- 5% of revenues reflected to community via a prize pool

Q2 2022

- Kaliperyon RPG main port
- First Founders item giveaway for keepers
- DAO

Q3 2022

- Kaliperyon RPG release
- \$KALP token listing
- Liquidity pool open
- Beto Ingame Exchange deployment

Q4 2022

- Iteration 2 RPG launch
- Solo/Battle Royale modes
- Kaliperyon II gen launch
- Real World Events

